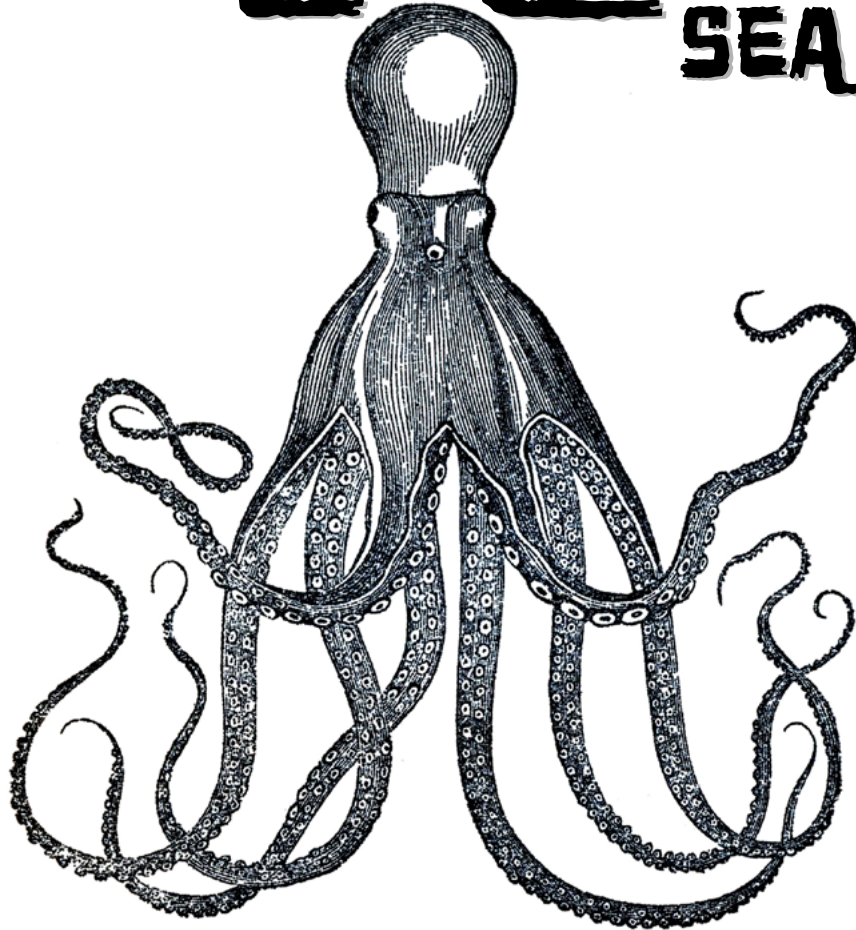


THEY CAME FROM
**UNDER THE
WATERLESS
SEA**

AN ADVENTURE FOR NEOCLASSICAL GEEK REVIVAL
AND OSR ADVENTURE GAMES

THEY CAME FROM
**UNDER THE
WATERLESS
SEA**



COVER ART - A VIEW OF THE MONUMENTS OF EASTER ISLAND (RAPANUI) by WILLIAM HODGES
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THE OLD ISLAND

A volcanic archipelago sits deep in the ocean, thousands of miles from the nearest lands that are in turn yet another isolated island chain. It is a tropical paradise, other than the warfare. Most of the islands are split between warring chiefdoms save two. The biggest island was recently unified by an up and coming would be emperor. It is an era when history will be made, but this isn't about the big island. This is about the kingdom on the Old Island and the shattering of its long peace. While the other islands (up until recently) were full of rival warlords and despots, the Old Island has had a long and stable history that allowed its Kings to focus on public works and trade with more distant island kingdoms. Sprawling temples of volcanic stone overlook most of the Old Island's cities, except one small city in a secluded cove. This lack of a temple was curious to the stone workers building the newly commissioned King's highway, and they felt the need to report this to the King's court. This led to investigators, which in turn led to horror as the human-fish hybrids were uncovered, which finally led to the town being raided by the King's army. A brief skirmish occurred as the Deep Ones retreated to the sea to strike back. What occurred next is a little fuzzy, but somehow a sorcerer (or perhaps a priest or both) created a portal to allow the King's army to march under the sea as if it were land. While the Deep Ones still outnumbered the King's men, their city was not built to withstand a land invasion, and their forces were routed and scattered at the sheer chaos created when the King's army burned down most of their city. Their *underwater* city. They were cut down as they fled from the strange physics the King's army employed. But not all of them fell, a lone citadel stands in the ruin of the Deep One's city. There the remnants of their people lay besieged. The magic of the portal is unstable and this siege cannot go on forever.

ADVENTURE?

The Deep One city has been sacked and the cult of Dagon exposed. It may seem like the adventure is over, but it really shows a greater issue. Now is a time of flux and uncertainty, and in these times when the reins of power slacken it becomes a free for all to cut-throats, sell-swords, and scheming adventurers. Folks like you.

While the islands are normally run in a fairly stodgy feudal environment, recent chaos (unification, the Deep Ones, the Nawao revolt, the refugees, and even that massive nine-masted ghost ship full of dead and undead corpses of strange foreigners) have led to a loss of government control and the rise of the free market. Food tokens once meant for visiting traders are now in the hands of lowly serfs. Great reams of pearls and black pearls (some engraved) are being harvested and heaped upon craftsmen and other important non-nobles. While there will be a crackdown eventually, now is the time when someone can change their station with the right amount of treasure and guile.



TREASURE	
Food Token*	1 cp
Pearl	1 sp
Engraved Pearl	1 ep
Black Pearl	1 gp
Engraved Black Pearl	5 gp

*Food tokens vary in composition. They are small items marked by a local lord, chief, or king to be given to visiting traders. Usually they are made from flat stones, shells or wooden tokens (every noble's style is different). Food tokens can be traded by the visiting merchants in the lord's land for a simple meal (or half a meal worth of meat) and

double as a way to indicate who else any merchant is dealing with. In more stable times, finding another lord's food token in a merchant's boat was a serious offence. In these less stable times it is merely frowned upon unless you have the food tokens of a rival or enemy lord.

WHO ARE THE PLAYERS?

The easiest assumption is that the players are locals out to make something out of themselves in this era of adventure. These would be islander peasants who decided against working their lord's land for food and shelter and took off to seek their fortunes. Perhaps they are displaced minor nobility who lost it all on a neighbouring island when their chieftom collapsed to a rival. They could be mercenaries from the Big Island, or perhaps Menehune sneaking out from their remaining hamlets hoping to seize a better future for their people. The islands are a feudal society with a newly introduced religious movement full of intolerance and cruelty. So any character concept you could play in a game set in dark ages Europe would fit with only some minor changes based around the lack of contagions and metallurgy. Almost all animals and a great deal of the plants were intentionally brought to the islands, so there are no large predators such as wolves or bears. Feral hogs are your biggest danger that isn't supernatural or sentient.

It is also possible you may want your characters to be foreigners. Arrival by boat is the easiest and therefore also the lamest reason since they could just leave by boat at any time. That also shifts the game to be less about the Old Island and more about agricultural and technological exchange. A more railway option is to have the players be captured by Deep Ones in their own region and then escape from prisoner transfer when the King's armies assault the spire. They can then swim from the top of the spire to the surface and make it to shore. Metal coins are worth their equivalent pearl value.

THE CITY

"City" might be a bit grandiose of a term given the place's current state. Even before the raid the area was only barely considered a city. The city is difficult to reach except by sea and a single winding path through the steep mountainous terrain and dense bamboo thickets, at least until the road is finished. There are not many crops to speak of as the soil is bad. Mainly it is bamboo, some coconuts, and a vast paper mulberry



plantation. Now that fish are no longer so plentiful, tapa cloth is the only remaining export. Some houses from before the raid still stand, but most were burned to the ground. Ash is still mixed heavily with the dirt and many local plants show scorch marks, especially the coconut trees near the shore. Rows and rows of shoddily made huts of thatch and bamboo house the heavy garrison and new arrivals from other parts of the island. Most of these new arrivals are looking to work on both the road and a newly commissioned massive luakini temple to overlook the shore. Very few of the original inhabitants survive, and all but a handful are now slaves with dubious futures.

GARRISON

There is a large garrison stationed in the city, sent originally to purge it of its corrupted inhabitants. They are mostly pikemen conscripts, but there is still an active core of professional soldiers and marines armed with sling and sword. They are currently being lead by the son of a minor noble in the king's court. 500 men are currently under his command, rotating through the magic portal so that half maintain the siege and half rest in the city. The commander is keen to keep costs under control and is more than willing to send some of his men on "guard patrols" with wealthy undersea explorers for a small donation to the royal coffers.

THE PORTAL

Safely protected by a large structure of koa logs and woven reeds is the key to this adventure, the portal to the waterless sea. The portal itself has no appearance: it is rather, an *absence*. A large portion of the surface of the water is missing. It is as if there is no ocean at all when looking through the portal. From the side, it is utterly invisible. The magic of the portal is strange and confusing. Anything that moves through the portal will experience the world as if all the brine in the ocean was replaced with air. They would be unable to experience any aspect of the water except for the surface. Everything else in the ocean is not affected by those who go through the portal. A swimmer off the coast could thus be diving for pearls and see a group of men walking along the bottom of the ocean carrying a burning torch, even setting fires. This can get confusing to individuals if they perform actions such as throwing rocks at each other. All of the portal's magic only lasts until those who stepped through it next touch the ocean's surface or leave through the portal. They can return through the portal at a later time if they wish (so long as the portal still exists).

The portal was originally 200 feet in diameter when the king's army stormed through it, but it has shrunk since then. It appears that pouring brine into the portal causes the brine to boil away and the portal to shrink. It is currently 20 feet in diameter after a few bad storms. The building housing it provides a great deal of protection to keep it going but it probably won't last beyond a month or two. If the Portal is destroyed before the resolution of the siege it is worth +100 points towards a Deep One victory.



REFUGEES

Around two dozen refugees arrived a few months ago from the Nameless Island at the edge of the known world. No one has gone to the Nameless Island in generations, so people were quite surprised when a bunch of refugees showed up with tales of woe and panic. They said a group of foreigners from an even more distant land arrived in reed ships. First they traded, but soon they returned in greater numbers and began conquering the island. The leader of the refugees cut down the last tree on the island to build the canoe he used to flee here to try and gain help. Despite his odd artifacts and a strange animal he brought with him, no one seems to both believe him and care enough to do anything about it. Without family or wealth, the refugees have come here to gain work on the temple construction.

ELDER PRIEST

A recent addition to the Kingdom, the elder priest came from a neighbouring island to institute a much harsher brand of worship involving human sacrifice of “impure blood-lines”. The investigation into this city and its unholy denizens was spurred and financed by this priest and he has gained no small amount of favour in the King’s court. His ruthless approach to spirituality heralds an era of oppression and tyranny, but in the short term it is effective at rooting out individuals who have Deep One blood in their veins. He hopes to train the scheming priest (see next section) to be his successor and break him of his naive ways. While in power the Elder priest gives +20 towards a human victory.

ELDER PRIEST

OSR: 3rd level Lawful Evil cleric with 15 Wisdom. **NGR:** 3rd level 2 part priest (Fervour, Miracles, Dogma), 1 part bard (Leadership). Determined (15 will). 100 piety.

SCHEMING PRIEST

The Scheming Priest is unhappy with the introduction of human sacrifice to the Old Island, and the construction of its first luakini temple. He believes this is an overreaction to the danger of the Deep Ones and that it will permanently stain the soul of the local populace. He is eager to free many of the suspected hybrids (unless their lineage is plainly obvious) and seeks to find or fabricate a way to disgrace the Elder Priest and assume his position.

SCHEMING PRIEST

OSR: 1st level chaotic good cleric with 10 wisdom. **NGR:** 1st level 2 part priest (Miracles, True Belief, Exorcism) 1 part bard (Silver Tongue). 20 piety.



FOR SALE!

Wafting in along the salty ocean breeze is another smell, the smell of something almost as dangerous and just as liberating—exploitative capitalism! With the current instability, the steady routine of feudalism has eroded enough to allow a flourishing set of grey and black markets to spring up. If you have the treasure you can buy almost anything here, including station—or so they say. Local craftsmen who work to make weapons, ropes, and ships for the army are more than eager to spend their evening hours making a few more to sell to mercenaries, explorers, and treasure hunters. In addition, a steady stream of merchants from far off island chains bring in exotic goods. These foreign merchants don't care who buys their wares when they don't have any guarantee who will be running the place when they next return. For those seeking the rarest of curiosities, there are bands of adventurers skulking around the island finding forbidden curiosities they need to pawn.

To see what goods are available roll 2d6 each week. Local Goods are always available, Trade Goods are available on an 8+ and black market goods may be available on doubles. Which black market goods are available is based on what doubles are rolled. When a black market item has become available, it is gone by the next week and will not be offered again, with the exception of double one's. If you roll doubles, cross it off the list. If those doubles are rolled again there are no black market goods available this week.

LOCAL GOODS

FOOD		OSR	NGR
------	--	-----	-----

Meal of fruit and fish	1 token		
Meal with meat	2 tokens		

CLOTHING		OSR	NGR
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Leaf cloak	1 pearl		+1 evade
Feather cloak	500 pearls		Ornamental tag, counts as cape.
Leather helmet	8 pearls		
Tapa cloth kilt	5 pearls		
Helmet	10 pearls		

GEAR		OSR	NGR
------	--	-----	-----

Wicker backpack	2 pearls		
Rope(50ft)	15 pearls		
Throwing Net	10 pearls		Small, Throwing, Exotic, Entangling



BLACK MARKET (CONT.) OSR NGR

5 - Blood spattered hunters and warriors have brought back a collection of monster organs they say grant magic powers when eaten:

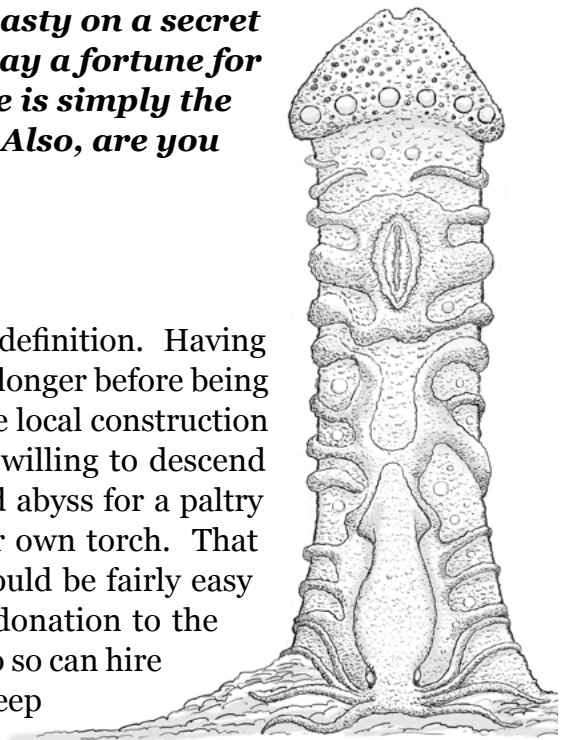
1 healing spleen	50 pearls	+d8hp	as faith 5 "Healing" miracle
1 lung of water breathing	40 pearls	duration 1 hr	duration 1 hr
1 pancreas of cure disease	100 pearls	as spell	as miracle (any disease)
1 heart of resurrection	500 pearls	as spell	as miracle

** To determine if they are legit or just snake oil salesmen, roll 2d6. On a 7 they are indeed magical as listed. On an 8+ they are full of hallucinogens that make you think they work. On snake eyes they are poison. Seriously why would you buy organs from these guys? What about a blood covered guy selling hunks of gore makes you think "he seems trustworthy!". If they do hold supernatural powers, they are granted by divine means and count as a holy substance of an evil god.*

6 – Adventurous sorts have... what the... oh no...this is bad. Is that the King’s favourite daughter? This will not end well. There is a merchant in town that is planning on sailing far, far away while taking the girl with him to start a new dynasty on a secret set of atolls. The princess is willing to pay a fortune for help (200 engraved black pearls). There is simply the problem of smuggling her to the shore. Also, are you crazy?

HIRED HELP

A life of adventure is a dangerous one by definition. Having some hired help is one way to stay alive a little longer before being pulled to pieces by a rampaging shoggoth. The local construction scene has ensured there are no unemployed willing to descend through a magic portal into a madness fuelled abyss for a paltry sum just so that you don't have to carry your own torch. That said, if you are going through the portal it would be fairly easy to have a patrol accompany you for a small donation to the royal coffers. Player Characters who wish to do so can hire squads to accompany them to and from the Deep One city, helping fend off attacks and keep



watch over camp sites. These soldiers will not move into dungeons, explore ruins, or perform other suicidal tasks. The first squad of soldiers the players hire must be pikemen. If they hire other squads they may choose between pikemen or slingers. A squad of soldiers costs 8 pearls a day. Record how many soldiers are lost. Each dead soldier impacts the royal forces and decreases the chance of a human victory (-1 for every dead soldier). At full strength the soldiers are worth +100 points to the human cause.

PIKEMEN SQUAD - 6 MAN SQUAD

In times of crisis the Kingdom will supplement its standing army of trained warriors with conscripted pikemen. They are not especially eager to serve for extended periods of time as they have family, crops, and the practice of not being eaten by fishmen that they wish to return to. That said they will still faithfully uphold their duty in normal circumstances. They are armed with both a serrated bone tipped pike and a small koa wood dagger.

OSR: *(Average Morale)* **NGR:** *(Will of 9)*

SLINGMEN SQUAD – 3 MAN SQUAD

While bows are considered toys for hunters, the sling is a weapon of war. A hired slingers squad consists of a trio of young apprentice soldiers armed with a large sling, a wicker backpack full of suitable stones, and a stone mace. They are eager to prove themselves and full of piss and vinegar.

OSR: *(Great Morale)* **NGR:** *(Will of 15)*

Sometimes the players may not want a large entourage, or maybe they want help inside the dungeon, or maybe they want to do something highly illegal. In such cases there are a handful of other adventurers and ne'er-do-wells they could hire to round out their expedition.

ADVENTURERS

WARRIOR WITH PET KIWI

Known as “The Warrior”, this exceedingly large and heavily tattooed man has not yet had to give his real name. He comes from the far off edges of the known world from the cloud lands, bringing little with him beyond a whalebone club, a dog-skin cloak and a small pet kiwi he affectionately calls “Yelp”. He left his homeland after shamefully losing a well-regarded mere in a battle with a giant mass of floating eyes summoned by an evil sorcerer. If the players purchase the mere from the black market and give it to him, he will become permanently loyal to the party to the point he will work for free and even tell them



his name. He charges 15 black pearls and a half share of treasure per expedition. He considers the hunter beneath his station as a warrior and will not adventure along side him.

OSR: *Level 4 warrior, very strong (18, or 18/00 if used), low charisma (6) maximum hit points.*

NGR: *Level 4, three part warrior. Insanely strong (20 strength) but somewhat crass (6 charisma). Knows the following combat tricks: Coup De Grace, Stomp, Brute Throw, Sunder, Entangle weapon*

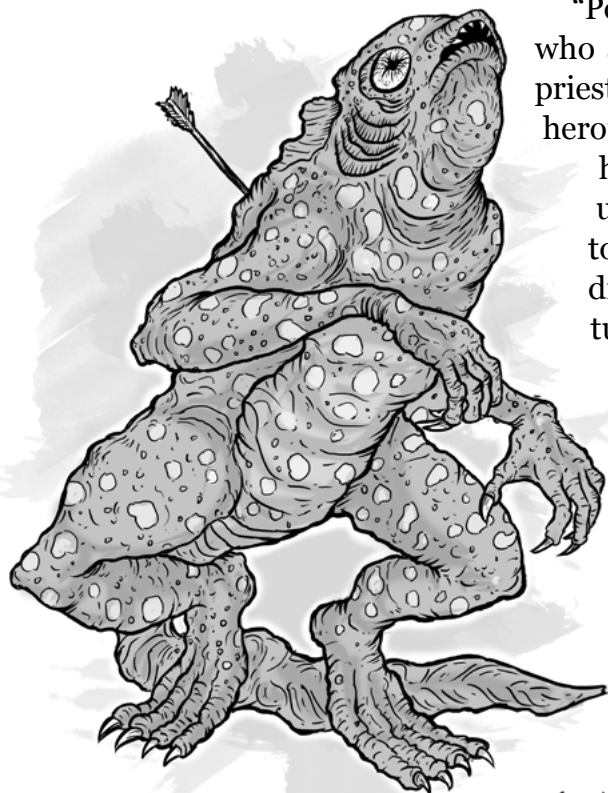
MENEHUNE SORCERER

She is called Taporo, because she is small and bitter. This ranting Menehune is the butt of jokes with the locals, though not too her face as she is known to be a capable practitioner of the dark arts. She will frequently mock and belittle the humans of the island. She longs for the days before humans came to the island when her people ruled it as an egalitarian utopia and created a paradise through their magic. That view of the past may or may not be historically accurate, but she believes it. She dresses to mock the locals, wearing an oversized carved wooden mask, a grass skirt and a vibrant floral shirt she made with strange cloth taken from the nine masted ghost ship. She claims the shirt will make sense in the future, which she also claims she can see. She charges 2 engraved pearls per expedition, as well as the right to take first claim on any single piece of treasure from any expedition. She secretly seeks the hypnotic charm the Deep Ones used to control shoggoths. She is a follower of an unfathomable god of time. Her spells are contained in a tapa cloth shawl covered in the rongorongo script (see end section). One of the refugees from the nameless islands may be able to read it.

OSR: *Level 3 halfling witch, or magic-user with a low con (-1hp per level).*

NGR: *Level 3, Wee Folk, 2 part wizard, 1 part priest. Powers: Psychic Potential, Mysticism, Anti-Magic (counterspells), True Belief. Sickly (7 health) and anti-social (4 charisma), but very bright (16 intelligence), strong willed (15 will). She has 5 fate points.*





HUNTER

“Poi” is an escaped slave from a nearby island who almost met his end at the garrotte of a priest. He escaped in a suitable tale of dashing heroism. He lives outside of the major towns, hunting pigs and occasionally “finding” useful items. The rumours of being able to buy station with enough money have drawn him out into the open. He’ll adventure with the party for 20 food tokens and a half share of treasure. He is armed with a small bow, a quiver of 10 bone arrows, a leaf cloak, and a wooden dagger.

OSR: *Level 3 thief or ranger with high dexterity (16)*

NGR: *Level 3 2 part rogue, 1 part warrior. Powers: Detect Traps, Expert, Parkour, Weapon Specialist (Bow). High Agility and Perception (16) but lacks confidence (8 will). He has 2 fate points.*

NAWAO BARBARIAN

Grunk is a ten foot tall hirsute monster. He roams around naked and scowling, but few will stand in his way due to the combination of his size and the chipped femur from some even larger creature that serves as his club. He is from a small band of Nawao on the neighbouring island who has come here seeking weapons. To buy them he needs money. To get money he will work as a mercenary who crushes small and puny things. The one thing he will not do is work with any Menehune. He will recant how his people were crafted from the blood of a dead god on this very island until those miserable runts showed up and used trickery and magic to enslave them, forcing them to toil endlessly until the Menehune got what was coming to them. The accuracy of this story is up for debate.

OSR: *Use the stats of an ogre*

NGR: *Level 1 Wodewose 3 part warrior. Knows stomp and wacry combat tricks.*



UNDERWATER RANDOM ENCOUNTER TABLES

If players wish to march to the Deep One city (and I should hope they do) use the following table to represent two(ish) hours trudging down from the shore. Roll a d8, d6 and d4. You should never need to roll additional dice. If a result specifies a die result, it is always referencing one of these three dice rolled. If all three dice are the same, check the “trips” special modifiers and add in their results. If two 5’s or two 6’s are rolled, add in the results of the “dubs” section. If all dice are the maximum result (8,6 and 4) also add in the results of the “max”. The players should experience one encounter in the Shallow Water, two encounters in the Twilight Zone, and one encounter in the Midnight Zone/Deep One Ruins.

TERRAIN: SHALLOW WATER

Where? (d8)

1. Flat sandy expanse
2. Flat sandy expanse with a few barnacle coated boulders
3. Rocky area with some seaweed
4. Rocks overgrown with sponges
5. Large coral reef
6. Creepy pit
7. Flat sandy expanse
8. Large stone outcropping covered in barnacles, coral, and sea weeds

What? (d6)

1. d8 Fishermen (boat above on 1-2, portal denizens on 3, 2 boats and double fisherman on 4)
2. Nothing
3. Rampaging giant crab on odd (size d4), else d4 sea turtles
4. 1d4-1 sharks
5. Large octopus watching intently
6. Dolphins (1d8-1d4)

Weird? (d4)

1. Schools of brightly coloured fish obscuring view
2. Corpses of Deep One hybrids floating towards shore
3. Teeming with lobsters
4. Sunken catamaran



Triples (in addition to other results)

- 1.** A Deep One scout has used the schools of fish to sneak closer to shore. He is going to try and kill the fisherman who spotted him. The fisherman is waving his arms to the party to get their help. If they don't help, he will be silenced. This scout will give +1 point towards the Deep One victory if left alive.
- 2.** These are Deep One nobility adorned in golden jewelry. Time could be taken to get a enough jewelry off them to smelt into 40 pieces of gold.
- 3.** This was a Deep One guard animal of some potent priest. Its claws are branded with wards that make its claws +1 weapons until they are brought into the air.
- 4.** One of the catamaran pilots is still alive and trying to fend off the sharks with a wooden dagger. He will be a loyal retainer if the players can save him and help him get back to shore.

Dubs (in addition to other results)

- 5.** The octopus is a spy and is reporting the players positions. If the octopus is left alive, the players will suffer d6 suspicion each if they move into the Deep One ruins.
- 6.** Do not go into the pit with the dolphins. Those are bad dolphins. There are several human bodies rotting in the pit already.

Max (in addition to other results)

18: The dolphins are trying to kill the drowning sailors. The 3 sailors are also secretly Deep One hybrids. Inside the wrecked catamaran is a tapa cloth sack full of 120 Deep One gold coins to be used to bribe local sell swords to turn on the king.

TERRAIN: TWILIGHT ZONE

Where? (d8)

- 1.** A steep drop. You'll have to turn back.
- 2.** A tangled mass of coral. Weapons are limited to small.
- 3.** The area is full of anemones. Each round an extra action must be spent to avoid touching them and suffering 1 point of damage.
- 4.** Kelp forest
- 5.** Kelp forest
- 6.** A winding path leads through a coral reef. It looks artificially created
- 7.** Use the d4 as the d8 result from the Midnight Zone/Deep One ruins table
- 8.** A steep drop. You'll have to turn back



What? (d6)

1. Deep One partisans (d4+1) armed with golden daggers and brittle spears made of bone.
2. Nothing
3. A great shark (size d4-1, min 1)
4. Nothing
5. A pair of giant crabs, branded by the Deep Ones and linked together by golden chain (size 1)
6. An enraged spirit is haunting the area (level 2).

Weird? (d4)

1. The area is full of schools of fish that obscure vision
2. Jellyfish are floating through the area, anyone not defending themselves suffers d4 damage.
3. Nothing
4. Coral encrusted human skeletons litter the ocean floor.

Triples (in addition to other results)

1. There are 4 additional Deep Ones armed with looted human pikes. They will try and drive the characters over the edge to make them fall.
2. There is a giant starfish looking to eat the nearest prey—you. It is size 2.
3. There are 5 pikemen returning home and caught in a bad spot. If you save them they will join you.
4. There is a giant squid in the area (size 8) it wants to grapple and flee/eat 2 people.

Dubs (in addition to other results)

5. The crabs have a Deep One handler armed with a golden dagger, Deep One armour, a golden helm, and a coral trident.
6. There is a sunken ship of strange make. Inside is a tomb with a humanoid skeleton with a glass sword and a glass shield. The sword and shield exude magic and are as strong as steel unless they hit (or are hit by) iron items or iron rich rocks.

Max (in addition to other results)

- 18: The ghost is a necromancer's spirit and can raise the 11 barnacle encrusted skeletons as soldiers to slay the characters and add them to its collection.



TERRAIN: MIDNIGHT ZONE / DEEP ONE RUINS

Where? (d8)

1. A small waist high wall of coral encloses a field full of kelp that stretches up beyond sight. The field is orderly, laid out in a grid pattern.
2. A field of coral surrounds a large basalt obelisk glorifying bizarre fish-like deities.
3. Rows of glowing sponges cover a large patch of sand and silt.
4. A small coral covered dome served once as some sort of house, but it has recently been burned black.
5. A cluster of coral dome houses and attached coral pens filled with lobsters.
6. Massive cyclopean stones covered in barnacles. These are remnants of ruins even more ancient than the Deep Ones' creations.
7. A large hive-like structure showing signs of fire. It once served as an apartment for dozens.
8. A Deep One palace with a massive garden of colourful corals and sponges.

What? (d6)

1. Deep One patrol (d8+d4)
2. Human patrol (12)
3. Sharks (d4-1)
4. Nothing (1-3, giant size 3 Angler fish on 4)
5. Feral Guard Crab (size 2)
6. Human patrol (12)

Weird? (d4)

1. Crawling with lobsters
2. Nothing is alive, literally nothing
3. dozens of dead Deep One bodies covered in shrimp.
4. A desecrated shrine to Dagon.

Triples (in addition to other results)

1. The Deep Ones are trying to gather food and sneak into the barracks. They are all injured badly.
2. The dead human patrol appears to be withered husks. The obelisk emits a warmth (it is radioactive)
3. The sharks are in a frenzy! (they gain zealous and fervour)
4. The angler fish is big...very big, and possibly sentient. Size 5



Dubs (in addition to other results)

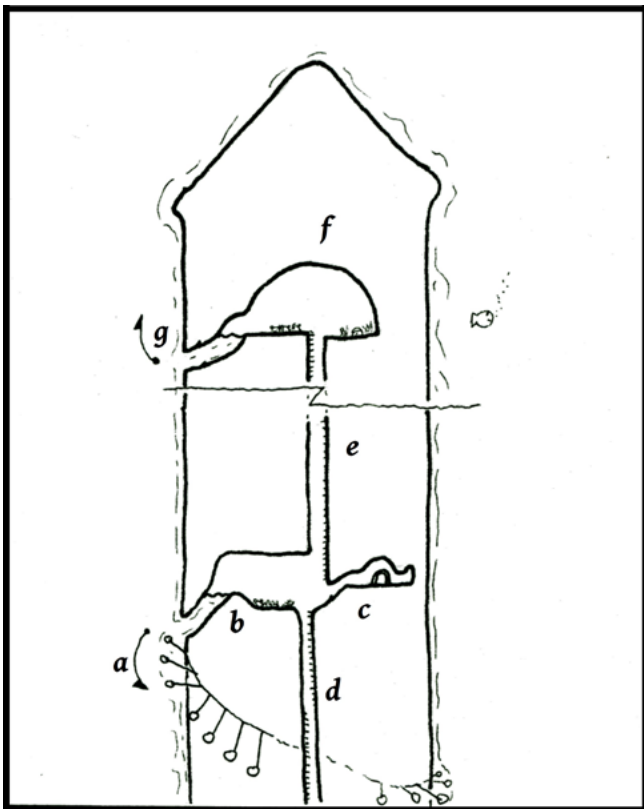
- 5. The house has a small amount of unlooted treasure inside (total# of golden coins x 2)
- 6. The human patrol has set up a camp. There is a fire. They will buy water and take on wounded.

Max (in addition to other results)

18: This has become a full on military post. Water is stored and guarded, fires burn, and more soldiers can be hired.

DEEP ONE CITADEL

The city of Y'Ghuh-zadei sprawls down the slope of this ancient volcanic island towards the dark abyss. There are rows of stone domes on the outskirts, but palatial estates of massive stone blocks adjoined to vibrant coral gardens fill the city centre. Great obelisks praising the dark gods of the Deep Ones jut up from the ocean floor, while strange arches and gates that seem to be woven from solid stone fill the ruined plazas of smooth basalt tiles. Driftwood sculptures, bone trinkets, and gold ornamentation once filled the dwellings, but they were largely looted and burned by the King's army as



it advanced upon the shocked populace. The army smashed anything they could find that seemed fragile, and put effort into breaking a few things that weren't. Packs of crabs roam the crevices between buildings, eating the great masses of rotting Deep Ones who were slaughtered in the panic. A great spire rises in the centre of the city, the last hold out of Deep One forces (beyond a few scattered cells hiding from human patrols in the ruins).

THE SPIRE

The Spire is the center of the Deep One holdouts. It was probably not built as a fortress. Its walls are covered in bas-reliefs of horrors from the deepest bowels of the ocean. Such craftsmanship would seem like far too



much effort to put into walls if they were meant to suffer a barrage of attacks that would leave them a pitted and chipped mess as soon as they saw action. There is also the fact that this tower, and it alone of all the other abandoned and toppled towers in the city, seems quite phallic. Officially that is simply the dirty mind of low caste conscripts, but come on, you aren't fooling anyone. That is a penis. Future re-tellings of this tale will have that edited out. The spire is incredibly tall and... you know what I shouldn't have lead with the Little Mermaid penis reference, now you are going to giggle at everything that I spit out. You did it just there, I am onto your shenanigans.

The spire nearly reaches the surface, ending a mere 40 feet below the surface. There are several exposed rails that could serve as walkways that spiral around the lower half. They can be reached by going through a squat, barnacle encrusted cube building that is currently besieged (the barracks). The barracks can be reached by marching through a twisting hive of labyrinthine domes that seemed to have served as an apartment complex. The only other way to get into the spire from the surface would be through the foundation, a massive pyramid of stone with a great round door bearing a glowing sigil (The Seal).

Inside the spire is air. There are moon pools at the top, at the edge of the rail path, and at the entrance to the foundation. This means breaching a water surface. Once in (barring magic) the only hope is to ascend to the top, swim out towards the surface and hope there is a boat nearby. The spire was originally a transportation hub, containing a series of mystical gates to allow travel to other Deep One cities around the world. The King's army did breach the spire and destroy (as far as they know) the portals to prevent reinforcements. However, those soldiers who breached the moon pools are trapped as the portal's magic no longer affects them. The Deep Ones retook the barracks, so the soldiers are running low on supplies. A few stealth runs have been made to bring them water, but they are running low. In addition, the top of the spire is still held by Deep Ones. If the soldiers cannot be supplied with water, food, and light, they will die and the Deep Ones in the spire will retake the gates.

The portal room is a hexagonal room with a single path that leads into the spire. Four of the other six walls have short hallways that end in archways made of a slightly glowing blue metal, with a smashed orb of glass at the top of the arch. The glass orbs can be removed and replaced, but they are broken. The four portals originally lead to Deep One cities off the coasts of Iceland, New England, Antarctica, and Madagascar (or equivalents in your game). The fifth wall is smooth plaster. Behind it is an abandoned fifth portal that is still functioning. It leads to an abandoned Deep One city in the Dead Sea (or equivalent). If the Deep Ones retake the gate room they will break down the



wall and use the orb from this portal to reactivate another portal. From there, they will get more orbs to open all the portals and call for reinforcements. The Portal room is worth +5 points towards a human victory if held, but +100 points to a Deep One victory if retaken.

A.) Water Entry

A series of railings form a path (of sorts) leading between the top of the barracks and a narrow tunnel leading up to the interior of the spire through a moon pool. Once players breach this water surface it is probably do or die time.

B.) Human Survivors

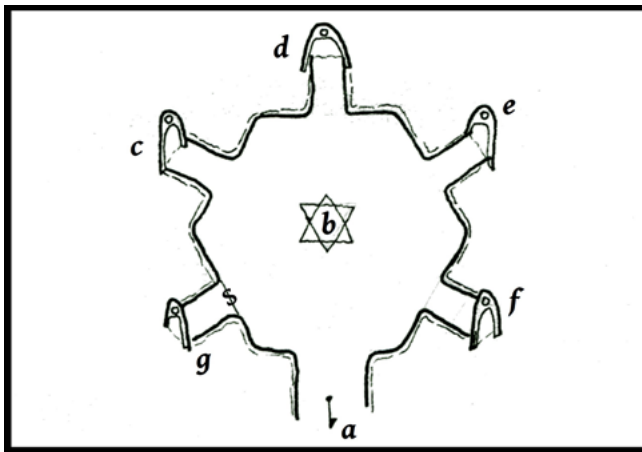
A handful of human survivor huddle around a slowly burning set of embers. They currently have 2 days worth of water in great skins smuggled to them. They also have a few bundles of fairly dry twigs and a stack of empty coconut shells. For food they have enough coconuts and cooked crab meat to last 2 meals. The remaining human troops keep a careful ear out to listen for any Deep Ones trying to descent from E.

4 Human Pikemen

1 Secretly Deep One Hybrid Pikeman

6 Human Slingers

3 Lesser nobles with long leiomano and feather cloaks.



C.) Hall To Portals

CA Hallway into the portal room.

CB The floor contains a mosaic of a six pointed star in the center of the room. Each arm points to a different portal.

CC Defunct Portal to Iceland

CD Defunct Portal to New England

CE Defunct Portal to Antarctica

CF Defunct Portal to Madagascar

CG Secret door to functioning portal leading to the Dead Sea

D.) Ladder/tube to base of Ziggurat

E.) Ladder/tube to top of Spire



F.) Top room – Deep One Garrison

The top of the spire contains an open room with a moon pool leading back out to the sea. The spire is so tall that it is barely forty feet below the surface. While this is dangerous to escape from, it is possible and sure beats dying underwater. The small remaining garrison of Deep Ones is mostly high ranking officials, but they will still fight to the death. They hope to be able to starve out the human garrison, slink down E and then use the gem from CG to re-activate another portal and from there bring in reinforcements from other Deep One cities. They have several bales of kelp, a dozen leather satchels full of fish meat, and a wooden chest full of gold doubloons one of the nobles received in trade from another city. The chest contains 1200 gold doubloons worth 1 black pearl each.

8 Deep One Soldiers

2 Deep One Civilians

2 Deep One Priests

OSR: *3rd level clerics with gold daggers and holy symbols*

NGR: *3rd level 3 part priests with gold daggers and holy symbols. 100 piety.*

1 Deep One Noble

OSR: *1 hit die, attack as weapon, unbreakable morale, armed with a gold dagger.*

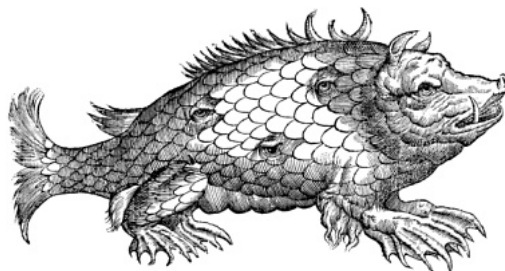
NGR: *oth level, armed with a gold dagger. Always chooses stubborn refusal.*

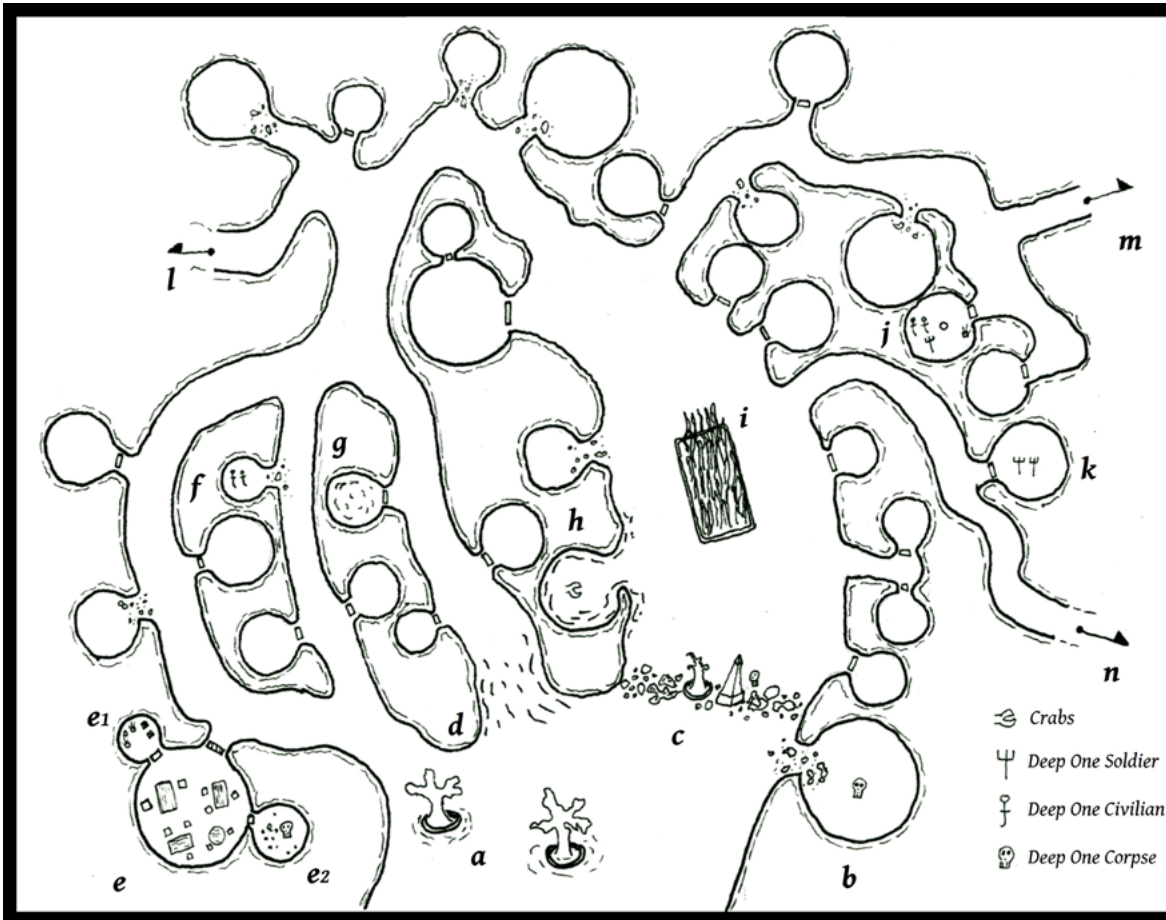
2 Deep One Warrior Nobles

OSR: *2nd level fighters armed with gold bucklers and short swords.*

NGR: *2nd level 3 part warriors armed with bucklers and gold short swords. They know the following combat tricks: Lunge, Riposte, Feint, Charge, Shield Punch*

G.) Water Entry – to Surface





THE LABYRINTHINE APARTMENTS (LINKS TEMPLE, BARRACKS AND SORCERER'S DOME).

This twisting hive of domes once served as apartments for the vast swarms of servants who maintained the complex and visitors who would enter through the portal. It was ransacked by the King's army, but they weren't very thorough about it. Some Deep Ones hid during the initial onslaught. When the Deep Ones regrouped, the army fell back and abandoned the apartments as it was poor ground for them to hold. The tangled halls hampered their pikemen and slingmen, so they fell back to a siege position. Much of the area was burned and looted, but not all of it. It was mostly cleared of opposition, though some skulking Deep One forces and feral sea creatures make it risky to venture through. The apartment complex contains tunnels that lead towards the barracks, the temple, and the sorcerer's dome. Clearing them is worth +5 points towards human victory. If there are any Deep One partisans remaining, they are worth +5 points towards a Deep One victory.



Unless otherwise specified, the hallways are clay plastered stone, while the apartments are spherical rooms secured by a coral lattice door covered with a shark skin flap. Many of the doors have been destroyed. Inside the apartments that have not yet been looted will be small amounts of driftwood, nets (or potentially hammocks), stone tools, 1d6-5 angry moray eels, and 1d8-2 small golden implements worth a ten pearls each.

KEY

A.) The Entryway

The entry to the hive is fairly open, the circular hallways of clay plastered stone seem to stretch outwards like writhing tendrils in no particular pattern. There are a pair of smooth stone rings set into the floor, surrounding piles of sand and silt. From those two rings sprout branching masses of coral that had been carefully gardened into their current shape. The floor is sloping and irregular, making regular foot navigation difficult without the ash, sand, and rubble that has begun to accrue since the first assault.

B.) The watchpost

The coral lattice door has been smashed open and the room ransacked. The bodies of a dozen Deep Ones had been heaped into the room and a hasty attempt to burn them had been made to limited success. Nothing of value is in the room.

C.) The path to the commons

The hallway is much wider here. There is a hurried barricade constructed of rubble, coral, Deep One bodies, and a stone obelisk built around another gardened coral growth set into a stone ring. **NGR:** Climbing over the barricade requires an agility check to avoid suffering 1d6 repeating suspicion against the crabs in H. If the barricade is destroyed it will make enough noise to draw the crabs from H, but will reduce the effectiveness of Deep One partisans towards a Deep One victory by 2 points.

D.) A hideous trap

The Deep One partisans have set a foul brew of caustic chemicals into the silt covering the floor. Anyone walking over the patch of silt (10 feet across) will disturb the chemicals and coat their feet, ankles, and the lower portion of their calves with a burning sensation that may spread. **NGR:** The toxic chemicals deal 1d6 points of poison, **OSR:** Anyone walking through the area takes 1d6 damage per round, with a saving throw allowed to reduce the damage to 1 point per round.



E.) An apartment with a stone door bearing a hideous rune

This multi-room apartment stands out by its massive stone door bearing a hideous rune. The door requires a hard (-5) strength check to move. The rune does nothing. The interior room is filled with ornate wooden tables and granite cubes that seem to serve as stools. The wooden tables are covered in dozens of bizarre golden implements worth 1200 pearls. Coral lattice doors that lack sharkskin lead to E1 and E2.

E1.) This room is full of stacked bales of kelp and small boxes crafted of bone and sharkskin which are filled with ground fish meat. The room seems to have had an alternate purpose at one point.

E2.) This room features a large amount of broken pottery and torn leather strings. Flumped in the edge of the room is a dead Deep One corpse adorned in gold and gemstones (2000 pearls worth of jewellery) showing signs of rot and a failed attempt at treating a gangrenous wound. Near him is the bloodstained broken tip of a human pike. The local noble had planned to seal himself up with supplies, but sustained an injury while trying to gather enough to hoard. While he did make it back to his apartment to seal the door, he later died of his wounds.

F.) A small apartment that has already been looted

The door to this apartment has already been broken and its contents looted. Currently hiding within are two Deep Ones who survived the initial raid. They are armed with coral daggers and will try to hide on the ceiling. There is a mostly eaten human corpse under a thin layer of silt on the floor.

G.) Another small apartment that has already been looted

A large gemstone, the size of a mans palm (worth 3000 pearls) was somehow forgotten or dropped in this otherwise looted apartment. It is covered by a thin layer of silt on the ground among some rubble. A cursory search of the detritus would reveal it immediately.

H.) Crab-Den

This ransacked apartment is blanketed by a thick layer of silt that forms drifts against the walls. Living inside is a herd of five feral guard crabs, each the size of a large dog or small man (size 1). They bury themselves in the silt, but will swarm all at once against any interloper. There are a large number of Deep One bones buried under the silt, but there is no treasure.



I.) Kelp Garden

A small garden contains orderly rows of kelp in a dense grid that reaches several stories up into the dark water. Almost anything could be hidden by this tangled mass of kelp. Stress the inability to know what is hiding in there to the players. Nothing is currently hiding in there.

J.) An unlooted apartment

This apartment seems to have avoided the storm of looters. Two hammocks adorn the wall, and a polished stone orb seems to function somewhat similar to a coffee table...somehow. A single bale of kelp is stored behind the door. Two Deep One civilians with coral daggers and one soldier with a trident, helm, and armour patiently wait for the besieging army to leave. They will not reveal themselves unless they think they can quickly and quietly murder the players. This will likely occur if the PC's are leaving the temple injured.

K.) Another unlooted apartment

This apartment has also avoided looting and is very similar to the apartment listed above, except that it is staffed by two soldiers with trident, helm, and armour. Their focus is also on remaining undetected, but they may ambush any PC's leaving the sorcerer's dome injured.

L.) Path to the Barracks

M.) Path to the Temple

N.) Path to the Sorcerer's Dome

THE TEMPLE

The Temple has an almost Greco-Roman appearance to it. It is full of carved marble columns supporting a partially collapsed roof. There are several stone obelisks carved with obscure symbols interspersed through the complex, which seems to be built around them. The basalt tiles on the floor are each engraved with the same religious symbol. There are many small reliquaries here containing treasure and mystical artifacts, but the main altar has been smashed. A great number of recent human and Deep One corpses are present, their heads removed from their bodies. The grisly rites performed here combined with the defilement of the temple have resulted in a large number of angry spirits haunting the area, both human and Deep One. There is also a shoggoth present. It is hungry, and it is hunting the players. Egress seems to be controlled by lattice screens of worked coral. These lattices would be fairly easy to break, but would generate a fair amount of noise.



Reliquary Alcoves:

Each reliquary alcove is an egg shaped indent carved into the temple walls, perfectly smooth. Inside the alcove is a glob (scientific term) of viscus gel. Suspended in the gel will be flecks of gold (about 1 pearl worth). There will also be a d6 golden prayer tokens worth 10 pearls each. These prayer tokens are flat seven pointed stars engraved with tiny Deep One script. Many shrines will have a Deep One skull floating in the gel. If the shrine has a Deep One ghost, this will be its earthly remains. If the alcove has a golden weapon or tool, it will be suspended in front of the skull. The gel itself is highly flammable (not normally a problem) but incredibly sticky and somewhat poisonous. The gel is as sticky as model glue, which as you are reading an RPG I assume you are familiar with. If even trace amounts get in contact with any cuts, the eyes, mouth, or other orifices it will cause a severe poisonous reaction (**OSR:** Save vs poison or 1d10 damage, **NGR:** 1d10 poison).

DEEP ONE GHOSTS

OSR 2 hit dice, immune to normal weapons. 1 attack causing save vs level drain.
NGR immaterial undead, able to possess through social conflict.

Obelisks:

Each obelisk is about 16 feet in height from the floor of the temple, though they may extend deep underneath it. Few are perfectly straight, and most jut out on weird angles. They appear to be unworked worldstone which naturally (or perhaps supernaturally) formed these obelisks. They have a slight warmth to the touch and are unadorned except for a series of strange runes carved across each one. The carvings are barely a millimetre deep, and the grooves are filled with a blue ichor. Gazing upon the runes of an obelisk up close causes an uneasy feeling (**OSR:** Save VS Spell +4 or fall asleep **NGR:** suffer 1 stress). Each obelisk you view is worth 25xp for each obelisk you've viewed. Viewing 1 obelisk is worth 25xp, viewing 2 is worth 100xp, and viewing all 3 is 225xp.

The Main Altar:

The main altar is(was) an intricate structure of interconnected bones that seemed to have been warped and molded into some no longer recognizable pattern. This structure of bones was broken to bits by stone maces and then set on fire. The altar is atop a simple basalt slab that seems to be wrapped tightly in braided intestines. Two charred human corpses (you would guess children unfortunately) lie sprawled amidst the wreckage. One of them has a golden dagger implanted into their stomach, somehow having escaped unscathed from the fire. The ghosts of the two humans haunt the shrine.



HUMAN GHOSTS

OSR: 1 hit dice, immune to normal weapons. 1 attack causing level drain.

NGR: immaterial undead, able to possess through social conflict. They have the bard's "Silver Tongue" ability but are weaker in terms of both resolve and form (5 strength and will)

Deep Rift:

This gaping crack in the floor seems to go to unfathomable depths, but is only 5'7" across. It doesn't look like the rift opened up under the temple, so much as the temple was built over it and the floor gave way due to the impact of the ceiling collapsing when the temple was ransacked.

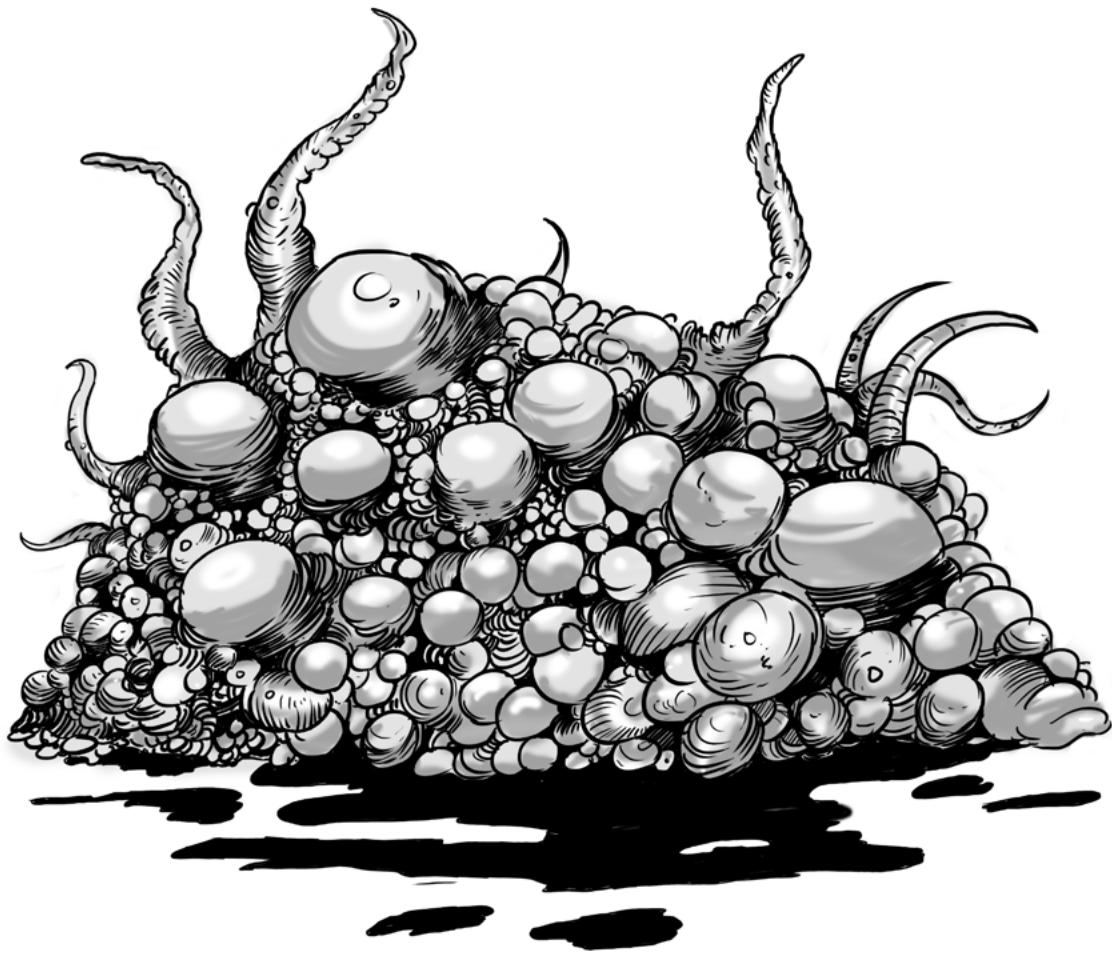
The Shoggoth:

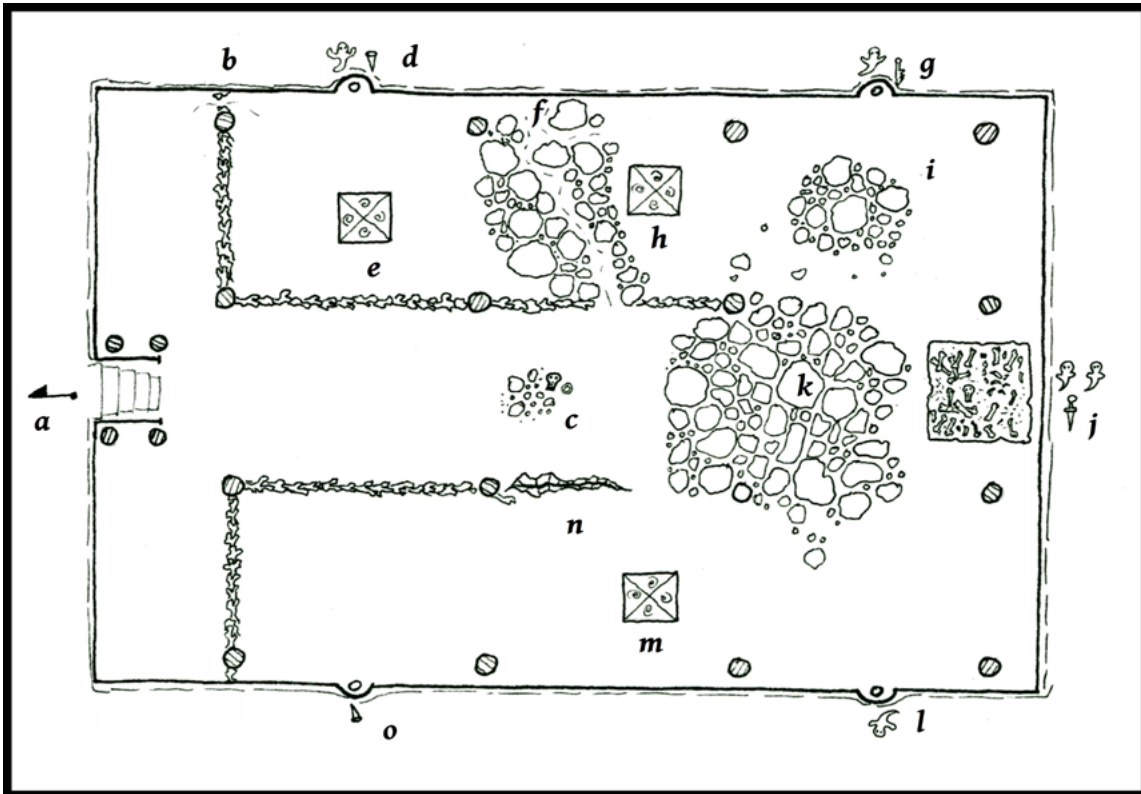
This large ambling creature should require no additional explanation from me, but if you really don't know what a shoggoth is wikipedia is a great source. You could also just watch John Carpenter's classic *THE THING*. The general rule of thumb is that it is bad. It normally rests in the corner, but is always on the lookout for potential food. If the PC's make too much noise it will head for them, but will not stray too far from the temple. **OSR:** Any time a player makes noise, breaks something, falls down, or starts a fire roll 1d6. If they roll under the amount of times you have had to roll a d6 for this purpose the shoggoth has noticed them. **NGR:** The shoggoth is always keeping watch and defending itself.

OSR: 20 HD, move 9", Armour as full plate, 2 attacks: 3-10/3-30 damage, 30% magic resistance, immune to weakness, paralysis, and normal charms.

NGR: The shoggoth is huge (size modifier 5). Being an ooze it is immune to blunt, slashing, and piercing attacks but it suffers double damage from fire. Although it may appear supernatural it is not and is unaffected by exorcism. The shoggoth's shape changing abilities allow it to redistribute its attributes as an action. It has 80 points to spread between its attributes.







- A.) Entry
- B.) Narrow Gap in Lattice
- C.) Rubble (crushed Deep One corpse underneath, has 3 golden rings worth ten pearls each)
- D.) Shrine Alcove (Deep One Ghost, +1 golden spike)
- E.) Obelisk (carved with a blasphemous rune. **NGR:** worth 25xp to gaze upon for each obelisk viewed)
- F.) Rubble pile with cramped passage
- G.) Shrine Alcove (Deep One Ghost, +1 golden bone saw/cleaver)
- H.) Obelisk (carved with a blasphemous rune. **NGR:** worth 25xp to gaze upon for each obelisk viewed)
- I.) Rubble Pile, starting point of Shoggoth
- J.) Main Altar (2 Human ghosts, +3 golden dagger)
- K.) Collapsed Ceiling
- L.) Shrine Alcove (Deep One Ghost)
- M.) Obelisk (carved with a blasphemous rune. **NGR:** worth 25xp to gaze upon for each obelisk viewed)
- N.) Deep Rift
- O.) Shrine Alcove (+1 golden spike)



THE BARRACKS (LINKS TO LABYRINTH AND TO THE SPIRE)

This squat, barnacle encrusted building attaches to the spire by a set of twisting rails that connect to the top of the barracks. The building is a sturdy cube that appears to be made out of rectangular limestone bricks, which is unlike any other buildings in the city. It appears to be of much lower quality construction and also probably much newer. Its interiors are utilitarian and full of portcullises made of shaped coral. Other than the twisting rails on the roof that lead to the spire, the only entrance is at its base where it connects to the Labyrinthine Apartments. There is a large coral portcullis that was broken partially open by the king's army when they initially stormed through the apartments and on to the spire. When they were driven back out of the barracks (though some surmise it is a prison) the portcullis was slightly repaired and some Deep One guards were posted. The lower level of the barracks is mostly empty and ransacked, with the Deep Ones inside having barricaded the entrances to the second level. There are over seventy Deep Ones residing in the barracks, and more than half are soldiers. Unfortunately for them, the king's army has them besieged with slingmen. Any attempt to sally out of the protective structure would have them pelted with stones before they could get away or retake the Spire. The barracks is worth +20 points to a Deep One victory. If they are cleared along with the labyrinthine apartments they are worth +20 points to a human victory.

NGR: Each room explored is 10xp for each previous room a party has explored in one raid or delve, times the level of the room. A room can only be explored once. For example, if an adventuring party explored three rooms on the ground floor, six on the second, and one on the fourth they would receive xp as follows: 0xp + 10xp + 20xp + 60xp + 80xp + 100xp + 120xp + 140xp + 160xp + 360xp = 950xp. Note that a room can only be explored once.

DEEP ONE SOLDIERS

They wear sharkleather armour and golden helms. They wield barbed coral tridents and carry a spare golden dagger.

OSR: 1+1 hit dice, armour as leather, attack as weapon, excellent morale.

NGR: Level 0 warriors: Guard, Specialist (Trident), Combat Tricks (Lunge, Charge). Spirited (13 will)

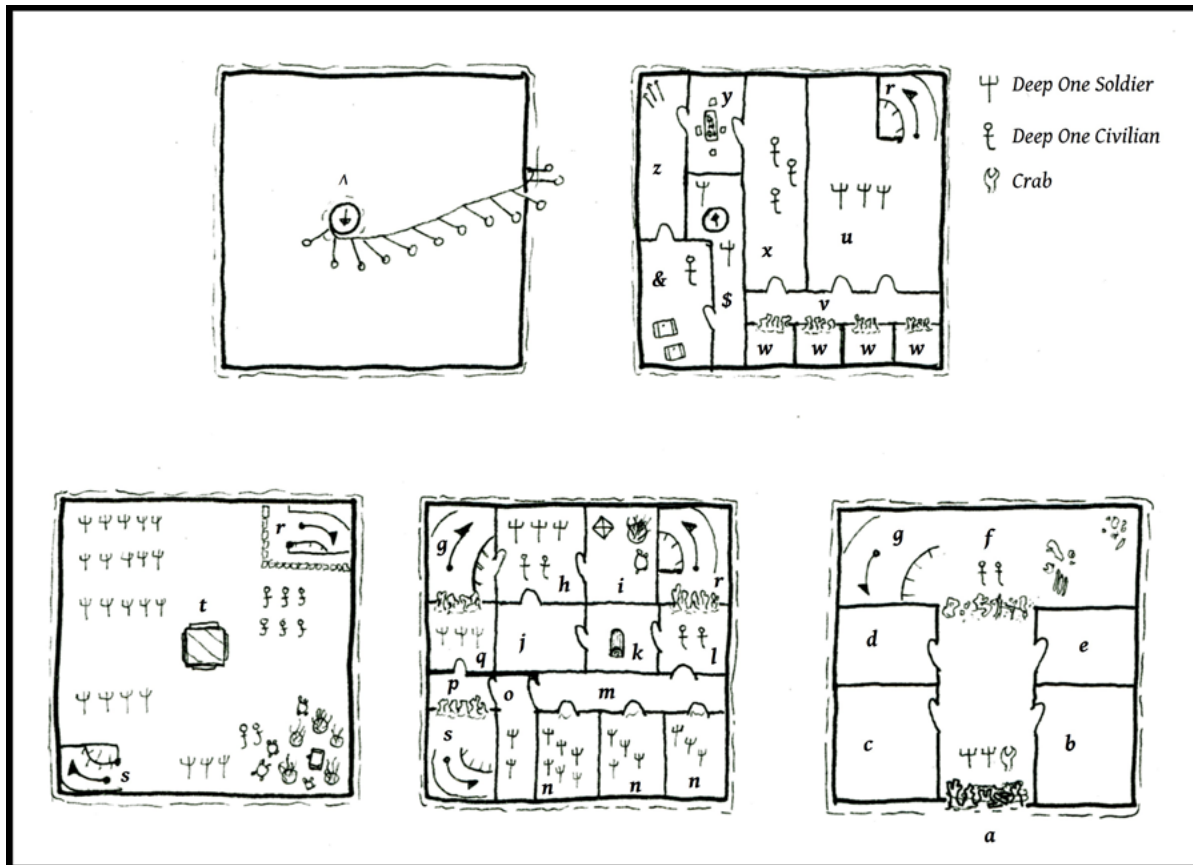
DEEP ONE CIVILIANS

They wear woven seaweed rags and carry a small coral dagger.

OSR: 1 hit die, armour as unarmoured, attack as weapon, poor morale.

NGR: Skittish (8 will)





KEY

A.) The entry is blocked off by a partially repaired coral portcullis. Broken bits of coral are tied back together with braided sinews from some unfortunate creature. Two Deep One soldiers stand guard with a trained crab, ready to sound the alarm in case of an attack. The portcullis can be broken within a few minutes with stone maces or knives to cut the sinews undisturbed.

B.) Empty room

C.) Empty room

D.) Empty room

E.) Empty room

F.) Two barricades of broken stone, snapped coral, and driftwood prevent easy foot



access to the ramp (G) from the entrance (A). The barricades do not hinder swimming Deep Ones. This little control post is guarded by two Deep One civilians.

G.) Smooth stone ramp from level 1 to level 2. A portcullis blocks access to Q and has been wedged shut. A smooth hole in the wall leads to H.

H.) Three Deep One soldiers and two Deep One civilians rest in this otherwise empty room. The civilians are to act as runners and will dart through the smooth hole in the wall leading to J. A smooth hole in the wall also leads to I, where some supplies are kept.

I.) This room is used for storage. There is a leather sack full of dead squids, a bale of kelp, and a waterlogged wooden box containing 8 gold daggers.

J.) This empty room is simply a thoroughfare to K.

K.) This room is empty except for a large stone box covered in bas-reliefs depicting sea-creatures eating other sea-creatures. Inside is a skeleton of a Deep One bound in large amounts of gold wire (worth 250 pearls). Two emeralds are inserted into the skeleton's eye sockets and are worth 150 pearls each.

L.) Two Deep One civilians guard a portcullis leading to R. If they sense danger at least one will dart south through the smooth hole in the wall to M and then to O. When the guards from O return to L the Deep One civilian will then rouse the Deep Ones sleeping in N to form a mob. If that hasn't caused the danger to subside it will then travel to S and the third level.

M.) This hall acts as a thoroughfare to O and the sleeping quarters in N.

N.) These large narrow rooms are covered with a thin layer of soft silt. The smooth holes leading into the rooms are covered with leather curtains. Inside the three rooms are thirteen Deep One civilians.

O.) Two Deep One soldiers stand guard. If a threat has made it this far undetected, one will attempt to hold off the invaders while the other falls back to P to warn the third level and rally any soldiers in Q.

P.) This hallway has a portcullis leading to S and a smooth hole in the wall leading to Q.



Q.) Three Deep One soldiers stand guard here, armed with looted human pikes. They will stab through the portcullis to G that they have wedged shut.

R.) Ramp to level 4

S.) Ramp to level 3

T.) This is a giant open room. There is a support pillar in the center of the room and a bricked off wall that prevents access to the ramp R. On the east of the room is a pile of supplies: great leather sacks of fish meat, bales of kelp, and an unadorned stone chest full of gems and polished stones. The literally hundreds of these gems and stones together are worth 5,500 pearls. There are 22 Deep One soldiers and 8 Deep One civilians in this room. Lacking any escape they will fight to the death in a frenzy.

U.) This room is fairly large and spacious, three Deep One soldiers keep watch as they lean against the far wall. There are two smooth holes leading to V.

V.) This is a long hallway containing 4 coral portcullises that can be secured with stone pins. These portcullises are the gates to the holding cells (H). Two smooth holes lead to U and one leads to X.

W.) These holding cells are sparse and cramped, devoid of anything interesting except a dome in the ceiling. A human adult would have to crouch over in the cell, except in the center. In the center his head would fit into the dome and emerge into an air bubble. This allowed the Deep Ones to keep human prisoners, but it is very dangerous for the PC's. Remember that the magic of the portal ends if someone breaches the surface of the sea by messing with that dome.

X.) Three bored Deep One civilians pace around and keep watch. If they spot humans, two will fight and one will take off in the other direction to find help. Smooth holes lead to Y and V.

Y.) An ornately carved marble table fills the center of the room, surrounded by four marble stools. A number of wooden blocks covered with strange runes litter the table, along with bits of half eaten kelp. Crude lines and circles smeared from grease surround some of the blocks. This was a Deep One command center, but the nobility fled when the King's army initially burst through the barracks. When Deep One forces sallied and secured the barracks, no nobility returned. Smooth holes lead to Z and X.



Z.) This room is empty other than a few broken human pikes stacked into the corner. Smooth holes lead to Y and &.

&.) One Deep One civilian stands guard over two heavy stone coffers. One is full of colourful polished stones cut into dodecahedrons, 200 of them worth 15 pearls each. The other has a great blue crystal orb (12 inches in diameter). Anyone resting within 200 feet of the orb heals at 5 times the normal rate. Smooth holes lead to Z and \$.

\$.) Two Deep One soldiers stand guard. If humans enter from & they will fight to the death. If humans enter from ^ they will fall back to & and send the civilian there to sound the alarm. A smooth hole in the wall leads to &. A hole in the ceiling leads to the top of the barracks (^).

^.) This is the top of the barracks. It is flat and smooth stone other than the rails that lead to the spire and the smooth hole that leads to \$.

THE SEAL (MAIN GATE)

The foundation of the spire is a massive, squat ziggurat made of jade. There is a large circular stone, easily thirty feet tall, that appears to grant access to the interior of the ziggurat. The door bears a glowing yellow rune that gives an unsettling feeling upon any who stare at it. (**NGR:** Studying it for more than a minute causes 1 stress.) The entire citadel (the spire, the labyrinthine apartments, the barracks, the temple, and the sorcerer's dome) all rest on the top of this jade ziggurat. The interior is a large hollow space containing rows upon rows of support pillars, keeping the compound structurally sound. While the king's army does have the technology to slowly demolish these pillars (causing tremors and eventually collapsing the compound), they do not have any way to get past the great seal in any amount of time not measured in decades. Perhaps some of the cannons from the nine-masted ghost ship could get past the seal, but that seems like another adventure...

The Seal is worth +50 points to the Deep Ones, or +5 points to the humans if it is breached. If the Seal is breached and large amounts of explosives are still available for demolition of the support pillars, the entire compound can be destroyed causing an utter obliteration of Deep One forces with minimal losses to the King's Army.



THE SORCERER'S DOME.

A great semi-translucent dome covers a sprawling marble amphitheatre. The dome is made of some form of resin, perhaps the secretion of some giant insect or the result of alchemical processes unknown to man. It is not being used to trap air, and appears to have some other purpose, perhaps simply to obscure view or dampen noise from inside. It is underneath the main floor, in the service tunnels and storage rooms that both the treasures and horrors of the Deep One sorcerer who resided here remain. The king's army swept through here and crushed the head of the sorcerer with a well placed stone, but not before his magic unleashed a terrible curse upon the fallen humans. The entrances to the lower levels have been blocked off with rubble to keep the ravenous hordes of undead from sneaking into the city ruins and picking off human patrols one by one. Deep within the ruins is a Hypnotic Charm used to control the shoggoth residing in the Temple. If the Charm is not recovered by the Adventurers, Deep One partisans will find it. The charm is worth +30 points to the Deep Ones if the shoggoth is still alive. If the undead are not destroyed, they will eventually escape and add an additional +5 points towards a Deep One victory.

Doors:

All doors within the sorcerer's dome are constructed from a semi-translucent resin. While it is not possible for a human to see through the resin they could see light sources through it. These doors are triangular in shape, with the point facing down. There is a handle at the top of all doors on both sides. The doors open by being pulled down, though two sinews attached from the top corners of the door to the frame will slowly close the door if force is not exerted to keep it open. The resin is as tough as hardened oak and chips like safety glass when it suffers abuse.

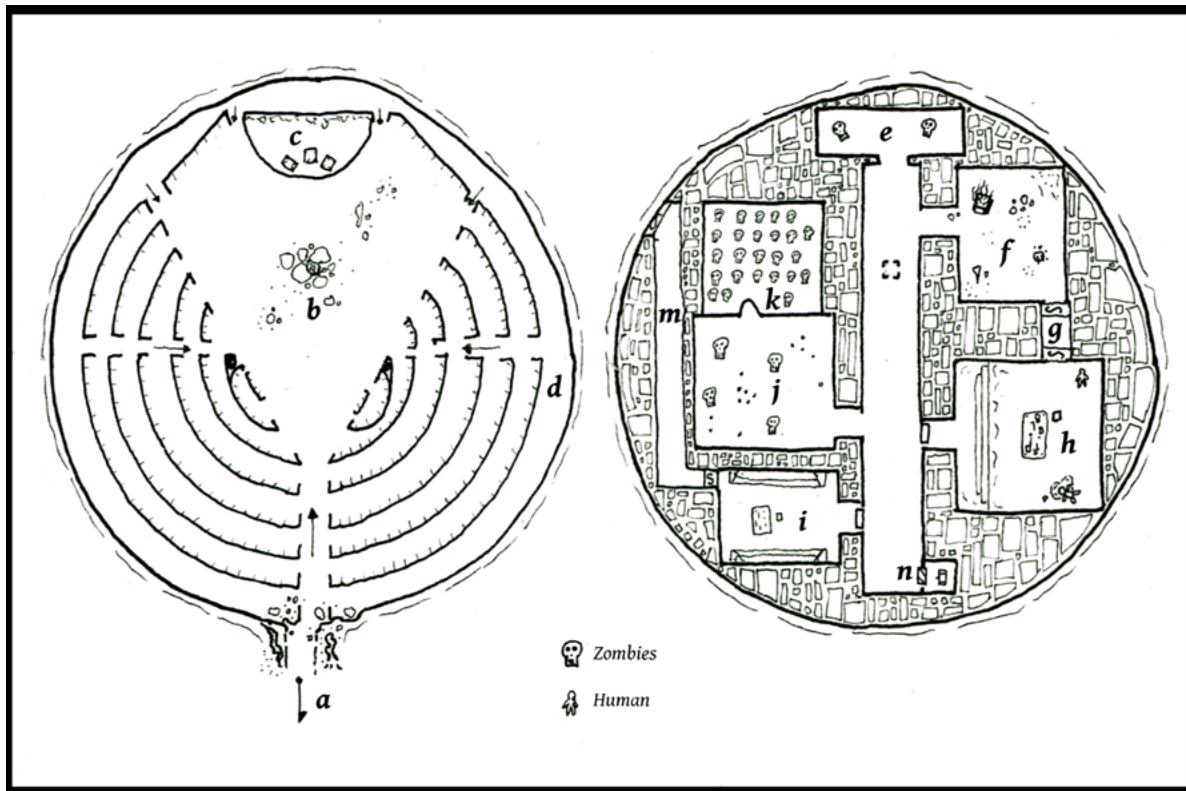
Zombies:

The zombies are all former soldiers of the King's army, affected by the Blight of Ib cast by the Deep One sorcerer. They appear as pale humans with blue lips. As they reached here by going through the portal, they act as if they were upon land. The zombies are intelligent and free willed, but their only motivation is to eat human flesh. They will use weapons and are able to reason. They carry 1d4 food tokens as remnants of past wealth.

OSR: 2 hit dice, unarmoured, attack as weapon, turn as zombies, great morale

NGR: Undead, otherwise no special characteristics.





KEY

A.) Entry

There may once have been a formal entrance to the interior of the dome, if there was it certainly would have been here. There is a channel through the seating which connects the current entrance, which is a great jagged hole smashed through the resin dome by a multitude of stone maces, to the main floor of the sorcerer's dome.

B.) Rubble piled on entry to underneath dome

In the center of the main floor is a square trap door constructed of carefully cut driftwood. This trapdoor lifts up to open, but is currently covered in a half tonne of stone rubble.

C.) Lecture podium

A large trio of podiums crafted from woven coral rest on a four foot tall raised stone platform. Behind them is a flat wall covered in charred and tattered panels of shark leather. No treasure remains.

D.) Audience seating

The walls are flanked with rows of simple limestone slabs that form stadium seat-



ing, giving a clear view of the lecture podium and the main floor.

E.) This room contains 2 zombies who are aimlessly picking at dirt from between stones. The zombies are armed with koa wood daggers.

F.) This room has been thoroughly ransacked. Broken bits of bone and scraps of treated shark leather litter the floor. A square bale of kelp was left behind, as was a torn shark leather satchel with 2d6 brightly coloured stones. These stones are highly polished and cut into dodecahedrons. They are worth 15 pearls each.

G.) A secret passageway leads between F and H. Sections of the wall can simply swivel up if anyone thinks to push some form of pry bar between the floor and the base of the wall in that section. It is very well hidden to the point one might suspect some sort of illusion is in place. There is no magic, it is just masterful work.

H.) This was the Deep One sorcerer's lab. It has a high enough ceiling to be raised out of the water, above door level. This allows it an atmosphere of trapped air as a moon pool, which was important for some aspects of the sorcerer's work. The main item of interest is a large stone slab for vivisections and autopsies. On the slab is a set of golden tools worth 240 pearls. These tools would be similar to a mix of surgical and dental tools. There is also a human skull without teeth and two soapstone tablets serving as spellbooks. Asleep in the corner of the room is a trapped human soldier who has entered into despair. He is the one who slew the sorcerer, but by breaching the surface of the lab's water he can now no longer leave without drowning. There is also the rotting corpse of the Deep One sorcerer, his head stove in with a heavy rock. His clothes were long since turned into a small fire by the trapped soldier.

I.) This room contains a large basalt slab that functions as a desk, and a set of shelves crafted from coral and bone. The shelves contain 30 different soapstone tablets carved with Deep One script. They are reference works for the sorcerer.

J.) 4 zombies armed with stone maces aimlessly amble about the room. A few handfuls of golden orbs the size of marbles are strewn about the floor (13). Each golden marble is worth 10 pearls.

K.) a horde of 25 zombies sit in agitation, just waiting for their chance to eat the flesh of the living. Most are armed with stone maces, but a few have pikes and there are some with leiomano as well.



L.) This room contains a laser pistol sitting atop a 3 foot tall marble pillar. The laser pistol deals 4d8 damage per shot, and has 20 shots remaining. Exposing the laser pistol to bright sunlight recharges 1 shot per hour. The only real downside is that L does not appear on the map.

M.) This is a secret escape passage that leads to the ocean floor outside of the dome, to a small patch of silt surrounded by a small garden of kelp. The sorcerer didn't manage to make it out unfortunately. The wall can simply swivel up if anyone pushes some form of pry bar between the floor and the base of the wall in that section. Much like G, it is very well hidden.

N.) The door to this room has a magical lock upon it and would require either magical means to open, or a sustained beating on the resin door. Inside is a small coffer crafted out of wood taken from the surface. Inside the coffer is 120 tiny golden orbs (worth 10 pearls per orb), 20 highly polished stones cut into dodecahedrons (worth 15 pearl each), a meteoric iron dagger in a leather pouch filled with grease, and 2 glass vials with some form of mucus acting as a stopper. Each of these vials grant the imbiber invisibility for 10 minutes.

A FINAL NOTE ON SWITCHING SIDES

If the player's for some reason wish to help the Deep Ones, they would first need to capture a hybrid and convince the hybrid of their sincerity. The Deep Ones are more than willing to have human agents so long as the party is first willing to take Deep One spouses. If they are willing to take on such a bargain, the Deep Ones can promise sixty thousand pearls worth of treasure if the players can ensure a Deep One victory with a human score of under 100.

Consequences

After 6 weeks, one way or another the siege will come to a head. Count up the total number of points towards both a human victory and a Deep One victory. Whomever has a higher score wins the siege, but the higher the score of the opposing force, the more costly the victory. In the case of a tie, roll a d6. Deep Ones win on odds.

Deep One Victory

The King's forces are crippled and forced out of the sea, the pursuing Deep One forces destroy the portal to keep humans out of places they don't belong. The Deep One city is resettled, while the human city is abandoned and construction work on the temple is halted. The king loses control as fishermen's nets turn up empty and famine looms. The island sinks to warlordism before eventual conquest in the name of unification.



HUMAN SCORE

<50: The Deep One city is rebuilt, and the Deep Ones are more aggressive. Much of the island begins worshipping Dagon, and fishwives are common among the populace, who abandon the cities to live in smaller, secluded villages. Even after unification this persists as attempts to conduct thorough census or collect tithes often end up running into trouble at sea and drowning entire expeditions. Future human kings are too cowed to investigate or confront what they know is occurring.

50-100: Battered human forces retreat to the major population centers. Smaller villages hoping to avoid famine make bargains with the Deep Ones for plentiful fish stocks. After unification the new King keeps hybrids hidden, but does not have the stomach to risk open confrontation. He thus leaves the small villages to their horrific rites, hoping that out of sight can be out of mind.

100-125: The Deep One city is still in flames, which is disconcerting to the locals given its underwater location. The beleaguered human forces have been pushed back to the island and maintain a constant vigilance, but scattered cults to Dagon lead by hybrid priests still exist in hidden coves. People fear to swim and fishing is only done close to shore.

125+: The Deep One city is shattered for a full generation or more, forcing them to slowly rebuild. Their influence on the land is small, scattered cults avoiding human priests that have formed bloodthirsty panels rivalling the Spanish Inquisition in terms of ruthlessness. Stone by stone, the city is being rebuilt. The humans do their best to forget the Deep Ones exist, treating them as mere myth. The Deep Ones are quite happy with this arrangement for now.

HUMAN VICTORY

The Deep One city is broken as a power, the king's army returns to the surface with a bounty in riches and wealth. The highway and temple are completed.



DEEP ONE SCORE:

<50: The Deep Ones are dead. Every last one is hunted down or dies alone in the depths of the abyss from starvation or predators. The ruined city is their grave. In the decades to come, Deep Ones from another city will investigate, but be unable to deduce how the city was burnt down and its inhabitants killed. They will not suspect humans and decide to permanently quarantine the region, fearing some unknown cosmic entity. The human king has secured a fearsome enough reputation (and enough wealth) to ensure he not only resists unification, but that his heir conquers one of the neighbouring islands a generation from now.

50-70: The Deep Ones are almost all dead. Small bands devolve into primitive scavengers living below the waves, far away from the ruins of their city. As above, other Deep Ones will quarantine the city. In the centuries to come they will eventually re-settle the ruins, leading to a separate culture of far more primitive Deep Ones than their counterparts in other cities. They will not have knowledge of magic. The Human King maintains enough of his forces to resist unification for the remainder of his life. Unification is held off for almost three centuries.

71-110: Pockets of Deep Ones survive in small townships. Unwilling to cede their own land claims and sovereignty to other Deep Ones, they keep an illusion of strength and chase off or kill investigating Deep Ones from other cities. All the while, they plot revenge as the centuries pass. Unification occurs by means of a peaceful confederation of kingdoms. While the king is begrudgingly forced to cede some control to a council of fellow nobles, he maintains most of his sovereignty. The confederation is weak and full of bickering, leaving the island chain as a whole weak against foreign aggression.

111+ : Small communities of Deep Ones survive in townships, slowly resettling the ruins. They keep other Deep One cities at bay and plot their revenge as they try to rebuild. The King's army is victorious but crippled as an effective fighting force. The spoils of war, rather than acting as a boon, speed unification. The king is forced to swear allegiance to the king of the neighbouring bigger island within two years (barring some intervention). With the infrastructure and credibility granted by the inclusion of the Old Island, unification gathers speed and results in a unified Kingdom within 20 years.



SPELLS AND MAGICAL ITEMS

TAPORO'S SHAWL

Excreted Power

NGR

Template: Spell Storage

Difficulty: +1 per power level

Cost: +1 per power level

Range: Touch

Effect: The caster may store any spell (as per the Spell Storage template) into their next bowel movement. The stored spell will lose 1 power level per round out of an individual's inventory (either the caster or another living being). Barring the use of a trigger spell, the defecation must be eaten to activate the stored spell or mana.

OSR

Magic-user level 1

Range: Self

Duration: variable

Effect: The magic-user must cast another spell immediately after casting this spell. That spell will be stored in the magic-user's next bowel movement. The spell will be stored until the magic-user stops holding onto the bowel movement unless they pass it to another individual. The spell will then last until that individual stops holding onto the bowel movement unless they too pass it on. As long as someone is holding onto it, it will hold onto its power. When eaten, the bowel movement will release the spell stored within it as if cast from the consumer.

Cackle of Pain

NGR

Template: Words of Power

Difficulty: 1 per power level

Cost: 2 per power level

Range: Audible

Effect: The wizard cackles maniacally and makes an appeal against a number of targets equal to the spell's power level with a +1 bonus per power level. The targets suffer 1d6 stun per success scored.



OSR

Magic-user level 1

Range: Audible

Duration: Instant

Effect: The magic-user cackles maniacally and forces 1 target per level to make a saving throw versus spell or suffer 1d6 damage. This damage cannot reduce a target to 0 hitpoints or fewer.

————— Shimmering Absence —————

NGR

Template: Glamour

Difficulty: 1 per power level

Cost: 3 per power level

Range: Self

Effect: Caster appears completely invisible to one target per power level for one minute per power level. The target will notice a shimmering effect impacting their field of vision for the duration of the spell, almost certainly alerting them to the presence of magical trickery.

OSR

Magic-user level 2

Range: Self

Duration: 1 turn

Effect: The magic-user will appear invisible to one target per level. This is an illusion that replaces the magic-user with a shimmering aura of indeterminate location. If the magic-user attacks something it will end the spell immediately.



————— Moon Sound —————

NGR

Template: Scry

Difficulty: 5 per power level

Cost: 2 per power level

Range: 10 (doubling) miles per power level

Effect: This spell allows the caster to hear the actions of a target location as if the caster were present. The caster and the target location must both be under the light of a full moon. The caster points their ear at the moon and hears a reflection. This spell has a duration of 1(cumulative) minute per power level.

OSR

Magic-user level 2

Range: 10 miles

Duration: 1 turn

Effect: The magic-user can hear all the events transpiring at a target location as if they were present. The target points their ear at the moon and hears a reflection, this requires that both the magic-user and target location be under the light of a full moon.

DEEP ONE SORCERER'S TABLETS

————— Blight from Ib —————

NGR

Template: Obfuscation

Difficulty: 1 per power level

Cost: 10 per power level

Range: 1 area per power level

Effect: This spell causes a series of vents to erupt from the ground, walls, or other solid surfaces in one area per power level, centered on the caster. These vents erupt a corrupting black aura that blocks normal vision through magical darkness for ?d6 rounds. Every round a living individual spends in the area causes 1d6 points of disease as their life force withers and dies inside of them. This does not cause any specific contagion to be caught. Any sentient being who dies from this will rise as a free willed undead hungry for the flesh of their own species within ?d4 rounds.



OSR

Magic-user level 4

Range: 10 cubic feet per level

Duration: 1d6 rounds

Effect: This spell causes a series of vents to erupt from the ground, walls, or other solid surfaces within range, centered on the magic-user. These vents erupt a corrupting black aura that blocks normal vision with magical darkness for the spell's duration. Any living creature in the aura suffers 1d6 damage each round. Any sentient beings who die from this damage will rise as a zombie at the end of the spell's duration.

————— Enlightenment for the Impure —————

NGR

Template: Regeneration

Difficulty: 2 per power level

Cost: 2 per power level

Range: Self

Effect: This spell allows the caster to heal mutation points on a target the caster can lay their hands upon. The caster heals a number of points of mutation each round equal to the power level of this spell. For each point of mutation healed, the target suffers one point of stress. This spell has a duration of 1 round per power level. This will reveal if an individual is a deep-one hybrid by speeding along their transformation.

OSR

Magic-user level 2

Range: Touch

Duration: 1 turn

Effect: This spell causes an individual to shed any temporary biological traits or mutations over the course of the spell's duration. This will make a deep-one hybrid transform into a full deep-one, it will also cause lycanthropes to transform, half-spider dark elves to revert, and similar effects if they fail a saving throw against polymorph. A separate save versus spell will be required or they will be driven insane by the transformation. If they are not affected by the transformation they will not be affected by madness.



Secrets of the Elder Things

NGR

Template: Charm

Difficulty: 1 (cumulative) per power level

Cost: 1 (cumulative) per power level

Range: Sight

Effect: This spell allows the caster to silently communicate with a shoggoth through telepathy. This also grants the caster both +1 influence and +1 presence per power level against the target. This spell will last for 1 minute per power level.

OSR

Magic-user level 1

Range: Sight

Duration: 1 round/level

Effect: This spell allows the magic-user to silently communicate with shoggoths via telepathy for the duration. The shoggoth is under no obligation to communicate back nor to obey the magic-user.

The Branding of Hydra

NGR

Template: Damaging Touch

Difficulty: 1(cumulative) per power level.

Cost: 1 per power level

Range: Self

Effect: The caster's hand begins dripping a highly corrosive acid that only damages organic matter. The wizard's unarmed damage increases by 1 die size per power level of this spell, up to a maximum of a d12. If a caster wishes to upgrade to a d20 the caster must increase 4 additional power levels past a d12, and 5 additional power levels past a d20 to reach a d30. This spell will last for 1 round per power level of this spell.

OSR

Magic-user level 1

Range: Touch

Duration: 1 round/level

Effect: The magic-users hands begin dripping a highly corrosive acid that only deals damage to organic matter. The wizard may make touch attacks for 1d6 damage.



SHOGGOTH CHARM

A fist sized jade sculpture resembling a sea urchin, flecked with golden foil forming bizarre patterns that seem to shift the longer one stares upon it. It radiates a sickly power of some long forgotten deity beyond human understanding. The bearer of this charm has immense power over the race of shoggoths that still prowl the deeper reaches of the ocean. As a divine relic, it cannot be reverse engineered through sage.

NGR: *Shoggoths cannot choose stubborn refusal against someone bearing the charm. The charm deals 1d100 Stun each round to any Shoggoth within 2 feet.*

OSR: *Shoggoths must save VS spell or obey all telepathic commands issued to them. Shoggoths are automatically turned by the charm if it is brandished.*

GOLDEN SPIKES, DAGGERS, AND SAWBLADED CLEAVERS

These weapons are forged of 10 carat gold affixed to a hilt of carved coral. Each of them has a magical bonus as listed in the keyed entries of the temple. **NGR:** If disassembled through sage a wizard can potentially learn Blasphemous Runes of Power and/or Tendrils of the Dreamlands

————— Blasphemous Runes of Power —————

NGR

Template: Imbue Item

Difficulty: 5(cumulative) per power level

Cost: 15(cumulative) per power level

Range: Touch

Effect: This spell makes a personal sized piece of equipment into a magical item. The item gains a +1 magical bonus for each power level of the spell up to +5. For example, a power level 1 spell would grant a +1 bonus, while a power level 5 spell would grant a +5 bonus. This spell has a duration of 1(doubling) hour per power level.

————— Tendrils of the Dreamlands —————

NGR

Template: Bind Enchantment

Difficulty: 4 per power level

Cost: 2 per power level

Range: Touch

Effect: This spell both causes the caster to fall asleep and allows the wizard to increase the length of a spell's duration until they awaken. This spell must have an equal



or greater power level than the spell being bound. If the caster is slain before awakening, the spell will probably be permanent.

If the remaining Deep One portal is somehow able to be secured and then reverse engineered with sage, a wizard may be able to learn either Tendrils of the Dreamlands or Dagon's Fifth Path, which is currently at power level 13.

————— Dagon's Fifth Path —————

Template: Portal

Difficulty: 3 per power level

Cost: 3 per power level

Range: 1 (doubling) mile per power level

This spell allows the caster to open a magical portal inside a stone ring or archway in the air. Stepping into the portal will have them emerge from another portal within the spell's range, thus it is required that at least two portals be cast. Each portal must be cast from this spell, and it is possible that one portal will have a range greater than its corresponding portal, making a trip one way. If more than one portal is in range, the user of a portal will emerge from a random portal within range. The spell shows the other side of the portal and a character may be able to try and 'time' a jump through the portal to find the desired location based on a saving throw. This spell has a duration of 1(doubling) minute per power level.

If a wizard is able to secure the portal and attempts to decode it with Sage you have to decide if the portal is a divine miracle or a magical spell. Before the game begins you should decide if you want a wizard able to replicate the spell or not. If you aren't sure, roll a d6:

- 1:** *It is the spell "Brine Shift" at power level 20 and dropping.*
- 2-5:** *It is divine. A god did it.*
- 6:** *Its a little of both. The spell "Brine Shift" requires piety to pay its cost.*

————— Brine Shift —————

Template: Barrier

Difficulty: 5 per power level

Cost: 15 per power level

Range: Touch

This spell must be cast on the surface of a body of salt water. It creates the portal used by the King's Army in this adventure. The portal has a diameter of 1 foot per pow-



er level. The duration is theoretically permanent, but brine that splashes directly into the portal weakens it by 1 power level per round of splashing. Small irregular splashes will lower it by a minute amount that will build up over time, resulting in the eventual end of the spell.





THE CITY



THE PORTAL

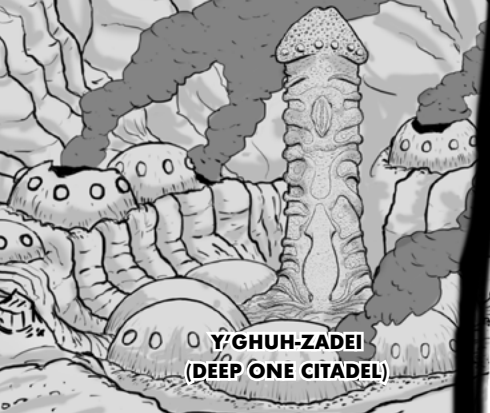


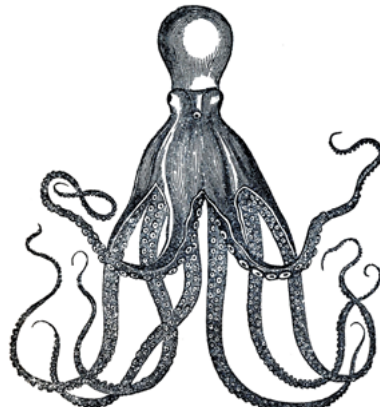
THEY CAME FROM
**UNDER THE
WATERLESS
SEA**

HUMAN
RAIDING CAMP



Y'GHUH-ZADEI
(DEEP ONE CITADEL)





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