

# THE FINAL ENEMY

A Fantasy Hero adventure for 6-10 characters of no more than 1000 points total



The story began in *The Sinister Secret of Saltmarsh*, with a haunted mansion leading to a smuggler's den and a ship at sea. From there the adventurers followed clues to a Saurian Lair not far from the little town of Saltmarsh in *Danger at Dunwater*. At this lair, the characters found the reason for the Saurians gearing up for war, a threat that endangered the little town as well as the Saurians.

Now in this third and final chapter, an alliance of sea-dwelling races and humans are preparing an assault on the Saurian's former Lair, now controlled by the evil, demon-worshipping Deep Ones. Yet care must be taken - it has been over five years since the Deep Ones took over the Saurian Lair and their numbers are unknown but large. The PCs will be entering a hostile environment swarming with implacably evil monsters, fighting them on their home turf. Who knows what horrors await invaders into this place?

Thus begins U3: The Final Enemy, finishing up the Saltmarsh trilogy.

U3 was originally written and published by TSR's UK division in 1983. The adventure was written by Dave J. Browne and Don Turnbull and finishes up the U series trilogy. The previous adventures have been mysterious, thinking adventures with plenty of combat to spice things up, this one is a more tactical adventure with even more combat. A foolhardy group will find themselves in more trouble than they can handle in short order.

The danger is great, the rewards greater, and the adventure like no other. The Final Enemy awaits!

Here is the original adventure description from the module cover and interior:

*At last - an opportunity to avert the threat to the little town of Saltmarsh! The real enemies have been identified: evil, cruel creatures, massed in force and viciously organized. Can the brave adventurers thwart this evil and ensure the safety of Saltmarsh?*

The original module was copyright TSR, and this has been significantly altered to the point of being a separate product, but is so tied to the original, I still want to give the writers credit. D&D is a copyright of Wizards of the Coast, and Fantasy Hero is a copyright of Hero Games.

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## GETTING THE PCS INVOLVED

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The simplest way of getting characters involved in this module is for them to have completed the previous one or two adventures. One continuous adventure between U1 and U3 will create an involved, constant story that gives a campaign continuity and direction. In between each installment, the PCs may have other adventures and train, travel, and otherwise involve themselves, but as each chapter of the Saltmarsh story unfolds, it will intrigue and involve the players more and more. Characters who have been in the first two chapters will be easy to involve in the third: here's a chance to close the book on this place.

Even if the characters were not in the previous two adventures, they can be pulled in by the adventurers who were. This other group might have passed on the danger because they felt unready, or uninterested in the danger. Perhaps the weregild and the treasure paid back to the Saurian to form the alliance left a sour taste in their mouth. Perhaps stories of the Deep Ones left them unwilling to investigate further. Yet they will have stories and questions to have answered. The GM, particularly if he's familiar with the previous two modules, can tell the tale and involve the PCs in a deeper way than the simple note on a bulletin board or dying man in an ally with a map.

Another way the PCs can become involved is to have a merchant hire them to find out what the problem is in Saltmarsh. His shipping has been interrupted by something in the town that shut down the warehouse where some of his goods are held, and there are rumors of some kind of aquatic threat. This would involve some money to get the warehouse goods released (when Olan Colast went rogue in U2, his property was seized by the town council of Saltmarsh and they've not disposed of the goods yet), and the adventure can begin.

The town council of Saltmarsh might involve in the PCs with a request at their guild or from a noble or merchant that they know. Could he suggest some trustworthy adventurers to help us? The governor of the island may even hire the PCs to deal with the Deep Ones after a request is sent to him by Saltmarsh. If the PCs are the kind to get in trouble, this might be given to them as an alternative to jail or enslavement: help the town of Saltmarsh or face real punishment.

Another possibility is that the PCs are captured by the Deep Ones. They might be on a sailing cruise or aboard a ship that's taken in the night, but not guarded well. They can escape the Deep One guards and make their way to the nearest light they saw further down the coast: Saltmarsh. The trip south will include adventures of its own, not just from local creatures but from Deep One pursuers.

However the PCs become involved, the town of Saltmarsh is a small, minor town without need of much detail. It will serve as a minimal place for the PCs to rest and repair, with a smith that can do basic repairs, an inn with lodging and food, and a market where minor objects can be sold.

## ADVENTURE SYNOPSIS

Initially, the town council of Saltmarsh learned that a smuggling band working out of caves beneath the old (formerly) haunted mansion outside town were delivering weapons to Saurian not far from town in the swamp it was named for. The smuggling ring was broken up, but the concern remained: what were the Saurian gearing up for? A cryptic note seemed to indicate they were readying for an attack on invaders, did they mean the town of Saltmarsh?

Sending a team to investigate, the Saltmarsh town council learned that there was a huge Saurian presence under Saltmarsh Head in caves and these Saurian were being joined by Merfolk and Shark Clan Beastmen to prepare for a fight. In time, the fight was discovered to be directed at evil Deep Ones whose worship of horrible dark gods and wicked sacrifices were infamous to seagoing people. The Saurian and these races were allied, and with careful effort, Saltmarsh became involved in this alliance as well.

It seems the Deep Ones had taken over a Saurian Lair further to the north, ancient ancestral grounds of this particular tribe. Knowing these evil creatures, the town council realized that they were not safe as long as a powerful fortress of Deep Ones was so close. All shipping in the area would be threatened as well. The base was well known to the Saurian, but how much has it changed in the half decade since they were ousted? How many Deep Ones are there? A team must investigate, and if possible destroy this base.

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## GENERAL NOTES

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It will be noticed that encounter descriptions are divided into 'boxed' and 'open' sections. The information in the 'boxed' sections should be read to the players together with approximate dimensions of the area (these can be given more accurately if the party is willing to take time in measurement). Even if not specifically mentioned in the 'boxed' text, describe other features of the area (steps, pillars, etc.) which would be seen without difficulty. Initially the party can act only on this information - hints are sometimes provided in this text, and the GM should only provide vague supporting information if requested. The remaining 'open' sections and all the introductory paragraphs are for the GM alone and should not be conveyed to the players until they discover the facts for themselves.

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## SURROUNDING AREA

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Saltmarsh is a small village of just over 100 souls perched around a small natural harbor. The town is near a large marshy area next to the sea, a lowland to the south of the town with reeds and marshes which lends it name to the area and the village.

North of the village stands the mansion on a rapidly rising cliff over the sea. At the base of the cliff is a rocky pile that is wet with constantly crashing waves.

This part of the island faces into the ocean but some other islands are still visible in the misty distance at the edges of vision.

The island that Saltmarsh is set on only has one other town on it, ten miles away on the far side of the fairly round island. The island itself only rises as high as four hundred feet on the south side with forested, wind-swept hills. The primary business on the island is fishing, although there are merchants who have settled here as a home when they aren't on the seas shipping goods and people.

The Saltmarsh itself is several square miles across and in times of high waters and storms is submerged in the seas. It is a good spot for ocean shore herbs, with +1 to rolls to discover herbs in the area. It is also somewhat dangerous to travel in because the ground is unsafe and soft.

Small trees grow on low hillocks surrounded by reeds and low growing plants, with few solid areas. Most of the Saltmarsh is mud several feet deep which makes travel very slow.

Unless characters are on dry land, they move at -4" running *base* (noncombat multiples are based off the reduced speed).

## THE TOWN OF SALTMARSH

The little town of Saltmarsh plays a pivotal role in all four adventures -- the two presented here and those presented in U2 and U3. The Town Council of Saltmarsh will encourage the party to undertake the various adventures (and, to a limited extent, support it financially). It is to Saltmarsh that the party will repair between adventures; it is within the town, and with its people, that the characters will spend several weeks or even months of their adventuring careers.

Saltmarsh is a small enough town that it does not require a map. The GM should feel free to sketch out a map if they desire, but there are only a few dozen buildings, including homes of locals. The town is clustered on the docks that jut out into natural harbor, a round inlet that reduces the worst of the effect of waves and is deep enough for all but the most gigantic ships. Typically there are D3 large boats at the dock plus 2D6 smaller boats in the harbor at any given time. On rare occasions a larger ship will be docked for repairs, particularly in a storm or after sustaining damage from weather, monsters, poor navigation, or piracy.



The Princess appointed a governor for the islands and in turn this governor appoints mayors for larger towns that report to him. Saltmarsh is too small a town for a mayor and instead is run by a council made up of seven of the most prominent members of the area. Every few months or in emergencies the council meets to discuss local matters and prepare a semiannual report for the mayor of the nearby island town called Fendish.

This council is made up of local men of importance and wealth, none of which are nobility or particularly rich by city standards, but they stand out in this town.

The present council is made up of the following members:

**Barbera Fest:** Retired from years of fishing, he has a small fleet of 3 boats and a steady, lucrative business running other fishermen under him. Barbera is the most wealthy man in Saltmarsh.

**Coel Fenthien:** Elven settler, Coel is the oldest person on the island. He was living here before Marton Isle was destroyed, and has a great wealth of quiet wisdom. If the PCs are particularly stuck, this would be a good person to consult. He is not very wealthy, at least as far as the town knows, nor is he a mighty mage although he knows some magic he uses to keep himself in comfort.

**Mavron Yenson:** Once a pirate, Mavron settled on the island with his wealth and lived a life of comfort. In the process he met and married a local girl and became part of the community. His money is still notable, but he is starting to run low and is eyeing the sea once more at 54.

**Sorthen Istar:** The most powerful mage on the island, Sorthen is considered a wise man and an expert on all matters arcane. In fact he is quite learned but his magical abilities are not any better than any mage PC (and he studied primarily commerce and castle magic).

**Jorne Shon:** A retired bard who gave up the city life when his voice was damaged in a fight. Now he spends his money writing ballads and keeping a long detailed history of the islands in the area. The recordkeeper for Saltmarsh and the town's clerk, Jorne is a treasure trove of information about the town with a husky, rough voice.

**Wayn Kensas:** The disowned younger son of a noble, Wayn has changed his name and abandoned his old family. He moved here to get away from the city and the frustrations of nobility, and while he's not wealthy is comfortable. Wayn is the head of the council due to his natural charisma and organizational skills. He also owns much of the local farmland.

**Manfred Ringeweld:** The silent partner in a shipping firm based out of Arundel, Manfred gave the man who runs the firm his start and uses contacts to help bring in business. In return, he lives a life of comfort and quiet on this small island and is in charge of the docks and harbor.



The only other major citizens are Father Semple and Jase Mangon. Father Semple is a priest of purity that lives in the area. Quite aged, he was once on the town council but now only helps people with problems, does minor rituals, and helps with healing. He doesn't have the command he once did of magic, but can do a Greater Cure and Balm spell still. He doesn't need money but will guilt people into donating to the church fund that helps indigent sailors find work and clothing and the orphan fund for the island's children who lost fathers at sea.

The final NPC of note is Jase Mangon who runs the Fishbone Inn, the only place to stay in town for strangers. Jase runs a good place, but he doesn't have a lot of business. As a result he has one common room (1 ip a night), two dorms (4 beds in each, 2 ip a night), and one suite of two rooms connected with a washroom (1 cp a night). Meals are extra. This is likely where the PCs will stay when not adventuring.

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## **THE ASSAULT ON THE DEEP ONE FORTRESS**

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As noted in the synopsis, the Saltmarsh town council realizes that it is in danger as long as the Deep Ones have a fortress so close to town. Just twenty miles away are creatures so evil and horrifying they are infamous to every sailor and harbor dweller. Tales of the Deep Ones replacing children in the night, taking women to rape and raise their evil offspring that one night simply walk into the water after a career of increasingly disturbing and evil behavior are told around the fireplace on many a foggy night. Deep Ones are known for their attack on ships, their magics to becalm and destroy commerce, their assaults on towns and more.

So the council wants to help wipe this place out. But there's a problem. The Saurian preparations are by no means complete and it will be some time before the forces of the various races - Saurian, Merfolk, and Beastman - can be assembled for an assault on the Deep One fortress. In the mean time, ships have already reported attacks and an assault on Saltmarsh could come any day: immediate action is needed. The councillors will not budge from this view, and given the lack of fortifications and manpower Saltmarsh has, it is not an unreasonable position.

After a long debate, a compromise can be reached. The GM can roleplay this section if he has players who are interested in such an RP opportunity. Players who love political debate and interaction on this level will have a great opportunity to engage in the debate here. The town council's various personalities will be united on one score: the Deep Ones are a constant, ghastly threat. They are literally frightened of these creatures and know from long, long history of sea life over the generations what they are capable and most certainly will do. Readers of HP Lovecraft's stories will be quite familiar with what these beings are like. Yet the Merfolk and Saurian representatives are adamant: they cannot be ready for weeks, at the very least. Even when they are ready, it will take weeks to work out the logistics and chain of command for the troops between races, not to mention moving them into place.

The compromise that should be reached is this: the races involved will immediately go to their homes and redouble their efforts to prepare for the final assault. This will be at minimum three weeks.

Meanwhile, the Merfolk will patrol the waters and protect shipping as best they can in the area. They expect losses, but individually are confident they are a match for Deep Ones. The Saltmarsh council will send the adventurers to recon the Deep One fortress, to which the Saurian are willing to contribute a dozen warriors and two officers. The Saltmarsh excise office can send six local marines for support.

If he is present Oollooshheel the merman will have been with the party for a long time now and is in a bit of a quandary. He probably should return to his home to help with training and preparation, but he wants to go with the party and help with the assault - indeed he feels uniquely qualified. In the end his loyalty to the party and lust for adventure will win his internal debate - he goes with the PCs if allowed.

The governor and princess have provided funds, so that any reasonable expenses the PCs incur preparing and engaging in this task will be paid for - food, equipment, lodging and so on. A reward is to be given to each PC upon completion of the mission, plus whatever they manage to find and take away from the fortress.

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## THE MISSION

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The objectives of the mission are fourfold:

1. Determine the strength of the Deep One force, including what leadership and allies they have.

To succeed at this the PCs must...

- Know that the base is commanded by a demon baron
- Know that there are powerful evil priests under the baron's command
- Know that there are large numbers of warriors with a rough estimate

2. Locate important areas within the fortress such as where the barracks are, where notable personalities live, and any special locations such as treasuries, armories and so on.

To succeed at this the PCs must...

- Know of the barracks (areas 27 and 29) and of the officers' quarters (areas 21-23, 28, and 30) *or*
- Know of the natural cavern (area 60), at least one guard post (areas 58 or 59), at least one barracks on level 3 (areas 48, 54, or 56), and at least one adjacent officer's quarters (areas 49, 55, or 57)

3. Discover any significant defensive measures such as traps, areas readied for defense, fortifications, patrols, and so on.

To achieve this objective, the party must either...

- Know there are considerable numbers of Deep Ones in the natural cavern (area 60) and know of the net trap in the corridor outside area 58 *or* 59
- Know of the net trap between areas 1 and 2 and that there are Deep Ones in either area 27 or 29.

4. Discover how advanced the Deep One preparations are, how soon they might launch an attack, and what their plans are.

To achieve this objective, the party must know that level 1 is dry while both levels 2 and 3 are submerged. They must deduce that the Deep Ones will not begin their main depredations of the area until the entire fortress is under water. The PCs must also infer (and state this inference) that the Deep Ones used some greater power to cause the sea bed to lower, as they are not powerful

Each objective that the PCs succeed at gains them a 20 sp reward, each. Completing all four results in a total reward of 100 silver (1 gold) each, plus whatever they gain from plundering the Deep Ones.

The Saurian know the basic layout of the fortress from their long inhabitation of this ancestral homeland, and can provide a basic description and map of the three levels (handout 1). The fortress is, according to the Saurian, a series of passages and chambers honeycombing the interior of an island in a bay, connected to the mainland by a rock causeway which leads to an entrance on the lowest level. The only other entrances are through a sea cave on the lowest level. They point out that part of the lowest level is filled with sea water.

Unfortunately for both the Saurian and the adventurers, the Deep Ones have been making extensive alterations to the lair and have completely flooded the bottom two levels. How they accomplished this is revealed in the adventure as the PCs explore.

## TROUBLESHOOTING

It is a distinct possibility that the PCs were so murderous or effective in their 'investigation' of the Saurian Lair that the Saurian were either obliterated or simply moved out when their leadership was demolished. It is even possible the PCs finished U2 without even being aware of any alliance and have not obtained either maps of the former Saurian Lair or information about the Deep Ones at all.

Should this be the case, several days after the party's return to Saltmarsh, a troop of Merfolk arrives at Saltmarsh, asking to meet the council. When such a meeting takes place, the mermen explain the common danger facing all local races from the Deep Ones and inform the council of the alliance the Saurian had initiated to confront this peril.

The Merfolk go on to add that the Deep Ones appear to have discovered this plot since the Saurian's lair has been attacked in strength. The place has been plundered and no known survivors live to tell the tale. (At this point the council members glance somewhat nervously at each other but these men are politicians and quickly reach a tacit agreement to keep their mouths shut as to where true responsibility for this slaughter lies. After all, no evidence of their direct involvement in the massacre apparently now remains...).

The mermen earnestly request that the humans of Saltmarsh will join them against the common enemy. The Council agrees to assist the aquatic races against the Deep One; indeed, they know where there is a party of adventurers who might be willing to take an active part ...

The Merfolk know the location of the Deep One stronghold from the days when the Saurian lived there. They know little of the interior (handout 1 will not be available to the players), but are aware of two entrances: the sea-cave and the causeway . They think the two entrances lead to the lowest level of the fortress. However, this is where the Merfolk know more than the Saurian: they are aware that the island has lowered continually over several years, and now is many feet lower than it was. What the significance of this is or what it has done to the interior they are unaware. They also believe that there has been digging going on, as silt has been filling the water nearby for years.

The PCs can learn this information if they go to the Merfolk town and ask specifically about the island, but the group that is at the meeting with the Saurian present are not aware of these facts.

The Merfolk will offer two items to the council to act as inducement for the Saltmarsh humans involved. The first is a pouch with five doses of the herb *Mhyrryn*. The second is a spell scribed into a slate with wax in a layer across it. This is a spell in an alternate form of a scroll, a *Slate of Grant Sea Blessing*.

These items are offered only if the Saurian are not present, as the Merfolk are concerned the humans may not perceive the danger acutely enough and will need incentive to help out. If the Saurian are present, no such gifts are offered, nor are they even with the Mer-

Naturally, if the Saurian are all dead, they cannot send 14 of their troops along to help, but the Merfolk will send two of their kind along to help out. They are not sure how much help they can be in the base, but at least part of the base is aquatic, so they can help explore parts of the Deep One fortress.

The Merfolk will not ride in the ship or go on land, but will meet with the PCs at the fortress (should they go by land) or swim with the ship (should they go by sea). There will be one merman warrior and one mermaid warrior that will cause no end of discussion and distraction aboard the ship. Unlike the one encountered in U2, this mermaid is all business and completely uninterested in any land dweller.

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## TRAVEL TO THE FORTRESS

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The Deep One Fortress is in an island at the mouth of the Javan river, some twenty miles North of Saltmarsh. A coastal headland covers one flank of the island, which is connected to the mainland by a stone causeway. If the Saurian are present, they will be able to enlarge on this description as detailed above. If the PCs ask, the Saurian will say that the ocean floor is rocky and strewn with coral, that the island has almost sheer cliff walls beneath the water's surface, that the Javan river is clear and good water, and that the headland is about eighty feet tall and they call it Rearing Serpent Ridge. The hunting in the area around there is said to be good, but there are the usual assortment of monsters. That's about all they can add.

The best way to travel to the island is by sea. By this point the PCs probably will have been able to gather a crew and equip the Sea Ghost if they retained the ship. It can make the trip in a matter of hours, and is a good, seaworthy ship that can carry several hundred men in a pinch. If the PCs have no ship, the council will provide one for transportation free of charge, but the PCs will be passengers, not masters of this vessel. This vessel is a merchant ship and will not assist the PCs in any exploration (for that matter, the sailors of the Sea Ghost won't either).

The marshes are a dangerous trip, as the PCs may have found out in U2, but they might want to try the journey anyway. Travel by land will take a day and a half because of the difficulty of moving through the swamps.

If the PCs travel by land, they will be given horses to ride (poor quality, they will run from any fight, cannot be convinced by anything under a -3 roll of riding to do anything except go from point A to point B and carry their burden). They will be given a pack animal as well if they request one for supplies. The excise men and any Saurian accompanying the PCs will all walk.

## TRAVEL BY SEA

The trip to the Deep One Fortress will take two and a half hours of sail after three hours of getting underway. The trip to the island is met with trouble, however. After two hour's sailing in favorable winds and blue skies, the ship drags to a halt despite the winds, with the fortress a slight blur on the horizon in the distance. The sailors are perplexed but the reason soon is made apparent as a tentacle reaches overboard and pulls one hapless redshirt into the sea. The form of a huge squid can be seen in the water under the ship, and two tentacles are holding the ship firm in their grasp. This is a kraken, although it is a fairly weak one. The Deep One priestess summoned this monster to protect their fortress from assault and it patrols along the coast near the fortress looking for anything on the surface.

The kraken will attack the ship until it suffers at least half it's Body in damage, at which point it is driven off. If the Merfolk are with the adventurers, they will chase after the thing to finish it off and join the PCs by the time they get to the fortress in their boats. Merfolk swim very fast.

Unless directed otherwise the ship will anchor about a kilometer from the island and send the exploration party out in a pair of boats, which amuses the Saurian no end. They are delighted with this novelty, riding in a boat instead of swimming. The boats will go where the PCs direct it to, although it will take a persuasion or conversation skill roll, or a presence attack at equal to 10 presence to get them to row nearer than 100 feet to the island. The sailors want to drop off their passengers at the causeway at area A on the surrounding area map, the mouth of the river.

Once the PCs are dropped off, the boats will row back a few hundred feet and wait for the signal to clear off. Then they head back to the ship.

During the party's intrusion into the fortress, if the ship is left at anchor within three miles of the fortress at night, it will be spotted by the Deep Ones and attacked. The attack will be mounted by 28 Deep Ones (24 warriors, 3 lieutenants, and 1 captain). This attack should be run at a useful interlude or lull in the activities by the PCs in the island. It serves as a useful break in the investigation and will be a change of scenery that players may welcome after hours of poking around in the fortress.

The best way to handle this is to use the Mass Combat rules in the Fantasy Hero Sourcebook (pp 200-218). This will allow the players to play one side (the ship) while the GM runs the other side (the Deep Ones). The GM should be utterly ruthless and clever in the attack, and will get the ship by surprise no matter what precautions the players took (except for magical detection).

The other option is for the players to run three sailors each, while the GM runs all the monsters. The sailors are simply mercenaries, not particularly well-trained or capable, but they ought to outnumber the Deep Ones considerably, unless the PCs seriously stripped the ship for some operation. The Sea Ghost requires a compliment of 50 men to run properly, and the merchant ship will have 50 men on board plus whatever forces the PCs left aboard it.



The third option is less interesting: have the combat take place off screen. The ship should be damaged and take heavy casualties, losing 2/3rds of its men in death and serious injuries. It will limp off to Saltmarsh for repairs and to get the men to medical help, then come back noon the next day.

Of course, a cruel or capricious GM could have the ship defeated by the Deep Ones, it's crew slaughtered and washing up on shore as the PCs exit the fortress, and the ship sunk. This would not only cost them the Sea Ghost if the PCs owned it, but force them to walk back to Saltmarsh through the swamps. It would, however, impress upon the PCs the evil and danger they are up against. Whether the PCs should be compensated for the loss of the ship or not is up to the GM and the kind of campaign being run.

The ship map from U1 *The Sinister Secret of Saltmarsh* should be used for this fight, the layouts are exactly the same.

#### MASS COMBAT OPTION

If the GM chooses the Mass Combat option, he should study up on the rules and system, running a few sample fights just to get used to how it works. The Mass Combat system is fairly simple, it turns groups of forces into units and treats combat on different scales based on the size of the units. This adds a new dimension to the combat and is highly recommended, especially if the players seem to be getting a bit too much of dungeon crawling and sneaking in the fortress and need a break.

#### TERRAIN

The Terrain for this battle is a ship, which reduces movement by units in half. The defenders have +4 DCV because of their position in the ship and ability to move about it and get behind cover. Once the Deep Ones are on board, this bonus is reduced to +1 DCV for the sailors, the Deep Ones get no bonus. As the deep ones board the ship, the defenders have a +1 OCV and +2 DCV bonus, but the Deep Ones will get on board rapidly, negating this bonus,

#### UNIT SIZE

The units in this fight are Squads, consisting of 4 each. Thus, each turn is 48 segments (4 turns), 1" equals 4" of real size, and the range divisor is 4. Each hex on the combat map will be 4" across.

The Deep One units look like this:

DEEP ONE UNITS			
STAT	VAL	STAT	VAL
SIZE	4	EGO	11
DAM	1½D6	PRE	13/23
DEX	14	DEF	3
OCV	6	SPD	4
DCV	5	MOVE	5"
BOD	16	Morale	12-
INT	10	Unit Mod: +4	

Deep One units will be armed with military forks and nets, the nets in mass combat simply halving the movement and reducing the DCV by 1 of any unit adjacent to a Deep One unit.

Both the Deep One Lieutenants and Captain are prominent characters and can lead troops. They will use their tactics rolls to benefit their units, presence attacks to inspire their troops and intimidate the sailors, but will not generate noteworthy events.

DEEP ONE LIEUTENANT			
STAT	VAL	STAT	VAL
SIZE	4	EGO	13
DAM	2D6	PRE	18/28
DEX	17	DEF	5
OCV	7	SPD	4
DCV	6	MOVE	5"
BOD	13	Morale	13-
INT	10	Tactics Skill 11-	

DEEP ONE CAPTAIN			
STAT	VAL	STAT	VAL
SIZE	4	EGO	13
DAM	2D6	PRE	23/33
DEX	17	DEF	8
OCV	7	SPD	4
DCV	6	MOVE	5"
BOD	14	Morale	14-
INT	13	Tactics Skill 13-	

Please note that all Deep Ones have the eerie power which gives them increased offensive presence.

The sailors will have these stats, fighting with cutlasses, belaying pins, boarding axes, pikes, and so on:

SAILORS			
STAT	VAL	STAT	VAL
SIZE	5	EGO	11
DAM	D6+1	PRE	10
DEX	13	DEF	1
OCV	5	SPD	3
DCV	4	MOVE	6"
BOD	15	Morale	11-
INT	10	Unit Mod: +5	

Clearly the sailors are inferior troops to the Deep Ones, but outnumber the Deep Ones significantly and have the advantage of knowing their terrain (the +1 DCV). Further, they have larger units and are thus +1 to damage dealt because of the difference in unit modifiers.

The officers of the ship are all prominent characters like the Deep One officers and can engage in the same activities (inspire, intimidate, and so on). They have these stats:

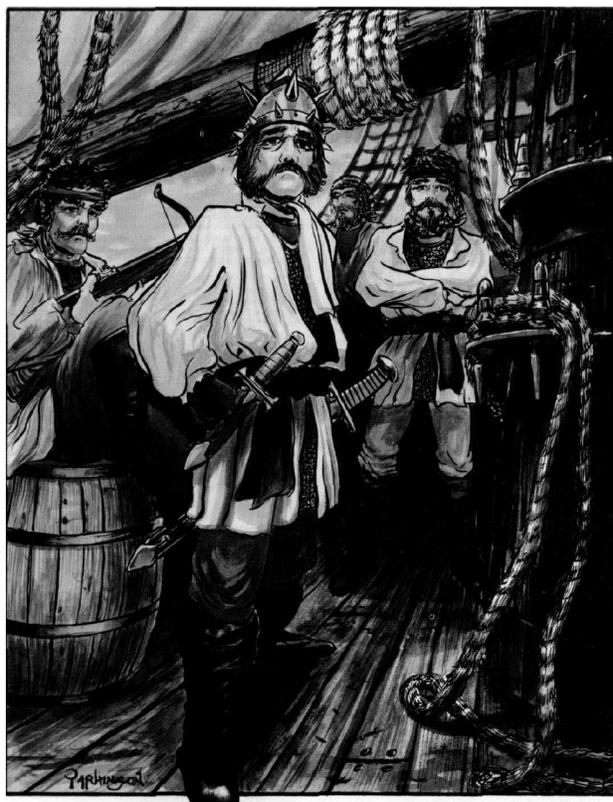
SHIP'S OFFICERS			
STAT	VAL	STAT	VAL
SIZE	1	EGO	11
DAM	D6+1	PRE	13
DEX	15	DEF	6
OCV	6	SPD	4
DCV	5	MOVE	6"
BOD	11	Morale	12-
INT	10	Tactics Skill 11-	

Each of the officers wears chainmail and is slightly better at fighting than the sailors, but none of them are master tacticians. There are four officers on board: the Captain, the Mate, the Sailing Master, and the Bosun. This gives the sailors a slight edge as well: one more leader. None of them stand out particularly in combat, as the captain is in his job because of superior sailing skills and experience, not combat power. If the marines from the excise board are on the ship, treat them as officers as well, but without the ability to make any command moves such as inspire.

Giving the PCs the chance to fight out this battle (which should go fairly swiftly, the Deep Ones are set up in 6 units plus 3 leaders, the sailors in 10 units and 4 leaders. The units will tend to go down rapidly (especially the sailors, wearing only tough clothing), and the battle may very well end up with the Deep Ones winning. If this happens, the players may be disappointed and discouraged, but it wasn't their characters who died, it was the ship.

If the Deep Ones win, the ship is burnt and scuttled, all of the sailors murdered and the Deep Ones head back home. Keep close track of time: these Deep Ones will not be in the fortress while they are fighting, and it can take a while to get the battle over with turns almost a minute long.

If the Deep Ones lose, the ship will stay at anchor if the casualties are below half the crew, and at least one officer is alive. If all the officers die or the crew is taken below half in number, the ship leaves for Saltmarsh for healing and repairs.



Should the PCs decide to use the ship as bait for the Deep One to attack while they slip in under cover, it will take some serious convincing to get the sailors to do this. If the ship belongs to the PCs, it will be only a -2 modifier to persuasion or oratory skill (or equal to presence of 13 with a presence attack). If the ship belongs to Saltmarsh, the roll will be a -3 penalty and the presence attack will need to equal at least 23.

The difficulty of convincing the sailors to do this is reduced by -1 roll (and to a mere equal to 13 presence for the Saltmarsh ship) if the plan is to have the sailors not be *on* the ship when it's used as bait. The problem the sailors have is that the ship will sail at around 1-2" per segment (with wind and current), while the Deep Ones swim at around 3" per segment, which means even with a great wind and running with the current (which moves south along the island anyway), the ship can't hope to get away. They can probably fight off a smaller group of Deep Ones like the midnight attack, but the fortress would send much more.

Should the PCs do this the fortress *does* send much more, swarming the ship with over a hundred Deep One, although they wait until night because of their sensitive eyes. The ship cannot fight that many Deep Ones off, and will quickly be taken and burned although it will take half an hour to scour the ship and get it burning, it will burn for five minutes then sink. The captain will expect payment for the destroyed ship, as he will owe it to the owner.

The return journey by sea will be uneventful because the Kraken is either dead or hiding. It will take three and a half hours to reach Saltmarsh from the Deep One Fortress. In theory the PCs will be able to drop in with only the kraken attack, find out what they need, pull out, and sail home with only minor encounters in the Fortress and report home. This is best handled if the players plan carefully in advance and get as much information as they can.



## TRAVEL BY LAND

Slower and more dangerous, the travel by land option has two advantages. First, it provides more chances for adventures, and second it does not involve the ship being attacked and possibly lost.

Almost the entire coastline between the Saltmarsh and the fortress is swamp, occasionally intersected by small rivers such as the Dunwater near the Saurian lair (see module U2 *Danger at Dunwater*), the Black Drain, and the Dank Brook near the fortress. The entire area is boggy, wet, and - to all outward appearances - devoid of intelligent life. Vegetation consists mainly of tall grasses and reeds, some low-lying shrubs and a few trees of willow and thorn acacia. The height and density of this vegetation is sufficient to provide adequate cover for the characters when they reach the fortress area - assuming they are using reasonable caution - to spy out an approach the causeway leading to the door.

The overland journey is longer because of the difficult terrain through which characters have to travel. There are a number of trails and it would be possible to follow a route roughly parallel to the coast and 100-400 yards from it. This pathway ends at Saltmarsh Head where the Saurian Lair lies, so attempting to move along the beach to keep the ocean in view will reduce movement by half (and thus the time it takes to get to the Deep One Fortress by double).

The marsh abounds with sea birds and marsh fowl and many varieties of small, harmless lizards; there are also large numbers of butterflies, dragonflies, blackflies and mosquitos, while normal fish and frogs will be seen in the many streams and pools. From dusk to early morning the marshes and adjacent coastal waters will be wreathed in thick but low-lying mists, to a height of about 20 feet; however, the middle reaches and crown of the lair will be clear of these at all times. These mists will limit normal vision to 10 feet but once the sun has risen they quickly dissipate and vision range becomes normal.

There are many pools and meres of varying depth within the marshes, mostly shallow though a few are deep, and small streams run between and connect these together. A small boat could be taken with the party to row along the fens and make their way to the fortress, but unfortunately the many stops to portage the boat to deep enough water, the twists and turns, and the general slow going through reeds doesn't make this any faster or easier. All it does is give the PCs a convenient way to carry goods without a pack animal and allow them to paddle out to the island if they choose to.

If the characters insist on moving at night, they will rapidly become lost unless they have a very good light source or make their swamp survival roll by -3 (or just any survival roll by -6). Further, the light will most definitely attract attention, roll a D6 every hour of travel and if a 1 results, roll for a wandering monster (the chart is below in the Random Events section).

The water of the swamp is not potable, and unless magically purified or boiled will give anyone who drinks it a disease (unless, of course, they are immune to disease). This disease acts as a D6 drain to constitution that takes a full day to take effect (divide the CON lost over the hours evenly as possible, with the final point lost in 24 hours). This recovers one point a month or until cured magically or with an herb. Each day that character drinks more of the unpurified swamp water, he suffers one more point of drain from his CON.

If the Saurian are along with the PCs, they are a big help in the Saltmarsh. Not only do they have survival 12- with swamps, they know the pathways here and can lead the PCs steadily along the coast without bothering to see the ocean.

## **RANDOM EVENTS**

While the characters travel along the Saltmarsh, roll a D6 three times each day: morning, noon, evening. Roll once during night camp and randomize the time that it occurs. If a 1 results, then roll for a Random Event below. If the characters are traveling at night, roll once an hour. If they are traveling by night with a brighter light than a lantern, a 1 means a random event, a 2 means a random encounter (roll on the table below). If the PCs have the Saurian with them, check only once per day.

### **2: SOULSNATCHER VINES!**

The PCs come upon an area that is strewn with large green and yellow melons of particularly sickly looking color and vines. The first character that draws near one of the melons beholds a horrible sight as one of them splits open revealing that character's head inside, rotting and squirming with worms.

This is a Soulsnatcher, an evil plant that takes control of the PC unless his will is strong. It instantly does an ego attack at 8 ECV and if successful a 9D6 mind control to make the PC scoop out a seed and eat it. The seed squirms as if alive and when swallowed takes root in their body.

If this fails, the melon explodes harmlessly but making a reeking mess. Over the next week, the PC loses 1 ego and 1/2 Body per day until his Ego reaches 0. At this point he leaves the group or area he is in and runs off into the wilderness as fast as he can until he burns all his stun and collapses. There he dies rapidly, losing 1 body per hour as the plant spreads inside his body.

The corpse then feeds a growing Soulsnatcher vine, and melons grow from it, awaiting the next victim. A dispel of 45 active points or a cure for disease will heal the victim and their lost stats will return at the rate of 5 points a week. Anyone immune to disease is unaffected by the seed, but will still feel rather sickly for a few days.



#### : FLOOD!

The sea on occasion rises so much that it claims much of the Saltmarsh. This does not happen often, and only lasts D6 hours, but can be a problem for travelers. The only indication this is happening is the ground seems less common and water more prevalent. It takes a full hour to reach the flood state, in which the ocean fills the swamp for two miles with up to six feet of seawater. This clears up any mud problems, but makes it impossible to travel normally. Debris such as logs and driftwood will float on the flood tide, and characters can swim in the water, but it is deadly on horses to swim, they will founder and drown in a matter of minutes.

The last hour of the flood, the waters recede and the swamp returns more or less to normal. There are signs something is happening before the full flood waters engulf the area such as all the insects and animals abandoning the area. This lack of biting, stinging insects might be welcome, but it will be ominous to anyone with swamp survival familiarity. A roll by as much as failing by 2 will note that something bad is going on, and a successful roll will tell the character that a flood is coming.

#### 4: FOG!

A thick, dense fog rolls in reducing visibility to a few dozen feet. All attack and sight perception rolls have double range modifiers, and anything beyond 10" is completely engulfed by the fog (even IR vision cannot penetrate the wall of cool moisture, although UV vision is unaffected). All hearing perception is at a -2 penalty as well. This fog lasts for D6+6 hours, during which the characters must make a survival roll to determine their direction of travel each hour if they move. A luck roll can succeed as well. If this is failed, the characters become lost, see result 11 below.

#### 5: SINKHOLE!

The PCs have walked into an area where muddy areas can be as deep as ten feet. The sinkhole looks much the same as any other sandy area, but a sight perception roll at -3 or a Survival (swamp) roll will recognize it as different. Making the Survival roll or Perception roll by 2 more spots the sand as dangerous and unstable. If the sinkhole is not spotted, roll an OCV 0 attack against each character and pack animal. The first person it hits has ridden into the area.

Any character moving into a sink hole must make a DEX roll at -1 per 3" of movement. If they fail, they are caught by the hole. This causes characters to sink to their knees in the stuff, and require a further STR roll to extricate themselves. If the STR roll is failed, they sink to their waist and the roll is now at a -1 penalty. If this fails, they sink to their chest and the roll is -2.

If this fails, they sink completely beneath the surface and the roll is -3. Further, this Strength roll is reduced by any Perception roll modifier a creature has for growth. Thus a camel with 2 levels growth would have -2 to their STR roll.

Any animal caught in this must make a Presence Roll modified by the STR roll penalties above or they panic. This is checked immediately, then each time the creature fails a roll to escape. If they fail their roll, all STR attempts to escape are at -2 due to flailing around and panic. Anyone with Animal Handler and Riding can use their skill as a complimentary skill to assist the Presence roll. Anyone with Animal Friendship can add 1 per level of presence attack they get on the creature to this presence roll as well.

Other characters can naturally help, although they must avoid being pulled in as well, and cannot directly lend a hand. A rope, stick or other item that has a reach of 1" or more will suffice. They can add their strength to that of the victim, but each additional person only adds 5.

If an animal is submerged in the sinkhole, they are lost, and all that is on them is gone, unless the GM rules some extraordinary trick or spell can save them.

#### 6-8: RANDOM ENCOUNTER!

Roll on the table below for a random monster:

ROLL	RESULT	No.
2	Crystalwing	1
3	Blacksnake	D3
4	Crocodile	D3+1
5	Bloodvine	1
6	Insect Swarm	1.2
7	Junk Flies	2D6
8	Yast Wasp	D3
9	Devourer	1-2
10	Ushant Spider	1-2
11	Land Leech	1-2
12	Burnfang Snake	1

#### 9: BITING FLIES!

The party and all animals are assaulted with a swarm of tiny biting flies. Although not a true insect swarm that can be fought, this is a relentless assault of bugs that bite and crawl on the characters. The bugs last for 1 hour, and during that time several things take place.

First, all animals will steadily become irritated and even panicky under the continual assault. A riding or animal handler roll will need to be made to keep the creatures under control. The roll will be required D6x10 minutes after the biting flies attack.

Making the roll exactly will keep the creature calm enough to lead for ten minutes, making the roll by 1 controls them until the flies go away. Failing to control the animals causes a 6D6 presence attack on the poor beasts.

If the attack equals presence, they animal will refuse to go further, bucking and kicking, even rolling in the swamp (dislodging packed materials). A result of Presence +10 means the animals will run around the area out of control and take D6x10 minutes after the flies are gone to get back in line. Presence +20 means the animals run panicked and out of control, fleeing the area as fast as possible - rider or not - and not stop until they tire out or the flies are gone.

A result of Presence +30 will cause the animal to go insane and be completely uncontrolled, it must be let go or killed.

All food will be destroyed by the flies who get stuck in and die in the food, infest it, lay eggs in it, and leave fly droppings all over. Water will be safe if sealed, as will any food in watertight containers. This includes any edible items such as herbs and potions.

The PCs will be bit unmercifully by the flies, doing 1 body of damage and causing itching rashes and bumps all over. Any character with life support vs pressure and breathing in their armor (sealed armor) will be protected, as will any character in a force field or force wall. These bites also cause a -1 penalty to all skill rolls and attack rolls as well as DCV for a day after the biting flies attack unless the poison is healed or a skin-based impairing wound is healed.

The flies can be driven off with great quantities of smoke, an area effect spell that does at least 1 body to an area of 11" across, or the herb Bragolith is used for each person and animal.

**10: RUINS!**

The characters come upon old ruins of uncertain origin, perhaps the result of the mystical upheaval that the mageduel caused. If the PCs explore, roll on the table below:

ROLL	RESULT
1	Monsters! Roll on the random encounter table
2	Part of the ruins is unstable and collapses on exploration. Roll an OCV 5 attack on each character, if any are hit, they suffer D3+4 in D6 of normal damage.
3	Empty, the ruins are just ruins
4	Shrine! If a character leaves at least 5 sp worth of items or coin at the shrine they are blessed for one day of +1 to all skill rolls (except damage) and +1 to OCV.
5	The ruins have a golden glow in them. All PCs who enter gain 1D6 luck for a full day due to the blessing within
6	Treasure! Roll a random treasure

**11: LOST!**

Somehow the PCs have become lost. They lost sight of the ocean, cannot hear it over the hills, and aren't sure where they are. This can be remedied with a simple survival skill roll (any terrain familiarity) or luck roll.

Should this fail, GM should roll a D6 for direction traveled on average that hour, the PCs move generally that direction at half speed. If they come upon an area that is obvious (the ocean, for example) they instantly recover their sense of direction and can move safely from that point on. If they travel 20 miles in any one direction other than West (toward the sea), they will reach the edge of the swamp. The lost condition will persist for D6 hours of travel, or until they reach the edge of the swamp or find the ocean. Each hour, a new survival and luck roll may be attempted, which also would end this condition.

**12: FRIENDLY RANGER!**

Axel, a wood elf ranger, has been exploring this region for over a year now and is aware of all of the events that have transpired. He is cataloging all of the animals and plants and learning the area so that he can report to his range hall about the island as part of a project to map and explore all of the shattered isles that the Princess has requested.

Axel has been aware of and tracking the party for some time now, but has not gotten involved primarily because they seem pretty capable and are traveling in strength (particularly if the Saurian are present). However, if this event occurs, Axel has reached a decision. The party is clearly on its way to the Deep One Fortress to deal with it in some manner, and he has concluded that it would be a good idea if they were given some assistance.

Until they reach the fortress, Axel will travel with the party, giving all of the benefits of the Saurian if they are not present, plus his combat ability and herbalism skill. As the party goes, Axel will be collecting herbs, nonchalantly poking flowers and gathering samples. Unless asked he won't explain what he's doing. Axel will not enter the fortress but when the characters part he will offer them several herbs and ten enchanted bandages. The herbs are:

- 3 doses Loncath (cure impairment)
- a number of doses of Yeraen equal to the party in number (including NPCs) (breathe water 5 hours)
- 10 doses of Pasamar (food for 1 day)
- 8 doses of Bragolith (repels insects 3 hours)
- 10 doses of Nyarless (purifies water)
- 2 doses Agaath (need not breathe 5 hours)



The enchanted bandages that Axel gives the party act as +3 paramedic and act as full rest and medical care for recovering body (recovery a month in Body).

Axel's presence is resented by the Saurian, who see him as a showoff and competitor, they were enjoying being the competent ones in the wilds in front of the adventurers. However, unless the PCs antagonize the Saurian, no trouble will result.

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## **THE FORTRESS ISLAND**

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The fortress island is a natural rock outcropping, thrusting up from the sea bed and bare of any vegetation other than mosses, lichens, seaweed, and some oceanic plants at the water level. There is no wildlife present other than insects, although at the waterline there are mussels, limpets, and barnacles. Even the birds have fled the presence and evil of the Deep Ones. The rock is slimy and damp, but its broken and craggy nature provides enough footholds and hand holds to make climbing a simple process (+3 to the roll). However, ground movement on the island is halved. Any Saurian with the party will be visibly dismayed by the island's size, it is much smaller than it used to be, he's certain.

The sea-cave entrance to area 60 is now 80 feet under water and so will not be visible from the surface. If the Merfolk are with the party, they will note this and voice concern about what that means. Outside the doors leading to area 1 the causeway gives onto a rough ledge, roughly 15 feet by 40 feet, hewn from the near-vertical rock surface. The doors are at the rear of the ledge, roughly in the center.

### **ACCESS TO THE FORTRESS**

Both the Saurian and the Merfolk know of the Deep One's aversion to bright light and will strongly recommend a landing at point A on the main map, followed by an entrance into the fortress in broad daylight. The causeway, still in tact now appears to give access to the top level of caves and the doors at area 1 are new to the Saurian, who become agitated and murmur among each other until an officer quiets them.

The causeway is 190 feet long between the marshy coast and the rocky ledge. It averages a height of 3 feet above the ocean and is relatively flat, but is constantly bathed with spray and an occasional wave. The rocks are firm and solid, and the entire pathway is at least 1" wide (2 meters). An approach along the causeway in the daytime will be completely unnoticed by the Deep Ones who stay under ground or underwater in the day. The doors are closed in the day. At night, there will be guards on the ledge who will spot the approaching party unless magic is used to disguise them, and the doors are open.

The guards will alert the Deep Ones in area 1 with their mind link and prepare to fight off any invaders. They will not sound a general alarm because they are confident in their ability to slaughter these land dwellers.

### **THE DEEP ONES AND THEIR FORTRESS**

The Deep Ones have been meticulous in their preparations, allowing sufficient time and manpower to alter the fortress to conform with their plans before opening local hostilities. Thus, when the adventure takes place, the two lower levels of the fortress have been completed and the sea bed lowered to flood those levels; work on the uppermost level is still in progress, but another week will see its completion. A further lowering of the sea bed over a full week will complete the preparations to the Deep One Duke's satisfaction. Three or four weeks after the adventure takes place, the Deep Ones plan to mount their first offensive.

This is why, if the party enters the fortress through area 1 (and assuming they deal with the guards in 1 and 2 without raising an alarm), they will find most of the upper level bare and empty. Construction is still going on in area 19 and the noise of that construction will echo through some of the level (anywhere between area 19 and the points marked † in the corridors on the map). As the party draws nearer to 19 the sounds will become more clear and louder.

The other two levels of the fortress are under salt water. If the adventurers are to achieve the objectives set for them, they will have to penetrate these underwater areas and thus will need magical aid (which is in the uppermost level, if they are persistent enough to find it).

Deep Ones are implacably hostile to all living creatures save their own kind. They will attack intruders with intent to kill, not capture. They will also fight bitterly to the death if encountered unless the text specifically says otherwise. If an encounter is going against a Deep One, they will need to make an Ego roll to use their mind link to call for help, an act that makes them particularly vulnerable. Thus, if their bloodlust is controlled, a Deep One will pretend to surrender, cowering in fear, or act like they were under control and broke free, or act like they had to fight because the others (defeated Deep Ones) forced them to. Anything it takes to delay the intruders long enough to use their mind link. Doing so is obvious: the Deep One will clearly concentrate and stop moving, doing something.

All of the Deep Ones can speak Morianic, although some have not for a very long time and are very rusty at it. If a party takes one into their confidence, the Deep One will wait for an opportune moment and betray them as soon as possible - oath breaking is considered a virtue, as is treachery and betrayal. These are demon worshippers, they are wicked and evil to the core.

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## **THE FORTRESS - STANDARD FEATURES**

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The work carried out by the Deep Ones and their slaves on the fortress interior has been expertly done. The rock has been cleaned and smoothed, the corners well crafted, and all the floors are level except in the cave portion of area 60 and the unfinished portions of area 19. There are decorations on the walls and corners, usually of horrific, tentacled creatures and crab/spider things that seem skeletal yet almost alive. When the carvings and decorations are not directly looked at, they seem to move slightly.

The corners and rooms are unnerving to anyone who looks too closely at them. Somehow the proportions aren't quite right, as if there's an angle that is off, or the floor doesn't join exactly to the wall. Mapping will make the observer even more uneasy, as it never quite matches up exactly: as if the geometry is not using the normal rules. Yet when measured, the entire affair seems perfectly squared off and even clinical in measurement.

The walls and floors of rooms occupied by, or allocated to, Deep Ones of higher rank are tiled in colors specific to their rank and person. These colors do not quite seem to match the usual color scheme, as if they are unworldly, or from a slightly different spectrum.

All corridors are ten feet wide and fifteen feet high. All rooms are twenty feet high except for the areas otherwise noted. All walls separating adjacent areas are three feet thick. All doors are double doors made of dressed stone four inches thick. Each door has a handle consisting of a horizontal bronze bar set into the stone on each side of the door near the center. The doors swing open noiselessly and balanced, easy to open and close. The doors are ten feet high and five feet wide, each.

All gates are of bronze construction ten feet square (save for area 60 which is 20 feet square). All have opening mechanisms as described in area 2. The bars of the gates have 5 defense and 3 body each. If a character can manage to do one body to the bar, it will bend far enough to touch the next bar..

All pillars are smooth stone three feet in diameter. They are capped with various disturbing carvings top and bottom. All archways are ten feet square. There is no visible lighting in the interior of the entire fortress, but some treatment or magical enchantment of the stone makes it glow just enough and in the right spectrum that Night Vision works perfectly within the confines of the fortress. It is quite cold in the fortress, particularly in the flooded levels. The sea here is not warm, and the entire stone area cools off. Thus, the first level of the fortress is temperature level 0, and the water levels even colder, which may cause eventual environmental damage to characters who are ill prepared.

Many of the descriptions of the rooms in the flooded levels will contain reference to 'seaweed beds.' To save repetition throughout the text, these beds are of dense seaweed growing to a height of seven feet or more. Each bed is ten feet square, so the beds in the barracks are vast affairs. These beds are literally such - the Deep Ones sleep tangled in them. See in particular the description and notes relating to area 21.

Any items of furniture such as tables, coffers, and such are made of smoothed stone unless otherwise specified in the text. Note: coffers are like footlockers, not coffins, they are roughly three feet by two feet and two feet deep. These are used for personal possessions.

Note: all cardinal directions in the lair are at a 90 degree angle to the outside world; don't bring this to the attention of the players, simply go along as if nothing is unusual. The causeway leads east-west into the island fortress, but stepping through the door leaves the characters facing south. This is just one more thing about the place that is unnerving and odd; compasses, even direction sense and magic all confirm the orientation of the map.

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## LEVEL ONE KEY

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Since the alterations to level one are not yet completed when the adventurers arrive, most of the level will be discovered to be unoccupied. Additionally, the chance that a patrol or random encounter will be met is lower. The GM should try to make exploration of the first level an eerie experience, with hollow sounds of the foot steps, the empty rooms, the odd architecture, the faint sounds of work in the distance, and so on.

### RANDOM EVENTS

Each new room the PCs enter, roll a D6. If a 1 results, roll on below for a random event. All Deep One encounters are immediately hostile:

- 2: Six Deep One warriors and a lieutenant, headed on guard relief toward area 2.
- 3: A Deep One chieftain and a priestess, lovers looking for a quiet place to be alone.
- 4: A low rumbling sound and slight vibration rolls through the hallways, part of the construction process. This event does not occur if the characters are in area 19, treat it as no encounter.
- 5: All the lights go out, spells or otherwise (except for the enchanted Night Vision light of the stones). They can be re-lit without difficulty.
- 6: A long, painful scream that is abruptly cut off is heard in the distance. Who was it? What caused it? Who knows?
- 7: A lone Deep One wandering the halls
- 8: A slave trying to escape runs screaming up to the PCs, begging for help, then dies, coughing up black blood and collapses in a heap. This will only occur once, if it comes up again, there is no event.

9: A patrol of D3+3 Deep One warriors

10: One of the PCs notices that the walls don't join quite properly, that the architecture seems non-Euclidian

11: Madness sweeps through the halls, a wave of hate and insanity from the spirits of the area. Each character suffers an attack that hits ECV4, causing a drain of 2D6 Ego and Presence and stunning them. The lost stats return at a rate of 5/day, and until all of the lost points are recovered, the characters suffer from nightmares.

12: A Terror attacks. It only attacks for 2D6+3 total phases; the first three phases in a row, then it stops and leaves them alone. The rest of the phases of attack are at scattered, random times. Each room the PCs enter, there is an 11- chance that the Terror will attack a random PC once, then stop. Eventually, unless the PCs somehow kill it, the Terror just stops attacking for no discernable reason, just as it started.

These events will help build the feeling of insecurity, instability, and flat out eerie creepiness that the Deep Ones generate. Their demon worship and evil ways have so stirred up spirits in the area that this is a dread place to explore.

### 1. CAUSEWAY

In the daytime, this is the description:

You have crossed the causeway and now stand on a rock ledge about 40 feet wide. Ahead of you about 15 feet away, set in the vertical rock, is a pair of stone doors each ten feet high and five feet wide. The surface of the doors is featureless and smooth with no discernable handles except for a rectangular aperture six inches long by four inches high cut in the center of the northernmost door, about six feet from the ground. A flat plate of some sort of metal appears to cover this aperture from the inside.

These doors provide the only access to the upper fortress level and the only dry access to the entire fortress. They are barred from the inside and each has 6 defense and 9 body. They may be bashed down or opened by magical means.

Some manner of tricking the Deep Ones might be used to get the doors open, but it will be challenging, since they are hostile and intelligent creatures.

If the PCs bang on the doors all that will do is set up an ambush in area 1 with the Deep Ones waiting on either side hidden from the door and the gate between 1 and 2 closed. One will peek through the little aperture outside to see what's going on, but slam it shut immediately once he sees anything at all. They will not come outside simply to find out who's knocking, but if the knocking continues, they will send a group out of area 60 to swim around and attack from behind; this will take 15 minutes.

A trap or mechanics roll by -2 will figure a way to open the doors, usually by leverage, wedging something between them and forcing them open. This will cause enough noise to alert all the Deep Ones in area 2, but no deeper in the Lair. At night these doors are open, but 2 Deep One warriors are outside.

There are five Deep One warriors in area 1.

This is a bare, spartan room with one other exit straight ahead. To the east is a single stone bench and to the right is a large metal gong; a short metal bar leans against the wall below it.

The five Deep One warriors here are armed with a military fork and a dagger, each. They throw the dagger first and then attack with the pole arm.

The gong is an alarm, if unimpeded, a Deep One can strike it three times in one phase. If the gong is sounded three times or more, everyone on the level save those between the † areas marked on the map will hear it and know that this is an alert. One or two times and they will notice it but not respond.

If an alert is sounded, all the Deep Ones in area 12 will move immediately to area 2 (taking 5 phases). The sounds of combat in this area will be heard by the Deep Ones in area 2, who will lower the gate and fire crossbows at any intruders they can see through it.

The gate has 6 defense and 3 body, made of brass. It is built so that no gap is wider than four inches wide by a foot tall. It can be lifted, but there is nothing to hold it in place until the mechanism is wound.

Between areas 1 and 2 in the short corridor there is a hooked net slung from the ceiling. This can be released in area 2 by a mechanism the Deep Ones have prepared. It will be used on any characters that are seen attacking past the gate. This net is a trap that is controlled by a mechanism in area 2, and can be cut down easily by any attack doing at least 4 body damage. Clever players may even be able to use it against the Deep ones by luring them forward and cutting the net down.

## 2. GUARD POST

This is another bare room with a single stone bench along the south wall that extends around the west wall. Five Deep Ones are in this room armed with crossbows and spears, and a sixth, larger one is armed with a trident and a dagger. His chest has been scarred in the shape of an inverted five point star like someone carved it with a blunt knife.

The gate is made of bronze and is normally closed. It may be raised and lowered by a wheel mechanism with a simple pawl on it which can be released manually, causing the gate to crash shut almost instantly. The gate weighs 350 pounds and if it hits anyone will do a 2D6+1 killing attack from the points on the bottom. Dropping the gate like this sounds horrifically loud, but no one outside areas 1 and 2 will hear it. Normally raising and lowering the gate takes a minute.

Near the gate mechanism is a rope fastened to a peg set in the wall. This is attached to the hooked net above the passage between areas 1 and 2. If the rope is pulled or cut, the net falls with an OCV 3 attack on the entire area of the passage. PCs who are not already aware of the net have a -1 sight perception roll to spot the falling net and get a dive for cover attempt. The net is a 3 defense, 2 body entangle with hooks sewn into each juncture of the strands. These hooks will bite into, hold, and tear anyone who moves (and anyone else in the net, if someone moves), doing a 1/2D6 penetrating KA each phase of activity until the net is destroyed. Characters caught in the net cannot use any weapons except brute strength or tiny weapons such as daggers to attack it. The Deep Ones can hit the victims inside with their pole arms without harming the net.

### 3. CAPTAIN'S QUARTERS

The walls and floor of this room are tiled in a sickly dark blueish color that seems to defy description and makes your eyes ache slightly when you look at it too long. The ceiling is of simple stone. In the center of the room is a table and a bench, a coffer is in the corner with the lid off and propped up against the wall. An ordinary pickaxe lies on the floor in the south-west corner.

This room has been allocated to an occupant but is not ready until the room is flooded. Eventually a seaweed bed will be grown in the northwest corner. Even the ceiling tiles are not completed yet. The pickaxe is simply a tool left behind by a worker, the coffer is empty.

### 4. CAPTAIN'S QUARTERS

Except for the pickaxe being replaced by a hammer and chisel, this room is identical to area 3.

### 5. BARRACKS

This huge area has plain stone surfaces. A large number of coffers without lids are arranged around all walls of the room except for the northern wall west of the archway.

This will eventually house the warriors quartered in area 60. If the coffers are counted, they will add up to sixty; all are empty.

### 6-8. LIEUTENANTS' QUARTERS

This is an austere room of plain stone surfaces. The center holds a small table and a stone coffer with the lid off and lying on the floor next to it are the only contents.

Each of these rooms is identical, each one for a different lieutenant. All the coffers are empty.

### 9. ARMORY

Another plain room with bare stone walls. Two rows of metal racks run almost the entire length of the room from east to west, they are parallel and about six feet apart, thus leaving a narrow passage between them. Hanging on these racks, in large numbers, are spears, tridents, and javelins.

Around the walls, hanging on metal pegs, are hooked nets of light rope.

Two coffers are also on either side of the archway, lids closed. These contain 30 daggers each. There are a total of 180 javelins, 60 spears, 60 tridents, and 60 hooked nets in this room, if anyone bothers to count. If they do, roll *twice* for a random event.

### 10, 11. STOREROOMS

Other than their size, these rooms are identical. They hold various materials such as coils of ropes, wooden pegs, hooks and buckles, leather straps and belts, animal hides, and boxes.

### 12. GUARD POST

This room is a plain stone room with a bench on the south and west walls (except where there is a doorway). If there are still Deep Ones here, it means that no alarm was sounded at area 1, where they would have gone. This room will then have three Deep Ones here armed with 3 javelins and a dagger each, sitting on the bench and silently conversing with their mind links.

Again, there is a mechanism to control the gate as in area 2. It is kept closed, if it is opened and let slam shut, the sound will be heard in area 19 and the two warriors in that area will come investigate.

### 13. SLAVE PEN

Beyond the gate is a long, quite narrow room of plain stone. Four pillars are equally spaced north-south. To your right, along the foot of the east wall, there appears to be a shallow trough cut into the stone floor. This is slightly stained in various places and trace of a brownish liquid shine wetly in your light, and you can see flies around it. The trough runs the whole length of this wall.

To your left, along the west wall, a large number of lengths of chain are attached to the wall at waist height, each length with a manacle at the free end. These chains occur in pairs, and there are chains along the whole length of the west wall.

In the north-east corner is some sort of basin or large urn.

This is the slave pen where the wretches who are not working are kept secure. The work period is 14 hours a day, and the exhausted slaves are kept here in chains during their off time, chains long enough to allow the slaves to reach the trough where gruel is poured and slurped up as best the slaves can manage. The “urn” is a rudimentary toilet that leads to the sea outside.

There is only one occupant in this room at present, lying in the north-east corner (initially too far away for the light to reveal for most light sources). This is Elmo, an emaciated elderly man who is obviously dying. The sole survivor of a ship that was swarmed and sunk some months before, he is so weak that he cannot even cry out to the adventurers when they come into the room.

If the adventurers speak to him, he will wheeze a brief version of his story in exhausted tones. He was a mage on his way to Dornica on the Ocean Prince, a small merchant vessel out of Inlyr when the Deep Ones attacked. He is in such bad shape he’s not even sure how long ago this was or how many were on board. He has worked unremittingly as a slave, beaten and exhausted so badly that his limited commerce magic was useless to escape.



Never a particularly healthy man, Elmo has suffered greatly from the endless toils that the Deep Ones have subjected him to in expanding the fortress. In addition, he has gone mad from continual exposure to the creatures and their unnerving base. He is close to death, unable to even walk, and the Deep Ones are leaving him to die so that his rotting corpse will accompany the other slaves and his spirit may haunt the area and please their demon lords.

Careful questioning of Elmo will find he keeps going back to the theme of a gigantic star in the center of the universe, strange piping music, and a throbbing, heartbeat-like sound in the background that he alone can hear. He is certain that “they” are getting closer, but cannot explain who they are or what they will do, it simply fills him with dread. Elmo helped expand level 2, but is confused and thinks that it’s the same level as this one. He remembers only basic details of the level (lots of pillars, a huge, long temple, and lots of corridors), and remembers a long, trembling earthquake that seemed to last all day. He remembers someone touching an altar and having his mind... break.

If the word ‘secret’ is mentioned to Elmo, he will look at the characters with a moment of clarity and mention a secret room he helped build, remembering he was punished many times for not having the skill to construct the door.

The GM should note that it is important that the PCs find this room so that they will have the resources they need to explore the level. If the PCs aren’t going the right places in the conversation, have Elmo mention “hidden room” and “treasures” a few times in his rambling. He will more or less continually mumble while the characters discuss matters apart from him.

Elmo remembers little of his fellow-slaves, other than that not all were human. If a saurian is with the PCs, he points to the fellow and says “fish things” when asked about the other races, also mentioning “ugly things.”

Elmo is doomed. He’s not dying from wounds or trauma, he’s just been worked so hard and is so old, he just can’t go on. Once all the important points he has to bring up have been covered (secret room, notes on level 2, other slaves) he’ll die, crying “Remember metamorph, remember metamorph!” to one of the PCs as if it is a matter of deepest importance. No magical aid or herbs will save Elmo’s life, he is basically dead before the PCs came in, and he clung on just a little longer when he saw their light.

It is possible that old Elmo will not be the only inhabitant of the area. If an alert has reached the warriors at area 19, they may have herded the slaves back to this area and closed the gate. In their haste, they will not bother with the manacles. In such an event there will be ten slaves here, including 6 Saurian, 3 orcs, and one more human. All of them have shackles on their legs, reducing movement to 3” maximum. All are in terrible shape, unable to fight or even resist.

They can talk, however, and will have some useful information. They know that the level below is flooded, that there’s another (presumably flooded) level under it, and that the flooding took place after the construction was finished, accompanied by a rumbling quake that lasted all day. They will try to escape if set free, at the first opportunity, whether the PCs have finished talking or not.

## 14, 15. GUEST ROOMS

These rooms are identical, decorated with a nauseous green that reminds the characters of the body of a fly or the color of old rotted flesh. There is a table and two coffer in the rooms - all coffer empty.

## 16. LARDER

The air in this room is even colder than the other areas and the temperature difference is apparent immediately when a door is opened. This room has no tiles, but is set with hooks all around the walls. Hanging from the walls are several carcasses of various creatures, although most of the hooks are bare. The white of bones lying in a pile can be seen in the north-east corner.

This room is enchanted to be cold, from a long ago Saurian shaman. It was the Saurian larder and the Deep Ones have converted it to their uses. The meat hanging from the hooks are a very large octopus, a gigantic eel, two huge fish, a male Human, a male Dwarf, and eight Saurian.

The bones in the corner of the room and once belonged to a pair of Elves, female and male. No treasure can be found. The Human, Elves, and Dwarf are all members of an adventuring party that figured they could loot the Saurian Lair based on an old map they got in an inn from someone for a few silver. All they found was death, but their treasure is in area 18.

## † NOISE

ON the main map of this level the passages are marked † in two places. To the south and east of these points a party which stops to listen will be able to hear faint sounds of construction going on in area 19. The noises will become progressively more audible the closer the characters advance toward area 19 - characters with particularly keen senses will notice the sounds immediately, more dulled senses will only hear them deeper in.

## 17. STORE ROOM

The GM should read the description of this room in a rote, bored way as if it's yet another boring empty room that the PCs won't care about.

This is a room of plain stone construction. It is obviously the place where the Deep Ones store the tools being employed in the construction work, for there are neat piles and stacks of hammers, chisels, pickaxes, sledge hammers, pry bars, wicker baskets, timber props, sacks, coils of rope, and a stack of light blue tiles.

The secret door t area 18 is only -2 sight perception to spot, but that presumes the wall is even examined. The door is opened by pulling on a pickaxe that is connected to the floor near a pile of other pickaxes, causing the door to swing open quietly.

## 18. SECRET ROOM

You managed to open the secret door and now stand I the entrance to the room beyond it. This is a plain small room but a variety of contents interest you immediately.

First, you notice a leather cloak hanging on a peg on the wall to your right. Opposite the cloak, propped up against the east wall, is what appears to be a full suit of plate armor, human sized. At the foot of the suit of plate is a heap of chain mail armor. Further into the room are three shields piled on the floor and above them on the wall across two pegs is a spear. ON a third peg hangs a long sword scabbard with a sword apparently in it. A closed coffer is at the far end of the room, lid closed. The room smells fresh and clean, not like the rest of the fortress so far.

Oh, and there are three skeletons in the room that stand up when you opened the door and looked in.

One of the skeletons is wearing the chainmail armor, the other the plate mail, the third picks up a shield and the spear from the wall. Their next phase, the plate skeleton will grab the sword and draw it, the one wearing chain mail will attack with a mace that was under the pile of armor (and bones) and the third will attack with the spear.

The Deep Ones know that these items are magical and put them in this secure storage room to be examined later, when all the preparations are complete. To keep them extra safe, three of the workers who finished the secret door mechanism were killed (the only three who knew about it besides Elmo) and their bones animated to protect the treasure. Because of the armor, these skeletons will be harder to fight than most and they will be using the treasures against the PCs.

The Leather Cloak is an *Air Cloak* (why the room smells so clean)

The plate armor is *Sea Armor*

The chain armor is *Dwarven Steel Chainmail of Summer*

The Shields are a matched set (from the elves), both are *small Hard shields of the Iron Will*

The Spear is *Khalgar's Fury*

The longsword is a *Stunsword*.

The stone coffer is locked. The key is in the Deep One High Priestess' quarters (area 37) and is -4 to lockpicking. It is also trapped. The trap is a drown spell with 12 mana in it that triggers if the key is not used to open the lock or and the lockpicking attempt is failed. This trap is magical, it cannot be disarmed. The coffer contains the following items:

A brass liter jar with four doses of *Potion of the Sea*

A velvet bag with four rings:

*A Ring of Protection*

*A Ring of Freedom*

*A Ring of Unity*

*A Ring of Health*

*A Book of Spells*

A Wax Slate with the spell Silence on it

And finally an *Arrow Tree*.

## 19. HALL

Unless the alarm has been previously raised and the work-party disbanded, there is a fair amount of activity going on in this area and quite a bit of noise is being produced. In normal circumstances, the party will be able to view the area from the single entrance without being seen and the description assumes this. If the circumstances differ, the GM will have to adjust the description accordingly.

The noise has grown to a level at which it slightly hurts your ears as you round the corner and see the archway before you. There is no need for silent movement - you can advance to the archway and see what is beyond.

The doorway is in the south-east corner of quite a large area of plain stone construction. Quite near you, a rectangular area in the room proper has been built up at two sides of its perimeter with stone walls, topped with rails carved with stone, like balcony rails and rising 4 feet from the floor. A third side - furthest from you - the western 'balcony wall' is only partially built, with bricks of unsmoothed stone rising irregularly a few inches above the floor. Within this area, stairs lead downwards and to the north. You can see water lapping just below the second step. Most of the walls are just smooth stone, as is the ceiling. However, the west wall of the room is entirely rough and unfinished, as workers carve out the room.

A team of ten slaves - 6 Saurian, 3 Orcs, and one Human - is hard at work, smoothing the unfinished exterior walls. Each slave is shackled at the ankles and is working wearily but steadily under the supervision of two Deep Ones. The Deep Ones have a whip which they use regularly and mercilessly.

Six other Deep Ones are lounging about the area at the top of the Five are armed with three javelins each and daggers, and the sixth has a trident and dagger, his chest carved with a star.

If the PCs look closely at the carvings at the base of the door and the pillars, they will notice that the details are changing slightly, as if the stone is carving its self. This room's motif appears to be spinal columns and screaming faces.

This is the last area of the fortress to be finished to the satisfaction of the Deep Ones, other than the final tilting in area 3. The weary, half-alive slaves are in no mood to finish work, for they know what their final payment will be. On the other hand, slacking on the job usually leads, they have observed in the past, to the same fate exercised earlier. So in balance of the consequences they continue their truculent but sufficiently speedy labors. Their hatred and terror of the Deep Ones transcends all racial barriers, but they are too weak and broken to take any revenge against their captors. In the event of an attack on the Deep Ones by the adventurers, the laborers will keep working, but significantly slower and less vigorous. Once the Deep Ones are all dead, the slaves look around a bit confused and bleary eyed, then try to run (at half speed) for the exit.

The eight Deep Ones (seven warriors and one lieutenant) are quite complacent. The work they have helped supervise is nearly finished, and it is inconceivable that an intrusion at this very late stage could spoil their endeavors. Under the cover of the noise made by the slaves, the PCs should have little problem launching a surprise attack: the hearing perception roll of everyone in the room is -3 due to noise and the Deep Ones are at -1 overall perception due to inattention; they are all focused on the slaves.

Should one of the slaves be stopped and questioned, he will be petulant and frustrated that he was stopped from getting away - he's certain the Deep Ones will kill these idiots and eventually run him down if some godawful demon doesn't find him and tear him apart invisibly. However, he will answer questions as best he can, as detailed in room 13.

The steps down to level 2 are complete with almost the complete balcony around it. The water laps against the second step and it is salt water as anyone who tastes it immediately learns. It even smells like the sea (which it is). The stairs are a full 20 feet wide and descend a depth of 30 feet to area 20 below in the second level of the Deep One fortress. Below, all appears dark and silent - and airless.

## LEVEL TWO

From this point on, all the areas are underwater. There are no air pockets, there are no air sources. The PCs will be immersed in water for the rest of the exploration, and their job here is not finished. Because the whole area is underwater, ordinary light sources such as torches and lanterns are useless. Because the water is a constant temperature, the walls and all within (except for some objects such as creatures) are one constant temperature except where noted in the text. Thus, infrared vision does not work well in the water, it suffers a -3 penalty to sight perception rolls, which is similar to a starlit night.

### UNDERWATER ADVENTURING

Because this and the next level are completely underwater, a quick study of the effects of being in the water is useful here. First, the GM should familiarize himself with the drowning rules on page 285 of the Hero System Rules. Characters who have a potion run out, a spell get dispelled, or an item taken might face this situation and need to deal with the reality of being underwater. Normal characters use 1 END per phase while holding their breath, once their END runs out, they use 1 STN per phase, and when that runs out, the character is unconscious and begins taking 1 Body per phase until dead.

Next, the GM needs to be aware of environmental conditions. According to the Hero System rules, fighting underwater without the appropriate Environmental Movement talent causes a penalty of -2 OCV and DCV.

There are several magic items in this and previous adventures in this series that will offset some of these penalties or negate them entirely. For example, there is a helm in U2 *Danger at Dunwater* that will allow one character to function comfortably underwater. Several of the items in the secret room at 18 on the first level of the Deep One fortress also will help. There are several spells, including the wax slate that the Merfolk give the group if the Saurians were wiped out that can help the adventurers deal with aquatic adventuring. Without these aids, the PCs will not be able to stay underwater for more than a few minutes at a time, although the Saurian and particularly the Merfolk will not have any such issues.

### MOVEMENT

Movement in the aquatic areas is three dimensional, and the rooms are all rather large (3" high, or up to 5" in the larger rooms). This allows a different sort of fight than standing on a static surface like normal. It also changes hit locations; a character below his target may only be able to hit below a certain area, so hit locations should take this into account.

For example, Cob the warrior is fighting a Deep One. Cob is on the floor of the room, but the Deep One is swimming above him. Cob can only reach the Deep One's lower body, so the Low Shot or Leg Shot hit location roll should be used instead of the standard 3D6, but no penalty on OCV should be applied.

In addition, since the characters will tend to move much slower than the Deep Ones, they will be at a significant tactical disadvantage. Mobility will allow the aquatic creatures to move where they wish in the area, while the PCs struggle to keep up. This can be particularly lethal in areas the Deep Ones have underwater crossbows. The GM should also note that any penalties to movement that encumbrance causes will reduce swimming as well - and most characters have little to give up in swim speed.

Bodies of slain in the water (except for Sharks) will float upward and end up at the top of the room in one turn rather than on the floor.

### PERCEPTION

The Deep Ones enjoy almost perfect vision underwater since they have Water Vision and the walls provide illumination constantly for their eyes. This illumination will also work for Merfolk and Saurian, but not any usual PC races. Lacking Water Vision, the PCs are at a -1 sight perception penalty due to distortion caused by the water and particulates in it, assuming they have any light source to see by at all.

Sound perception is better, sound travels very well underwater, but it is distorted somewhat. At first the PCs will be -1 hearing perception due to the distortion and disorientation with how fast sound travels in water, but after three rooms of exploration, they will be used to the effect and be +1 perception to hearing from then on.

Any combat that occurs in the water levels will be audible to any creatures in rooms adjacent to the fight. Thus, a fight will draw attention from anyone nearby unless it is conducted very quietly.

#### PRESSURE

Although this level is not a problem, the third level is rather deep underwater and pressure begins to be an issue (again, unless some magic is involved). In the second level, the pressure is strong enough that anyone not protected from the pressure suffers -1 DEX and -3 strength due to the weight of the water upon them. Further, unless characters slowly move to the surface they will suffer painful decompression which takes the form of a 1 Body killing attack (3 stun) that ignores defenses. Being immune to high pressure ignores this, but nothing else will. This attack continues for one step up the time chart per hour the PCs spend in the high pressure (starting at one phase), so keep track: if the PCs are underwater three hours they will suffer a minute of painful decompression at 1 body per phase. A character who spends too long in the high pressure of level 3 can die from surfacing too fast. Until this decompression damage stops, the character is unable to recover lost stun (or body) normally.

This can be prevented by surfacing slowly, moving up ten feet every turn at most. This means it will take a full minute to get to the surface, but the character will adjust to their surrounding pressure without developing agonizing bubbles in their bloodstream.

#### SALT WATER CORROSION

Being immersed in salt water is not kind to many items. Paper for example rapidly is turned to pulp, inks are erased, leather will suffer a 1D6 drain to body for each hour spent in water unless it is oiled or from an aquatic creature. Iron items will rust rapidly underwater, but not so rapidly as to matter in the adventure. Unless cleaned and oiled when they are brought out, iron items will suffer a 1/2D6 drain of Body the next 24 hours and 1/2D6 every week after unless cleaned and oiled. Eventually they will simply rust away.

Other items may suffer from immersion as well, the GM should consider each item a PC has for how well it will deal with being soaked in salt water for extended periods of time. All items of leather found in possession of the Deep Ones are made of aquatic creatures tanned and prepared for seawater, unharmed by it.

#### COMMUNICATION

Under water, characters cannot communicate normally. The Deep Ones are not bothered by this, being able to use their mind link, and the Merfolk actually communicate more comfortably with squeals and groans like a whale. Thus, even if the PCs are able to move and fight normally and can breathe underwater, they have no air to speak with and will have to rely on hand signals and body language. Again, magic can solve this issue if it is available to the characters.

#### SPELL CASTING

Mages in particular will notice problems underwater. First, all spells requiring incantations are impossible. You can't read a scroll if you cannot talk. Unless the caster has environmental movement, they suffer a -2 to all magic skill rolls, even if the spell doesn't require mana. There are ways around this, particularly magical ways, but even more than a warrior the mage will find himself at a disadvantage. The Deep Ones again suffer no such penalties.

#### COLD

The ocean here is cold. The first level was chilly, being soaked constantly in water colder than body temperature gets down right bone chilling. Warming an envelope of air around your body is much easier than water, and the characters will feel the effects. Being immersed in the waters of the Deep One Fortress is an effective temperature level -1. This means that the PCs all have -1 recovery and END and will not regain this until they spend 5 hours resting in a warmer place. Every 20 minutes, the PCs will lose an additional 1 END until they can take time to rest, and in time will eventually become so crippled they have to leave. Again, magic can negate this loss, but cannot normally heal LTE.

This is a very hostile environment for land dwellers. They aren't welcome in the sea and have to take extraordinary measures to act normally in it's clammy embrace. The very environment may be a worse enemy than the Deep Ones faced in the end. Certainly the cold and the water may give the Deep Ones enough of an edge to be dangerous to the PCs when they ordinarily might not be such a threat.

The underwater levels are even more disturbing than the dry level. The carvings in the stone at corners and at the base and cap of pillars seems to move and the water gives everything an odd color that merely being sea water does not explain. The odd geometry is exaggerated in the distortion of water so much so that all the characters notice it. A clever character may wonder about the floor: no silt or mud is building up in any of the worked stone rooms. They are bizarrely clean and smooth.

There are small creatures living in the water, but they aren't normal. Upon close examination, the PCs will notice that the fish seem gaunt and skeletal, their fins tattered and ragged. The colors of the animals are off, as if from a different spectrum than normal reality allows. Tiny crabs and creatures can be seen on the surfaces, but when looked at closely, their bodies seem to writhe and move under their shells like worms are inside them.

And behind it all, in the water, if the PCs listen carefully or are in a very quiet area and doing nothing, they will hear a deep, low throbbing almost like a heartbeat just at the edge of hearing.

### **RANDOM EVENTS**

Each new room the PCs enter, roll a D6. If a 1 results, roll on below for a random event. All Deep One encounters are immediately hostile:

- 2: Six Deep One warriors and a lieutenant, headed on guard relief toward area 2.
- 3: A Deep One chieftain and a priestess, lovers looking for a quiet place to be alone.
- 4: Ten Deep One Warriors and a Lieutenant (from area 29) patrolling the fortress. They will be encountered in hallways, before the PCs enter the room or as they enter the Deep Ones pass by.
- 5: All the lights go out, spells or otherwise (except for the enchanted Night Vision light of the stones). They can be re-lit without difficulty.
- 6: Three Deep ones from area 24 on a domestic errand. They will attempt to flee to the nearest barracks to raise an alarm, but will fight to the death if unable to do so.
- 7: A lone Deep One wandering the halls
- 8: A Shark cruising and looking for food. It can be encountered anywhere that is open to the hallways, these are like pets to the Deep Ones.

9-10: A patrol of D3+3 Deep One warriors

11: Madness sweeps through the halls, a wave of hate and insanity from the spirits of the area. Each character suffers an attack that hits ECV4, causing a drain of 2D6 Ego and Presence and stunning them. The lost stats return at a rate of 5/day, and until all of the lost points are recovered, the characters suffer from nightmares.

12: A Terror attacks. It only attacks for 2D6+3 total phases; the first three phases in a row, then it stops and leaves them alone. The rest of the phases of attack are at scattered, random times. Each room the PCs enter, there is an 11- chance that the Terror will attack a random PC once, then stop. Eventually, unless the PCs somehow kill it, the Terror just stops attacking for no discernable reason, just as it started.

Again, the purpose of these events is to heighten a sense of the eerie and unnerving, as well as to give a sense of the fortress being inhabited and carefully run by evil, intelligent creatures.

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## **LEVEL TWO KEY**

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### 20. HALL

Descending the stairs you enter the water and find yourself in a large, open area of plain stone construction. There are stone pillars from floor to ceiling, two to each side.

The area is empty, quiet and peaceful

### 21. SENIOR CHEIFTAIN'S QUARTERS

The surfaces of this room are tied in a nauseating green color like rotting intestines, save the roof that is the color of bleached, hopeless bone in a lost desert. There is a table in the center of the room and a coffer in the corner with the lid closed. Propped against it is an unusual, large crossbow with a tube over the end of where the quarrel would be. A mass of seaweed rises in the northwest corner to a height or about seven feet, measuring around ten feet square.

The Deep One Senior Chieftain whose room this is, is at present in area 53 watching the so-called sport in the arena during his short recreation period.

This is the first example of a seaweed bed in the text, and likely the first one that the PCs will encounter. It is a smaller one meant for a single male Deep One. If it or any other bed is examined, they will find that the seaweed is actually growing in the sunless depths here and rooted to the floor. The weeds are quite dense and although they could be hacked down, they have 3 defense and the entire bed has 48 body so it might take a while to destroy the thing.

The seaweed is a disgusting texture, like slimy flesh, and unnaturally cold. It moves slightly to the touch like it twitched when seized, and the color of the seaweed is somehow wrong, as if it is not quite of the same spectrum normal eyes can perceive. The weeds seem to reach for anyone who is near without actually grabbing them, but they brush against any exposed flesh like a corpse pretending to be a lover.

The coffer is locked but not trapped; the key is in the owner's belt pouch. Picking the lock will be at a -2 penalty to the skill roll. It contains:

- Six leather harnesses with platinum belts worth 15 cp each
- In a leather bag, 20 tiny rubies worth a total value of 50 sp (or 25 cp each)
- A small silver mirror worth 2 sp
- A *naurithil* mirror set with pearls worth 50 sp
- A quiver containing 10 heavy crossbow bolts of unusual length. If used in a crossbow, these bolts will be -1 OCV to hit and have only 75% range. They are designed for the crossbow leaning against the coffer.

The crossbow is an *Underwater Crossbow*, designed to work underwater and the tube holds the quarrel in place to prevent float from dislodging it. Oolloosh-heel is familiar with this weapon and will want to use it.

## 22. CAPTAIN'S QUARTERS

The walls and floor of this room are tiled in a dark blue color that reminds you of slime mold and seems to shift slightly as you stare at it. The ceiling is tiled in a light green color like the flesh of a drown man. A table is in the center of the room, a closed coffer is on the east wall, and in the northeast corner is a seaweed bed.

The normal occupant of this room is in the throne room (area 42). In his belt pouch he has the key to the coffer here, which is locked at -2 lockpicking to open. Within it are:

- Six harnesses with gold plated buckles (5 cp each)
- A leather bag holding 2 emeralds and a diamond, each worth 25 sp
- A small gold locket on a fine chain. If the locket is opened, it will be found to contain the image of a little girl's face, rotted away to reveal bone and worms. The locket is worth 5 sp.
- A *felstone* dagger in a scabbard.

## 23. CAPTAIN'S QUARTERS

This room is identical to area 24, but may be occupied.

This is the room of the Deep One Captain who is the male partner of the lovers appearing on the first two levels' event tables. If he is here, he will be floating at the table, eating a fish; he is facing roughly the direction of the door and will spot any intruder immediately. In fact, he's likely to see their lights before hand and will have a weapon ready if so. He is armed with a spear and a dagger. In his belt pouch is 12 sp, and he has the usual inverted scar carved into his chest. One of his eyes is milky and dead looking, but it works just fine.

His coffer is unlocked but closed. It contains:

- Four harnesses with gold plated buckles worth 5 cp each
- A gold ring with a pearl set in it worth 25sp
- A silver goblet engraved with lightning bolts, worth 35 sp
- A small leather pouch with an unusually fine set of thieves picks and tools, so well made they add +1 to lockpicking and trapping skills. This was part of the set of treasure from the adventurers that is in area 18, but he kept the tools. If sold, these are worth 35 sp.

## 24. FEMALES' QUARTERS

This large area is tiled in mauve on the floor and ceiling, with bone-white on the walls. The colors seem to change slightly when looked at, moving to other colors you can't quite name but which make your stomach churn. Four smooth stone pillars support the ceiling. The room has a bank of dense seaweed around the walls except where the entrance is. A large number of closed coffer are set around the room regularly at the edge of the seaweed bed.

Three long tables are set in the central area running north-south and there are a large number of Deep Ones in this room, all unarmed and smaller than the others you've encountered so far. There are groups floating at the table, swimming about, lying in the seaweed bed, and floating near the ceiling.

There are 37 adult female Deep Ones in here. The females are the more magically inclined of the two genders, but these are not priestesses, they are just females. Deep One cannot breed with each other, but they have both genders nevertheless and do form bonds and can mate - there's just no offspring. It is through the capture and rape of human females that Deep Ones procreate.

As the PCs reach this room, they spot 3 females about to leave the room by the southeast entrance (unless they've been encountered in the random event tables, in which case, ignore reference to them and there are only 33 females here).

Unless the PCs are employing some unusual means of concealment or disguise - and especially not using any lights - they will be spotted immediately when they stand in the doorway. The females will attack immediately, trying to swarm the intruders. They are every bit as evil, bloodthirsty, and confident as males, and should be treated the same. Their smaller size makes no difference, they're just the same as any ordinary Deep One Warrior.

If possible, three Deep One females will try to slip past the PCs and head to area 27 or 29 and warn the Warriors there. If they succeed, it will take 3 turns for any help to arrive.

Both barracks will empty to come and kill the intruders. Noise of any fighting here will reach areas 20-26, and any living occupants of those areas will come join the fight (this should only be one Chieftain from area who is at least 3 phases away if the PCs are on the west side, and four if they are on the east).

The females are wearing cheap jewelry, each one has 2D6+1 cp worth of junk on her body. There are forty stone coffers here, none of them locked, and most of them containing junk - although there are some bags that the PCs might find useful made of seal leather, a total of 13. In addition, if every coffer is emptied the following items are found:

Nine cheap mirrors

Eight daggers in scabbards

A coral figure of a shark worth 1 sp

A polished ball of quartz worth 5 cp

Silver bowl worth 4 sp

Two silver mirrors worth 2 sp each

A turquoise necklace worth 5 sp

A string of amber beads worth 3 cp

The consequences of entering this area are likely to be grave, since it will be very difficult to guard both doorways and kill all of these foes. They are in such numbers that even though the adventurers are more than a match for any one Deep One, they will likely be overwhelmed. If the warriors from the barracks come too, they will be caught and taken for a sacrifice (see troubleshooting at the end of the Deep One Fortress key on page 43).

## 25, 25 HATCHERIES

You are looking down a long narrow area of rougher stone than the rest of the fortress. The area is empty and the floor is littered with what looks like old eggshells and tatters of leather.

These were once the hatcheries for the Saurian in happier times. Now they're just a graveyard for dead eggs. Tiny bones of long dead Saurian hatchlings and partly formed embryos that were once in eggs are littered on the floor in the dozens.

## 27. BARRACKS

A short passage beyond the archway opens out to the south after about 20 feet in to a large room of plain stone. A massive seaweed bed covers the entire south wall. At regular intervals around the remaining walls stand a number of closed coffer. There are also a lot of Deep Ones in here.

If the PCs have not killed this room's occupants, there are Deep One Warriors in here. They have a good chance (13-) of noticing the lights PCs carry, if any, and any who make the roll will be looking at the door if so. If the GM doesn't want to roll 20 or so perception rolls, just roll 3D6+2 and figure that many made their rolls. There are up to 21 Deep Ones in here, although some may have been encountered. A Lieutenant is forming up six warriors to go out on guard relief, and these are the ones that might have been encountered in the random events for level 1 and 2. Otherwise, the rest are lounging around, playing odd dice games and sharpening weapons. The Warriors all have daggers in their harnesses, but there are other weapons within easy reach: one net and one trident for each warrior.

There are 20 coffer in here, none locked or trapped. Each contains odds and ends, including 2D6-3 (0-9) silver in each. Combat in this area will be heard by and bring the other Lieutenant from area 28, but it is too remote to be heard elsewhere.

This and area 29 are going to be a rough fight if the PCs are discovered. Bypassing this room might mean that an alert cuts them off from their route to area 20 and the Deep Ones might catch them in a pincer attack, appropriately enough. A lot will depend on the strength of the party and their ability to move comfortably in the water.

## 28. LIEUTENANT'S QUARTERS

This is a spartan room of plain stone. A table is in the center of the room, two closed coffer are against the north wall, and two seaweed beds are in the east corners.

The Lieutenant will only be in here if somehow the PCs managed to kill all the Deep One Warriors silently or slip past them. He will be at the table sharpening his spear.

The coffer are not trapped and contain only basic supplies and 2D6 silver each. However, one of the basic supplies is a pouch with 12 doses of *mhyrryn*, which will just look greenish rocks to anyone without herbalism.

## 29. BARRACKS

The description of this room is identical to area 27. This room is for all intents and purposes the same as area 27, except the other Lieutenant is in area 30.

## 30. LIUETENANT'S QUARTERS

This room is identical to area 28 below, except there is no *mhyrryn* in the coffer, instead a carved coral rod worth 3 sp and a pendant of gold and coral worth 10 sp.

## 31-33. ACOLYTES' QUARTERS

Each of these rooms are physically identical, though their contents vary slightly. The same description suffices for all three:

The floor and walls of this room are tiled in a loathsome gray color like a ghoul's skin. The ceiling is the same white as a dead man's eyes. There is a small table in the center of the room, a seaweed bed in the southeast corner, and a closed coffer in the southwest corner.

All these rooms are at present empty of their Deep One occupants, who are in area 37 at the temple performing a ghastly ritual. The only immediately obvious differences between the rooms is that in area 31 there is a statuette of a shark 10" long and carved from some huge bone or tusk of very poor, worthless ivory, and in area 33 there is a large chunk of ambergris worth 15 sp. The coffer contain only basic items of no value.

Note: all of these rooms have doors that can be closed, unusual for the fortress.

### 34. PRIESTESS' QUARTERS

Though this room is larger than the Acolyte's quarters, the contents are identical and the same description will serve for this room as well.

Unless she has already been captured or slain as a wanderer (she's the female partner of the levers on the events table for levels 1 and 2) there will be a Deep One Priestess in here meditating in the seaweed bed and -3 sight perception to spot. She is deep enough in meditation that she is -2 perception, but anyone entering the room with a light source will be spotted by her and she will break off her efforts to face them. Her first instinct will be to attack, but if she is outnumbered 4:1 or more, she will instead try to remain hidden until the intruders leave, hoping to move behind them to the barracks and alert the warriors there.

If the door is closed, the sounds of fighting here will not reach anyone else, but if it is open, ordinary combat will be heard in areas 35-38.

The coffer is unlocked and partially open, it contains:

Two harnesses (no value)

A set of Deep One prayer beads made from tiny skulls (foetus skulls)

A sealskin bag holding 63 cp

A cheap mirror (no value)

A gold pendant in the form of a heart that has ruptured (a gift from her lover) worth 10 sp

### 35 PRIESTESS'S QUARTERS

This room is identical to area 34, but the occupant is in area 37 engaged in the ceremony. The coffer in this room has only one item of value: a silver mirror worth 2 sp.

### 36. HIGH PRIESTESS' QUARTERS

The tiled floor and walls of this room are the grey of a tombstone and the grout between each tile seems to writhe like maggots when you aren't looking directly at it. The center of the room has a stone table, the top surface of which is worked with some kind of silvery inlaid metal. Three small ornately carved benches stand near the table and a seaweed bed fills the southeast corner.

This is the residence of the Deep One High Priestess, a powerful mage who is at present with the Baron in the throne room (area 42).

The benches and the table are of white marble, inlaid with 15 sp worth of *naurithil* in the shape of a shark. On the underside of the table top is a small secret compartment (-3 PER to spot), trapped with a Bnen Glyph (does 5D6 sight flash) that triggers when the drawer is slid out. The compartment has the key to the coffer in room 18, a necklace of golden *velune* that is actually *Storm Beads*, and a book of gold plated iron sheets written in some ancient language none of the players knows.

This book is an ancient text on old gods that is incomplete, but it has enough to know how to contact one and gain its favor (supposedly). The book would sell for several gold to the right buyer, but most people who'd buy such a thing are inclined to kill rather than pay. It is the size of a paperback and weighs 2 pounds. There are only four pages in the book, plus the covers.

There appears to be no coffer in this room, but that is because it is in the far southeast corner hidden by weeds. It is different than the other coffers, made of carved coral with a smaller ordinary stone coffer set inside it. The lighter gray of the stone shows through the gaps in the intricate design of the coral. This coffer is locked for -3 lockpicking and trapped. If the wrong key is used or a lockpicking attempt fails, a blade slides out between the lid and the box and slices across the hands of the person working the lock, doing a D6+1 armor piercing killing attack to area 6. It is impossible to physically open the lock without being in the target area of this blade.

Within the coffer are these items:

Four sharkskin harnesses with platinum buckles (25 cp each)

A silver mirror worth 2 sp

Two sets of grayish beads that are a meditative device and worth no money

A sealskin bag containing 38 sp

A gold bracelet set with pearls worth 50 sp

### 37. TEMPLE

You have entered a large area. The walls and floor are tiled with gray like a ghoul's flesh and the ceiling is tiled in what looks like bones. White pillars support the ceiling and run down the length of the area on either side of the center. Emblazoned on the walls in red that pulses and moves like living arteries are weird symbols and runes. The air here seems darker and the strange throbbing heartbeat-like sound is more pronounced here, like it is the source. You can hear an odd, eerie piping noise farther down the large chamber where several Deep Ones are bowing in front of a huge slab of black stone that makes your eyes ache slightly to look at.

Above this altar are two huge sharks, circling slowly. The Deep Ones are involved in some manner of ritual that is not exactly clear from where you are standing. This room is lit by the red symbols on the walls, casting a blood red hue and heavy shadows in the room. The water here seems heavier.

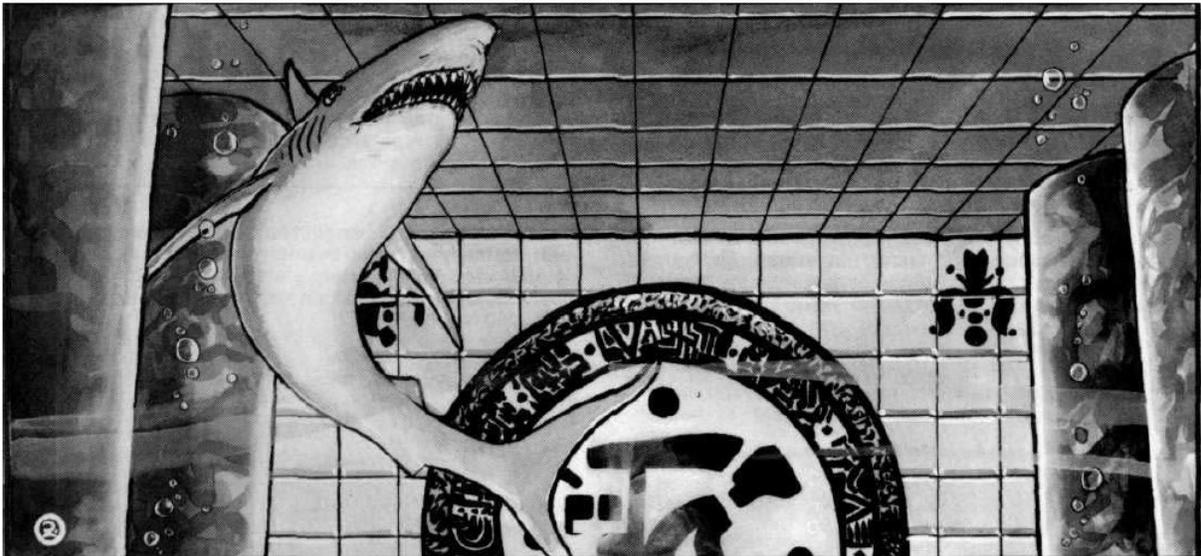
The ceiling of the Temple is thirty feet high. If the party has entered quietly through the south doors they will be undetected initially. They are also too far away to really see exactly what is going on at the altar although they can hear the odd droning chant of the priests with a -1 hearing perception roll.

The description presumes the PCs came through the south entrance, if they come through the side entrance, they can see what's going on at the altar very clearly, as the entire area is lit very brightly by some unseen source of light that pulses with the throbbing heartbeat sound.

These are the occupants of rooms 32-33, and they number four. The fourth is the senior, from room 35. Each of the priests holds a baby merfolk in one hand and a dagger in the other. They are chanting some language that makes the PCs tongues hurt just hearing it, something that is barely utterable by humans. The merfolk infants make pitiful squealing noises.

If the PCs watch quietly from the south, they are unlikely to be spotted, the sharks are too far away and the priests are busy. However, the Sharks should have perception rolls to sense movement or smell the PCs (give them a +1 if any have taken body). However, roll once every ten minutes for a random event.

If the PCs came through the side entrances near the altar, they will be spotted the next phase by one of the sharks, and both will attack, drawing the attention of the priests.



Any PC with a disadvantage of “protects innocents” or similar nobility will face their compulsion here: these helpless merfolk babies are going to meet some awful doom whose details are unclear but generally predictable. The priests are so busy they are 0 DCV, standing stock still and half CON for purposes of being stunned.

If the PCs watch long enough (about 10 minutes) they will feel the throbbing grow louder, and any looking at the altar will seem to see through it into a starry field of pitch black. The stars shine brightly but in ugly, sickening hues like something outside normal human perception. Shapes move across the stars, uncertain but awful, tentacular, shifting things that seem to be drawing closer. The ritual is coming to a close.

After 20 minutes, the babies are one by one laid on the altar, at which point they begin screaming horribly in unspeakable terror. Then they are pulled chunk by chunk into the altar by invisible claws, pulling their flesh off their tiny bones then crumpling into the altar entirely. There is no blood, or at least none escapes. Each time this happens, the PCs suffer a presence attack. The first presence attack is 6D6, and it goes up 2D6 each time. When the final baby is murdered in this way, the priests turn to leave, and will spot the PCs unless they are on the far end of the room. They direct their pets to attack and do so themselves.

Noise of combat in this area does not attract attention from any other occupied area, its just too isolated. However, the priests are not as bold as other Deep Ones, and will try to call for help. They first try the Lieutenants in the barracks one by one (one each phase) then they try the high priests. No Warriors will come to help the priests unless directly summoned, strange noises happen in this room all the time.

One of the sharks has a small hole in its dorsal fin. Through this hole a small chain has been looped, holding the key to area 38. This key can be removed with a phase of work, it is a simple spring mechanism.

If any of the PCs touches the altar, give them handout 2. They will have to make an EGO roll immediately. If this roll fails, they suffer a mental attack that does 4D6 damage and drains their Ego and Presence by 2D6 each. This heals five points per day, and while they have any lower Ego, they will suffer nightmares that prevent any recovery of long term endurance; they cannot sleep well enough.

Any character with a particularly appropriate psych lim such as fear of the unknown, paranoid, or any insanity will find that psych lim is worse by 5 points (Common becomes Very Common, for instance) until the Ego and Presence heals as well. They will also have white in their hair that was not there before.

If that character touches the altar again, they black out and wake up with a new physical limitation: insane, the GM can decide something interesting, but it is permanent until some magical cure can be found. This will be Slightly Limiting, Infrequent disadvantage. They will also suffer the drain and mental attack above, but with no Ego Roll.

If any character touches the altar a third time, they die. Anyone who keeps poking the evil has it coming.

### 38. VESTRY

This is a simple, austere room, with the floor and walls tiled in grey and the ceiling in white. It is empty except for a large coffer, its lid closed, standing against the east wall.

This coffer is five feet long and three feet square. It is locked with the key that the shark in area 37 has attached to its fin and is a very complex lock (-4 lock-picking). The coffer is also trapped, and this trap always goes off, whether the key is had or not. The first person touching the lock causes a Chain Lightning spell to go off, unless it has been dispelled (this only takes a dispel of 30 active points to shut off).

Inside the coffer are religious ornaments and materials for special rituals, including shark masks, gongs, necklaces of coral and gold, and a platinum and pearl necklace. In all the horde is worth 185 silver and weighs 150 pounds (or, underwater, 50).

### 39. ELITE GUARDS' BARRACKS

This is an austere room with walls and floor tiled in dark green and ceiling of pale green. There is nothing eerie or supernatural about the colors. There is a table in the center of the room, a large seaweed bed along the entire south wall and four coffer along the north wall, lids closed. At the table are four Deep Ones, two smaller than the others. The larger ones are armed with daggers and two spears are lying on the table. The two larger Deep Ones have ritual scarring on their face, like a huge animal drug its claws downward.

When examined more closely, the green tiles seem to move under the surface like intestines are packed inside. There are two elite guards here and two females, relaxing at the table. The other two guards who live here are in area 42 at the throne room.

The females are unarmed and wear only plain harnesses. The coffer are unlocked and contain only ordinary mundane materials. Any combat in here may be heard (-5 hearing perception) in the throne room. If so, the Baron will send the elite guards to investigate.

### 40. ELITE GUARDS' BARRACKS

The description of this room is identical to that of area 39 above, lacking the Deep Ones. One of the coffer contains a pet Sea Eye that has not been fed for a while and is very irritable at having been cooped up so long.

### 41. BANQUET HALL

The corridor leads to a great hall where the floor is tiled black, the walls in fleshy pink, and the ceiling in bone white. Black tiled pillars are regularly placed in a line south of the east-west axis. To the north of the pillars is a series of long tables and at the midpoint of the northern wall is an archway with a passage leading north. At this point is a twelve foot gap between tables to allow access to the archway which is tiled in alternating white and gold and is very decorative.

This dining hall is rarely used, but is for special occasions and meetings with dignitaries or significant celebrations. The ceiling is 30 feet high.

This room looks like it could hold 200 or so Deep Ones, but is at present empty. There is a stone head set in a semi-circular niche that cannot be seen until someone is in the middle of the hall. This is all that remains of a ten foot statue of Semuanya, the Saurian representation of the Lord.

The Baron left the head alone and set it up here to mock and scorn as anyone passes. Any Saurian who passes this point will be filled with such cold fury that they will gain a +1 OCV to hit any Deep One for the rest of their lives in the fortress.

This is close enough to the throne room at 42 that bits of sound and conversation will travel to here, and any combat will instantly alert the throne room which will result in 2 elite guards being sent per turn to investigate. The baron will keep 2 guards at minimum with him.

### 42. THRONE ROOM

This description presumes the PCs see the throne room first from the banquet hall through the arch.

At the end of a short corridor there is another archway opening up into a larger area, lit from above. In that area the floor is tiled indigo and the walls dark blue. At the north side of the area is a massive ornately carved throne of coral standing on a pale blue dais. On the throne sits a monstrous Deep One with four arms wearing a black crown. This creature has a black trident in one hand and a net in another, while his two lower arms grip the arms of his throne.

Standing next to the throne on the east side is a smaller Deep One wielding a staff, on the opposite side is a Deep One armed with a spear and dagger. The four-armed one looms over these, much larger.

In front of the throne and nearly at the foot of the dais stand three Deep Ones with their backs to you. Each one is armed with a trident and net and are standing rigidly at attention. You can see the form of other Deep Ones between these three and the dais but they are mostly concealed.

A number of things cannot be seen from this vantage point which moving into the room will reveal:

There are pale blue pillars to the east and west, the dais is the same pale blue, the throne is black coral, and the ceiling is tiled in pale blue and is thirty feet high.

Two more guards with a trident and net are standing on either side, by the passages leading east and west.

Partly concealed by the line of three guards are two more Deep Ones, both unarmed. One is a female and the other an elite guard. These two were found trying to escape the fortress and are being judged. If a fight breaks out, the two take the opportunity to flee, but will fight if cornered or attacked.

Over the general area of the throne is a shark circling near the ceiling. This is the Baron's pet and has +3 body due to size.

If the area is searched thoroughly, a single gold-drop earring will be found to the left and rear of the throne.

There are three elite guards and one Captain in this room, the Captain by the throne, the three guards behind the prisoners.

The female Deep One standing next to the throne is the High Priestess from area 36. She is part of the trial and is very loyal to the Baron. If the characters watch the proceedings they can do so without danger of being observed, but the GM should roll for an event once during the trial but it is brief, the Baron will hear their reasons (in Deep One; they wanted to join another Deep One group elsewhere) and the priestess will suggest something, and the penalty is sacrifice to the dark gods in the temple. This seems to dismay the two but they cannot resist.

When the trial ends, the two will be escorted out by the three elite guards and taken to area 50 on the third level and put into separate cells. They will head out through the banquet hall and go east and downstairs. The priestess and the Baron will discuss mundane matters, then will move to his sleeping quarters west from the throne room.

#### 43. MAID'S ROOM

This is a blue-tiled room. A bench runs along the south wall and a seaweed bed is in the southeast corner. A coffer, its lid off and lying nearby on the floor, is against the west wall. An archway ahead of you to the east leads to another room, much more brightly decorated and lit from within.

The contents of the coffer are in disarray, as if someone has been rummaging in it recently. There are some plain leather harnesses, a cheap mirror, an empty sealskin bag, 15 copper, a 3 sp coral necklace, and a cheap brass mirror in the coffer.

Any noise in here will be possibly heard by the Baroness and her maid in area 45 (-4 hearing perception) who are having a heated discussion. Similarly, the heated discussion can be heard by a quiet group, although the exact words will be indistinguishable.

#### 44. LIVING QUARTERS OF THE BARONESS

The floor and ceiling of this room are tiled in pale green, the walls in coral pink. A table stands in the center of the room, a small bench to either side. On the table is a statuette, of some metal, depicting a squid locked in combat with a shark.

The statuette is made of *Naurithil* and is worth 50 sp. It weighs 6 pounds. Any noise in this area will be heard on a -1 hearing perception roll by the maid and Baroness in area 45, and the discussion by these two is clearly audible at this point. If the Deep One language can be understood, the PCs hear a the voice of a deep, sneering female Deep One is accusing a lighter, smaller voiced one of theft and issuing dire threats

#### 45. SLEEPING QUARTERS OF THE BARONESS

There is an argument going on that is audible before you reach this room. The room is tiled in light blue with frescoes on the ceiling depicting ghastly, nightmarish versions of sea life like some insane artist combined the worst features of fish, octopus, spider, and lobster into images that are disturbing to view. A huge seaweed bed fills the southwest corner.

In the center of the north wall hangs a large mirror with a gold filigree metal frame. Below the mirror is a large coffer with the lid off and propped on the wall nearby, a small key is in the lock of the coffer.

This is the Baroness in full cry. She is standing angrily over her maid (who is in a completely submissive pose, hands and feet on the floor), accusing her of stealing a single gold-drop earring. She is holding the remaining earring in her hand and waves it around to punctuate her remarks (she actually lost it in the throne room). The maid's protests are going without any effect and she's given up by now. The match set is worth 10 sp, but singularly they are worth 3 sp each.

The party cannot avoid notice by the pair if they can see the room well enough for a description (unless they're somehow concealed).

The frame of the mirror is worth 15 sp. The coffer contains 75 sp worth of various pieces of jewelry.

#### 46. BARON'S LIVING QUARTERS

This room is tiled in coral pink. The walls are frescoed in scenes of Deep Ones in victorious combat and rape of surface races, eating and slaughtering children. A table stands in the middle of the room with a silvery object lying on it.

Behind the obvious art on the wall, noticed only with close study of the walls is the image of deep space and tentacles reaching out of the depths toward the creatures in the foreground.

Lying on the table is a silver medallion about two inches in diameter on a silver chain. One side is flat, the other side is some sort of glyph. The medallion is worth 3 sp, but it also acts as the key to the coffer in area 47.

#### 47. BARON'S SLEEPING QUARTERS

This room is tiled in a deep green color that is beautiful and rich. Looking at it you feel almost a compulsion to stare deeply at it and meditate on the color and its power. There is a large spear propped against the wall in the southwest corner. In the center of the east wall hangs a simple polished brass mirror. Beneath that is a large, closed coffer.

The spear is an ordinary spear, it is in fact rather old looking. This was the Deep One's first spear and it is an object of affection, not value.

The coffer has a keyhole, but the keyhole has no depth, it is false. Any close examination (perception or traps roll at -1) will reveal that it can be slid to the side, revealing a recessed area that is the reverse of the glyph medallion in area 46. If the medallion is pressed to the recess, the chest opens. If someone tries to pick the lock, a trap is triggered that causes tentacles to rise from the floor. This is an AE Hex attack that does a 3D6, 3 defense entangle that has backlash and does a 3D6 penetrating attack every 3 segments until the entangle is broken.

Within the Coffers are these items:

Six harnesses with platinum buckles (25 cp each)  
A seal leather bag holding 180 cp and a seal leather bag containing 2D6 doses of *eklas* herb  
A platinum collar set with pearls (1 gp value)  
A sealskin pouch with 29 gems worth total 5x6D6 sp  
A *Pure Crossbow* with 12 *Enchanted Crossbows*

The secret door in the south wall (and its pair in the passage beyond) can be found with a sight perception roll of -1 when examined closely.

## LEVEL THREE

This level is cooler and has higher pressure than the second level, all characters act at -1 Strength and -1 Dexterity unless they have the Environmental Movement talent for underwater areas.

Each new room the PCs enter, roll a D6. If a 1 results, roll on below for a random event. All Deep One encounters are immediately hostile:

- 2: D6+3 Deep One Warriors on patrol
- 3: A single Deep one Priest heading to area 60 to buff the troops.
- 4: D6+3 Deep One Warriors and a Lieutenant patrolling the fortress. They will be encountered in hallways, before the PCs enter the room or as they enter the Deep Ones pass by.
- 5: All the lights go out, spells or otherwise (except for the enchanted Night Vision light of the stones). They can be re-lit without difficulty.
- 6: Three Deep ones from area 24 on a domestic errand. They will attempt to flee to the nearest barracks to raise an alarm, but will fight to the death if unable to do so.
- 7: A lone Deep One wandering the halls
- 8: A Shark cruising and looking for food. It can be encountered anywhere that is open to the hallways, these are like pets to the Deep Ones.
- 9-10: A patrol of D3+3 Deep One warriors
- 11: Madness sweeps through the halls, a wave of hate and insanity from the spirits of the area. Each character suffers an attack that hits ECV4, causing a drain of 2D6 Ego and Presence and stunning them. The lost stats return at a rate of 5/day, and until all of the lost points are recovered, the characters suffer from nightmares.
- 12: A Terror attacks. It only attacks for 2D6+3 total phases; the first three phases in a row, then it stops and leaves them alone. The rest of the phases of attack are at scattered, random times. Each room the PCs enter, there is an 11- chance that the Terror will attack a random PC once, then stop. Eventually, unless the PCs somehow kill it, the Terror just stops attacking for no discernable reason, just as it started.

Again, the purpose of these events is to heighten a sense of the eerie and unnerving, as well as to give a sense of the fortress being inhabited and carefully run by evil, intelligent creatures.

## LEVEL THREE KEY

### 48. BARRACKS

Note that the stairs are actually within this area. The description assumes that the party first sees the area from the stairs, otherwise vary it accordingly.

The stairs descend into an area of plain stone. At the foot of the stairs an archway leads out of the area to your right. A large number of coffers are set against the north and west walls, their lids all closed. There are ten Deep Ones here, apparently nine Warriors and one officer. Each is armed with a trident, net, and dagger.

Unless the characters conceal their entrance somehow they will certainly be noticed before they reach the foot of the stairs. The officer, a lieutenant, is standing in the center of the opening facing south, so will be the first to notice intruders. He will issue a command to attack, and lead the assault personally, but if things begin to go poorly, he will command one of the Deep Ones to contact others in areas 50, 53, 54, 56, and 60.

The troops are forming up to go on patrol, but have not left yet. None of the coffers have anything of value except the last one checked, it has a glass sphere of pale green with a tiny octopus inside of it. This is worth 14 sp, but whoever has it will have nightmares each night of something awful and inexorable approaching closer each night.

### 49. LIEUTENANTS' QUARTERS

This is a room of plain stone. A table is in the center and a large seaweed bed fills the southern part of the room. Four coffers, lids closed, are against the east wall.

Usually four lieutenants are quartered here. One is (or was) in the adjacent barracks, the others are watching the sport in area 53. The coffers here are filled with basic supplies, daggers, 60 crossbow bolts, and a few unique items:

A brass wire cage with a blue and gold Siamese fighting fish

A sealskin bag with D6x10 sp in it

## 50. TORTURE CHAMBER AND DUNGEON

As the characters reach the crossroads to the south of this area they will be able to see four directions down the halls. To the north, the PCs will see only part of a featureless room, then as they advance the cell doors will be revealed. To the south, they will hear muted sounds of the spectators in area 53 to the south, and an occasional scream from the north by torture victims.

When the PCs can see the entire area of 50, read this description:

This is a long room of plain stone. There are five doors along the north wall, spaced at equal intervals, each secured from this side with metal bars set in brackets. To your right there is an untidy pile of chains, manacles, leg irons, and a small bag with keys spilling out.

To your left you see the sources of the sounds you heard earlier. This is the Deep One torture chamber and you can recognize several vicious implements of torture as well as some that you can't exactly work out. Their backs to you, three Deep Ones are engrossed in torturing a Shark Clan Beastman. Each turn of the wheel of the rack the Beastman cries out in pain and the Deep Ones laugh with vile pleasure.

These are three Deep One Warriors from area 48. They are normally armed with a trident each, but did not bring them, and are armed only with daggers.

The unfortunate victim on the rack speaks no Morianic, and couldn't speak it underwater anyway. He speaks his own language (which can be spoken underwater) and will tell his story if the PCs can somehow understand. He was captured and overpowered while on a hunting trip, and knows little of the base save the trip between area 60 and this room through area 58. He is particularly concerned about his pet shark, which is in cell 50B at the moment.

The torture has dealt 6 Body and disabled the Beastman's arms, legs, and back so that he is half Strength and Dexterity and can only move at 2". If healed and cured, he will gladly join in and kill every Deep One he can. He also can control his shark, preventing it from attacking the PCs. He has no weapons but will pick up any he can along the way.

## 50A. CELL

This is an empty twenty by twenty cell. The cell is plain stone with a stone door.

## 50B. CELL

A hammerhead shark is in this room, circling constantly. It will attack anyone who opens the door unless the Beastman is with them. He will be able to control the shark and calm it down, making it a lethal and valuable ally of the PCs.

## 50C. CELL

This cell contains an enraged Brawn Lobster. If noises of combat are heard in area 50, then crashing and scratching sounds will come from this cell as the Lobster thrashes around. This was the pet of the Merman in cell 50D. It will burst out of the room and attack anyone (except him) that it sees. If the Merman is with the PCs he will be able to calm the creature down (and add it to the party). The walls of the room are gouged with scratches and claw marks on all the surfaces. The Lobster has done 4 Body damage to itself from all these efforts.

The efforts of the Brawn Lobster to get free has been to the PCs advantage. When the Deep Ones took possession of the fortress, this area was much smaller and a passage led from this room north to the original entrance to the fortress at the edge of the causeway. The Deep Ones decided they no longer needed this entrance and walled off the passage with stone slabs.

The angry efforts of the Brawn Lobster to escape has dislodged the stone enough that the passage beyond can be seen and the stones pulled aside to gain access. Beyond the original tunnel and guard room can be entered, although it is now 70 feet under water.

## 50D. CELL

The captive in this cell is a merman named Kysh who was captured with his Brawn Lobster companion (see area 50C above). He is being held until a suitable companion can be found for him to fight in the arena, area 53. He has been stripped of all possessions, but is fundamentally unharmed and will join the PCs to fight the Deep Ones and explore. Kysh was unconscious when he was brought into the fortress and has no memory of the layout at all. The Horn of Winds in area 52 is his, and Kysh will insist he have it returned if present when it is found.

#### 50E. CELL

This is an empty cell, featureless and made of flat stone 20 feet square.

#### 51. ARMORY AND STORES

This is obviously a storage area made of plain stone. To your right on the floor near the south wall are coils of seaweed ropes, piles of hides lashed with a cord, heaps of tiles, hooks, buckles, and other basic building supplies.

To your left the north wall has two rows of racks, one of above the other, on which are hung a large number of aquatic crossbows. Below the racks are three open coffer.

The east wall is also racked and many tridents are hung on the racks in an orderly manner. Hung between them are nets.

The west all has racks of spears and daggers.

If characters really want to count all the items here, they will find 48 sea crossbows, 3000 crossbow bolts (in the coffer), 70 tridents, 84 spears, 90 daggers, and 51 nets.

Unless it has already been encountered wandering the halls, a shark is here, lurking up near the ceiling and will attack any character that enters the room.

The secret door in the south is a stone slab hinged on the top to swing in toward area 52. If the tridents on the south end are examined, they will find two that have flat, not pointed tips, and these are used to prop open the secret door. It is a -1 sight perception roll to spot the secret door when the wall is examined.

#### 52. TREASURE CHAMBER

The secret door opens into a short passage leading south into a larger area. At the far end of that open area, perhaps fifty feet from you, you can see a closed coffer with some leather sacks propped against it.

The actual threshold of the chamber, at the south end of the passage, is trapped with an Ijash glyph (8D6 explosion) that will trigger as soon as the first person passes by into the room.

The floor beneath the secret door has two sockets where the butts of tridents can be placed to hold the door open.

There are four sealskin sacks here, each containing 300 cp. The coffer is locked (the Baron has the key) and trapped. If a lockpicking attempt fails (-3 roll) or the wrong key is used in the lock, the trap triggers (it is -2 to disarm). When the trap triggers, the door closes with 40 strength (which will demolish the tridents holding it open). If this happens, the room will undergo a magical dispel of all light-based and vision-based effects of 12D6, effectively blacking the room out completely. It is one of the few areas in this fortress that does not generate the Night Vision light that allows the Deep Ones to see comfortably.

The door has 5 defense and 23 body, and any weapon not designed to break stone will do half damage to the surface. Destroying the door will make so much noise that the GM should check twice for random events.

There's no purchase to reach under the stone and lift it, but if a pry bar or some such item (even a sword) is used, the PCs can manage to lift the stone a bit. The usual benefit of water on weight does not help lift the door until it's about two feet open because the water pressure in the room is holding it in place. This gives the stone door an effective weight of 1600 kg, and only three people can fit in the area to try to lift it. The door still opens easily from the north side, however.

Once the lock is opened, the trap is disarmed, but once the coffer is closed and locked, the trap is reset.

The coffer in this room contains the Baron's personal treasure:

- A pile of 1200 cp
- Two platinum and pearl coronets, each worth 130 sp
- A conch shell horn (the *Horn of Winds*)
- Two bronze wristlets (*Bracers of Warding*)
- A fine pearl necklace worth 48 sp
- An ego *Booster Ring*

The horn belongs to Kysh in area 50D, above.

### 53. ARENA

This area comprises two distinct sections, thus the description varies based on what section the PCs enter.

The central area - the arena proper - is of plain stone and lies lower than the remainder of this level. Access to it is by the double doors at the south end of a downward-sloping passage from the crossroads near area 50. The doors are barred from the outside with stout metal bars set in brackets, preventing any timorous combatant from escaping in that direction.

The walls of the arena are 20 feet from the floor to the lower edge of the gallery which is supported by pillars in each corner. Roofing the section of the combatants is a clear grid of quartz *Stoneshaped* into a slightly convex dome arching over the arena (the center is 30 feet above the floor). This screen has one foot holes between two inch segments of quartz.

The gallery is tiered at three levels, each five feet above the previous level, so that the highest tier is thirty-five feet from the arena floor. Entrances to the gallery are provided by passages to the east, south, and west. Each tier has a short fence in the front and are plain stone.

The lowest tier on the center of the south side has three seats in the center, with the middle larger and more decorated. These are the Baron, the Baroness, and the Senior Chieftain's seats. On really important occasions (say, when PCs are fighting) over 200 Deep Ones can sit here to watch the sport, but present there are only 55 total. That adds up to 49 Warriors, five lieutenants, and the Senior Chieftain (in his special seat, flanked by two lieutenants, but not in the thrones)

The spectators have set aside their weapons, but have their daggers still on them. All of the Warriors for simplicities sake are armed with spears and the Lieutenants are wielding tridents and nets.

In the arena proper when the PCs first come here are two Deep One Warriors locked in mortal combat with no weapons. They are fighting to the death over personal grievances, and so far the fight is pretty even with both at half body and stun.

If the party enters the arena floor, they will be able to look in without being noticed as all eyes are on the fight. If they move into the arena, they will be noticed rather soon, but it will be fairly safe. The two combatants will attack them but it will take at least a turn for the Deep Ones to first show up at the arena and they will clog the hall to the arena in huge numbers at that point. The quartz screen over the arena area has 5 Defense and 9 body to break enough for a human to pass through, but any weapon not designed to damage stone (hammers, picks) will do half damage.

Intrusion into the gallery will be fairly safe as well, as all attention is again on the fight. If the PCs merely look in, they will not be noticed, if they walk into the gallery, then they will be spotted by someone, and all the cheering will stop, as the entire audience turns to look at the PCs. There will be a brief pause, then the attack begins. A third of the Deep Ones will circle around each of the other exits to the PCs, taking a turn to arrive from behind.

There's really nothing to be gained by the PCs in poking around here, although they might be able to block in the Deep Ones and if so the GM ought to throw them an extra xp at the end of the adventure.

### 54. BARRACKS

This is a pillared area of plain stone. There is a vast seaweed bed occupying the north end of the area and a large number of coffers with lids closed set evenly along the east and west walls.

There are 20 Deep One Warriors in here, all off duty but disinterested in the activities going on in the arena. They are talking, checking their equipment, sharpening weapons, or swimming lazily about. Most of their weapons have been laid aside, but are easily in reach. Twelve are armed with a trident, the rest armed with an Underground Crossbow and dagger each (with 6 bolts).

There are 40 coffer in here, none locked or trapped. Each contains odds and ends, a cheap mirror and six crossbow bolts. A total of 6D6x10 copper is scattered between them.

Noise of combat here will bring four Lieutenants from area 55 and on a 14- chance two of the Warriors from area 58.

#### 55 LIEUTENANTS' QUARTERS

This room is identical to the LT quarters at area 49. The four lieutenants in this room almost certainly will have been engaged in combat in area 54.

The coffer in this room contain two harnesses with silver buckles (6 cp each), a sealskin bag with 2D6 sp in it, and a set of checkers disks carved from two kinds of coral (worth 48 cp total).

#### 56. BARRACKS

This room is identical to area 54 above other than its orientation and the fact that there are 30 Deep One Warriors present.

#### 57 LIEUTENANTS' QUARTERS

This room is identical to area 55 above, except it has no chess set, rather a matched pair of *felstone* daggers.

#### 58. GUARD POST

This is a spartan area of plain stone, furnished only with a long bench against the west wall. At the south end of the east wall, a bronze gate bars the exit to the east. Beside it on the east wall is a bronze mechanism of chains, wheels, and pulleys. Next to the mechanism a wooden peg has been driven into the wall and a rope, descending through a hole in the ceiling, is lashed to the peg.

Unless they have previously been alerted, such as by the noise of melee in area 54, there are five Deep One Warriors here armed with an aquatic crossbow, six bolts, and a dagger each. They are sitting and talking with one standing Warrior, who is peering through the gate to the east.

The gate and mechanism are identical to those in area 2, including the net trap over the corridor that leads east of the gate, weighted to drop well in water. Noise of combat in this area travels well and with only a -1 perception roll can be heard in areas 54 and 60.

#### 59. GUARD POST

This area is a mirror image of area 58, reversing east/west directions. Noise here will be heard in area 56 and 60 with a -1 hearing perception roll.

#### 60. SEA CAVE

The description of this room assumes that characters enter this large cave from the fortress, not the sea.

You have entered a vast cavern. The immediate area is of smooth worked stone and is bounded to the south by a ledge along which plain pillars are set supporting the roof high above. Beyond that ledge is an unworked plain sea cave, the roof and walls arching high above.

Roughly in the center of the worked area a flight of stairs leads down to the south. Beyond in the center of the cave's south wall is a huge cave mouth across which is a metal gate. Above it hangs a large gong.

A number of bulging leather sacs lie along the north wall.

This area is eventually to become the drill hall and assembly area for the fortress, but at present until the first floor is finished, 68 Deep Ones are quartered here. The sacks are temporary storage of sealskin leather for the possessions of these Deep Ones.

The wall at the southern edge of the worked area drops fifteen feet to the floor of the cavern and the steps also end at that floor level. The roof is 45 feet above the cavern floor which is almost totally covered by a vast seaweed bed.

Not all of the Deep Ones currently barracked here are present at the moment. Two of the warriors are combatants at the arena, two others are spectators. Of the remaining 45 warriors, six Lieutenants, and two Captains are sleeping in the seaweed bed, about half of which are barely visible in the plants.

The remaining 11 Deep Ones are swimming about patrolling in the cave. There are also two sharks in the area, swimming a circular pattern near the ceiling. Small shoals of silver fish dart about here and there like birds.

The patrolling warriors are armed with a trident, net, and dagger. The other Warriors are armed with spears and daggers, which will take a full phase to recover. The Lieutenants and Captains are armed with net and trident.

The gate barring the cave mouth is gigantic, and the mechanism is correspondingly large, and actually requires working from either side at the same time. Raising the gate takes two characters and one turn of time. If the pawl is lifted, the gate lowers over three segments as it drops to the cave floor.

The sacks of the warriors have simple possessions and on an 11- chance 2D6 copper. Three are six lieutenant's sacks which contain 3D6 copper each plus the usual goods, plus a necklace of human teeth and a battered silver holy symbol from the temple of purity, worth 4 sp.

Two of the sacks belong to the chieftains, each one with 4D6 cp and a silver mirror worth 2 sp.

Note, while the troop attacking the ship is away, there will be that many fewer Deep Ones present. These will be from the seaweed beds, not the patrolling number.

## 61. OLD GUARD ROOM

The passage you follow is rough and simple, curving like it followed a natural crack in the stone. This leads to a smoothed stone chamber of rough design. Beyond it is another passage similar to the one which led you here.

This room and the passages to the north and south of it are all that remain of the original Saurian lair that has not been altered by the Deep Ones. They are roughly hewn from the rock and display none of the symmetry which characterizes the usual Deep One work. While in these tunnels, do not roll for any random events. The creepy, sinister feeling ends here as well.

The exit of this tunnel leads to a rough rock face which has just enough room to squeeze out into the ocean proper: this is the front of the causeway underwater. Below here the sea floor drops 20 more feet, above is seventy feet of water - but PCs must be careful how swiftly they ascend to avoid the bends (see page 26 for details on water pressure).



## CONCLUSION

If the PCs have achieved their objectives and get back safely to Saltmarsh, they will be greeted as heroes and given their reward based on how many of the objectives they've managed to achieve. For the rest of their lives, the heroes are considered honorary residents of Saltmarsh and will have free food and lodging at the little town.

The assault on the Deep One base will be launched when all four races - Saurian, Human, Merfolk, and Beastman - are ready and organized. This will be about two weeks after the heroes return to Saltmarsh, and the PCs can take part if they wish, but need not.

The GM has three choices here to how to handle this:

First, the attack can be ran as a scenario, with the PCs moving with an army, leading the way as scouts and helping as elite troops. This will take a long time as it will be almost constant combat. The GM would be best served to have most of the combat take place off-screen except for special fights like with named or special foes. The GM should also allow at least one instance where a major counterassault by the Deep Ones drive back the good guys requiring the PCs to turn the tide.

Second, the GM can run the attack as a mass combat fight. This would be a pretty huge fight as well, but by reducing the bad guys to units, the combat would go much quicker. There are over two hundred Deep Ones in the base and more than five hundred attackers, which makes each unit platoon-sized. The PCs would take full Prominent Character status with all the benefits and events that lends. If the ship attack went over well and was enjoyed, this is a good option, particularly as it still leaves room for personal fights against major bad guys.

Third, the GM can just decide that the fight includes the PCs, they are covered with glory and walk away unscathed after a long fight. The entire battle and struggle to regain the Saurian base and destroy the Deep Ones happens off stage.

However this takes place, the PCs should get to pick one item each from the loot that was recovered from the base which they did not find while on recon. They also should get 2 gold each from the coin and jewelry.

The Saurian take back their home, which now is partly underwater and greatly changed. It is very uncomfortable, but after a while they tear the hideous tiles off and make the place what it once was again, particularly after magically removing the evil altar to a sea trench.

These Saurian are now steadfast allies of the Saltmarsh humans, and both they and the Merfolk are helpful to the little town with food, protection, and so on. The Beastmen are surly and unfriendly, they were only along for personal reasons and don't trust anyone else.

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## TROUBLESHOOTING

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Depending on what the players do, there is much that could go wrong with this scenario. It is possible, even likely that a foolhardy or incautious group could be killed.

A good GM needs to be ready to deal with at least plausible contingencies; to paraphrase Von Clausewitz, you cannot prepare for what your players *will* do, only what they *can* do.

Every group can get unlucky, a missed die roll or two, a bad guess, a wandering monster shows up at the wrong time: even a well-prepared, careful group can run into trouble with just some small misfortune. If the difference between success of the mission and capture and frustration by the group, the GM ought to fudge things a little. Die rolls are there to make the adventure interesting and less predictable, not to dictate the outcome. As much as possible players and role-playing should determine the outcome, not randomization.

However, a challenge is always better than a walk-through and a few bad die rolls can make the experience that much more dramatic and entertaining for all involved, so GMs should be cautious about adjusting rolls. A better way of controlling outcomes for the GM is with Deep One reactions and tactics. Almost all Deep Ones encountered are very confident in their ability to destroy any surface dweller, something experience has not given them any reason to doubt. Thus, the Deep Ones are unlikely to call for help or run even when things are going badly for them. Even if they did want to call for help, their mind link takes time and effort to establish, it is not something they can comfortably do in combat.

Thus, the PCs will generally be able to control runners, even if there is a large number of them. Their Saurian and human allies (if any) will be the most useful for this task, jumping anyone who tries to escape or appears to be concentrating.

#### DEBUFFED!

The magical ability of the group will figure significantly in this adventure. An ordinary group of adventurers without magical help will find this dungeon very challenging. Even with the potions and magical items that can be gathered in the three parts of the U series of modules, light is still an issue. Open light sources such as torches are useless in the bottom two levels, and any that will work are a huge beacon for any Deep ones. Light traveling down a hallway will be easily visible around corners into rooms, alerting every creature to the approach of intruders. With spells that grant vision in the dark, characters can ignore some of the more troubling random events (lights going out) and not alert the fortress to their approach.

Here again the GM has some control over the events based on Deep One actions. The priests have the most potential for ruining an adventurer's day by using dispel effects with their magic. Shutting off, for example, a character's underwater breathing or environmental movement could be a serious problem. "Debuffing" of this sort can turn a fairly capable party into a flailing group of panicking fools in short order. Only the High Priestess has an area effect dispel, so any magic dispelled on PCs will be individual in most fights. This gives the GM a great deal of flexibility in terms of how hard or easy a fight can go, or to react to how capable the characters are and how easy a time they are having with the module.

In the characters advantage, however, the sound of armor and gear is lessened considerably by being underwater, so even someone in plate armor can move fairly quietly (negates stealth roll penalties). This will allow the characters to move about and find out what they need to know without requiring special skills. The Deep Ones are not expecting any intruders, in fact they are overconfident, certain that their security is tight and nobody would be fool enough to come into their lair.

#### CAPTURED!

That said, things can still go badly. Unless the GM wants to just end the campaign, if worse comes to worse, the PCs should find themselves overwhelmed, then knocked out. The GM should consider swapping to the ship fight at this point, or breaking for the night, to come back on a cliffhanger. The characters will then find themselves under armed guard on level one, in the dry area because the Deep Ones have better ideas than watching their surface intruders drown.

The PCs will be naked, with no foci or equipment, the Deep Ones will have been very thorough in their search. However, the search was a successful perception roll by 2 due to extra time and assistance. If the PCs managed to hide an item with a concealment roll better than this, they will retain the hidden item; provided it wasn't hidden in or by clothing.

The PCs will be manacled in room 13 where they might have met Elmo, who will be by this point quite dead and gone. The PCs are too capable and independent to be safely turned into slaves and besides the work is nearly done anyway. The Baron has decided the PCs will make interesting fare in the arena, but needs useful enemies to throw at them, and is having monsters collected from the area which will take two days. Some characters will fare very well such as magi or brawlers. Being weaponless is, after all, their specialty. Mages will have no focus and will have their arms bound so that gestures are useless. They also will have a gag in their mouth if they are known to be spellcasters (someone saw them cast a spell and lived to tell the tale) or obviously were.

The GM has a few options here, the most useful is to listen to player ideas and work off them. Players tend to be really creative and they might come up with a very interesting, plausible scenario or reasonable method of escape, so you should give them a chance to do so. If, for example, the roguish character looks for a scrap of metal or bone to use as a lockpick, make one available, perhaps only at a place that it takes a few characteristic rolls and cooperation to attain. Such a pick would be inferior, at least a -1 to skill rolls and may even be only worth a few attempts (maybe D6 tries). To be kind the GM might allow the lockpicking roll to be 1 easier after the first manacle, since they're all the same lock.

The gagged mage might be able to get a fellow character pull the gag away enough to perhaps cast a spell that doesn't require gestures. The manacles prevent the characters from moving beyond a certain point, but they can reach all the way across the room to the food so the chains are long enough to fight in the room.

If the PCs don't come up with a good escape plan for 2 days, they are starved the whole time to keep them compliant, which has its effects on them (see the Hero System Rules for the effects of starvation). They are then fed a ghastly tasting potion that gives them 4" swimming, environmental movement: underwater, and life support: breathe water for five hours. This is long enough for them to fight and die, the high priestess figures. There is only enough for one dose each character. They are then escorted by Deep Ones equal to the party members in number minus one, armed with a spear and dagger each.

The PCs are led to area 50 and stuffed as evenly as possible into each of the four empty cells (the previous occupants now dead). One at a time, they are led out to the arena by two Deep One Warriors with a spear and dagger each, given one spear, and set to fight a monster. The Deep Ones have gathered the following creatures and will rotate down as listed one each PC. If the PC wins, they are taken back to their cell until tomorrow, when they fight another monster. They will never earn their freedom. Here are the monsters that the PCs must face alone armed only with a spear:

1. Seastar
2. Stingfish x2
3. Wavesurge
4. Javelin Eel x3
5. Deep One Warrior

If the PCs survive one time through, then one deep one warrior is faced by each character one more time, then a Seastar is added with the Deep One, to make it more interesting.

Here a mage has a significant advantage. If he can avoid needing to speak to cast spells, a mage will be able to use a spear as a staff if the GM is feeling generous and thus perhaps have a focus for spells.

The couple that is being tried in area 42 for trying to desert the fortress might come into play here. They have no compassion on the PCs, but recognize a good distraction when they see one, and might be able to break out and set the PCs free with an escort to the armory at area 51. An armed group of PCs might give them the ability to slip out in the chaos, and if they fail, well who cares, it was just surface dwellers.

If the GM is feeling generous, he can put the PCs all in cell 50C which has been hastily repaired. Any PC with some time and trouble can find the loose stones and together pull them apart, escaping to the outside. The other cells will be occupied by future enemies, but the PCs won't have much time to get away; the guards will come for them once they're done escorting the monster to the arena which will only take a few minutes. The GM may want to give the PCs only enough time to discover, but not take advantage of, the loose stones. One will have to fight a monster alone in the arena (who goes is up to the GM's mood; if you're feeling kind the most likely to succeed, if not the least likely). Then when the PCs are reunited, they can quickly pull the wall apart and flee.

Even if the PCs spend some time rebuilding the wall the Deep Ones will have some idea what happened, since they are aware of the tunnels. The lieutenant who put the PCs in that cell is put to death, then the hunt begins. Unless the PCs are unusually capable swimmers they will not be able to outrun the 10" non-combat Deep One swim speed, so there could be a tense moment as the PCs swim for either the ship (which will keep coming back for a week) or the shore. On shore they will be met by Saurians who were hoping to maybe see the humans and help them escape.

There will be 2x the party number in Deep One pursuers with at least one Lieutenant in the pursuit team. There are a number of Saurians equal to 1.5 times the party total and the Deep Ones will catch up just as the Saurian meet the PCs. The fight should be somewhat desperate as the Deep Ones are more powerful and the PCs naked, but ought to end with victory.

These scenarios should give the party enough of a chance to escape, barely, if things go very badly for them.

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## NPCS IN THIS SCENARIO

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The bulk of the enemies in this adventure are Deep Ones, which are written up in the Jolrhos Bestiary. However, there are several variants on the basic Deep One Warrior that the bestiary lists.

### DEEP ONES

There are several ranks of Deep Ones encountered here, in this order of power:

Warrior  
Lieutenant  
Alcolyte  
Elite Guard  
Captain  
Senior Priestess  
Senior Chieftain  
High Priestess  
Baroness  
Baron

For the sake of brevity, the basic information on Deep Ones will be listed here rather than in each type of Deep One's description:

**Ecology:** Deep Ones are an aquatic race, creatures that live in the oceans of Jolrhos. They tend to dwell near the shore, and compete with merfolk for territory. Deep Ones can only breed with humans, but their offspring will become a deep one when they reach maturity, by their 21st birthday at the latest. Deep Ones can survive crushing depth, and might have cities much deeper, but have only been encountered near land.

**Personality/Motivation:** Deep Ones are malicious, cruel, and murderous. They worship horrible, evil demons, and their culture and race has as whole not benefited from this relationship. Deep Ones enjoy terrifying and killing, they also will rape and torture captives. They creep aboard ships at night to rob and kill, and are uninterested in trade or negotiation in any form.

**Powers/Tactics:** Deep Ones are very hardy creatures, able to withstand crushing pressure and move in the water with relative ease. This strength translates into powerful attacks, although without great speed. Their scaled bodies are able to withstand attack somewhat better than humans, but they sometimes will wear some bone armor for extra protection.

In the water, Deep Ones are even more lethal, moving with speed and ease where surface dwellers drown and flounder helplessly. All Deep Ones have a mental link, and communicate eerily without words. This mental link does not require the time and effort when in line of sight, but finding a distant Deep One is more difficult.

All Deep Ones have an eerie presence to them, as if they are somehow the source of a greater evil than they seem. This lends them a very frightening aura.

**Appearance:** Deep Ones are like humanoid fish, with wide staring fish eyes and a wide mouth filled with sharp little teeth. Each has scales and webbed hands and feet, some even have a small tail. Their scales are often patterned, but only with dark, muddy patterns, in dark hues of grey, black, brown and green. Often their heads have a fin or two, and their necks are broad, with gills on the sides.

**Equipment:** All Deep One wear a harness of shark or seal skin leather that can take immersion in the sea water without decay. This harness is where weapons are stored, and often has pouches attached for personal possessions such as coins or keys.

### THE BARONESS

The Baroness listed in this adventure is merely a Deep One of large size and status, she has no special powers or equipment.

### SHARK CLAN BEASTMEN

The Shark Clan Beastman mentioned in this adventure is just a Fish clan with shark-like features. His hammerhead shark simply uses normal shark statistics.

**AXEL THE RANGER****Humanoid**

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 160kg: 2 1/2D6
17	DEX	21	12-	OCV: 6 DCV: 6
13	CON	6	12-	
10	BOD	0	11-	
13	INT	3	12-	PER Roll: 12-
17	EGO	14	12-	EGO Roll: 12- ECV: 6
13	PRE	3	12-	PRE Attack: 2 1/2D6
14	COM	2	12-	

6	PD	3		Total: 11 (5 rPD)
4	ED	1		Total: 8 (4 rED)
4	SPD	13		Phases: 3, 6, 9, 12
6	REC	0		
36	END	5		
25	STN	1		
30	MAN	0		
6	MREC	0		

**Total Characteristics Cost: 75**

**Movement:** Running: 8"/16"  
Leaping: 2 1/2"/5"

Cost	Powers	END
8	Tireless: Running 0 END Cost	0
2	Swift: Running +1" (8" total)	0
20	Magic: Spells (20 pts)	var

Cost	Skills and Talents
5	Magic Skill 13-
5	Tracking 12-
4	Survival (swamp, plains) 12-
2	PS: Ranger 11-
5	Stealth 13-
3	Concealment 12-
6	Herbalism (swamps, plains) 13-
3	Language: Saurian (fluent with accent)
4	Weapon Familiarity: Common weapons
5	Penalty Level: +3 range with bows
3	Combat Skill Level: Bows +1 OCV
1	Transport Familiarity: boats

**Total Powers & Skills Cost: 75**  
**Total Cost: 150**

PTS	Disadvantages
-10	Watched by Rangers 11- NCI, minor
-15	Psych Lim: protective of nature C/S

**Total Disadvantage Points: -25**

**Ecology:** Axel is part of a team that is surveying and exploring the Shattered Isles for Princess Celethien. He's been looking over the Saltmarsh for a while and is familiar with all the events of the recent weeks.

**Personality/Motivation:** Axel loves the outdoors, particularly swamps and marshes. He's very protective of the outdoors and hates people who are wantonly destructive or wasteful people, but he won't throw a fit if someone burns a treebranch for a campfire.

**Powers/Tactics:** In combat, Axel prefers to stay back and use his bow, which he's quite skilled with. He knows some small magic but it is not combat magic and is useful only for incidentals and healing. Axel uses a lot of herbs and usually has quite a few handy. He is always on the lookout for more to use.

**Campaign Use:** Axel is a potential ally and assistant in crossing the Saltmarsh, a trip of several days. He will, if encountered, linger near the causeway in his studies and be there when the PCs leave (or escape) to assist them again.

**Appearance:** Like most rangers, Axel could use a haircut. And a shave, a bath, and some new clothes. He's tattered and scruffy and smells like the outdoors (but not of sweat, he's careful to cover his scent with local smells). He's also handsome and charming and has a sort of bad boy way about him that the ladies tend to love.

**Equipment:** Beasthide brigandine (areas 3-4, 6-18)  
Eilhas medium longbow strung with pegasus hair  
25 arrows (self-made)  
Fishing and survival gear  
18 copper  
4 daggers  
Broadsword  
Herbs: 12 swamp and plains herbs, including at least:  
3 doses Bragolith  
1 dose Hofwort  
2 doses Morlian  
1 dose Gamring

NAME	EFFECT	ROLL	Mana
Animal Speech	Telepathy 4D6 w/animals	-2	2
Beast Hide	4 PD, 2 ED armor, 5 PD and ED	-2	2
Camouflage	Images (not there) -2 PER	-2	2
Catsleep	Lightsleep	-1	(2)
Eagleform	Multiform to eagle	-1	1
Eagle Eyes	+2 PER sight, telescopic +4	-1	1
Lesser Cure	1D6 heal as damage	-1	4
Purify	Cleans food or water	-1	1

## THE BARON

## Humanoid

Val	Char	Cost	Roll	Notes
28*	STR	8	14-	Lift: 1200kg/5 1/2D6
18	DEX	24	13-	OCV: 6/7 DCV: 5*
23	CON	26	15-	
14*	BOD	4	12-	
13	INT	3	12-	PER Roll: 12-/14-
18	EGO	6	11-	EGO Roll: 13- ECV: 6
23/33	PRE	13	12-	PRE Attack: 5 1/2D6
8	COM	-1	11-	
10	PD	6		Total: 15 (5 rPD)
6	ED	1		Total: 11 (5 rED)
4	SPD	3		Phases: 3, 6, 9, 12
9	REC	0		
46	END	0		
34	STN	0		

**Total Characteristics Cost: 97**

**Movement:**  
 Running: 6"/12"  
 Leaping: 3 1/2"/7"  
 Swimming: 7"/14"

Cost	Powers	END
15	Huge: Growth 2 levels (+1 PER to be seen, -2" KB); Inherent, Persistent, 0 END Cost, Always On (*)	0
10	Daemonic: Power Defense 10	-
10	Iron Will: mental Defense 14	-
29	Daemonic: Life Support (temperature extremes, does not age, immune to disease and poison)	-
5	Night Vision	-
5	Water Vision	-
5	Swift Swimmer: Swimming +5" (total 7")	1
20	Claws: HKA D6+1 (2 1/2D6 with STR)	2
20	Claws: HKA D6+1 (2 1/2D6 with STR)	2
1	Aquatic: Life Support vs high pressure	-
5	Aquatic: Life Support breathe water	-
4	Racial Bond: Mind Link with any Deep One; Concentrate 1/2 DCV, Extra Time Full Phase focus, each time a mind is chosen	-
3	Nictating Lenses: Flash Defense 3	-
15	Scales: Armor 5 PD, 5 ED	-
4	Keen Hearing: Enhanced Perception +2 PER hearing	-
7	Eerie: Presence +10; offensive only	-
5	Four arms: Extra Limbs (2 more arms)	-
-5	Weak Eyes: -1 CV in bright light	
-2	Weak Eyes: -1 sight PER in bright light	

Cost	Skills and Talents
4	Environmental Movement: water, 3 levels
6	Mob Stance: +4 OCV for sweeps, Defense Maneuver IV, -2 DCV vs ranged attacks, -5" run and swim
9	Ambidexterity
3	Skill Level: OCV +1 with weapon used
10	Skill Level: Hand-to-Hand Combat +2
4	Familiarity with common weapons
7	Tactics 13-
5	Rapid Attack

## Cost Skills

**Total Powers & Skills Cost: 199**

**Total Cost: 296**

## PTS Disadvantages

- 5 Vulnerable to dehydration effects: x1 1/2 Body
- 5 Vulnerable to dehydration effects: x 1 1/2 Stun
- 5 Vulnerable to sight flash: x 1 1/2 effect

**Total Disadvantage Points: -15**

**Ecology:** The Baron is the unquestioned master of the Deep One Fortress, answering only to the mysterious Deep One King (and Dagon). Upon ascending to the rank of baron, he underwent a mysterious and horrifying ritual in which he was infused by a demonic spirit and his body changed. Now the Baron is unlike any other Deep One in the Fortress and terrifies even his own subjects.

**Personality/Motivation:** Filled with hate for the land dwellers and evil, the Baron seeks to subjugate all of the world to Dagon and sacrifice each male to the dark gods. He loves torture and living sacrifice, savors pain and fear, and glories in destruction.

**Tactics:** In combat, the Baron is a fearsome foe. Able to attack with all of his arms at once, he will wade into the largest group of enemies and attack several foes at the same time using Mob Stance to keep himself safe. He is very strong, very tough, and very quick which makes him able to fight many foes at once. With the buffs the High Priestess gives him each morning, he's even harder to harm (he will have Accuracy, Warding, and Shearing Blade cast on him and his gear).

**Campaign Use:** The Baron is the final boss of this module, the big bad guy to fight. This guy will take the whole team to take down for most PC groups, particularly with his support team of elite guards and High Priestess. He will be initially met in the throne room (area 42)

**Appearance:** Standing nine feet tall and five feet broad, the Baron is enormously imposing and impressive. He has rippling muscles covered with iron hard scales, the head of a shark, and four mighty arms tipped with deadly claws.

## Equipment: Ebon Trident

*Ebon Crown*

Net

*2 Felstone Daggers*

75 sp in jewelry

Key to his coffer in room 52

## DEEP ONE ACOLYTE

Val	Char	Cost	Roll	Notes	Humanoid
15	STR	5	12-	Lift: 200kg/3D6	
14	DEX	12	12-	OCV: 5 DCV: 5	
15	CON	10	12-		
10	BOD	0	11-		
13	INT	3	11-	PER Roll: 11-/13-	
11	EGO	2	11-	EGO Roll: 11-	ECV: 4
13/23	PRE	5	12-	PRE Attack: 5D6	
8	COM	-1	11-		
4	PD	1		Total: 8 (3 rPD)	
4	ED	1		Total: 7 (3 rED)	
3	SPD	7		Phases: 4, 8, 12	
8	REC	0			
36	END	0			
30	STN	0			
24	MAN	0			
5	MREC	0			

**Total Characteristics Cost: 45**

**Movement:** Running: 5"/10"  
Leaping: 3"/6"  
Swimming: 7"/14"

Cost	Powers	END
5	Night Vision	-
5	Water Vision	-
5	Swift Swimmer: Swimming +5" (total 7")	1
10	Claws: HKA D6-1 (D6+1 with STR)	1
1	Aquatic: Life Support vs high pressure	-
5	Aquatic: Life Support breathe water	-
4	Racial Bond: Mind Link with any Deep One; Concentrate 1/2 DCV, Extra Time Full Phase focus, each time a mind is chosen	-
2	Nictating Lenses: Flash Defense 2	-
9	Scales: Armor 3 PD, 3 ED	-
4	Keen Hearing: Enhanced Perception +2 PER hearing	-
7	Eerie: Presence +10; offensive only	-
30	Magic: Spells 30 pts	var
-2	Slow: Running -1"	
-5	Weak Eyes: -1 CV in bright light	
-2	Weak Eyes: -1 sight PER in bright light	

Cost	Skills and Talents
4	Environmental Movement: water, 3 levels
7	Magic Skill: 14-
4	Familiarity with common weapons
3	Stealth 12-
3	Tactics 11-

**Total Powers & Skills Cost: 101**

**Total Cost: 146**

## PTS Disadvantages

- 5 Vulnerable to dehydration effects: x1 1/2 Body
- 5 Vulnerable to dehydration effects: x 1 1/2 Stun
- 5 Vulnerable to sight flash: x 1 1/2 effect

**Total Disadvantage Points: -15**

**Ecology:** Acolytes are the lowest end of the priests who serve and worship Dagon and the old gods (demons) among the Deep Ones. They are the servants of the High Priestess, hoping to work up to the point of becoming a Senior Priest. Most of them are female.

**Personality/Motivation:** Deep One Acolytes are driven by a desire to serve their evil god and advance in the ranks.

**Tactics:** Acolytes do not have much powerful magic and are light on offense, but do carry a dagger and will use it if they must. Like any Deep One, they love to kill and are fearless of land dwellers, but are not nearly as capable in combat as most.

If the Deep One Acolyte can cast spells, they will use Flounder on individual targets to slow them in the water, then Unmagic to destroy the ability to breathe water. If pressed hard, the Acolytes will use Cloud Water to escape, and dazzle to stop particularly dangerous foes. Lightning Bolt will be used in the place of the debuffs if the GM wants to be kind.

**Campaign Use:** The Acolytes are low end mages to complicate matters for the characters. They are scattered throughout the second level of the fortress.

**Appearance:** Each acolyte has a harness of black shark skin and a scar running a circle around the top of their head. They are usually female, which is difficult to tell other than their slightly smaller size than male Deep Ones.

**Equipment:** Dagger  
2D6 sp  
*Wand of Smite*

NAME	EFFECT	ROLL	Mana
Unmagic	8D6 dispel any one spell	-3	3
Flounder	Drain 2D6 swimming	-3	3
Lightning Bolt	Energy Blast 5D6	-2	2
Cloud Water	Darkness 2" vs sight	-2	(4)
Armor	5 PD, 6 ED Armor	-1	(2)
Dazzle	5D6 flash vs sight	-2	2
Lesser Cure	Heal 1D6 as damage	-1	4
Balm	Heal 1D6 (restore limbs)	-1	1

**DEEP ONE CAPTAIN****Humanoid**

Val	Char	Cost	Roll	Notes	
20	STR	10	13-	Lift: 400kg/4D6	
16	DEX	18	12-	OCV: 5/6 DCV: 5	
18	CON	16	13-		
11	BOD	2	11-		
10	INT	-	11-	PER Roll: 11-/13-	ECV: 4
11	EGO	2	11-	EGO Roll: 11-	
15/25	PRE	5	12-	PRE Attack: 5D6	
8	COM	-1	11-		
5	PD	1		Total: 10 (5 rPD)	
4	ED	1		Total: 9 (5 rED)	
4	SPD	4		Phases: 3, 6, 9, 12	
8	REC	-			
36	END	-			
30	STN	-			

**Total Characteristics Cost: 68**

**Movement:** Running: 5"/10"  
Leaping: 4"/8"  
Swimming: 7"/14"

Cost	Powers	END
5	Night Vision	-
5	Water Vision	-
5	Swift Swimmer: Swimming +5" (total 7")	1
10	Claws: HKA D6-1 (D6+1 with STR)	1
1	Aquatic: Life Support vs high pressure	-
5	Aquatic: Life Support breathe water	-
4	Racial Bond: Mind Link with any Deep One; Concentrate 1/2 DCV, Extra Time Full Phase focus, each time a mind is chosen	-
2	Nictating Lenses: Flash Defense 2	-
9	Scales: Armor 3 PD, 3 ED	-
4	Keen Hearing: Enhanced Perception +2 PER hearing	-
7	Eerie: Presence +10; offensive only	-
-2	Slow: Running -1"	
-5	Weak Eyes: -1 CV in bright light	
-2	Weak Eyes: -1 sight PER in bright light	

Cost	Skills and Talents
4	Environmental Movement: water, 3 levels
3	Skill Level: OCV +1 with weapon used
10	Skill Level: Hand-to-Hand Combat +2
4	Familiarity with common weapons
3	Stealth 12-
7	Tactics 13-

**Total Powers & Skills Cost: 79****Total Cost: 147****PTS Disadvantages**

- 5 Vulnerable to dehydration effects: x1 1/2 Body
- 5 Vulnerable to dehydration effects: x 1 1/2 Stun
- 5 Vulnerable to sight flash: x 1 1/2 effect

**Total Disadvantage Points: -15**

**Ecology:** The Captains are in charge of the Lieutenants, one for every ten Lieutenants. They handle large scale strategy in combat, leaving individual squad tactics to the LTs. Captains are strong leaders and give large groups of Deep Ones direction in combat. There are only two captains in this fortress.

**Personality/Motivation:** Both captains are motivated primarily by success and crushing their enemies, but both are very evil and sadistic.

**Tactics:** A Deep One Captain is a capable tactician and tends to stay back out of the fight where he can see his troops and direct them through the Lieutenants. They will fire their crossbow at important targets such as casters or ranged combatants, and inform their LTs of problems that develop.

**Campaign Use:** Captains are large troop commanders but can direct the troops as well as a lieutenant if one is not present. Without one of these two leaders, the Deep Ones lose any tactical sense. They serve as a more dangerous foe for the PCs.

**Appearance:** The ritual scarring of the Lieutenant is healed and a new scarring is given the Captain: claws dragged across the face in four lines.

**Equipment:** Bone Armor (2 PD, ED) area 9-14  
Medium Crossbow  
12 bolts  
3D6 sp  
Dagger  
Felstone Spear

**GM NOTE:** These troops function for Elite Guards as well, without the tactics roll. They too have bone armor, but only the weapons listed in the text.

**DEEP ONE HIGH PRIESTESS**

**Humanoid**

Val	Char	Cost	Roll	Notes	
15	STR	5	12-	Lift: 200kg/3D6	
14	DEX	12	12-	OCV: 5/7 DCV: 8	
15	CON	10	12-		
10	BOD	0	11-		
18	INT	5	11-	PER Roll: 13-/15-	
14	EGO	8	11-	EGO Roll: 12-	ECV: 4
18/28	PRE	8	12-	PRE Attack: 5D6	
10	COM	-1	11-		
4	PD	1		Total: 14 (10 rPD)	
4	ED	1		Total: 15 (11 rED)	
4	SPD	16		Phases: 4, 8, 12	
8	REC	0			
36	END	0			
30	STN	0			
40	MAN	4			
8	MREC	2			

**Total Characteristics Cost: 75**

**Movement:** Running: 5"/10"  
Leaping: 3"/6"  
Swimming: 7"/14"

Cost	Powers	END
5	Night Vision	-
5	Water Vision	-
5	Swift Swimmer: Swimming +5" (total 7")	1
10	Claws: HKA D6-1 (D6+1 with STR)	1
1	Aquatic: Life Support vs high pressure	-
5	Aquatic: Life Support breathe water	-
4	Racial Bond: Mind Link with any Deep One; Concentrate 1/2 DCV, Extra Time Full Phase focus, each time a mind is chosen	-
2	Nictating Lenses: Flash Defense 2	-
9	Scales: Armor 3 PD, 3 ED	-
4	Keen Hearing: Enhanced Perception +2 PER hearing	-
7	Eerie: Presence +10; offensive only	-
30	Magic: Spells 50 pts	var
-2	Slow: Running -1"	
-5	Weak Eyes: -1 CV in bright light	
-2	Weak Eyes: -1 sight PER in bright light	

Cost	Skills and Talents
4	Environmental Movement: water, 3 levels
17	Magic Skill: 19-
4	Familiarity with common weapons
3	Stealth 12-
3	Tactics 11-

**Total Powers & Skills Cost: 131**

**Total Cost: 206**

PTS	Disadvantages
-5	Vulnerable to dehydration effects: x1 1/2 Body
-5	Vulnerable to dehydration effects: x1 1/2 Stun
-5	Vulnerable to sight flash: x1 1/2 effect

**Total Disadvantage Points: -15**

**Ecology:** The High Priestess is the spiritual advisor for the Baron and the entire fortress. She also is working directly for the Deep One king, and not the Baron, so her loyalties are for him instead. There are only thirteen High Priestesses in the Deep One society.

**Personality/Motivation:** Filled with evil and a twisted, hateful outlook on like the High Priestess hates all life.

**Tactics:** The priestess prefers to stay out of contact with anyone, using others to fight them as she stands back and uses her magic. If she's closed on, she'll try to use Dazzle and get range, and can be chased all over the room by someone because of this. She will not buff herself beyond spell-scope, blur, and leatherskin.

**Campaign Use:** The most powerful spellcaster in this module, the High Priestess is incredibly dangerous. When combined with the Baron, they both present a serious threat to the PCs.

**Appearance:** The High Priestess is very ostentatious, she wears a white and gold harness with nearly scarves that float in the water. She has jewelry on her arms and fingers and what looks like a tiara on her head that is scribed with many runes. This tiara is actually part of her skull, grown from the bone.

**Equipment:** Dagger  
79 sp worth of jewelry  
*Staff of Smite*  
*Wand of the Deeps*

NAME	EFFECT	ROLL	Mana
Unmagic	9D6 dispel any one spell area effect (any)	-6	6
Flounder	Drain 3D6 swimming	-4	4
Lightning Bolt	Energy Blast 9D6	-4	4
Cloud Water	Darkness 2" vs sight	-2	(4)
Leatherskin Other	3 PD, ED damage resistance	1	(2)
Dazzle	7D6 flash vs sight	-3	3
Greater Cure	Heal 4D6 as damage	-4	4
Balm	Heal 1D6 (restore limbs)	-1	1
Boggle	Drain 2D6 OCV	-2	2
Jolt	Suppress Stun 6D6	-3	3
Blur	DCV +3	-1	(2)
Spellscope	OCV +3 with spells	-1	(2)
Warding	2D6 DCV Aid	-4	4
Accuracy	+2 OCV Aid	-4	4
Shearing Blade	AP on up to 2 1/2D6 KA	-5	5

**DEEP ONE LIEUTENANT** **Humanoid**

Val	Char	Cost	Roll	Notes	
20	STR	10	13-	Lift: 400kg/4D6	
14	DEX	12	12-	OCV: 5/6 DCV: 5	
18	CON	16	13-		
11	BOD	2	11-		
10	INT	-	11-	PER Roll: 11-/13-	ECV: 4
11	EGO	2	11-	EGO Roll: 11-	
15/25	PRE	5	12-	PRE Attack: 5D6	
8	COM	-1	11-		
5	PD	1		Total: 8 (3 rPD)	
4	ED	1		Total: 7 (3 rED)	
3	SPD	7		Phases: 4, 8, 12	
8	REC	-			
36	END	-			
30	STN	-		<b>Total Characteristics Cost: 53</b>	

**Movement:** Running: 5"/10"  
Leaping: 4"/8"  
Swimming: 7"/14"

Cost	Powers	END
5	Night Vision	-
5	Water Vision	-
5	Swift Swimmer: Swimming +5" (total 7")	1
10	Claws: HKA D6-1 (D6+1 with STR)	1
1	Aquatic: Life Support vs high pressure	-
5	Aquatic: Life Support breathe water	-
4	Racial Bond: Mind Link with any Deep One; Concentrate 1/2 DCV, Extra Time Full Phase focus, each time a mind is chosen	-
2	Nictating Lenses: Flash Defense 2	-
9	Scales: Armor 3 PD, 3 ED	-
4	Keen Hearing: Enhanced Perception +2 PER hearing	-
7	Eerie: Presence +10; offensive only	-
-2	Slow: Running -1"	
-5	Weak Eyes: -1 CV in bright light	
-2	Weak Eyes: -1 sight PER in bright light	

Cost	Skills and Talents
4	Environmental Movement: water, 3 levels
3	Skill Level: OCV +1 with weapon used
5	Skill Level: Hand-to-Hand Combat +1
4	Familiarity with common weapons
3	Stealth 12-
3	Tactics 11-

**Total Powers & Skills Cost: 70**  
**Total Cost: 125**

PTS	Disadvantages
-5	Vulnerable to dehydration effects: x1 1/2 Body
-5	Vulnerable to dehydration effects: x1 1/2 Stun
-5	Vulnerable to sight flash: x1 1/2 effect

**Total Disadvantage Points: -15**

**Ecology:** Lieutenants are the squad leaders of the Deep One forces. They take small groups into combat, coordinating them in attacks and gathering them for return to the fortress.

**Personality/Motivation:** Each Lieutenant has his own motivation and personality, but all are consistently evil.

**Tactics:** Lieutenants are more skilled in combat than the average Warrior and tend to have better weapons to use. They will direct the squad against the foe, but be in front to fight first, confident in their ability to defeat any foe. Lieutenants will *never* back down or voluntarily run away, nor call for help. If the LT of a squad goes down, that squad will stop using intelligent tactics and will simply fight like animals, attacking the last person to annoy them.

**Campaign Use:** The Lieutenants are a slightly tougher fight for the warrior encounters, minor leaders that help give direction and tactics to the squads.

**Appearance:** Lieutenants are distinctive because of the inverted star carved in their chest when they are promoted. This ritual scarring is a matter of pride and is rarely covered.

**Equipment:** Trident  
Hooked Net  
2D6 sp  
dagger

**DEEP ONE SENIOR CHIEFTAIN      Humanoid**

Val	Char	Cost	Roll	Notes
23	STR	13	14-	Lift: 640kg/4 1/2D6
17	DEX	21	12-	OCV: 6/7 DCV: 6
19	CON	18	13-	
12	BOD	4	11-	
10	INT	-	11-	PER Roll: 11-/13-
13	EGO	6	11-	EGO Roll: 12-      ECV: 4
18/28	PRE	5	12-	PRE Attack: 5 1/2D6
8	COM	-1	11-	
6	PD	1		Total: 10 (4 rPD)
4	ED	1		Total: 9 (4 rED)
4	SPD	3		Phases: 3, 6, 9, 12
9	REC	-		
38	END	-		
34	STN	-		<b>Total Characteristics Cost: 71</b>

**Movement:**      Running: 5"/10"  
                           Leaping: 4 1/2"/9"  
                           Swimming: 7"/14"

Cost	Powers	END
5	Night Vision	-
5	Water Vision	-
5	Swift Swimmer: Swimming +5" (total 7")	1
15	Claws: HKA D6 (2D6 with STR)	1
1	Aquatic: Life Support vs high pressure	-
5	Aquatic: Life Support breathe water	-
4	Racial Bond: Mind Link with any Deep One; Concentrate 1/2 DCV, Extra Time Full Phase focus, each time a mind is chosen	-
2	Nictating Lenses: Flash Defense 2	-
12	Scales: Armor 4 PD, 4 ED	-
4	Keen Hearing: Enhanced Perception +2 PER hearing	-
7	Eerie: Presence +10; offensive only	-
-2	Slow: Running -1"	
-5	Weak Eyes: -1 CV in bright light	
-2	Weak Eyes: -1 sight PER in bright light	

Cost	Skills and Talents
4	Environmental Movement: water, 3 levels
3	Skill Level: OCV +1 with weapon used
10	Skill Level: Hand-to-Hand Combat +2
4	Familiarity with common weapons
7	Tactics 13-

**Total Powers & Skills Cost: 84**

**Total Cost: 155**

PTS	Disadvantages
-5	Vulnerable to dehydration effects: x1 1/2 Body
-5	Vulnerable to dehydration effects: x 1 1/2 Stun
-5	Vulnerable to sight flash: x 1 1/2 effect

**Total Disadvantage Points: -15**

**Ecology:** There is only one Senior Chieftain in the Deep One Fortress, the commander of the troops under the Baron. The Baron gives orders, the Senior Chieftain works out how to carry those out and directs personnel to that end. He commands tremendous power and loyalty.

**Personality/Motivation:** The Senior Chieftain is motivated by a love of destruction and bringing terror to the land dwellers. He is more religious than most of the soldiers and hopes to gain the power that the Baron has one day so he can run his own base.

**Tactics:** The Senior Chieftain is a very capable fighter and more than a match for most individual low-end PCs, but is typically out of the fight and directing soldiers rather than in the middle of combat.

**Campaign Use:** This monster is the primary guiding force for the Deep One Fortress, he guides the overall missions and planning for the Deep Ones and if he dies he will be very hard to replace. He also is a fairly tough single fight. He is found in area 53, watching the arena fight.

**Appearance:** The Senior Chieftain is bigger than the other Deep Ones, standing a foot taller and much broader. He has a longer face with more jagged teeth as well, and long spines in his fins.

**Equipment:** *Velune* Spear with a *Powerful* proc  
*Felstone* Dagger  
 Key to his coffer in area 21  
 4D6 sp

**DEEP ONE SENIOR PRIESTESS      Humanoid**

Val	Char	Cost	Roll	Notes	
15	STR	5	12-	Lift: 200kg/3D6	
14	DEX	12	12-	OCV: 5/7 DCV: 8	
15	CON	10	12-		
10	BOD	0	11-		
18	INT	5	11-	PER Roll: 13-/15-	
13	EGO	6	11-	EGO Roll: 12-	ECV: 4
13/23	PRE	5	12-	PRE Attack: 5D6	
10	COM	0	11-		
4	PD	1		Total: 14 (10 rPD)	
4	ED	1		Total: 15 (11 rED)	
3	SPD	6		Phases: 4, 8, 12	
8	REC	0			
36	END	0			
30	STN	0			
31	MAN	0			
7	MREC	0			

**Total Characteristics Cost: 54**

**Movement:** Running: 5"/10"  
Leaping: 3"/6"  
Swimming: 7"/14"

Cost	Powers	END
5	Night Vision	-
5	Water Vision	-
5	Swift Swimmer: Swimming +5" (total 7")	1
10	Claws: HKA D6-1 (D6+1 with STR)	1
1	Aquatic: Life Support vs high pressure	-
5	Aquatic: Life Support breathe water	-
4	Racial Bond: Mind Link with any Deep One; Concentrate 1/2 DCV, Extra Time Full Phase focus, each time a mind is chosen	-
2	Nictating Lenses: Flash Defense 2	-
9	Scales: Armor 3 PD, 3 ED	-
4	Keen Hearing: Enhanced Perception +2 PER hearing	-
7	Eerie: Presence +10; offensive only	-
30	Magic: Spells 40 pts	var
-2	Slow: Running -1"	
-5	Weak Eyes: -1 CV in bright light	
-2	Weak Eyes: -1 sight PER in bright light	

Cost	Skills and Talents
4	Environmental Movement: water, 3 levels
13	Magic Skill: 17-
4	Familiarity with common weapons
3	Stealth 12-
3	Tactics 11-

**Total Powers & Skills Cost: 117**

**Total Cost: 171**

PTS	Disadvantages
-5	Vulnerable to dehydration effects: x1 1/2 Body
-5	Vulnerable to dehydration effects: x 1 1/2 Stun
-5	Vulnerable to sight flash: x 1 1/2 effect

**Total Disadvantage Points: -15**

**Ecology:** The Senior Priestess is in charge of the day to day activities in the temple, serving Dagon. She is in charge of teaching the acolytes as well.

**Personality/Motivation:** The Senior Priestess hates the Baron and the High Priestess and is always looking for a way to throw them out and supplant the Baron with her choice, the Senior Chieftain.

**Tactics:** More powerful than the Acolytes, the Senior Priestess has dangerous spells, including the ability to stun any foe and ruin combat ability. She will focus on these spells and her very potent Lightning Bolt in combat rather than dispelling underwater abilities, leaving that to Acolytes.

**Campaign Use:** The Senior Priestess is a significant magical threat to enemies, and with her buffs (which she'll have going ) is a noteworthy individual fight. She will be initially encountered in the Temple (area 3)

**Appearance:** The Senior Priestess is very plain, she wears a black unadorned harness and is small and unassuming. Her most distinctive feature is, in addition to the circular scar around the top of her head, a glyph carved into her forehead.

**Equipment:** Key to coffer in room 37  
Dagger  
3D6 sp  
*Wand of Smite*

NAME	EFFECT	ROLL	Mana
Unmagic	10D6 dispel any one spell	-4	4
Flounder	Drain 2D6 swimming	-3	3
Lightning Bolt	Energy Blast 8D6	-4	4
Cloud Water	Darkness 2" vs sight	-2	(4)
Armor	7 PD, 9 ED Armor	-2	(4)
Dazzle	7D6 flash vs sight	-3	3
Greater Cure	Heal 4D6 as damage	-4	4
Balm	Heal 1D6 (restore limbs)	-1	1
Boggle	Drain 2D6 OCV	-2	2
Jolt	Suppress Stun 6D6	-3	3
Blur	DCV +3	-1	(2)
Spellscope	OCV +2 with spells	-1	(2)

## THE KRAKEN

Val	Char	Cost	Roll	Notes	Animal
40*	STR	0	17-	Lift 6,400kg; 8D6	
14	DEX	12	12-	OCV: 5 DCV: 0*	
25	CON	30	14-		
20*	BOD	16	15-		
10	INT	0	11-	PER Roll: 11-	
13	EGO	6	12-	EGO Roll: 12-	ECV: 4
25	PRE	15	14-	PRE Attack: 5D6	
10	COM	0	11-		
10	PD	8		Total: 15 (5 rPD +4)	
8	ED	1		Total: 13 (5 rED +4)	
3/6	SPD	6		Phases: (2), 4, (6), 8, (10), 12	
7	REC	0			
50	END	0			
60*	STN	3		<b>Total Characteristics Cost: 97</b>	

**Movement:** Running: 0"  
Leaping: 0"  
Swimming: 8"/32"

Cost	Powers	END
45	Growth (6 levels) -6" KB, +4 PER to be seen, +2" reach; Inherent, Persistent, 0 END Cost, Always On (*)	0
11	Swift: Swimming +6", x2 NC (8"/32" total)	2
2	Deep Diver: Life Support vs high pressure	-
20	Sonar: Active Sonar	-
5	Tentacles: Extra Limb (10 total tentacles)	-
9	Tough: Armor 3 PD, 3 ED	-
8	Cuttlebone: Armor +4 PD, +4 ED; Head only	-
20	Many Tentacles: Speed +3; only for combat	-
25	Bite: HKA 1 1/2D6 (3D6 w/STR)	2
25	Tentacles: Stretching 5" (7" total)	2
-12	Running -6"	
-2	Leaping -2"	

**Total Powers & Skills Cost: 149**

**Total Cost: 246**

### PTS Disadvantages

- 15 Physical Limitation: Animal Intelligence
- 15 Susceptibility: 1D6/phase Not floating in water
- 15 Physical Limitation: Limited Fine Manipulatory Ability

**Total Disadvantage Points: -45**

**Ecology:** Ordinarily, Kraken are found only in the deepest blue seas, gigantic monsters of terrifying power that are the stuff of legend. However, younger and smaller Kraken such as this one hunt closer to shore, and in particular this Kraken was summoned by the Deep One High Priestess and controlled so that it now patrols the shore. This control can be broken with a 40 active point dispel or doing enough damage to chase off the creature.

**Personality/Motivation:** Kraken are animals, and have basic animal motivations. Their personality can vary, some can be curious, others cruel, etc.

**Powers/Tactics:** Although not as enormous and awesomely powerful as a full-grown Kraken, this is a pretty dangerous creature. The head of the creature is much harder than the rest of it's tough rubbery body, but is unlikely to be encountered due to the length of the tentacles and its tendency to stay underwater.

The Kraken's beak delivers a terrifying bite, but it tends to use that only against targets in the water (such as the ship's hull) and will use its tentacles to grab and crush as its primary attack. Naturally the creature is a very capable swimmer, able to move at massive speed through the water and dive to immense crushing depth with comfort.

Kraken are so huge that they must stay in the water, floating, to survive. If they are in water too shallow to support their bulk or dry land (in addition to suffocating from lack of oxygen), they are crushed by their own bulk and die rapidly.

**Campaign Use:** The Kraken in this module is a guardian of the Deep One Fortress and is just an encounter to spice up the trip to the area.

**Appearance:** The Kraken is simply a titanic squid, gray and pinkish in hue, over 80 feet in total length, including it's very long tentacles. This brute weighs in at over 14 tons.

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## TREASURES IN THIS SCENARIO

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### AIR CLOAK

This light leather cloak is unremarkable except in its magical ability. It is made like a trench coat that does not quite meet in the middle and has no sleeves or collar, and will fit over armor comfortably. While worn, the Air Cloak grants life support versus breathing and has a 1" radius change environment to clean air, which will negate poor air effects (and even some poisons, at the GM's discretion).

### ARROW TREE

This looks like a squat rod of wood about three feet long and two inches thick. When placed on the ground on one end, it will root its self after one phase and stand in place. In 8 hours, it will sprout with arrows, 3D6+6 of them that are enchanted for +1 OCV and +2 range modifier. If the Arrow tree is pulled up, the roots vanish and it becomes an ordinary rod again. It can only produce arrows this way once a day, and will root into any surface.

### BOOK OF SPELLS

This leather bound book is in a waxed, waterproof case and is printed on waterproof pages. It is slim, and has only the spells someone would use for aquatic adventuring. The book can be used to cast these spells, assuming the character can speak to read the spells out loud. It contains these spells:

Blessing of the Sea  
Fish Spirit  
Mass Grant Breathe Water  
Mere Water  
Sea's Blessing

The book can be used to learn the spells personally as well. It will sell for 75 silver, but each spell learned causes the spell to be deleted from the book and sell for 15 sp less.

### BOOSTER RING

This black *velune* ring is plain but it resizes to fit anyone between 2 levels of shrinking and 6 levels of growth. It is enchanted to give +2 ego to anyone who wears it.

### BRACERS OF WARDING

These bracers will not fit over armor, they are made of fine *naurithil* and brass and grant +1 PD and +1 DCV each.

### DWARVEN STEEL CHAINMAIL OF SUMMER

The wearer of this suit of armor gains 2 nonresistant energy defense. In addition, for 1" radius around the armor while worn, the temperature raises or lowers by up to 2 temperature levels, but no lower or higher than TL 1. This armor is decorated with a sun and a tree in colored lacquer.

### EBON CROWN

This is an evil item made for the Baron from material their demon gods gave them. While worn, this gives 1 PD, 1 ED armor for a turn each time the bearer draws blood (does body damage through armor). The maximum this will grant is +5 PD and ED armor. When the Baron dies, the crown will shatter and melt into nothing.

### EBON TRIDENT

This is a weapon with a *felwood* shaft and *ebon* tines which is enchanted to strike twice. Each time it hits, there's an 11- chance of the weapon doing a linked attack (hitting twice), with the second attack doing half damage. This is in addition to the evil poisoning effect of the *ebon* it is made out of. When the Baron dies, the trident vanishes into a swirl of fire, back to the hell whence it came.

### ENCHANTED CROSSBOW BOLTS

These crossbow bolts are enchanted to be +2 OCV. They are marked with a red stripe down the side but otherwise are ordinary looking crossbow bolts.

### HORN OF WINDS

This conch horn is enchanted, when it is blown it can either sound a soulful tone that carries well over water, or when blow very hard creates a powerful wind. This wind acts as a 10 strength telekinesis push in a cone and takes 3 endurance to use.

### KHALGAR'S FURY

This is a very fine spear made from *Entbone* and *Felstone* standing five feet long. The head has a strip of *Fenen* on it scribed with runes hanging from it. This spear has a proc that goes off on an 11- and adds +1 OCV each time, which lasts for one turn. This effect stacks, so each proc adds that much OCV on top of the previous amount. Khalgar's Fury also will float on top of water unless it is willed not to or is being used to fight with - it will hold up to 500 kg weight without submerging. Finally, the Fury repairs its self at a rate of 1 body per

#### POTION OF THE SEA

This potion smells and tastes like sea spray and is deep green in color with foam flecked on the top. For one full day after drinking this potion, the character gains the ability to breathe water, survive crushing high pressure areas, water vision, and +2" swimming speed. There are four doses in this brass jar.

#### PURE CROSSBOW

This finely crafted *Helvorn* crossbow has an ordinary string but is enchanted to be +1 OCV. Any attack by the Pure Crossbow also is +1 minimum roll on each D6 (treat a 1 on each D6 as a 2 instead; doing 2-6 instead of 1-6 damage).

#### RING OF FREEDOM

This is a green *Velune* ring that looks like a wreath of rounded leaves. It resizes to fit any finger from 2 levels shrinking to 6 levels growth. While worn, the Ring of Freedom Grants +3 DCV and +3 ECV, both only versus any paralyzing or entangling effects. It also gives full life support versus any paralytic or crippling poison and 15 strength to escape grabs. If the wearer is entangled, it does a 3D6 armor piercing KA attack to the entangle each phase. It is worth 84 silver.

#### RING OF HEALTH

This red *Velune* ring has a symbol like a drop of blood on the front in ruby. When worn, this ring grants 1 body/day regeneration and life support versus disease. It also gives a constant +5 to recovery if the character goes below 1 stun or endurance. This ring will sell for over a gold.

#### RING OF PROTECTION

This is a plain brass ring which resizes to fit any finger from 2 levels shrinking to 6 levels growth. When worn, the body heat of the character causes a dimly glowing shield design to show up on the flattened front area. The wearer of this ring gains +2 PD armor and +2 DCV.

#### RING OF UNITY

This *Naurithil* ring is made of interlaced links. It resizes to fit any finger from 2 levels shrinking to 6 levels growth. While worn, the character has no hit locations; any place hit is the same as any other (disabling and impairing will still take place as normal).

#### SEA ARMOR

This suit of *Coral* plate armor grants environmental movement (+3) for underwater action, life support: breathe water, and vs high pressure while worn. It also loses all encumbrance and weight while submerged in the sea as well. The coral used is a brownish grey color, and the armor has a distinctly aquatic, maritime theme.

#### SENIOR CHIEFTAIN'S VELUNE SPEAR

This spear procs a 4D6 electrical energy blast on a 10- with each hit. It is painted a deep blue color and has moray eel skulls tied to the head of the spear.

#### SMALL HARD SHIELD OF THE IRON WILL

There are two of these shields, a matched set. Both are of Elven design, shaped like a chevron and green in color. They grant 5 lack of weakness and have hardened defenses. They also grant +5 mental defense and +3 to all ego rolls when worn. Each of these shields sells for 46 silver.

#### STAFF OF SMITE

This is a four foot staff made of coral and gold plating that has a squid design plated in in gold at the top. It cannot be used for normal fighting, but a touch (+2 OCV) from the staff with a magic skill roll of -2 causes the staff to do a 6D6 armor piercing energy attack of electricity. This uses 4 of the staff's mana. It also may be used to launch a 2D6 mystic strike for a -3 magic skill roll and 5 of the staff's mana. Once a day it can be used to do an explosion selective effect 4D6 NND blast that has no range and personal immunity. This uses 10 mana but requires no roll. The staff has a maximum of 50 mana and has 41 mana when the High Priestess first uses it.

#### STORM BEADS

These are golden *Velune* beads, 8 of which remain on the string. The beads pull off with at least 5 strength and a half phase action, and can then be thrown at a target. If they hit, the Storm Bead does a 1 1/2D6 lightning attack (area effect radius) This will harm the caster and any allies unless they are out of the area, and if the bead misses, it does no damage and loses its enchantment. The beads can be launched from a sling with half normal range due to weight. Each bead sells for 12 sp.

### STUNSWORD

This is a Dwarven Steel short sword shaped somewhat like a jagged lightning bolt. For each 1 rolled better than needed to hit, the sword gains +1 stun multiplier, but the added stun is only used to determine if the target is stunned, it does no actual stun damage.

### UNDERWATER CROSSBOW

This is a specialized crossbow made to function underwater with a special string that does not become slack in the soaking ocean. It has a tube over the bolt that helps hold it in place, and cannot take ordinary bolts (any bolts found in the 2nd and 3rd levels are for these weapons). The crossbow will be unfamiliar enough that it will cause a -1 OCV penalty for anyone that has crossbow familiarity, but this penalty goes away after two fights using the weapon. For those unfamiliar with crossbows it takes a -2 unfamiliarity penalty.

### WAND OF SMITE

This is a slim wand of fish bone that is slightly curved. Each wand has 40 mana and can be used to cast a 2D6 Mystic Strike with a -2 magic skill roll. The wands are brittle (1 def, 1 body) and break easily. There are no ill effects if the wand is shattered.

### WAND OF THE DEEPS

This is a curious wand that looks like an elongated squid with the longest tentacles reaching forward and twined together making up the bulk of the wand. The wand has 16 charges and when triggered with a -3 magic skill roll it does a 4D6 armor piercing attack on the target. The one using it must continue to hold the wand on target and cannot make other attacks (although they can move), and the next phase, the wand does a 1D6, 2 defense mental based entangle. Each phase the wand uses up one charge, but does damage only when it is first used on the target.

### WAX SLATE OF GRANT SEA BLESSING

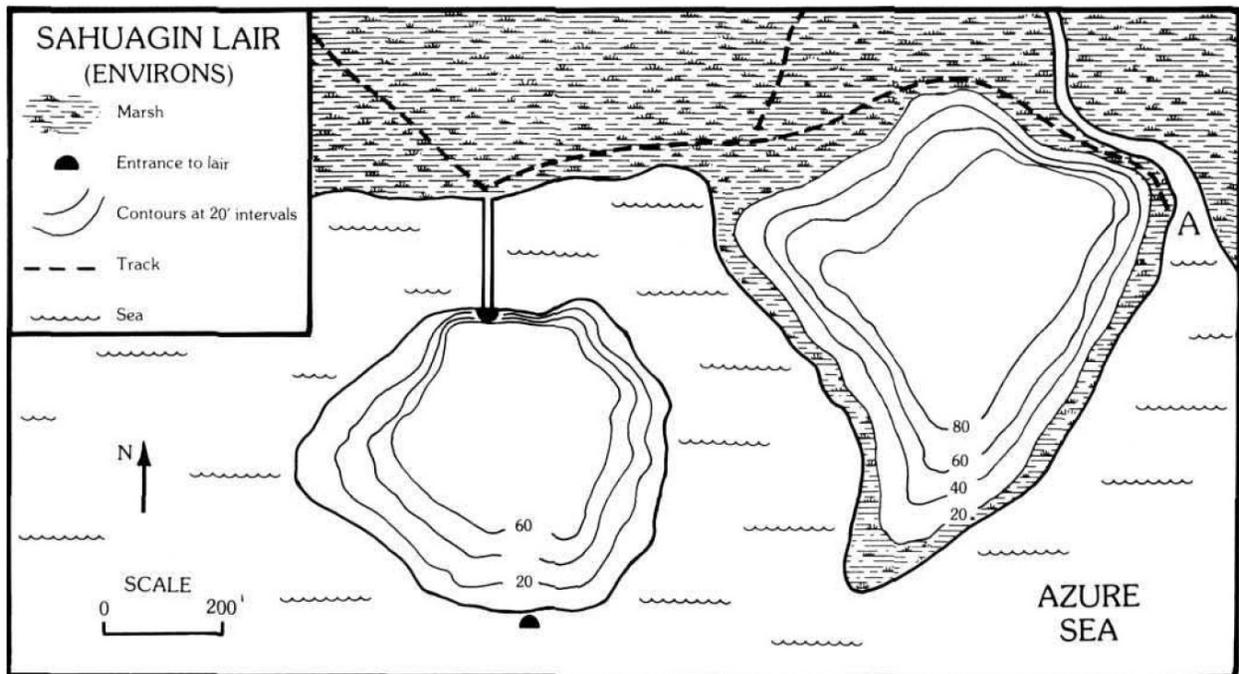
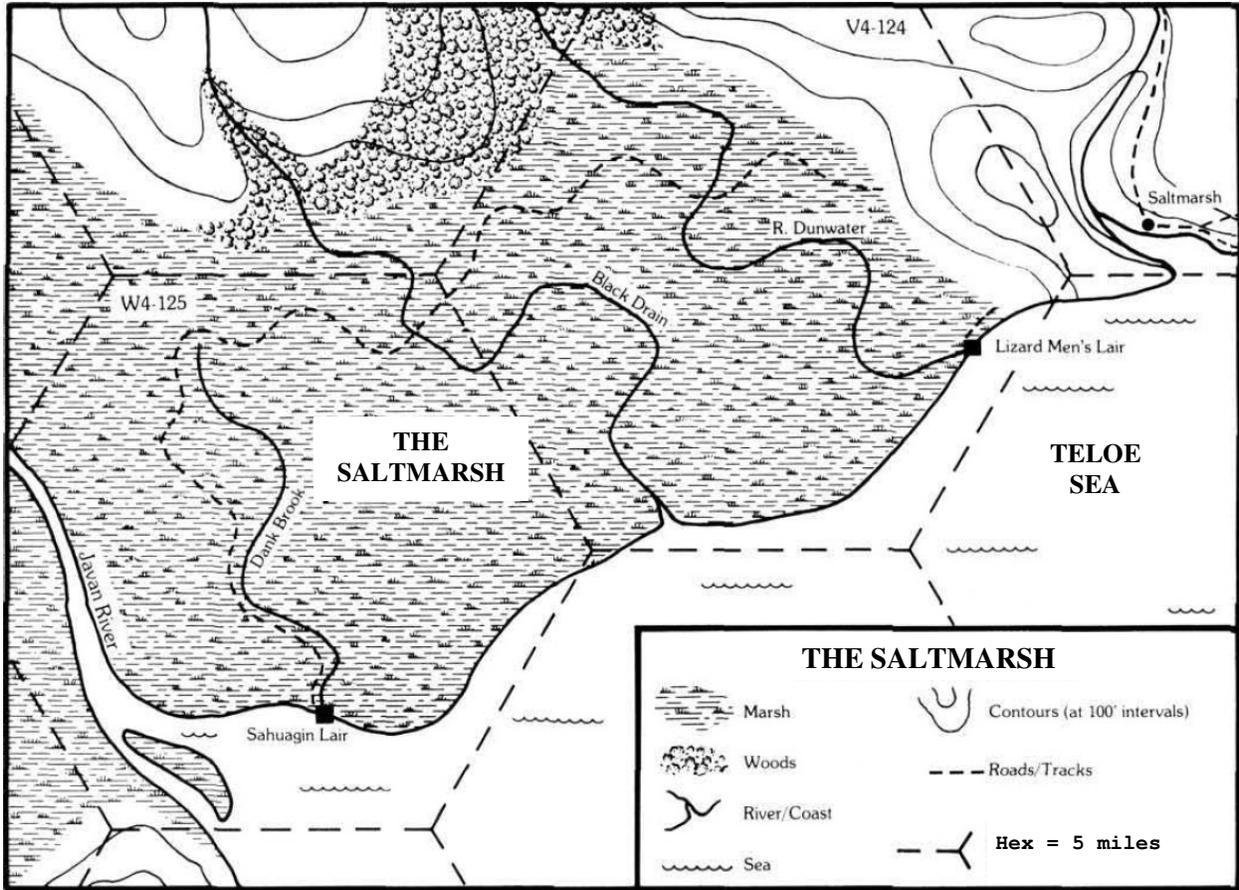
This will cast the spell once, and does not require incantation, but does take a -3 magic skill roll and a full phase at 1/2 DCV focused on the slate to cast. The words in *Arcanium* must also be able to be read. It casts the spell Sea Blessing in a megahex centered on the caster.

### WAX SLATE OF SILENCE

This slate is like the above one, but casts Silence for one turn on the target hex.

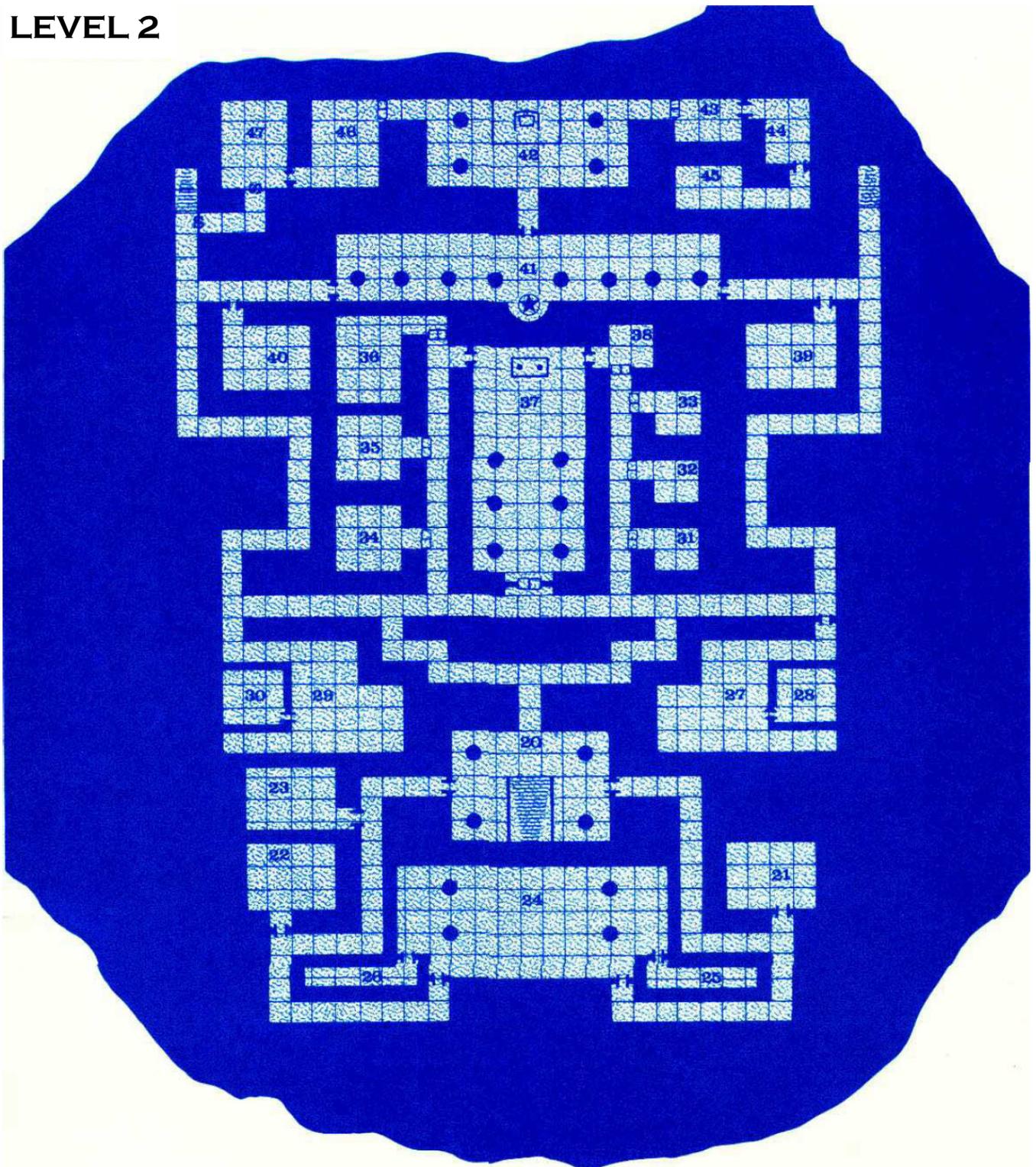
ARMOR TABLE								
ARMOR	rPD	rED	PD	ED	KG WT	Amr DEF	BOD	CP VALUE
Sea Armor	10	7	11	8	34.0	8	15	1450
Dwarven Steel Chainmail of Summer	7	5	7	56	18.0	9	14	1250
Beasthide Brigandine	5	5	5	4	10.0	6	8	300
Bone Armor	2	2	2	2	4.0	4	5	20

WEAPON TABLE									
WEAPON	OCV	RNG MOD	DAM	STN MOD	STR MIN	DEF	BOD	KG WT	CP VALUE
Senior Chieftain's Velune Spear	--	(1")	D6+1	--	8	6	5	1.36	900
Ebon Trident	--	(1")	2D6*	--	9	7	8	1.8	n/a
Felstone Dagger	+1	--	D6-1	--	4	6	2	.8	100
Felstone Spear	--	(1")	D6+1	--	8	6	7	1.12	200
Khalgar's Fury	--	(1")	D6+1	--	8	6	7*	1.12	2500
Stunsword	+1	--	D6	*	7	7	4	1.06	530
Underwater Crossbow	--	-1	D6+1	--	10	6	7	1.215	270

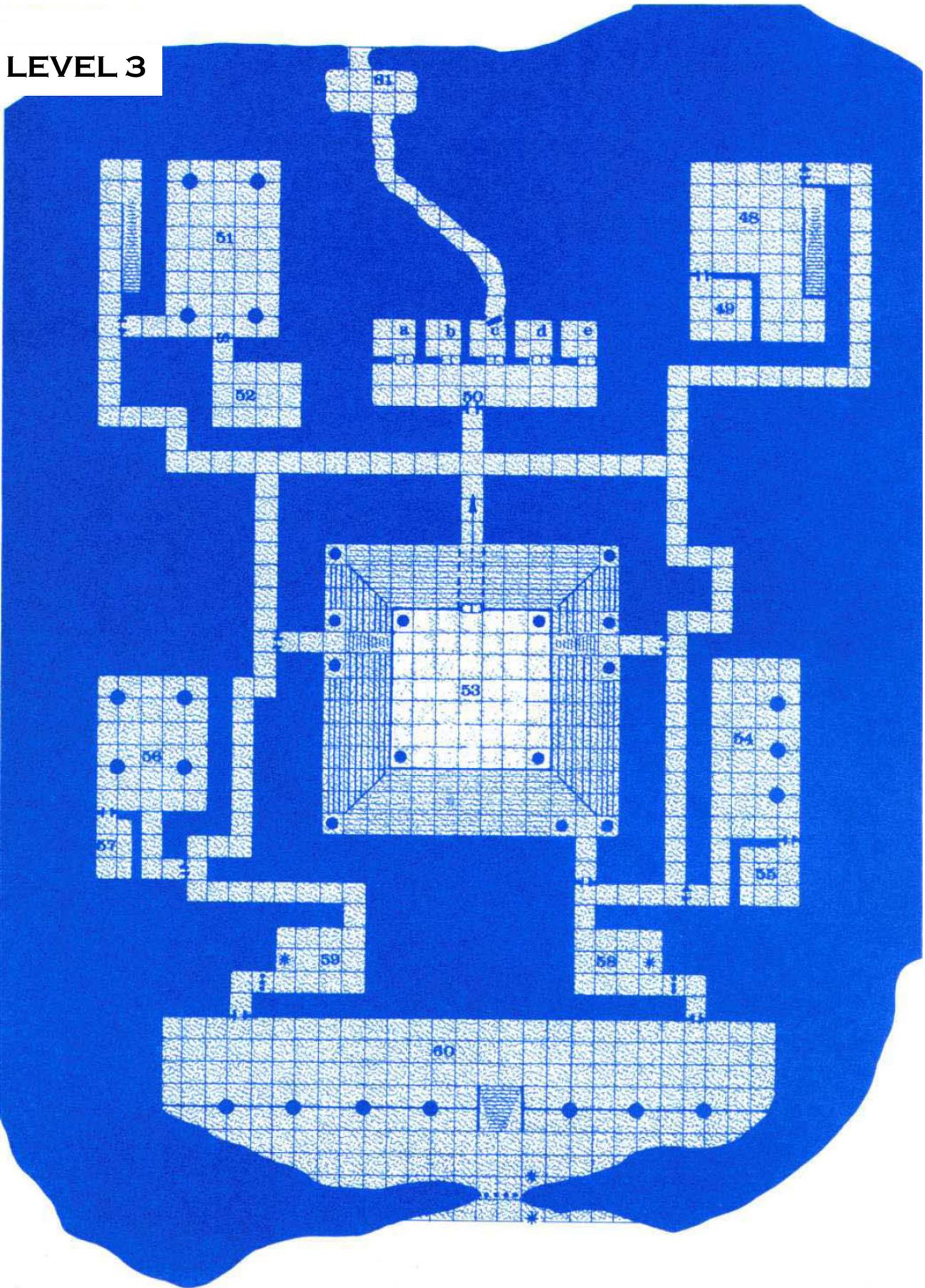




# LEVEL 2

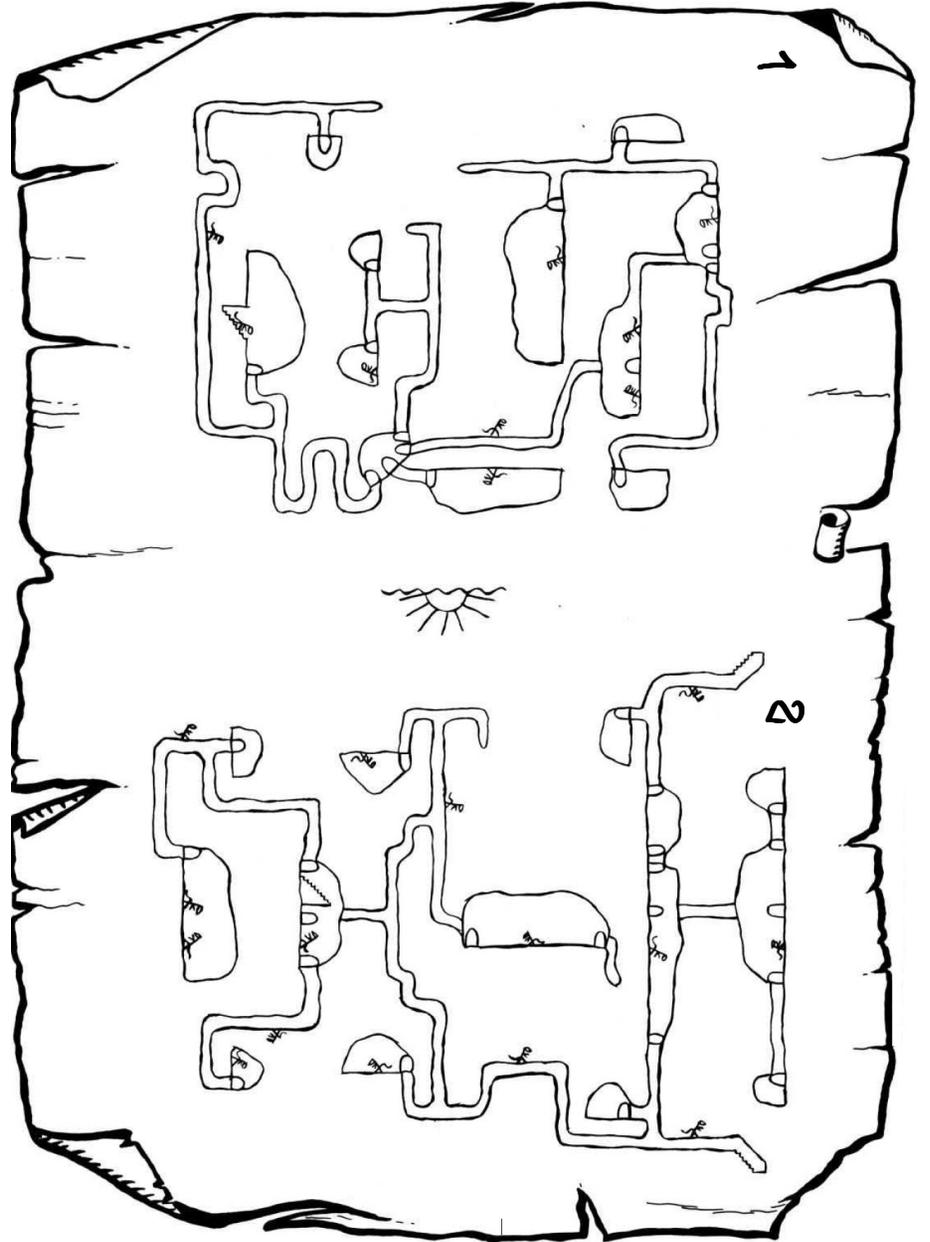
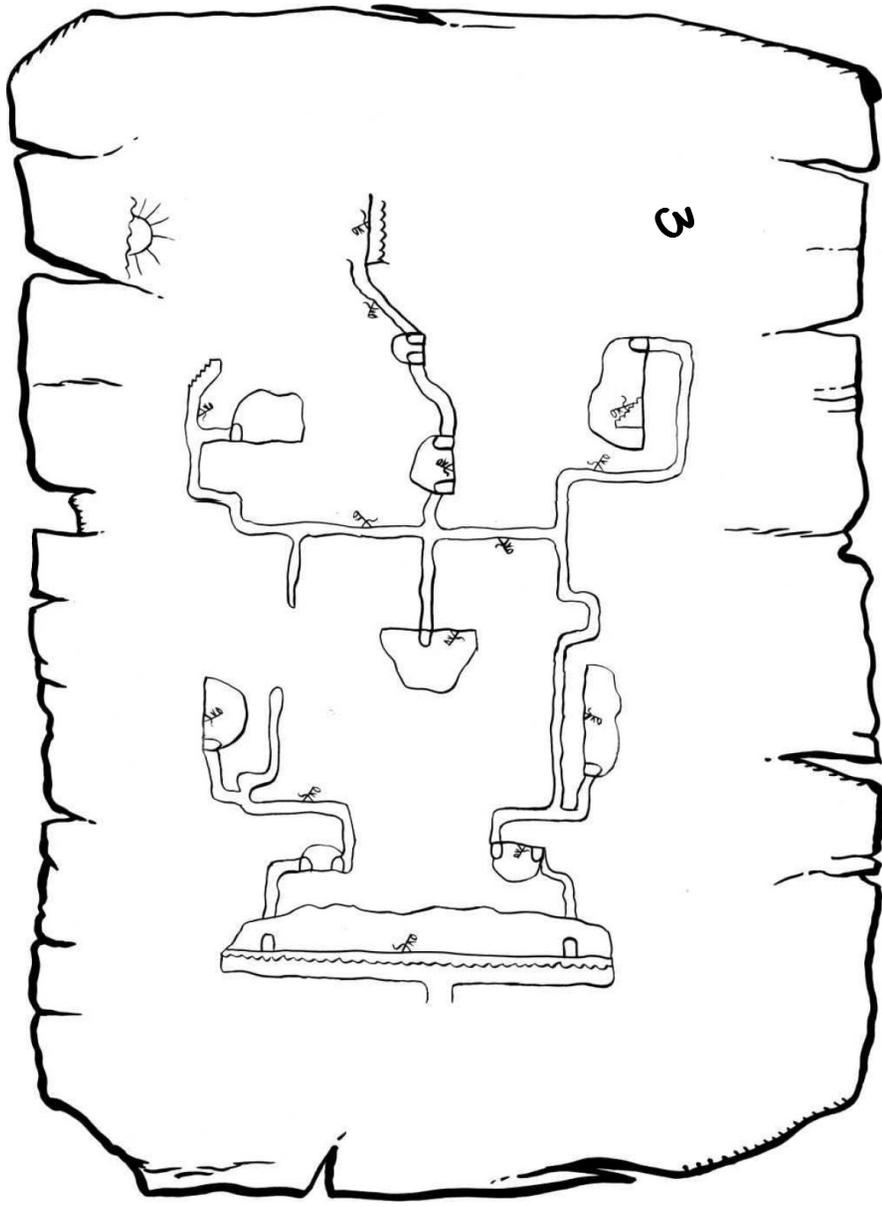


LEVEL 3



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HANDOUT ONE



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## HANDOUT TWO

As you touch the surface of the altar the cold of the stone seems to seep through your whole body in an instant. Around you the world seems to slow, coming to a halt as you are caught between instants. The black surface of the stone altar shifts under your gaze and you can see deeper and deeper into it, as if it is a window into the deepest reaches of space. Onward you move through the stars, as if you have fallen into the altar bodily and are sailing through the icy emptiness of space.

Around your body you begin to notice that you are not alone. Strange, fungal shapes made of rhizome growths and foul, mildewy strands mixed with jagged bone and tentacles that you see writhe, as if they are slowly materializing and moving closer. Their awful presence chills your bones, sending waves of nausea and fear through you. You can sense their intent, a lover's embrace with their hideous corruption pressed on your helpless, pale naked flesh forever sliding and binding against you.

Ahead of you, you begin to hear a thin piping that reaches through your soul, causing tremors of revulsion and hideous desire, as if your worst nightmares are yet somehow fondest fantasies at the same time. You are drawing ever nearer, nearer the source of this piping and know that whatever it is is far worse than the fungal things that draw closer yet.

You try to look away, to cry out to your friends, but cannot move as the icy tendrils of madness begin to claw at your mind, at your soul and you scream silently in despair at being utterly lost.

Then the instant ends, you fall backward to the floor of the altar.

Somehow, you feel that while it was all but a dream, those fungal creatures are real. And now they know you and where you are...

## HANDOUT THREE

### OBJECTIVES:

1. Determine the strength of the Deep One force, including what leadership and allies they have.
2. Locate important areas within the fortress such as where the barracks are, where notable personalities live, and any special locations such as treasuries, armories and so on.
3. Discover any significant defensive measures such as traps, areas readied for defense, fortifications, patrols, and so on.
4. Discover how advanced the Deep One preparations are, how soon they might launch an attack, and what their plans are.