

GHOUL ISLAND

Act 3: Clean Up Crew

SANDY PETERSEN'S
CTHULHU MYTHOS





PETERSEN GAMES

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THE CITY OF FARZEEN

The Jungle

The Slopes of Kaza



- | | |
|--------------------------------|---------------------------|
| 1) Statue of the Light Goddess | 12) Market Square |
| 2) The Stockade | 13) Magistrate's Manor |
| 3) Kava's Respite | 14) Captain Lothar's Home |
| 4) The Port of Call | 15) Momao's Home |
| 5) The Laughing Hammer | 16) The Scerri Household |
| 6) The Albatross | 17) The Cemetary |
| 7) Obed's Shipwright | 18) Main Gate |
| 8) Beatrice's Smithing Shop | 19) Shrines to Ghat |
| 9) Fuengalo's Tannery | 20) Farmland |
| 10) Peren's Pawn Shop | 21) Lighthouse |
| 11) Farzeen General Store | 22) Lumber Mill |



ACT 3: CLEAN UP CREW

A Cthulhu Mythos adventure for 4–5 characters of 8th–10th level

ADVENTURE SYNOPSIS

In the aftermath of the Battle for Farzeen, the PCs realize that the time has come to press their advantage. By following the retreating forces of the ghouls and cultists, they come upon a citadel in what was an open square just days ago. The citadel, the product of the cultists' fevered offerings, is an unwelcome surprise to the PCs. The fortress-like structure is both heavily guarded and nigh impregnable. Beating a hasty retreat, the PCs return to the subterranean tunnels for an alternative route of ingress only to find that the necrophages that plagued their earlier efforts have given way to a new ally of the cultists: the deep ones. Three custodians of the deep remain behind to guard the subterranean entrance to the citadel, each more powerful than the last. After defeating the final antediluvian protector, the PCs find a way into the citadel.


The lower levels of the fortification feature dangers, traps, and inhabitants the likes of which the PCs have never seen. The quarters on the bottommost floor are curiously empty, as if the cultists have been called away for some other purpose. The PCs soon learn the reason; they discover a room of acrid fumes, an acidic basin, and the statue of the Goddess of Light poised for annihilation. The statue's rescue from imminent destruction results in both the excoriating death of the cultists and, unexpectedly, the structural deterioration of the sub-basement.

Rushing to the safety of the upper floors, the PCs find a wealth of knowledge, a trapped being of malevolent intent, and an icon to Ghatanothoa's progenitor, the great Cthulhu. With each revelation, the sense of dread grows, and the PCs begin to fear that they have underestimated the power of the Cult. Their worst fears are confirmed when they encounter the seat of Ghatanothoa's power—its Elder Influence—and the Great Old One's minions overwhelm the champions of Farzeen.

The PCs taste bitter defeat for the first time in their quest, and face the prospect of undying torment as preserved victuals for the necrophages of Farzeen. Alwigi, confident in his victory, uses the PCs as a captive audience to gloat over his masterful planning and imminent success. An odd creature (a rat-like thing the size of a cat with a tentacled proboscis) appears unbidden to the mummified PCs, fulfills a contract to break their curse, and promptly disappears. Freed, the PCs can now make their own way out of the citadel, statue of the Goddess of Light in tow.

The deep ones' involvement in the machinations of the Cult is confirmed beyond any shadow of a doubt, and the depravity of the ghouls is laid bare for the PCs as they explore the citadel searching for an escape. They escape to the relative safety of the jungle and return to Farzeen to be reunited with the islanders. They have much to discuss with the leaders of the city before they can return to the Albatross for a much overdue rest.





There was not any pounding now, but only the unearthly roaring and hissing of waters tumbling into the rift. The smoke of that rift had changed to steam, and almost hid the world as it grew denser and denser. It seared my face and hands, and when I looked to see how it affected my companions I found they had all disappeared. Then very suddenly it ended, and I knew no more till I awaked upon a bed of convalescence. As the cloud of steam from the Plutonic gulf finally concealed the entire surface from my sight, all the firmament shrieked at a sudden agony of mad reverberations which shook the trembling aether. In one delicious flash and burst it happened; one blinding, deafening holocaust of fire, smoke, and thunder that dissolved the wan moon as it sped outward to the void.

And when the smoke cleared away, and I sought to look upon the earth, I beheld against the background of cold, humorous stars only the dying sun and the pale mournful planets searching for their sister.

— H. P. Lovecraft



ACT 3.1: THE CITADEL

A Cthulhu Mythos adventure for 4–5 8th-level characters

EPISODE SYNOPSIS

The Battle for Farzeen has been won! The PCs did what heroes do: they fought valiantly against overwhelming odds, inspired the folk of Farzeen to lay waste to the invaders, and laid to rest the vile ghoul, Upton. In a matter of minutes, the carnage ended, the sounds of battle replaced with the wheezing of exhausted warriors, cries of the injured, and tears of survivors. The PCs have a mission, and they are the only ones remaining to do it; Lothar and the leaders of Farzeen must stay behind to tend the wounded and catch their breath.

Time is of the essence, and the PCs can pause just long enough to ensure the safety of their compatriots before pressing onward. They track the ghouls to a newly-constructed military structure, guarded by all manner of ghouls, insectoid mounts, and the appendages of Ghatanothoa itself: the iniquitous rootlings. At the prompting of an unexpected vision, the PCs search for another, subtler means of ingress into the Citadel. Through luck, magic, skill, and dogged persistence, the PCs return once more to the tunnels beneath Farzeen in search of an entrance to the heavily-defended stronghold.

The deep ones have infiltrated and claimed the subterranean passages for their own, and the PCs must battle their

PACING AND SURVIVAL

Act 3 is the beginning of the end for the city of Farzeen. The Cult of Ghatanothoa is deeply entrenched within their society, and while the citizens of Farzeen have been able to take back their homes and portions of the city, their struggles have only just started.

The cultists are not concerned with a mere land grab. Their endgame is nothing less than the resurrection of Ghatanothoa from its incarceration within the bowels of the island. With the statue of the Goddess of Light in their possession, they have control of the PCs' last, best hope for stopping the Great Old One. The Cult's strength grows with each moment as its Elder Influence expands, bringing Ghatanothoa closer to the world.

The PCs should be aware that they are racing against the clock, and that their only hope to prevent Ghatanothoa's ascension is to stop it before the Cult's machinations progress too far. The time constraints aid in building the tension within the story, and add an extra layer of challenge and resource management. The repercussions of a short rest are minimal, but if the PCs insist on taking a long rest, they risk the Cult and its minions overrunning the island while the Great One emerges from Kaza while they lick their wounds.



way through a triumvirate of deep one guardians. The first is a squad of warriors, easily avoided by those unafraid to squeeze into a dank, dark, and dingy tunnel. The second, a bishop of great power called Yregnal, lies in wait for the PCs. She uses their caution against them, preparing herself with powerful magics prior to unleashing her righteous fury on them. Finally, they face an antediluvian creature born under the waves millennia past and grown to colossal proportions. Foes vanquished, the weary and wary PCs find a door leading to a natural tunnel, at the top of which is a grate. The grate is just large enough to admit them to the lowermost level of the Citadel.

SCENE I. CATCHING OUR BREATH

The forces of Farzeen have triumphed over the cultists and their allies, at least for now. Amidst the chaotic celebrations, Lothar finds the PCs. Read or paraphrase the following.

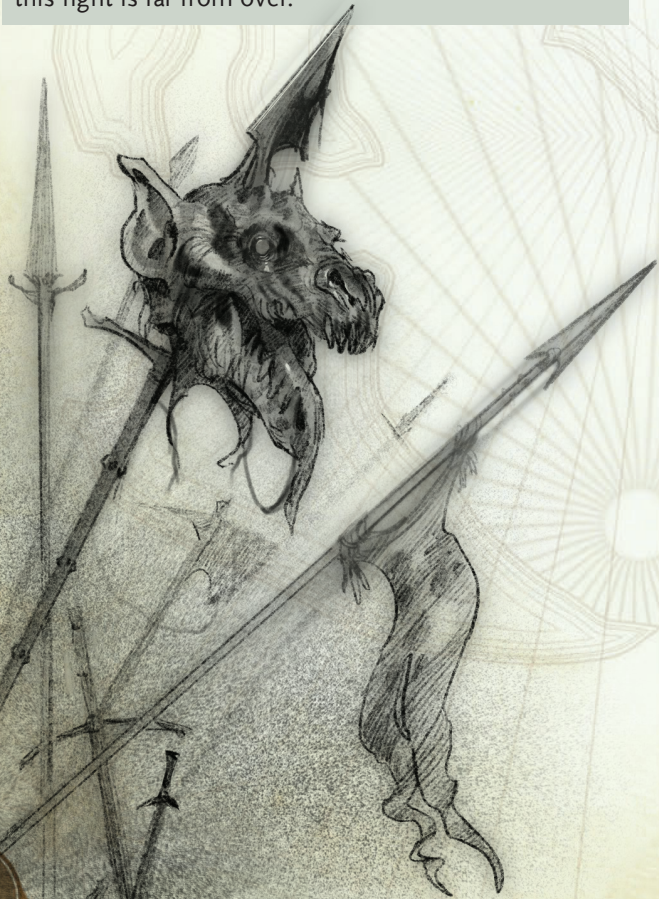
As the last of the cultists and ghouls flee inward toward Kaza, you have a moment to take in your surroundings. The carnage is staggering. Your allies' forces are severely depleted and to a person look significantly battered. You catch sight of newly-made friends among the casualties and fatalities.

A grim-faced Lothar approaches. "We've suffered greatly for the victory." A hitch in his voice and the set of his jaw underscore the anguish and pain he's feeling, as clearly as if he'd cried these words to the heavens. "The traitors and corpse-eaters have left, but this fight is far from over."

The aftermath of the epic battle has left the PCs depleted and with several choices on how best to proceed. The islanders, for their part, are in no state to press their hard-fought victory.

DEVELOPMENT. The end of the Battle of Farzeen marks the completion of the first step toward taking back Farzeen, defeating the Cult of Ghatanothoa, and sending the Great Old One back to its earthly prison. The players should determine where their efforts should be focused. Consult the following should they choose any of the below activities:

- ◇ **AID THE WOUNDED.** Any aid offered to the wounded, either through spells or skills, is graciously accepted. PCs who follow this course work tirelessly to save as many of the refugees as they can from death. After hours of work, they have saved countless lives. For their efforts, it is recommended you reward such PCs with inspiration.
- ◇ **INTERROGATE THE WOUNDED.** There are ample opportunities to interrogate captured ghouls and cultists of Ghatanothoa. A successful opposed Intimidate or Persuasion skill check reveals the following:
 - ◇ The cultists of Ghatanothoa know useful information but cover it up with wild shouts of faith and insane devotion:
 - » "Great Ghatanothoa has heard our prayers, and the servitors have come to aid our cause! All will fall before their enfeebling gaze!" Ghatanothoa's rootlings, sensing their master's imminent return, have appeared in the tunnels of Farzeen in droves.
 - » "Our undersea allies have sent the mind-witch and with her, their children!"
 - After revealing the above clue, the cultists can verify that Censa is the "mind-witch" aiding them. They know little of her, as she is a recent convert to the cause, other than the ease with which she controls the actions of others.
 - » If asked about the Goddess of Light, the cultist's face darkens and reddens as they spew forth a string of vitriolic zealotry about the "false goddess," whose very concept is anathema to Ghatanothoa.
 - » "Before I was chosen by Lunzjata, I followed that pale imitator deity, Ghat." Most of the common priests of Ghat are largely pawns and catspaws of Ghatanothoa, although there are some cultists amongst their numbers.
 - If asked who Lunzjata is, the cultist stops speaking immediately and refuses to answer any further questions. Other islanders, however, quickly and easily identify Lunzjata as the head of the priests of Ghat.
 - ◇ Ghouls are less fanatical than the cultists but can offer less information:
 - » As soon as the ghoulish forces began to migrate from the tunnels beneath Farzeen, the deep ones and their ilk moved in. Before, they always left the ghouls and the tunnels alone. Clearly, something has changed.





» If asked directly, there is a 1 in 6 chance that an interrogated ghoul knows of a tunnel system that leads to the bowels of the Citadel.

◇ **PURSUE THE RETREATING FORCES.** A gravely injured Momao catches your eye. “Get them. Get every last one of them! They must pay for what they’ve done!” Continue to Scene 2.

◇ **REST AND RECOVER.** The PCs’ tactical decisions may have taken a significant toll on their resources and ability to continue the battle against the Cult and its ghoulish allies. The demand fully occupies the priests of Light and Obed’s own magic. The PCs must rely on their inherent abilities to recover. If the PCs rest here, skip **Scene 2. Caught in the open!** During a rest, the PCs have a waking vision, see *Interlude: Visions from Beyond*.

» **TAKING A SHORT REST.** The ghouls and cultists have sufficient time to retreat to the safety of the Citadel, call in reinforcements, and make preparations for the next attack.

» **LONG REST.** The Cult of Ghatanothoa has begun the cascade of events that they believe will call forth the Great Old One from its imprisonment. The players should be aware that eons-old machinations will unfurl whether they are present to witness them or not.

TREASURE. At the GM’s discretion, the PCs may find up to one *potion of greater healing* per PC by searching the corpses of the fallen ghouls and cultists. If the PCs take the time to loot all of the bodies, they find a total of 2d100 gp.

SCENE 2. CAUGHT IN THE OPEN!

The forces of Ghatanothoa guarding the gate retreat toward the safety of the Citadel, but if the PCs act quickly, they might catch up before the cultists can reach it. Alternatively, if the PCs had other priorities after the Battle for Farzeen, they encounter a jungle patrol that is returning to the citadel.

DEVELOPMENT. PCs that pursue the fleeing forces of Ghatanothoa should utilize the chase rules (see Act 1.2). The complications for this chase are listed below:

COMPLICATIONS. The streets of Farzeen offer several complicating factors to keep the PCs on their toes. For each round of the chase, roll on the following table to determine what complication confronts the participants.

CREATURES. A large group of five ghouls (*SPCM 325*), three **cult fanatics**, and two priests of Ghatanothoa (page 41) are heading for the Citadel. If attacked, the creatures will stop and retaliate. If captured alive, they can offer the same information as their compatriots in Scene 1.

TREASURE. One of the priests has a *spell scroll* with the following spells: *greater restoration*, *remove curse*, and *bane*. Each creature has 1d6 x 2 gp.

1d12	Complication	Type
1	Body	Corpses from the earlier battle bar your way. The bodies count as 10 feet of difficult terrain. Participants succeeding on a DC 15 Dexterity (Acrobatics) check can avoid the obstacles.
2	Rubble	Upturned cobblestones and the rubble of demolished buildings lie strewn across the street. The rubble counts as 15 feet of difficult terrain, and participants taking a Dash action this round must succeed on a DC 12 Dexterity (Acrobatics) check or fall prone at the beginning of their movement.
3	Sink Hole	Your path leads to a sink hole. Make a DC 10 Dexterity saving throw to navigate the opening. On a failed save, you fall 1d6 x 5 feet, taking 1d6 bludgeoning damage per 10 feet fallen, and land prone.
4	An Enemy	A waiting ghoul (<i>SPCM 325</i>) attacks the first non-ghoul it sees.
5	Mini-quake	Kaza quakes, and the ground shifts beneath your feet. All participants must make a DC 10 Dexterity saving throw. On a failed save, they start their turn prone.
6	Javelin	The chase takes you past a corpse pierced by 1d3 javelins. The corpse does not present an obstacle, but the javelins can be retrieved for free or thrown as an attack.
7	Choice	The quarry can choose to move in one of two directions. Roll twice on this table. The quarry chooses which result to take.
8-12	No Complication	

INTERLUDE. VISIONS FROM BEYOND

During a short or long rest, the PCs experience a shared dream (or a waking vision, if they do not sleep) of the happenings at the heart of the Cult of Ghatanothoa. In this vision, they see Magistrate Alwigi, Captain Censa, and two unfamiliar figures embroiled in a heated discussion.

Images form in your mind’s eye of Alwigi and Censa arguing with a human woman you’ve not seen before and a gnarled ghoul of antediluvian age. Their countenances shimmer and distort as if by the rising currents of great heat off the Cabal desert sands. Snippets of garbled conversations reach your ears.

“...ready very soon...”

“...stopped before... You brought them, you deal...”

“Seal... tunnels!”

With the final remarks, Censa pointedly leaves the tetrad, disappearing into the shadows. Astonishingly, the ghoul turns her head and locks eyes with you. Her gnarled face twists in a kind of smirk and she gestures as though casting a quick spell. The vision abruptly ends.

The unidentified women in the vision are Lunzjata, the high-priestess of Ghat, and Zyd, a grave sage (*SPCM 327*) of great power. Lunzjata is well-known to the inhabitants of the island, and identifying her from the vision should not prove difficult. What is unknown, outside of the Cabal, is that Lunzjata is, in fact, an eremite (*SPCM 309*).

Only the ghouls of the island know Zyd, and they view her with equal parts reverence and fear. Attempts to unearth her true identity by interrogating a ghoul are made with disadvantage.

DEVELOPMENT. The PCs should be able to ascertain that they have some time—a few days at most—to prepare themselves and find a means to infiltrate the Citadel. They should also realize by this time that an assault from the surface is suicidal. Even a cursory inspection of the defenses gives that unmistakable impression.

Prior to revisiting subterranean Farzeen, the PCs have the opportunity to take a short rest and/or explore the town. After the battle, the citizens are making their way back to

their homes and businesses only to find them in a state of chaos, assaulted by marauding ghouls. If the PCs do not seek out the counsel of Lothar, the leaders of Farzeen search them out.

At some point soon after the vision, Domniku approaches the party to thank them for their assistance, offer aid in the form of healing spells, and explain that the PCs must take the battle to the cultists on their own. Read or paraphrase the following:

“The folk of Farzeen will come to your side when we are able, but for now we must recover from the trials endured while you forge ahead. Kristofru Theuma believes his grimoire contains the key to defeating Ghatanothoa. We will study it and send word when more is known.”

THE CITADEL

Tracking the cultists and ghouls back to the citadel poses no difficulty, and the PCs may end up there immediately after retreating from attackers or even in the midst of battle.

The Citadel itself has only recently appeared, as though it burst from the ground fully formed in the middle of Farzeen. Despite its crude and rushed construction, the Citadel is the most secure structure in Farzeen. The combined power of the cultists, ghouls, and their deep one allies made quick work of their task. There are no allowances to aesthetics, convenience, or its surroundings.





Its purpose, for which it is perfectly suited, is to protect Ghatanothoa's disciples and hide their unspeakable acts.

ATTACKING THE CITADEL

It should be readily apparent to the players that attacking the citadel head-on may not be the best tactical option they have. If the PCs insist on breaking into the Citadel via the front door, it should be very difficult for them, if not impossible.

If the PCs are defeated near or inside the Citadel, the forces of Ghatanothoa gather the bodies, stabilize them, and bring them to their leaders, where they subject them to the mummification process of Ghatanothoa. The session ends with a fade to black and the knowledge that they are at the mercy of the cultists. Begin again with Act 3.3.

THE CURTAIN WALL

You are struck momentarily by the awe-inspiring sight of a military structure that just days ago was not present. Thick, rough-constructed stone walls, battlements with jagged crenellations, and crudely hewn parapets stand in stark contrast to the surrounding architecture.

Each of the four exterior walls of the Citadel stretch 200 feet around and rise 30 feet high, with a protective battlement at the corners. The walls are an amalgam of earth, rocks, bones, and other less identifiable components.

DEVELOPMENT. If the PCs approach the Citadel cautiously and stealthily, they see ghouls mounted on beetles the size of draft horses patrolling the exterior of the structure. A successful DC 12 Wisdom (Perception) check reveals that ghouls and cultists guard the battlements as well.

The wall itself is nearly 10 feet thick, making it too massive for spells such as *stone shape*, and the wall is such that any creature standing atop it has three-quarters cover while attacking and full cover immediately if they duck behind a crenellation (requiring only 5 feet of movement from a firing position).

CREATURES. Each 100-foot section of the wall is manned by four **ghoul scouts** and four **cult fanatics**. They use the cover to their advantage as outlined above.

MOUNTED GHOUL PATROL

The unmistakable clicks and clacks of elephantine mandibles reach your ears as your mind tries to make sense of what your eyes are seeing. An onyx beetle, the size of draft horse, carries a rider. The creature's undulating, insectile stride, is disconcertingly swift.

The abomination's ghoulish passenger scans their surroundings with the apathetic mannerisms of one relegated to superfluous billet.

The ghouls patrolling the Citadel believe their position unassailable, and that no one would be foolish enough

to attack them. Because of their lax attention, they have disadvantage on skill checks to notice hidden creatures.

CREATURES. There are four ravager ghouls (page 42) mounted on devil's coach beetles (page 37) patrolling the exterior the Citadel. The walls are manned as outlined in the previous section. If the ghouls on the exterior patrol are overrun, reinforcements will not appear from within the Citadel.

TREASURE. One of the ravager ghouls has adamantite weapons. The ghouls each have 1d10 sp.

THE PORTAL

The single, sealed-shut entrance of blackest obsidian has no apparent mechanism to open it. The walls are veritably covered in petroglyphs of crashing waves, unsettling eyes that seem to follow you, tentacular appendages, and whirling images that swirl as you try to examine them.

PCs immediately recognize the symbols and engravings as those they encountered in the underground temple of Ghatanothoa (see Act 1.4). The faintest twinges of Ghatanothoa's influence emanate from the wicklamite doors. All characters within 10 feet of the door must make a DC 12 Wisdom saving throw or gain one level of dread for the next hour.

DEVELOPMENT. The doorway to the interior is massive, heavy, and barred from within. When unlocked, opening the stone requires a 20 Strength, or two PCs with a positive Strength modifier working together, to open. The door is magically sealed by *arcane lock* (cast at 8th level) and can only be opened via a *dispel magic* or *knock* (also cast at 8th level).

The door has AC 19, 99 HP, immunity to psychic and poison damage, resistance to piercing damage, and a damage threshold of 12. The defenders on the wall will use cover to their maximum benefit, and those within will not open the door under any circumstance.

CREATURES. The walls are manned as outlined in the previous section.

THE BAILEY

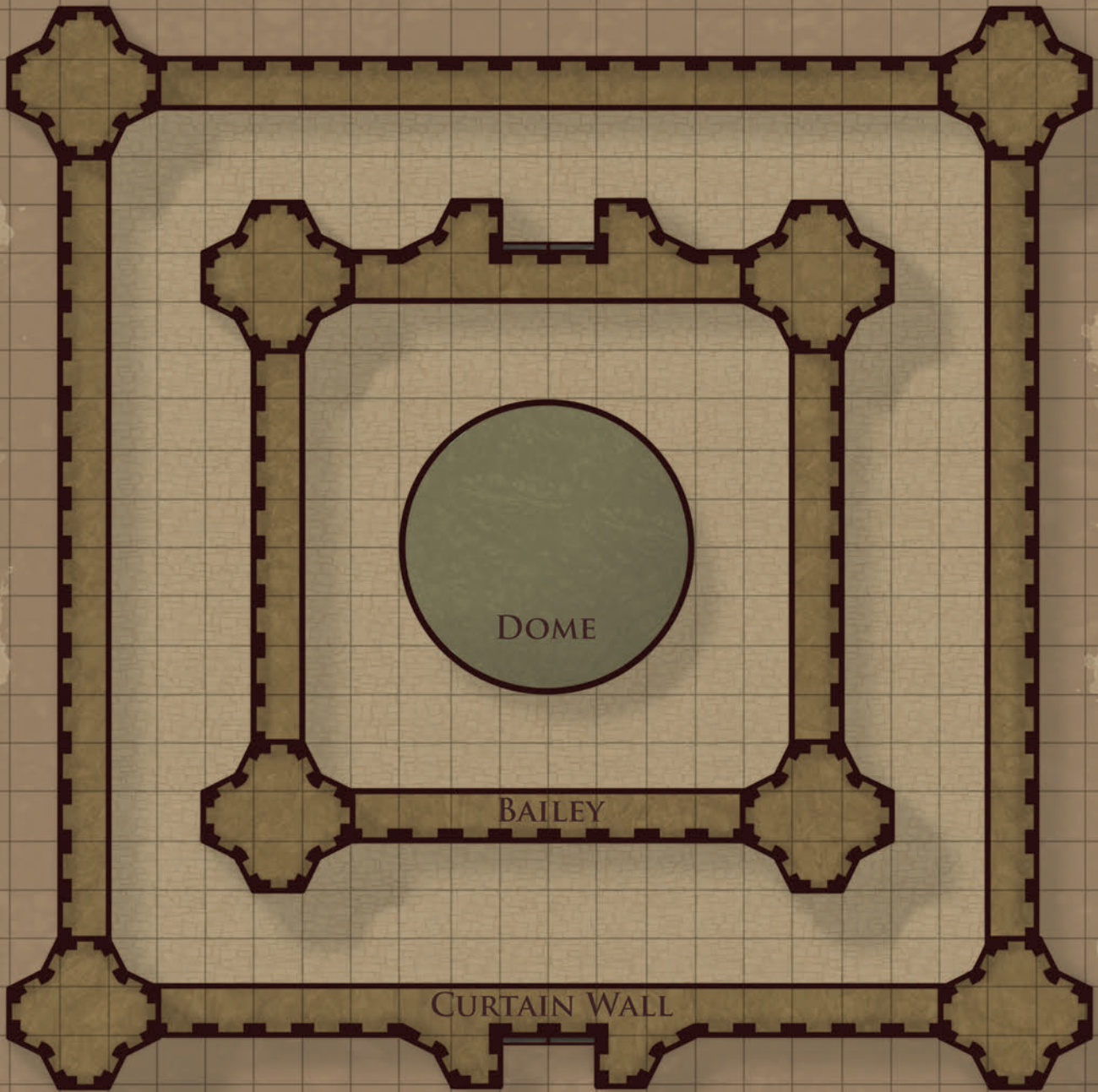
If the PCs are able to navigate past the initial barrier, they see a no man's land just beyond and another smaller barricade on the other side.

There is a thirty-foot expanse of bare street surrounding a wall that, other than its length, is identical to the one that you have just navigated. As with the larger wall, this barricade is manned by archers and cultists. Their eyes lock with yours as they unleash their held attacks.

The interior barricade is roughly half as long and only 15 feet high. The battlements, cover-providing balustrades, and sentinels are still present.

CREATURES. Each section of the walls is manned with two **ghoul scouts** and two **cult fanatics**. They use the cover to their advantage as outlined above.

THE CITADEL



1 SQUARE = 10 FEET



Tunnels to the Citadel



1 SQUARE = 5 FEET



THE DOME

A dome of faintly glowing, putrescent green wklamite stands in the center of a courtyard. The eldritch symbols and petroglyphs enveloping the dome tremble and shudder as you try to make sense of them.

The formulae covering the half-circle may hide additional secrets, but without a closer inspection, you're unable to learn more.

PCs examining the dome learn the following. Skill checks attempted more than 10 feet away from the dome have disadvantage due to its erratic nature.

Intelligence (Investigation)

- ◇ **DC 15** – You perceive a faint seam along the western portion of the dome.
- ◇ **DC 18** – There is no locking mechanism of any sort.

Wisdom (Yog-Sothothery)

- ◇ **DC 10** – The symbols and iconography are related to the veneration of Ghatanothoa.
- ◇ **DC 15** – The dome is a conduit of the Great Old One's Elder Influence (*SPCM* 162).
- ◇ **DC 18** – Some of the images are from ancient Mu, a lost continent and the last known location of Ghatanothoa's imprisonment.

The oily residue of Ghatanothoa's influence impregnates the wklamite dome and its environs. All characters within 10 feet of it must make a DC 14 Wisdom saving throw or gain two levels of dread for the next hour.

DEVELOPMENT. Rootlings patrol the grounds of the Citadel, prepared to defend their master's cultists. When a PC attacks or interacts with the dome in any way, they issue forth from the ground. The dome itself has AC 21, 79 HP, immunity to psychic and poison damage, resistance to nonmagical bludgeoning, slashing, piercing damage, and a damage threshold of 12.

CREATURES. Three **rootlings** (*SPCM* 195) burrow up from the grounds of the bailey and immediately set upon the PCs, attempting to mummify them. The rootlings will not pursue retreating PCs, and if the PCs escape or take to the air, they immediately burrow out of sight.

Designer's Note. Regardless of the method chosen, the pacing of the session should ultimately decide when the PCs find their way to the tunnels. Make sure the PCs reach the tunnels with enough time to complete this chapter.

SCENE 4. TUNNELS TO THE CITADEL

This section of tubes has the following characteristics unless specifically stated otherwise.

CLIMATE. The air in the tunnels is damp, salty, and there is a slight breeze toward area **H**. There is a briny quality to the atmosphere from the nearby sea, and the tunnels are

FINDING THE TUNNEL

The exact location of the tunnel's entrance is left to the GM. The players should be encouraged to devise a plan that gives them the best opportunity to find the tunnel system that leads them where they need to go.

- **Canvassing.** PCs wandering the caverns, privies, and other entrances to the tunnels should, with enough time, eventually find their way to the correct tunnels. The path is sure to be fraught with dangers (see the tables in *SPCM* 414-416 for suggested random encounters). Groups choosing this method are likely to have 1d4 random encounters prior to progressing to Scene 4.
- **Interrogate a ghoul.** As mentioned in Scene 1, if asked, there is a 1 in 6 chance that a ghoul knows of a tunnel system that leads to an underground entrance to the Citadel.
- **Interrogate a cultist.** The cultists are not aware of any specific tunnels that lead to the Citadel. Even if they wanted to help, they can't.
- **Magic.** The players may find a creative use for the spells they have at their disposal that allows them to find the tunnels more efficiently. As always, the GM is encouraged to reward creativity, outside-the-box problem solving, and cooperative play.
- **Ask around.** The islanders of Farzeen know rumors and stories of caverns reaching far into the depths of the island, as well as the creatures said to inhabit them. If the PCs are able to provide additional details gathered by other means, such as that the cave is inhabited by deep ones and their ilk, they have a 1 in 8 chance of finding a native who can point them to the correct cave. A successful DC 15 Wisdom (Insight) check tells the PCs when/if the NPC's story rings true and if the cave they speak of is the one the PCs seek.
- **Research.** Kristofru Theuma's library at the Albatross is but one of many sources of information the PCs can use to find the tunnels. For every hour spent searching the houses, inns, bars, and other businesses, the PCs have a 1 in 4 chance of finding enough clues to find an entrance to the tunnels in Scene 4.

slightly warmer than the surface.

TUNNELS. The tunnel system has been created by lava tubes from Kaza. The tunnels are ovoid in shape and wide enough for a Medium creature to traverse. The surfaces of the tunnels are uniform, porous, and extremely rough due to the nature of their creation. The tunnels are between 7 and 10 feet high; the caverns are three to four times that size.

LIGHT. There are no natural light sources in the tunnels and characters using a light source to explore are easily identified regardless of their Stealth checks. It is not uncommon for the deep ones and other denizens of the tunnels to attack from the beyond the reach of torches, using the darkness to their benefit for surprise and stealth.



A. TUNNEL ENTRANCE

The long and winding tunnel leads you toward the Citadel and deep into the bowels of Farzeen. A warm, fetid, effluent wind reminds you not only of the nearby volcanic activity but the tunnels' frequent role as depository for refuse, offal, and waste.

The deep one guardians of the Citadel have not ventured this far from their posts and, while unpleasant, this section of tunnel is relatively safe.

B. THE SQUEEZE

The very thought of squeezing through the claustrophobia-inducing tunnels makes your palms sweat, heart race, and breath come in stuttering bursts.

DEVELOPMENT. The PCs may squeeze their way through these tunnels; if they do so, they avoid any encounters with the inhabitants of area C.

C. AMBUSH IN THE TUBES!

PCs using a light source are surprised as a squad of deep ones ambushes them from just beyond the reach of their torches.

You have no time to react as a trio of tridents soars from the void toward you. The vibratory chirrup of deep ones echo loudly enough to cover your sounds of disbelief from the sudden attack.

DEVELOPMENT. The deep ones wait in the darkness for PCs they know are coming. They have had sufficient time to camouflage themselves and take maximum advantage of the surroundings. PCs with darkvision detect the deep ones prior to the attack with a successful DC 15 Perception and avoid being surprised.

CREATURES. Three **deep one warriors** (page 36) ambush the party. They begin combat at range with thrown tridents prior to closing the distance to engage in melee.

D. DECISION TIME

Stepping from the tunnel into the "T" shaped intersection of a large cavern, the salty tang in the air intensifies. The faint sounds of dripping condensation echo from the eastern corridor.

The ancient, mangled remains of a three-armed gnorri warrior lie in the far western part of the cave.

DEVELOPMENT. If the PCs make excessive noise during their exploration of the caves, the inhabitant of area E comes to investigate the sounds.

TREASURE. The desiccated gnorri body crumbles at a touch, leaving only a handful of bones, 1d3 pearls (worth 15 gp each), and a stoppered, adamantine bottle containing an *abhoth slime* (SPCM 122).

E. PLACID POOL

Tendrils of steam reach from inky-black water into heavy, moisture-laden air that is difficult to breathe. The temperature grows with each step you take closer to the still pool dominating the grotto.

Yregnal, a deep one zealot, has taken up residence in the warm, salty waters of the basin. The creature is powerful and wary: unless exceptional care has been taken, the PCs will not catch him unawares.

DEVELOPMENT. If Yregnal suspects the PCs are in the tunnels, he prepares himself for confrontation by casting the following spells: *death ward*, *spiritual weapon*, and *bless*. If the battle is going poorly, he casts *semblance of the Key and the Gate* to summon Porphos Yogash from **Act 1.4, Scene 4**.

Porphos's reaction to being summoned depends heavily on her previous interactions with the PCs. If their interactions were hostile or if they had no interactions, she attacks immediately. If they parted on favorable terms, she may hold back long enough for the PCs to make her a better offer. She may abstain from battle, but under no circumstances will she directly attack Yregnal.

CREATURE. Yregnal, a deep one bishop (SPCM 297) resides in this pool, attacking all intruders. Porphos Yogash, a charnel whisperer (SPCM 326), may join the fray.

TREASURE. Yregnal possesses a perfectly formed peridot in the shape of a trapezohedron. The gem is 3 inches tall, 1.8541 inches wide, and flawless. If Porphos did not attack or otherwise aided the PCs, she insists on it as payment. If denied, she turns hostile and attacks. The gem has no innate magic but a mundane value of 2,000 gp. Due to its perfect geometries, it is priceless to someone who recognizes its eldritch potential.

F. RUBBLE STREWN CAVERN

Flakes, shards, and chips of rock cover every bit of the cavern floor. There are pieces as small as a finger and others as large as a human body.

The stone ceiling and walls of this cavern are particularly fragile and prone to flaking off in large sheets. The floor is treacherous and is treated as difficult terrain.

DEVELOPMENT. Spells that inflict thunder damage, inflict area of effect damage, or cause significant vibrations shake loose the shale-like stone above. All creatures in the cavern must make a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a success.

G. DAGON'S PLAYGROUND

The largest cavern you've come across yet spreads out before disappearing into the darkness beyond your sight. There is a thick salinity in the air suggesting a large body or bodies of sea water. All you can make out is a pool being swallowed by the gloom. By traversing a series of wall hugging pathways, you can avoid the water.

A DC 15 Wisdom (Perception) check reveals the following:

If not for the echoing properties of the cave, you may have missed it completely. A small sound, barely audible, of water swelling and lapping softly on the banks of the cave comes from the expansive pool to the west.

Each pool in the cavern is connected via underwater tubes and is occupied by the Citadel's final deep one guardian, Brother Ph'athgn. The guardian waits in the pools for intruders, attacking all indiscriminately. His reach is such that there is no safe passage through the cavern.

DEVELOPMENT. While submerged, Brother Ph'athgn has advantage on Dexterity (Stealth) checks to avoid detection due to his deep dweller trait. To travel underwater from one pool to an adjacent pool requires him to expend 40 feet of movement. Under no circumstances will he allow the PCs to reach the door to the Citadel, but he will not chase them out of this area.



CREATURE. As soon as the first target is within his reach, Brother Ph'athgn (page 33) will attack. Brother Ph'athgn is an intelligent, ancient predator of immense cunning and guile. While he prefers to devour foes with his bite attack, he will not hesitate to use his potent abilities as a caster to control his enemies and prevent their escape.

TREASURE. Within the maze of undersea tunnels between the pools is a **trident of fish command**. The trident can be found by a creature spending 10 minutes searching the tunnels and succeeding on a DC 12 Intelligence check.

H. TO THE CITADEL

The tunnel leads steeply upward to heavy, iron-banded door that has been affixed to the cavern wall. The sandy path leading to the door is curiously smooth and manicured, as if no one and nothing has ever come this way.

The door leads to a circular room 10 feet in diameter. The room is at the bottom of a naturally occurring chimney 50 feet high, at the top of which is a grate that leads to the Citadel. The walls have ample hand and footholds to climb (DC 12 Strength [Athletics]).

DEVELOPMENT. The door to this room is locked (DC 20 Dexterity [Thieves' Tools]) but not trapped in any way. It has AC 19, 36 HP, immunity to psychic and poison damage, resistance to piercing damage, and a damage threshold of 6.

I. UNDERSEA

The submerged tunnels eventually lead directly to the sea. There are no pockets of breathable air, and when the tunnel opens to the sea it does so at a tremendous depth. To travel from the tunnels to the sea requires that the traveler be able to cover several miles underwater.

CONCLUSION

Forged in conflict, honed in battle, and sharpened through countless trials, the PCs stand on the precipice of great things. At the bottom of the chimney, bleeding but stalwart, they stand ready to invade the Cult's seat of power and put an end to rebirth of Ghatanothoa. They know not what horrors they will face, only that the people of the island depend on their strength, courage, and tenacity. The Citadel awaits the heroes of Farzeen.

EXPERIENCE POINTS

At the end of this episode, all PCs gain sufficient experience to reach 9th level.



ACT 3.2: SYMBOLIC SACRIFICE

A Cthulhu Mythos adventure for 4–5 9th-level characters

EPISODE SYNOPSIS

Fresh off their victories over a triad of deadly deep one guardians, the PCs are poised to strike a final, decisive blow against the cultists of Ghatanothoa. They scale a natural chimney closed off by a grate and, once through, they find themselves in the lowermost level of the Citadel. The PCs quickly learn to expect danger at all turns and that the deadliest hazards may be natural ones. They contend with traps and the questing tendrils of a roper, then explore a series of empty rooms where cultists dwell. The rooms hold clues, treasures, and esoterica.

After navigating the southern wing of the Citadel's depths, they come upon a massive room of great significance. Curiously quiet, there are remnants of feasts, fiery orations, and an armoire that could be the key to a devious plan. In the southern corner of the chamber, they find a locked room, and within it the ghouls' most valued possessions. The northern corner holds a pulpit. A basin in the center wall catches the steaming, emerald-green volcanic acid.

The sounds of chanting and heavy lifting reach their ears, coming from a pair of massive, ornate doors that lead toward a central room. Beyond, PCs come face-to-face with their enemies, who are intent on melting down

the iconic glowing statue of the Goddess of Light in a vat of acid. The time for action is nigh!

Having resisted all other attempts to the destroy the icon, the cultists have devised a means to use Kaza's boiling acid to dissolve it in a destructive rite dedicated to Ghatanothoa. The PCs save the statue, but in doing so, they release the acid on the ill-prepared cultists. Cultists fall to the acid, dissolving in short order, and as the organic ooze seeps into the ground, it weakens the foundations and walls, triggering a partial collapse.

The route of egress blocked, the PCs carry forward, statue in tow, searching for an exit from the sub-basement. Among other cultists' quarters, they find the sanctum sanctorum of Lunzjata, which contains a wealth of knowledge and secrets. The properties of the statue of the Goddess of Light are referenced obliquely, but one thing is clear: the Cabal wants it destroyed at all costs! Finally, the PCs encounter a staircase, no worse for the collapse, and proceed upward.

With the first step onto the next level, the PCs feel the very air around them change into something cold and threatening. In their initial explorations, they come upon three rooms of dread purpose, one occupied by a nightmarish creature seeking to escape its bondage. Each room reveals tantalizing clues to the activities of the cultists, but none more so than a statue of ineffable Cthulhu!



There are powers beneath Farzeen far greater than the PCs, which they discover when they come face to face with the Elder Influence of Ghatanothoa. In a hopeless battle, the PCs are overrun and mummified by rootlings and the Influence's own unspeakable powers. The PCs are doomed to an eternal existence as the mummified proven-der of the necrophages of Farzeen, and their minds on the cusp of breaking, when a voice in the darkness calls out, giving them a sliver of hope.

SCENE I. THE SUB-BASEMENT OF GHATANTHOA'S CITADEL

This section of tubes has the following characteristics unless specifically stated otherwise.

CLIMATE. The air in the tunnels is noticeably drier than the other tunnels the PCs have explored. The volatile acid from area **H** has evanesced, tainting the air and giving it a sharp, odorous tang that makes deep breaths almost painful. The smell of rotten eggs permeates every permeable surface.

PASSAGEWAYS. The passages, rooms, and spaces of the sub-basement have been cut from the existing tunnel system. The ceilings rise 7 to 10 feet high and the floors are even.

LIGHT. To accommodate the human cultists, torches, braziers, and other sources of light provide the equivalent of dim light to all areas.

A. THE GRATE

Crawling from the grate brings back fresh memories of surfacing from the innards of Farzeen into the cells of the Stockade. Unlike those instances, there are no bars, polymorphed abominations, or ghoulish fiends waiting for your arrival.

Instead, you see a long hallway of worked stone leading into the distance. The sickly flames of crackling torches provide enough illumination for you to see to its terminus. You identify three doors, all on the same side, spaced evenly down the length of the corridor.

To your immediate right, a short hall leads to a set of stairs that descend into a large pool of water.

Virtually all the inhabitants of this level of the Citadel are participating in the ritual destruction of the statue of the Goddess of Light (see area **H**).

PACING

The GM is encouraged to foreshadow the destruction of the statue of the Goddess of Light throughout the party's exploration of the sub-basement. There are many devices that may be utilized to achieve this goal, the simplest of which is to include snippets of chanting in room descriptions. Additionally, Wisdom (Perception) rolls intended for other purposes may include the aforementioned chanting. Thematic foreshadowing can be effective too: the lighting might literally dim the longer it takes the PCs to find the ritual chamber, or lanterns might go out or torches gutter without seeming cause. If the PCs are lackadaisical in the meandering explorations of the citadel, the statue may already be in the acid when they barge into area **H**.

B. AN OASIS

Tendrils of steam rise from the blue-green surface of the underground pond that fills this room in its entirety. A series of steps lead into it.

The still, glasslike waters are marred only by a small, rocky outpost in its center, its surface craggy and unremarkable.

Ghouls, cultists, and other occupants of the Citadel strictly avoid the underground oasis, for a horrid monstrosity makes its home on the island, patiently awaiting prey. The ghouls, in an effort to appease the creature, have degraded the steps sufficiently that they will crumble at the lightest step, pitching the unwary into its grasp.

DEVELOPMENT. The steps to the pond are cunningly disguised to appear as normal stone. Characters who succeed on a DC 18 Wisdom (Perception) check detect an unusual concavity to the steps and also notice the boulder affixed above. A successful DC 18 Dexterity (Thieves' Tools) check disarms the boulder trap. There is no way to make the steps safe.

The steps immediately collapse when any Medium or larger creature steps on them, causing them to fall into the water; the victim must succeed on a DC 15 Dexterity saving throw to avoid stumbling into the pool. Additionally, unless the trap has been disarmed, the boulder swings down, knocking all characters still standing in the hallway into the pool, taking 1d6 bludgeoning damage from the impact. A successful DC 13 Dexterity allows a creature to avoid the rock.

The acidic liquid in the pool is boiling hot. Crea-





tures that enter the liquid take 1d6 fire damage and 1d6 acid damage for each round of exposure.

CREATURES. A **roper** makes its home on the island. Its tendrils are of sufficient length that it can reach any creature within area **B** and the nearby hallway. The roper has found that most creatures do not survive the trip through the pool, but it will happily attack creatures in the water or that scramble onto the island to escape the burning waters. It will never leave the island for any reason.

TREASURE. There is no treasure on the island, as most items do not survive the harsh environment of the pool for very long. PCs who search the depths of the pool find a **ring of evasion** with a successful DC 18 Intelligence (Investigation) check.

C. CULTIST QUARTERS

The quarters of the cultists are spartan and identical, containing bunk beds, a writing desk, and a small chest for each inhabitant.

DEVELOPMENT. Each of these rooms has a pair of locked (DC 12 Dexterity [Thieves' Tools]) chests that the inhabitants of the room use to store their valuables. The chests can be forced open with a successful DC 14 Strength check or smashed (AC 15, 17 HP).

TREASURE. The GM should roll or choose from the table below to determine the contents of a given chest. No magic item should appear in more than one chest.

d20	Contents
1	Wrapped in a bloody rag is a stained, rusty dagger, which resists all efforts to clean it or remove the rust. It functions as a vicious dagger .
2	A ledger containing page after page of rambling prose extolling the virtues of Ghat. The final half-dozen pages switch their focus to Ghatanothoa.
3	A small pouch containing 4d10 copper pieces that have been painted gold to hide their true value.
4	A ship's manifest dated four months previous. There is an extensive list of names, only one of which you recognize—Upton.
5	A pair of pearl earrings (worth 15 gp each).
6	A crude wicklomite carving of a many-tentacled creature with five legs, five arms, swept-back wings, and a bloated belly.
7	A floridly illustrated wind fan with stormy seascapes covering both sides lies at the bottom of the chest beneath a set of slickers.
8	A crumbling page from a Mythos tome of the GM's choice. The page is tantalizingly incomplete.
9	A <i>scroll of protection from evil and good</i> .
10	A two of clubs from a deck of illusions is mixed in with a deck of cards.
11	A set of whale bone dice (worth 10 gp) are in the pocket of a pair of worn trousers.
12–16	A spare set of cultist's robes.
17–20	The chest is empty

D. HALL OF FEASTS

Cushions, blankets, and other finery are arranged in three distinct circles, as if for a grand repast. Tapestries hang from the ceiling, giving a semblance of privacy to the gourmands. Knives, forks, spoons, and other serving utensils of burnished metal are deliberately arranged in each area around a central clearing. All that's missing are the guests, and the victuals to be set in the place of honor. A basin of brilliant, luminesce emerald liquid lies on the far western wall. The air above the basin shimmers, as if from a great heat.

If the PCs venture closer to examine the area, they see the following:

In the dim light, you hadn't initially noticed the state of the finery, which speaks of great age. The cloth is threadbare, mold growing in spots, and smells of wet decay. The cutlery begs for a thorough polish, and dried foodstuffs cling tenaciously to the tines of the forks and blades of the knives.

The PCs are witness to the remnants of a ghoulish banquet. An infrequent event, the necrophages typically reserve their most powerful and prized victuals for service prior to undertaking momentous decisions.

DEVELOPMENT. The liquid in the basin is a potent, super-heated acid, which flows from an orifice in the wall just above the level of the liquid, while a drain in the bottom prevents the basin from overflowing. The drain leads to the much larger acid pit in area **H**.

Any non-magical metal item submerged in the acid corrodes rapidly. For each round submerged, the item takes a permanent -1 to damage rolls or AC. Weapons are destroyed when they reach -5, and armor is destroyed when its AC is reduced to 10. Wooden or other organic weapons or armor disintegrate faster; they are destroyed after two cumulative rounds of exposure. Special metals like mithril or adamantite corrode at half the rate.

The lightest touch of the liquid inflicts 1d6 acid damage and full submersion inflicts 10d6 acid and 4d6 fire damage per round of exposure.

E. CORPUS REPOSITORY

Bodies stacked like cords of wood reach the ceiling. Row after row of cadavers are neatly arranged, labeled, and filed away for future consumption. The putrescent smell you've come to expect from the recently dead is absent, replaced by a musty odor reminiscent of an ancient text.

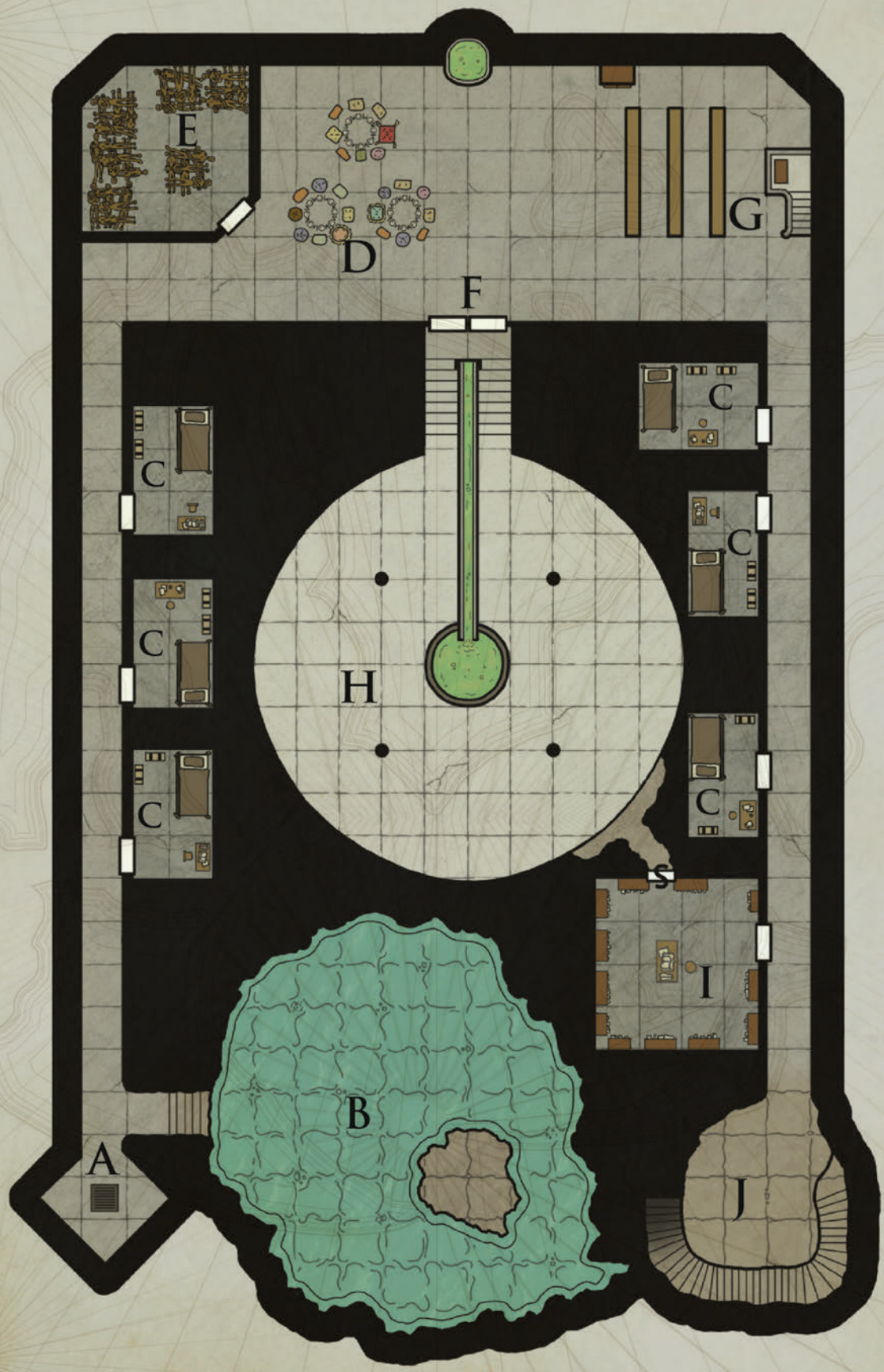
There are dozens, possibly hundreds of bodies in the storage room, each missing a portion of its flesh. Some of the bodies are little more than a collection of extremities connected by bones and ligaments.

This repository is reserved for storage of the most ancient, revered, and precious bodies, like a ghoulish wine cellar.

DEVELOPMENT. Under normal circumstances, the door is locked (DC 18 Dexterity [Thieves' Tools]) and closely

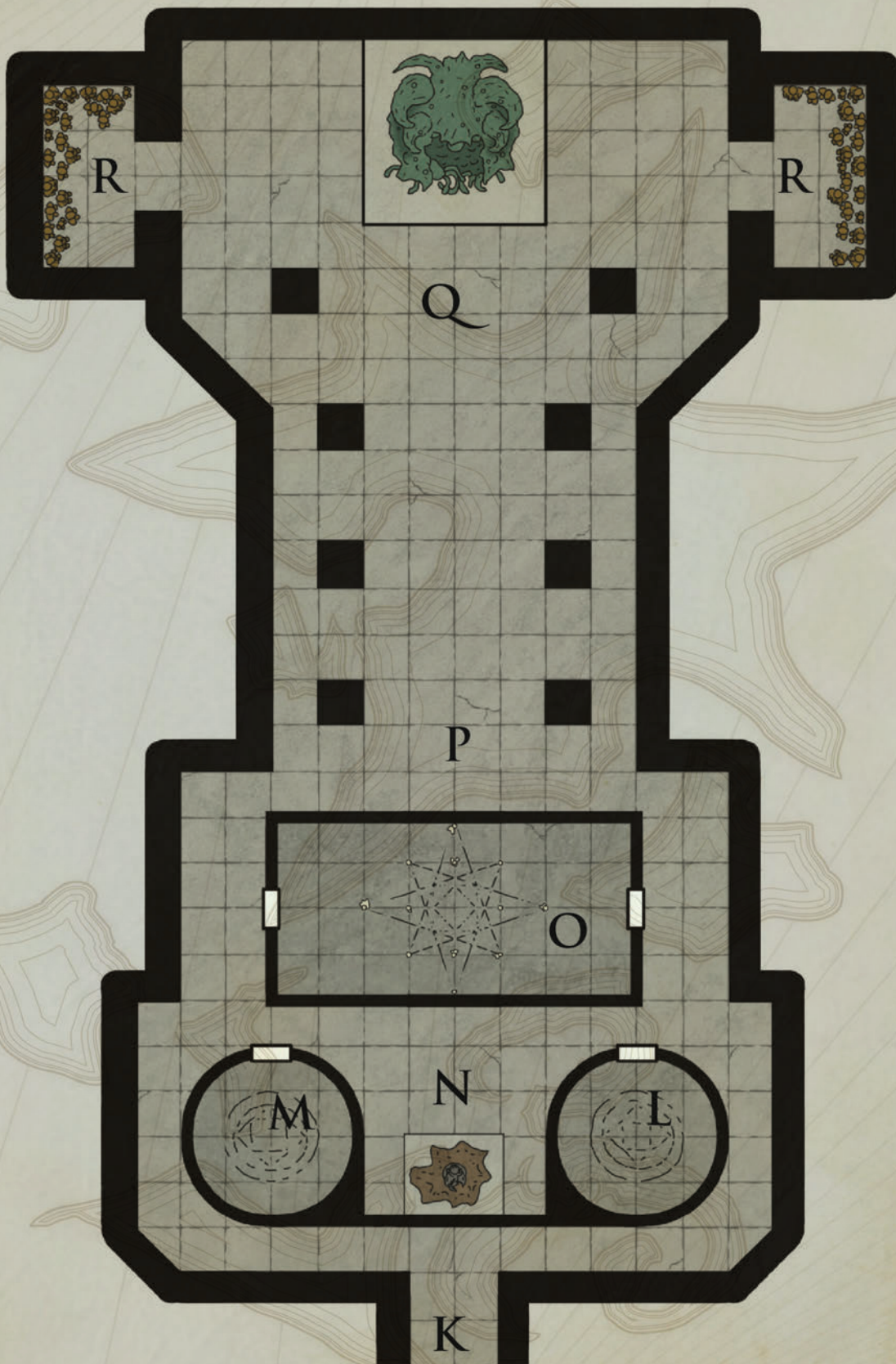


SUB-BASEMENT





BASEMENT



CHEKHOV'S CTHULHU

"Chekhov's Gun" is a dramatic principle that states that every element in a story should be necessary, and any extraneous elements should be removed. This principle has been considered during the creation of Ghoul Island, and the container of acid is but one of several such elements within this adventure path. Players may be wondering about the purpose of this pit of acid, and they are about to find out, to their horror.

guarded at all times. When the PCs arrive, the ghoulish guardians have been called away temporarily, creating a rare stretch of time where it is not actively watched. Breaking down the door (AC 17 and 18 HP) risks drawing the attention of two **ghoul ravagers** from area **H**.



Characters who succeed on a DC 15 Wisdom (Perception) check notice that half a dozen bodies have been recently vivisected.

A successful Wisdom (Medicine) check reveals the following:

- ◇ **DC 12** – as a successful Perception check.
- ◇ **DC 15** – many of the bodies in the repository are ancient.
- ◇ **DC 18** – the bodies have been skillfully and habitually butchered for the same, specific cuts.
- ◇ **DC 22** – there are bodies present that predate the Pact; these must have been brought to Farzeen by the original ghouls, generations ago.

GM Note. A ghoulish NPC immediately knows all of the above, without a skill check, and can confirm that these bodies are highly valuable to any ghoulish.

TREASURE. A ghoulish PC may harvest 1d2 + 1 portions of ancient, preserved flesh with 10 minutes of work. For the purposes of the ghoul's psychic feast power, the portions harvested are ancient (*SPCM* 19) and provide two insights or double the proficiency bonus (GM's discretion). Each body is neatly labeled, in ghoulish script, to indicate the skills the body possessed in life.

F. TEMPLE ENTRANCE

Two doors, each wider than a human is tall and twice that in height, bar your passage to the chamber beyond. The pitch-black hardwood of the doors bears a striking resemblance to the handle of Lothar's axe, Sidesplitter.

Set within the doors are adamantine inlays, engravings, and thousands of eyes carved from wikkamite. The goatlike eyes follow your movements, blinking ponderously when you unwittingly stare too long.

Characters getting close enough to the wall to examine hear an indistinct susurrus of chanting on the other side. The intonations are coming to a crescendo.

DEVELOPMENT. The doors to the pit of worship are neither locked nor trapped. They are, however, tremendously heavy, requiring a combined 22 Strength to open. Opening the doors is a noisome affair and alerts the occupants of the room.

CULTIST'S ROBES

In deference to their dire god's propensity to mummify its idolaters, the cultists of Ghatanothoa have developed a means to mitigate the risk to themselves and their flock. The robes of a true believer of Ghatanothoa have a hood of such heft that no light or image can be seen through it, effectively blocking their deity's power. That it also renders them sightless is of little consequence.



G. THE CHANCEL

An elevated pulpit dominates the northwest corner of room. Even at a distance, you can make out gouges on each side of the lectern as if it's been clasped by claws quaking with fervor.

An armoire, fully four feet wide and twice as tall, is placed against the western wall a few steps from the pulpit's base.

The cabinet contains a dozen robes, each adorned with eldritch symbols and iconography marking its wearer as a supplicant of Ghatanothoa. Attached to each robe is a hood of fabric that is notably heavier than the rest of the garment. The hoods are heavy enough and designed in such a way that when pulled over the wearer's face, that person is effectively blinded.

DEVELOPMENT. The robes are loose enough to be worn over heavy armor and can be donned by a PC in 1d6 rounds. Pulling the hood up or down requires an action. PCs wearing a robe have a +2 bonus on Charisma (Deception) checks to appear as a member of the Cult of Ghatanothoa.

H. PIT OF WORSHIP

Immediately upon opening the colossal doors, the overwhelming stench of rotting eggs carries to you on waves of scorching air. In the center of the room, you see a pool of liquid to match the contents of the basin behind you, only significantly more.

Dozens of cultists occupy the room, their attention focused on the iconic statue of the Goddess of Light in their midst. When you last saw it, that statue occupied a place of honor and prestige high above Farzeen, but now it looks small and frail. Here, the statue's omnipresent glow is muted and sickly, as a trio of burly figures bring the stature closer to the partially filled container of volcanic glass.

The other cultists chant and sway in a fugue-like state, waiting for their compatriots to complete their task. If you wish to save the statue, you'll need to act—but how?

If the PCs examined the basin in area **D**, they immediately recognize the liquid in the container by its smell and appearance as the acid previously encountered. Ghatanothoa has decreed that the statue of the Goddess of Light be destroyed as an offering unto it, and the PCs have stumbled upon that task being completed.

DEVELOPMENT. PCs with a passive Perception 16 notice a small, partially obscured ledge from which the proceedings can be observed. The ledge can be reached via the secret passage from Area **I** or with a successful DC 12 Strength (Athletics) check. The cultists are not aware of the ledge.

The acid has the same properties as listed in area **D**. Once the statue is submerged, the GM is encouraged to roll damage to the statue at the end of each round and

THE STATUE OF THE GODDESS OF LIGHT

AC 21 HP 99

Damage Immunities. Bludgeoning, piercing, and slashing from non-magical weapons, psychic, poison, radiant, necrotic

Damage Resistances. Bludgeoning, piercing, and slashing from magical weapons; cold, fire, lightning, necrotic, thunder

Variable geometry. The statue varies in size depending on Farzeen's faith. It is currently 6 ft. tall (the smallest it can become).

Weight. 450 pounds

If the statue is reduced to zero hit points, it is destroyed.

Through the divine grace of the Goddess of Light, the statue regains 1 hit point at the start of each round.

Describe this effect visually to the PCs, but make sure that it is subtle: damage slowly repairs itself, almost too slow to see, but one can feel the healing energy in the statue.

describe its rapidly deteriorating state to the players. If the PCs enter wearing cultist's robes, they go unnoticed for 1d4 rounds due to the activities in the room. The PCs have just enough time to formulate a plan of action before the cultists lower the statue into the acid.

DESTROY THE VAT. If the PCs devise a plan to destroy the vat in such a way that it not only saves the statue but inflicts heavy losses upon their enemies (such as upsetting the vat so it splashes the gathered cultists), reward their ingenuity and dramatic problem-solving. The GM should portray the scene as it unfolds narratively and require few dice rolls, if any. The vat has AC 13, 17 HP, immunity to acid, poison, psychic, and fire damage, and vulnerability to thunder and bludgeoning.

Destroying the vat has a second unintended consequence: the acidic overflow rapidly weakens the floor, pillars, and infrastructure of the sub-basement. When the acid is spilled, it follows the below series of events:

◇ **Round 1.** "The screams of cultists fill the chambers as they are exposed to the volatile acid. The destruction of their feet and legs invariably leads to an even more rapid demise, as they fall into corrosive sludge."

◇ **Round 2.** "Bits and pieces of organic material can still be identified as they rapidly melt away. The shrieks of pain dissolve, replaced with the groan and creak of weakening stone. The stone floor is crumbling, as are the support beams."

» Area **A** is completely blocked off due to a cave-in, and the pool from area **B** floods the southern hallway and the westernmost cultist quarters.

◇ **Round 3.** The floor of the room becomes difficult terrain and debris begins to fall from above, inflicting 2d6 bludgeoning damage on all inhabitants who do not succeed on a successful DC 12 Dexterity saving throw; success prevents this damage. The acid has drained sufficiently that the PCs may walk on the ground without fear of dissolving, though the floor feels unsettlingly soft.



◊ **Round 4.** The sub-basement settles, the rumbling stops, and debris ceases to fall from the ceiling.

ATTACK! PCs wearing robes may be able to attack with the element of surprise. In that case, they are still sorely outnumbered and overpowered. Any spells that inflict thunder damage or area of effect spells that inflict damage near the vat run the risk of breaking it and releasing the acid into the room as described above.

TRICKERY. Convincing the cultists that the statue should not be destroyed is extraordinarily difficult. The PCs must succeed on two DC 20 Charisma-based skill checks. The first serves to convince the group that they should stop their immediate actions, and the second persuades them of whatever alternative plans the PCs devise.

CREATURES. There are three **blessed berserkers** (SPCM 404) carrying the statue. The remainder of the congregation consists of two witches (page 43), four **cult fanatics**, and two priests of Ghatanothoa (see page 41).

I. ARCHIMANDRITE'S SANCTUM

The door opens with an audible click, swinging effortlessly on its hinges. The ubiquitous humidity you've become accustomed to is absent, and a dry mustiness pervades the room. The smell of cured leather, ink, and something unidentifiable hangs in the air.

Books, grimoires, tomes, and codices of all shapes and sizes are stacked haphazardly on two large shelves against the walls. A desk, veritably covered in papers, lies in the middle of the room. A stool sits behind it as well as a discarded plate, turned over, on the ground.

The PCs have discovered the sanctum of Lunzjata, high priestess of Ghat and archimandrite of Ghatanothoa.

DEVELOPMENT. There is a well-hidden secret door (DC 18 Intelligence [Investigation] check to find or DC 18 Wisdom [Perception] check to notice) that leads to a partially obscured balcony in the acid pit room. Dexterity (Stealth) checks made by PCs on the ledge to hide from the inhabitants of area **H** are made with advantage.

Lunzjata has saved every scrap of paper and morsel of knowledge in her collection. The GM is encouraged to use this as an opportunity to shore up any gaps in the players' knowledge of the story and the events leading up to it. There are fractured notes (in Aklo) detailing the process by which one might call forth a Great Old One to this world. The notes include partial phrases hinting at the power contained within the statue of the Goddess of Light. The details are agonizingly vague, but it is clear that the Cabal believes the statue must be destroyed before Ghatanothoa's ascension can be realized.

TREASURE. The collection of arcane and eldritch knowledge within this room is priceless. Any of the following skill checks, if made in this room while researching the pages within, are made with advantage: all Intelligence-based skills, Yog-Sothothery, and Medicine.

THE CULTISTS WIN (FOR NOW)

This battle, like many before, may not turn out in the PCs' favor if they make poor tactical decisions or are unlucky. As the GM, you have several options at your disposal. First, the destruction of the statue does not mean the literal end of the world, at least not yet. The statue has a role to play in this story, but it is one that can be rewritten.

The players will be your best resource on how to proceed without the statue when the time comes. In grand Mythos tradition, the PCs may only be able to thwart the Great Old One by paying the ultimate price.

If the PCs fall to the cultists in this battle, the session ends with a fade to black as their forms are dragged to the rootlings on the next level and mummified. See Conclusion in this chapter for what comes next.

Additionally, there are 1d4 spell scrolls (containing no spell higher than 4th level) of the GM's choice and a tattered copy of *Book Two of the Cryptical Books of Hsan* (SPCM 134).

J. ESCAPE!

Stairs carved into the earthen walls spiral upward into the darkness. Other than a few cracked steps, they seem generally intact.

The stairs lead to area **K**.

SCENE 2 – THE BASEMENT OF GHATANOTHOA'S CITADEL

A. ENTRANCE

The spiral staircase leads up to another level of the Citadel. As before, torches and braziers provide adequate lighting to compensate for the deficiencies of the human cultists. The warm humidity of the level below has evaporated, to be replaced with a pervasive sense of chilling menace.

The basement of the Citadel has a more polished appearance than the sub-basement. The walls are constructed with more skill, the doors of higher quality, and torches abound. There are no cultists or ghouls on this level at present, due to the activities below. By the time the PCs get here, they will almost certainly have dealt with all of them.

B. PRAYER CHAMBER

You open the door to an austere room with eldritch markings on the floor. There are no light sources in the room, no decoration, and no furniture.



This room and its partner area **M** are used for meditation and ritually cleansing the minds of the adherents of Ghatanothoa. The door locks from the outside, and once it is closed, the locking mechanism engages automatically. There is no way to open from the inside without battering it down (DC 14 Strength). There are scores of claw marks on the interior of the door.

DEVELOPMENT. The door is locked (DC 12 Dexterity [Thieves' tools]). When the door is closed it blocks out all sounds and light from external sources. The effect is very disconcerting, and if the PCs spend more than 1 minute in the room, they must succeed on a DC 12 Wisdom save or gain 1 level of dread for the following hour.

A successful DC 14 Intelligence (Nature) check identifies the scratches on the door as belonging to both humans and ghouls.

A successful DC 12 Wisdom (Yog-Sothothery) check identifies the symbol as being associated with opening oneself up to the Great Old Ones and their ilk.

C – PRAYER CHAMBER

This bare room is decorated with an eldritch symbol on the floor. A humanoid figure hunches in the center of the room, manacled to the floor.

Area **M** is a twin to the area **L** with one exception: a set of manacles has been mounted into the stone floor. The manacles are used for supplicants that require additional incentive to complete their meditative litany to the Outer Gods.

DEVELOPMENT. The Tcho-Tcho Lingyi (page 38) was captured generations ago by the cultists of Ghatanothoa.

Lunzjata, wishing to turn him to their cause, imprisoned the assassin within the prayer chamber as an offering to Ghatanothoa. Lingyi's mind broke, but not before his body. With his death, Ghatanothoa has thoroughly broken his mind, body, and soul.

CREATURES. Lingyi is a Mythos undead Tcho-Tcho Okkator assassin. Lingyi may escape the chains with a successful DC 12 Strength check, but chooses not to—he prefers to rely upon his innate cunning (which remains intact), and he will entreat the PCs to aid in his escape. If freed, he will aid the PCs until the moment when his betrayal has the most impact or his own safety is in peril, likely when they encounter the rootlings in area **Q**.


TREASURE. Lingyi's blowgun is enchanted to magically envenom his projectiles: a victim must make a DC 13 Constitution saving throw, taking 11 (2d10) poison damage on a failure, or half as much damage on a success. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way. Envenoming a projectile requires 1 charge (no action). The blowgun has 1d6 charges, and replenishes spent charges daily at dusk.

D. IA! IA! CTHULHU

A mountain-like shrine of Ghat is placed prominently in the alcove. Its top has been shorn off, and on the resulting plateau stands a small figure some two hand spans in height and half that in width.

The aberrant icon's proportions suggest a roughly humanoid creature: it has a pair of arms, trunk-like legs, and batlike wings. Any semblance of natural morphol-





ogy ends there, however: affixed to the upper portion of the body is an elongated, bulbous mass of tentacles attached to a head of sorts. The tentacles seem to writhe with examination.

The statue of Cthulhu serves the dual purpose as an homage to Cthulhu, the Great One progenitor of Ghatanothoa, and as a conduit for communication with the deep ones in the nearby undersea city, Ha-Agguan.

DEVELOPMENT. The statue intensely radiates transmutation magic. A successful Wisdom (Yog-Sothothery) check learn the following:

- ◇ **DC 8** – The statue represents Great Cthulhu.
- ◇ **DC 10** – Deep ones serve Cthulhu in all things.
- ◇ **DC 14** – Ghatanothoa is the progeny of Cthulhu.
- ◇ **DC 20** – Statues such as this one typically function in pairs, used to facilitate communication between deep one colonies and their landbound allies.

TREASURE. Farzeen's *Icon of Cthulhu* (page 46)

E. SUMMONING ROOM

You open the door to a chamber crackling with energy, and the smell of ozone wafts to your nostrils. The room is bare but for an eldritch symbol of incredibly complex geometry, inlaid in adamantine, on the floor. Candles melted to nubs surround it, and dried brown stains mar the stone.

This room serves as the nexus for countless summoning and binding rituals by first the ghouls and later the cultists of Ghatanothoa.

DEVELOPMENT. Generations of dedicated usage have permeated the stones within this room to such a degree that spells conjuring, summoning, or contacting beings from another plane of existence are made as if cast using one spell slot higher than the slot expended (to a maximum of 9th level).

The pervasive taint of conjuration magic affects the following spells: *detect magic*, and *identify*. (Other similar spells may be affected at the GM's discretion.) *Detect magic* reveals an aura of strong conjuration on all objects in the room, whether they are magic or not. *Identify* falsely states the object to have conjuration properties as determined by the GM.

A successful DC 17 Wisdom (Yog-Sothothery) check reveals that the symbol is used to augment conjuration magic and specifically targets creatures of alien intelligence.

If the PCs retreat to area **O** to avoid pursuing rootlings and the Elder Influence, one of the aberrations will use its burst forth ability to emerge from the gate. The other will use two of its three slam attacks to burst through the wall, saving the final attack for the closest PC.

PRECAUTIONS

If the PCs take precautions to mitigate the Elder Influence's effects, such as blindfolds or hoods, the sensations detailed above are felt but less intensely, and may be shaken off. For now, at least.

F. NAVE

A long hallway lined with pillars extends to the far reaches of the room. The floor is covered in glyphs, symbols, and depictions of writhing figures, many of which have become familiar to you in your explorations of Farzeen. These are clearly the symbols of Ghatanothoa.

With your first step into the hallway, an unseen force takes hold of you. Your insides seem to catch fire, your steps hitch, and your appendages become leaden as all traces of suppleness rapidly evaporate from them.

DEVELOPMENT. The Elder Influence's radius of effect (see area **Q**) extends throughout all of the basement and is only blocked when line of sight is broken. PCs who succeed on a DC 14 Wisdom (Yog-Sothothery) check understand what's happening and what it is that stands before them. This check should be made before the PCs roll their initial saving throw against the Influence's Unnamable Doom.

CREATURES. Two rootlings (*SPCM* 195) have been called forth by the cultists to guard the nucleus from interlopers. They lay in wait until the PCs show the effects of the Elder Influence before bursting forth. The rootlings will use their mummification gaze at every opportunity, in addition to their slam attacks.

G. ELDER INFLUENCE

Your mind struggles mightily to interpret what your eyes see, but the images shift and distort with each heartbeat. Eyes—so many eyes—cover the undulating mass. Eyes where there should not be any!

Suddenly, the eyes vanish, replaced by countless rows of mismatched teeth of all shapes and sizes: the crushing pallets of crabs, beaks of octopi, serrated shark's teeth. You see them all in its dripping, gaping maw.

Looking away does nothing to diminish the memory of the horrific vision. The appalling aspect of Ghatanothoa is indelibly burned into your consciousness.

DEVELOPMENT. The cultists have succeeded in creating a stage 2 Elder Influence of Ghatanothoa (*SPCM* 192). The wklamite delivered by the PCs provided enough material components for the cultists to escalate the imperfect image to perfection. The apotheosis occurred the day after the PCs delivered the wklamite.

H. ALCOVE

What you initially mistook for statues are actually stiffened bodies tightly packed next to one another and upright. There are priests of Ghat and cultists of Ghatanothoa, identifiable by their livery, mixed in with dozens of others you cannot quickly identify. A few wear expressions of divine rapture, but most of the mummified bodies look positively horrified.



LOSING THE FIGHT

The PCs are not meant to win their initial fight against Ghatanothoa and its servitors. Great Old Ones are immeasurably powerful and their minions ruthless; the cultists have plotted for this very moment for generations. All the cultists they have slain thus far have been a means to an end: instilling in the PCs a false sense of security to goad the PCs on until they reached this point. For the PCs to expect to thwart these machinations easily—and without paying a terrible price—is hubris of the most extreme kind that flies in the face of the power of the Great Old Ones.

They are heroes, however, and capable of acts that their contemporaries cannot even dream of. Beaten does not mean defeated, and from the depths of their initial failure, the PCs will rise to the challenge. They have learned much in their defeat, all hope is not lost, and they have allies they are not yet aware of.

With the escalation of Ghatanothoa to a stage 2 influence, the cultists immediately began preparations for escalation to stage 3. The alcoves contain a portion of the number of mummified bodies required by Ghatanothoa to achieve that end. With the imminent mummification of the PCs, the Great Old One will have the 50 bodies needed to begin its transformative work.

DEVELOPMENT. The number of bodies in the alcoves is equal to 50 minus the number of PCs in the party. In lieu of counting the dried-out husks one by one, a successful DC 16 Intelligence (Investigation) check reveals how many bodies are in the alcove. A DC 20 Wisdom (Yog-Sothothery) checks reveals the trove's importance: being in the presence of fifty mummified sacrifices for 30 days will allow Ghatanothoa to escalate to its greater, more terrible next stage.

CONCLUSION

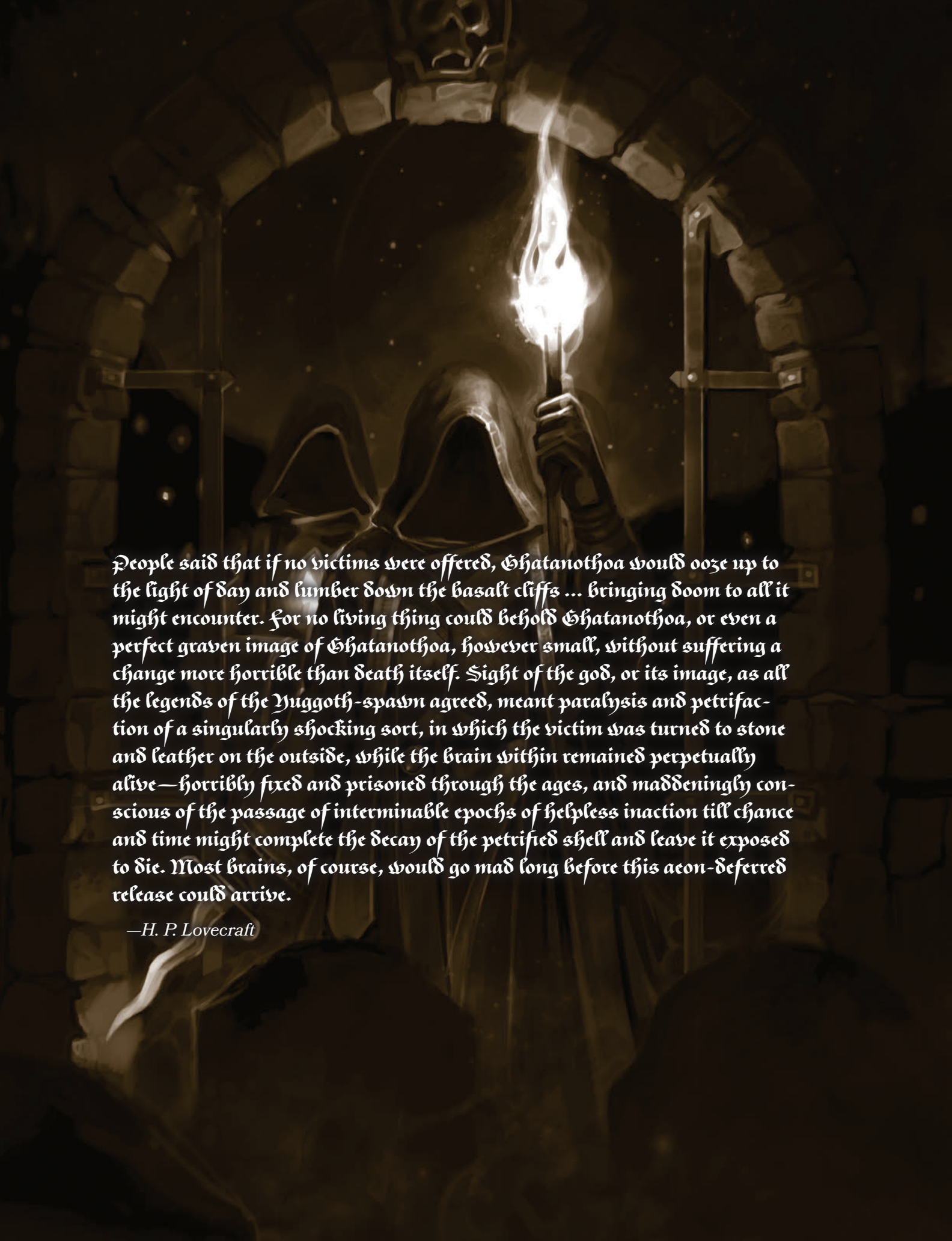
Your body stiffens to utter immobility, and, unable to maintain your balance, you tumble to the ground with the graceless rigidity of a fallen tree. Unable to move even your eyes, you cannot see your allies. Your hearing is not affected, however, and you are aware of the battle raging briefly before going silent. In moments, it becomes clear your faculties are to remain intact, trapped within a useless shell, and at the mercy of your captors.

An interminable time later a small voice infiltrates your mind: “Your usefulness has not played out just yet, hero.”

EXPERIENCE POINTS

At the end of this episode, all PCs gain sufficient experience to reach 10th level.





People said that if no victims were offered, Ghatanothoa would ooze up to the light of day and lumber down the basalt cliffs ... bringing doom to all it might encounter. For no living thing could behold Ghatanothoa, or even a perfect graven image of Ghatanothoa, however small, without suffering a change more horrible than death itself. Sight of the god, or its image, as all the legends of the Yuggoth-spawn agreed, meant paralysis and petrification of a singularly shocking sort, in which the victim was turned to stone and leather on the outside, while the brain within remained perpetually alive—horribly fixed and prisoned through the ages, and maddeningly conscious of the passage of interminable epochs of helpless inaction till chance and time might complete the decay of the petrified shell and leave it exposed to die. Most brains, of course, would go mad long before this aeon-deferred release could arrive.

—H. P. Lovecraft



ACT 3.3: TRUE SACRIFICE

A Cthulhu Mythos adventure for 4–5 10th-level characters

EPISODE SYNOPSIS

The PCs begin this leg of the adventure as little more than tasty decoration in a ghoulish storeroom. Their string of incredible triumphs and odds-defying victories ended in the face of the Elder Influence of Ghatanothoa and its servitors. Summarily defeated, the PCs hear a haranguing speech from Magistrate Alwigi, which drops inadvertent clues regarding the Cult's immediate plans to take back Farzeen. Trapped as they are in the dried-out husks of their bodies, the PCs are at the mercy of Cult and in no position to capitalize on the newfound intelligence. At least not yet.

An indeterminate time after the magistrate departs, a change begins in the PCs' bodies. The suppleness of their previous forms comes back, and with blurred vision they behold their savior, Ylenia (see page 44) the zoog: a diminutive interloper with a decidedly tentacular proboscis. Her job done, she answers a few questions before disappearing into the aether. The bewildered PCs must escape from the Citadel under their own power, and with the statue of the Goddess of Light in tow no less. (Ylenia the zoog has recovered it.)

The PCs' exploration of the Citadel reveals the extent of the deep ones' involvement with the cultists and uncovers an abundance of unusual and potent items of magical pow-

SNEAK VS FIGHT

The PCs have two basic strategies to escape from the Citadel. Do they wish to go out in a flurry of swords, fireballs, death, and destruction? Or are they going to follow a subtler path and escape via the shadows? There will be opportunities for both options and neither is any better or worse than the other. There are consequences to all things, and by now the PCs have learned that lesson.

Keep in the mind that the PCs will have a 450-pound human-sized statue in tow as well. As always, the GM should reward innovative, out-of-the box solutions.

er. The PCs also discover the remains of an unspeakably vile act committed by the hated necrophages. Shaken but more determined than ever, the PCs continue their explorations in search of knowledge, power, and escape.

At the end of their exploration of the underground floor, the PCs find the magistrate's office (the seat of communications between the Cult and its allies), a deadly pool, and an underground river. This presents the PCs with a choice. Do they allow its waters to carry them to a presumably safer locale? Or do they forge ahead, bravely (or perhaps foolishly) exiting through the front door for all to see?



Regardless of their strategic decisions, the PCs escape to the relative safety of Farzeen, where Domniku informs them of the loss of a trusted friend and mentor. Lothar leads the PCs to the comforts of the Albatross while the grief-stricken priest continues his tireless work to devise a method of repelling Ghatanothoa's awesome gaze.

PROLOGUE. MAGISTRATE ALWIGI'S TAUNTING MONOLOGUE

The mummified PCs are taken from the site of Ghatanothoa's perfect likeness to the storage room (area A). Read or paraphrase the following:

Time is difficult to measure when you are in full control of your mental faculties but have no physical sensations or stimuli. An interminable time later, the door opens, steps come closer, and a familiar, cultured voice addresses you.

"I should have fed you to the ghouls when I met you," says Magistrate Alwigi. "To be honest, I thought I had, when you went into tunnels. But no, you had to survive. Like heroes." Even in your current state the vitriol with which he utters that last word is clear, as if it pains him to say it.

"It makes no difference, and perhaps I should be thanking you for bringing the mind-witch to us. My allies under the sea are a superstitious lot, and Censa's... unique position sealed the deal, so to speak."

"They say her coming has been foretold. The twsha she's been granted from Lord Cthulhu has guaranteed Ghatanothoa's escape for the depths!"

As if lost in thought, Alwigi falls silent for several minutes. You almost think he is gone when he suddenly speaks again.

"You're fortunate, you know? With Ghatanothoa's blessing and your power, you can expect to live for centuries. Not that you'll enjoy it: the ghouls will take their time with you. I've seen to it."

Steps recede, and you are against left to the recesses of your imprisoned minds.

DEVELOPMENT. The PCs are able to identify what a twsha is, and the significance of how Censa procured it, with a successful DC 14 Wisdom (Yog-Sothothery) check, or a DC 17 Intelligence (Arcana) check (SPCM 130, 144). PCs with deep one heritage have advantage on this check.

SCENE I. THE RESCUE

Much like the indigenous Tcho-Tcho tribes, the zoogs of Farzeen were hunted to extinction generations ago by the ghouls. Most folk dismiss tales of their existence on the island as little more than bedtime stories, legends, and the ramblings of the moon touched. And that is exactly as the zoogs wish it to be.

From their lairs in the adjacent Dreamlands, the zoogs of Farzeen have kept an eye on the hated ghouls and the activities of the Cult of Ghatanothoa. Loath to reveal themselves to their enemies, it took the imminent threat of the Great Old One's ascension to rile them from their warrens. To that end, they have sent the emissary Ylenia (page 44) to Domniku to broker a treaty for aid. Ylenia agreed to aid the PCs in their hour of dire need, by using the scrolls provided by Domniku to reverse the PCs' petrification so they could escape, preferably with the statue of the Goddess of Light. With her magic, stealth, and diminutive stature, Ylenia was able to infiltrate area A without alerting any cultists.

(For more on the zoogs of the island, see page 24.)

After a time, during which most would have gone utterly mad, you become aware of your body once more. You can feel your flesh again, like something out of a blessed dream or a hopeless nightmare.

With the ponderous opening of eyelids that feel like thousand-pound weights, you are able to take in your surroundings. Your stiff limbs slowly regain sensation and you can move once more. Arid air fills your lungs for what feels like the first time in ages, making you cough and retch.

Your vision must still be affected by the mummification. A strange creature about the size and rough shape of a cat is staring at you impatiently, its face covered in writhing tentacles. Finally, the rodent-like creature speaks to you:

"Done my part. Time to go." She takes two steps before turning her bag upside down to dump out a white, glowing statue. Other than its size, it is identical to the statue of the Goddess of Light. Within seconds the air shimmers, and it enlarges to roughly six feet in height.

A successful DC 8 Wisdom (Yog-Sothothery) check reveals that Ylenia is a zoog (SPCM 403).

The PCs inadvertently pay the price for Domniku's lack of familiarity with the zoog culture. His treaty with Ylenia was to "get the statue and free the PCs from the mummification of Ghatanothoa." He assumed, in error, that she would join the party, aid in their escape, and deliver the statue of the Goddess of Light to the leaders of Farzeen.

Ylenia's cunning use of a scroll of *enlarge/reduce* and her *bag of holding* allowed her to obtain the statue and deposit it at the PCs' feet. Now that she has freed the PCs from their predicament, she has fulfilled the terms of the agreement and will be on her way. The PCs have a brief time to question her: her answers are curt, terse, and she quickly grows nervous at being in the Citadel in front of so many non-zoogs. She leaves before they fully recover.

That said, if the PCs are hostile, either verbally or physically, then the zoog's first reaction will be to escape and leave them to their fate. Her treaty fulfilled, she is under no further obligation.

◇ **The Citadel.** Ylenia's knowledge is limited to the rooms that she had to travel through to achieve her goals. She can relate that the mummified victims from the level



SCROLLS OF PROTECTION FROM GHATANOTHOA

Domniku and Kristofru have crafted a *scroll of protection from Ghatanothoa* (page 46) for each of the PCs using the insight gleaned from Wandolfin's Ledger. The scrolls given to Ylenia are a work in progress and not as powerful as the final, refined product. These lesser scrolls are able to reverse the effects of Ghatanothoa's mummification abilities, whether from a spell, rooting, or Elder Influence. Additionally, the target of the scroll may choose to re-roll a saving throw to avoid petrification once in the subsequent four hours.

below are not there, and she does not know where they are now. She can give the PCs an accurate description of area **B**.

- ◇ **The statue.** "Told to bring it. Brought it. Done." Ylenia does not know the significance of the statue, though she knows it is magical.
- ◇ **Can you help?** "Did help. Not stiff, are you?" Ylenia will not join the party under any circumstance. With sufficient persuasion or bribery, she is willing to assist the party with support spells.
- ◇ **Why did you help?** "Treaty with Domni." If pressed for additional details, it becomes clear that Ylenia hates the ghouls, and the zoogs are afraid of how the coming of Ghatanothoa will affect them.
- ◇ **What did you do?** "Used scrolls Domni gave me to free you." Ylenia knows the scroll she used up will impart an additional measure of protection against the effects of Ghatanothoa's petrification for a period of time.
- ◇ **Where did you come from?** Ylenia will not answer this question. If pressed, she uses her corporeal dreamer ability to leave.

After answering a handful of questions (the exact number is at the GM's discretion), she visibly begins to fall asleep, and, with a soft snore, she disappears from the room into the adjacent Dreamlands. If the players ask directly or at least one character makes a successful DC 15 Wisdom (Insight) check, the PCs realize belatedly that Ylenia's voice is not the one that spoke to the PCs at the end of **Act 3.2**, saying they had more to do.

DEVELOPMENT. The PCs gain the benefit of a short rest while mummified. They were not petrified long enough to take a long rest.

SCENE 2. THE CITADEL

The Citadel has the following characteristics unless specifically stated otherwise.

CLIMATE. The air is more humid than the level below due to the river and the deep one habitat in the northern sections.

PASSAGEWAYS. The passages, rooms, and spaces have been cut from the existing tunnel system. The ceilings are 7–10 feet high, and the floors are even.

LIGHT. To accommodate the human cultists, torches,

braziers, and other sources of light provide the equivalent of dim light to all areas. Any exceptions are noted in the room descriptions.

NOISE. Due to the echoing halls, PCs who make excessive noise risk drawing the attention of nearby cultists. Spells that inflict thunder damage, have a sonorous component, and/or affect an area instigate a Wisdom (Perception) check from nearby foes to determine if they investigate. Base the DC for this check on the level of noise produced (10 for very loud effects, 14 for minor noises, 18 for tiny popping sounds, etc).

A. HERO STORAGE

The room is cylindrical with recessed alcoves spaced uniformly along the perimeter. Above each alcove is a symbol you recognize as associated with Ghatanothoa. Stepping out of your alcove, you see that your companions are extricating themselves from theirs.

There is a large, angular, recessed room on each side of the exit. Your weapons and gear lie scattered haphazardly within, where the ghouls must have thrown them.





The ghouls dragged the mummified PCs into this room, here to spend eternity as preserved meat. As powerful heroes, their flesh is highly-prized and the ghouls planned to eat pieces of them before the impending deep one invasion.

DEVELOPMENT. The room is locked (DC 16 Dexterity [Thieves' tools]), but the locking mechanism is on the same side as the PCs. They can easily open the door without a skill check.

TREASURE. The cultists, in their eager over-confidence, have not disposed of the PCs' belongings. Mummification made the removal of worn equipment problematic, and all carried gear, equipment, weapons, and magic items have been placed in a large rectangular alcove near the door to be dealt with later.

The only exception is the *Icon of Cthulhu*, and any Mythos tomes that the party had in its possession. Those have been confiscated and taken to either the magistrate's office (area **K**) or placed in the secret storage room (area **F**).

At the GM's discretion, other weapons, armor, and objects taken from defeated foes may be stored in the alcove as well.

B. SOUTHERN GUARD ROOM

This simple room serves as a common room for the human cultists in area **C**, as well as guards stationed on this floor.

A smattering of tables dotted with dice, cards, and other gaming pieces stands helter-skelter in this room. The cultists and ghouls at the tables look up in shock and amazement as you emerge from the storage room.

The cultists and ghouls are engrossed in their downtime activities and are more than a little shocked to see the PCs emerge from the storage room. When the PCs enter the room, they recover quickly from their sense of disbelief and attack the PCs.

DEVELOPMENT. If the PCs emerged from area **A** with their weapons drawn or have made a stealthy approach, they should be rewarded with advantage on their Initiative roll.

CREATURES. There are 4 ghouls (SPCM 325), 2 **cults fanatics**, and 1 priest of Ghatanothoa (page 41). They attack immediately and will not parlay.



TREASURE. Each foe has 2d6 sp and a 1 in 4 chance of possessing a semi-precious stone worth 15 gp.

C. SOUTHERN QUARTERS

These chambers house Ghatanothoa's land-dwelling followers. They are similar to but better appointed than the quarters in the level below. The doors to these rooms are locked (DC 12 Dexterity [Thieves' Tools]).

DEVELOPMENT. Each of the rooms has a pair of locked (DC 14 Dexterity [Thieves' Tools]) chests that the inhabitants of the room use to store their valuables. The chests can be forced open with a successful DC 16 Strength check or smashed (AC 15, 17 HP).

TREASURE. Roll or choose from the table below to determine the contents of the chest.

D20	CONTENTS
1	A beautiful black wooden box with no ornamentation. Within the box is an intricately-etched adamantite dagger (worth 150 gp).
2	A small pocket book of poetry and limericks. Each poem is surprisingly cheerful and positive.
3	A pouch containing 2d10 platinum pieces.
4	A ticket for an item, of the GM's choice, from Peren's pawn shop (see Volume 1). The ticket can be traded in for the item, potentially at a reduced price, provided the loan is paid off.
5	A coral torque (worth 15 gp).
6	A <i>faulty brain cylinder</i> (SPCM 123).
7	A <i>potion of poison</i> .
8	A crumbling page from a Mythos tome of the GM's choice. The page is tantalizingly incomplete.
9	A <i>spell scroll of water breathing</i> .
10	An ancient <i>coin of piping</i> (page 45). There are Aklo engravings on it.
11	A stone die with an indeterminant number of faces. With each counting, it seems to change. This is a <i>die of strange geometries</i> (page 45).
12–16	A spare set of cultist's robes (see Act 3.2).
17–20	The chest is empty.

D. CLOSET

This unlocked closet contains a dozen cultist robes (see **Act 3.2**).

E – SHRINE

An imperfect image of Ghatanothoa is displayed prominently and can be viewed from areas **B** and **G**.

Your breath hitches for the space of a heartbeat when you take in the likeness of the icon before you. The horrid depiction of Ghatanothoa lacks the palpable, baleful aspect of the Elder Influence that mummified you, but it is unmistakably dedicated to the alien intelligence.

Its mass is less than the shrine below but still larger than a human. Dozens of tentacles and mouths have been carved into the wicklamite. Their blurred, indis-



tinct edges make them appear mobile and threatening. Orbs of disparate shapes and sizes blanket the figure, each orb crafted to follow your movements.

Just gazing upon the image sparks horrid memories, and you relive the trauma of your mummification.

This shrine to Ghatanothoa is a frequent stop for many of the cultists of the Citadel. It contains an imperfect image of the Great Old One, which has been constructed to serve the dual purpose of worship and as a replacement for the perfect image should it be destroyed. As it is still imperfect, it has no innate abilities at this time.

DEVELOPMENT. At the reminder of Ghatanothoa's horror, the PCs must succeed on a DC 10 Wisdom saving throw or gain 1 level of dread that lasts for 1 hour. The imperfect image can be destroyed with some time (see below), but this produces lots of noise.

There are two sets of secret doors, one on the eastern wall and another on the western wall. The western door leads to the magistrate's office, area **K**, and the eastern door to the storage room in area **F**.

The door on the western side can be found with a successful DC 20 Intelligence (Investigation) check and unlocked with a successful DC 20 Dexterity (Thieves' Tools) check. It is trapped, however: a successful DC 20 Wisdom (Perception) check reveals the trap and the simple means to avoid it (stand out of the way). If the trap is not avoided, a dart strikes a creature opening the door (+11 to hit, 1d4 piercing); the dart is coated in 3rd stage *metamorphic venom: strike and escape* (SPCM 120).

CREATURES. The imperfect image of Ghatanothoa has AC 16, 105 HP, damage resistance to cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine; and damage immunity to poison and psychic.

F. SECRET ROOM STORAGE

The faintest depression and smudge of grease gives away the presence of a hidden passage. Depressing a hidden button, you hear a barely perceptible "click" and a section of the wall shifts forward fractionally.

Mounds of coins, paintings, and other valuables clearly taken from the folk of Farzeen litter the room. You also perceive three chests partially covered by the coinage.

DEVELOPMENT. The door to the eastern side can be found with a successful DC 16 Intelligence (Investigation) check and opened with a successful DC 16 Dexterity (Thieves' Tools) check, and the trap can be discovered and avoided with a successful DC 20 Wisdom (Perception) check.

CREATURES. All three of the chests are **mimics** and attack in unison if disturbed.

TREASURE. The coins in the room total 1,253 cp, 358 sp, 178 gp, 17 pp. The four paintings are worth 13 gp each. The other valuables consist of a mishmash of silverware, candlesticks, and knickknacks worth a total of 72 gp. There are three scrolls of the GM's choice (up to 2nd

level), two *potions of greater healing*, a *potion of heroism*, a *potion of hill giant strength*, and a *potion of haste*.

Designer's Note: If the party is in dire need of a consumable magic item, such as a scroll or potion, the treasure in this room should be adjusted to accommodate this by using items of similar power levels to the ones listed.

G – NORTHERN GUARD ROOM

This simple room is used as a common room for the deep ones in area **I**.

The room is dominated by a single table, which currently hosts a quintet of deep ones in tense conversation. The throaty gurgles and chirrups of their speech reverberate through the chamber. One of their number seems to be proselytizing to the other four, interrupting and speaking over them when they attempt a response.

The deep ones are embroiled in a profoundly complex conversation on the eschatological differences between worship of their dread lord Cthulhu and its spawn Ghatanothoa.

DEVELOPMENT. If the PCs succeed on a DC 15 group Dexterity (Stealth) check, they are able to escape the notice of the creatures long enough to go to area **J**. Travel to area **H** and/or area **I** requires additional Stealth checks.

CREATURES. There are four deep ones (SPCM 296) and a deep one scion priest of Cthulhu (SPCM 299) in the room. If they detect the PCs, they attack immediately.

TREASURE. The deep ones each have 2d6 sp and a 1 in 4 chance of possessing a pearl worth 15 gp. The priest has 15 gp and a *pearl of power*.

H. NORTHERN VAULT

This room is the twin to the one you woke up in. There are bodies in each alcove, so many that you cannot easily count them, all standing propped against one another.

Where your vault was sparsely occupied, this one is filled to overflowing with the mummified remains of those that have displeased Ghatanothoa. There are signs that the ghouls have already begun to harvest pieces of these unfortunate souls.

The bodies from **Act 3.2** have been brought up to the northern vault for storage and protection. As before, the total number of victims is equal to fifty minus the number of PCs in the party.

DEVELOPMENT. Searching through the bodies, the PCs discover the mummified husk of Pompea (page 40). Read or paraphrase the following.

One body immediately stands out from the rest. Most of the flesh has been cleanly flayed from the skull, leaving a mere suggestion of its former coun-



SAVING THE VICTIMS

At this point in the adventure, there is no mechanism by which the PCs can hope to save the victims of Ghatanothoa's mummification gaze. Fortunately, any PC with the Yog-Sothothery skill knows that if the Great Old One is defeated, its powers will no longer be able to sustain the effect, and the victims will regain their previous mobility. The only mitigating factor is the ghoul's voracious appetites.

The PCs should realize that there is a clock ticking if they expect to save the majority of the islanders. When the PCs consider the need for a long rest or other time-consuming activity, the GM can remind the group of the gruesome activities of the necrophages.

tenance. The torso, arms, and legs received considerably rougher treatment. Were it not for the magical stiffening of Ghatanothoa's dire gaze, the mangled and gnawed skeleton would lie in so many pieces on the floor.

The realization that the same eldritch energies anchoring the form together also ensured that the victim was aware throughout the cannibalistic frenzy causes your hackles to rise and a cold sweat to break on your brow. There is a familiarity to the contours of the fleshless face that giggles at the back of your mind.

The PCs must make a DC 12 Wisdom save or gain 1 level of dread until they complete a short rest from the horrific realization of the excruciating treatment this being endured at the hands of the ghouls. If they identify Pompea, the PCs make this saving throw with disadvantage.

The necrophages were unable to resist sampling Pompea's divinely empowered flesh and in their exuberance have consumed virtually her entire body. The PCs are able to identify her from their visions with one of the following: a successful DC 16 Intelligence check, DC 14 Wisdom (Medicine) check, or DC 14 Wisdom (Perception) check. She no longer has a mouth, making *speaking with dead* ineffective.

TREASURE. If the PCs wish to undertake the gruesome task of searching and looting the bodies of Ghatanothoa's ensorcelled victims, they gather 2d100 cp, 2d20 sp, and 1d10 gp over the course of an hour. They also find a *flute of the servitors* (SPCM 125).

I. DEEP ONE QUARTERS

These rooms resemble their southern counterparts in almost every respect, with the notable exception that they are intended to accommodate the deep one worshippers of Ghatanothoa. The doors to these rooms are locked (DC 12 Dexterity [Thieves' Tools]).

Hot, wet, and briny air greets you when the door is opened. You're able to catch yourself before you step down into a pool of brackish, greenish-blue water.



PCs with a passive Perception of at least 15 notice the following:

Through the swirling water, you can just identify the makeshift beds of whatever creatures live here.

These rooms are sunken and filled with water seeping through the porous walls from the nearby underground river.

DEVELOPMENT. A successful DC 10 Intelligence check reveals by inference that the deep ones make these chambers their homes. A PC with deep one heritage immediately recognizes that these rooms are being used by their brethren. There are orderly mounds of detritus, rocks, and waterlogged debris forming “beds” for three creatures in each room.

CREATURE. An **octopus**, the companion to a deep one cultist, lives in each pool. It will not attack unless provoked.

TREASURE. In each room, the PCs can find 1d4 pearls worth 5 gp each.

J. STEAMING POOL

This room, unlike the others, lacks any light sources. Reflections from the room behind play out across the still, black waters. The taste of salt in the air suggests that the pool contains seawater, and wisps of steam suggest nearby volcanic activity.

The deep, steaming pool of seawater is a favorite for the deep ones visiting the Citadel.

DEVELOPMENT. The pool is 80 feet deep and inhabited by an abomination pulled from a sailor’s worst nightmare. The creature patrols the black waters of the pool, waiting for the unwary to slake its monstrous appetite. PCs must succeed on a group DC 14 Dexterity (Stealth) check to avoid detection by the creature. If any of the PCs is injured (at less than full HP), the group Stealth check is made with disadvantage. If any PC enters the water, the creature immediately attacks.

CREATURE. The pool is home to an apex predator, a deep one hybrid giant shark (see page 35). Its voracious appetite is the reason the pool is relatively empty. It will not attack a deep one or deep one hybrid except in retaliation. The beast prefers the water but will exit briefly to attack prey before returning to the depths.

TREASURE. In the crevices at the bottom of the pool is a *trident of the deep* (page 46). PCs exploring the waters can find the treasure with a successful DC 18 Intelligence (Investigation) check and 10 minutes of searching.

K. THE MAGISTRATE’S OFFICE

The smell of ozone makes your eyes water, and your head starts to ache as the dimensions of the room seemingly shift and bend with each passing moment. Whomever or whatever occupied this room has worked magics of such potency that they’ve left an indelible mark on reality itself.

Books, loose sheets of vellum, arcane symbols, and other eldritch paraphernalia fill the room. An adamantine symbol, encircled by glyphs and alien characters, is inlaid into the center of the floor, filling part of the room. Candles burnt to nubs stand at each of the cardinal directions.

The doors to the magistrate’s office are both sealed with *arcane lock* and locked with a mundane lock (DC 20 Dexterity [Thieves’ Tools]). The office is used to commune with the Great Old Ones and their ilk.





DEVELOPMENT. A caster may use the inlaid symbol to cast any spell with the word “contact” in its name as a ritual. The caster does not need to have the ritual caster feat and the spell need not have the ritual tag.

A successful Wisdom (Yog-Sothothery) skill check reveals the following:

- ◇ **DC 12** – The primary symbol is associated with the star spawn.
- ◇ **DC 15** – The glyphs and characters surrounding the circle are associated with communicating with Outer Beings.
- ◇ **DC 18** – The symbol would aid in the casting of any “contact” spell, not just spells used to contact Ghatanothoa or Cthulhu.
- ◇ **DC 22** – The PC understands the full benefits of the circle (see above).

The secret door on the eastern wall requires a successful DC 20 Intelligence (Investigation) check to find, and it can be opened with a successful DC 20 Dexterity (Thieves’ Tools) check. It is trapped, however: a successful DC 20 Wisdom (Perception) check reveals the trap and the simple means to avoid it (stand out of the way). If the trap is not avoided, a dart strikes a creature opening the door (+11 to hit, 1d4 piercing). The dart is coated in 1st stage *metamorphic venom: strike and escape* (see *SPCM* 120).

TREASURE. The *Icon of Cthulhu* and any Mythos tomes that the party possessed at their time of mummification can be found among the contents of this room. Additionally, a successful DC 15 Intelligence (Investigation) check locates a scroll containing a Mythos formula (*SPCM* 89) of the GM’s choice (no higher than 4th level).

L. A RIVER RUNS THROUGH IT

A swiftly flowing river bisects this room, rushing from an opening at waist height on the northern wall a few steps west of the door. The deluge disappears into an open drainage hole in the southeast corner.

The waters of the river are used by the deep ones and other amphibious allies of the Cult to enter and leave the Citadel. There is nothing else remarkable about the room.

DEVELOPMENT. PCs may attempt to escape through the river. Their chief concern, other than not knowing exactly where the river leads, is the lack of reliable pockets of air.

- ◇ **Downstream.** The journey to the deep-water oceanic outlet, if floating freely, takes 1 hour. PCs swimming with the current reach the underwater exit in half that time, and PCs with a swimming speed reach safety in approximately fifteen minutes. The exact location of the river outlet is left to the GM.
- ◇ **Upstream.** If the PCs wish to battle upstream, it takes 2 hours to reach the undersea outlet. PCs with a swimming speed reach the open water in one hour. The undersea outlet is near the beach that the PCs were stranded on in **Act 1**.

M. STAIRWAY

The door is unlocked, and the stairway within ascends one hundred feet to an unlocked door that leads to area **N**.

N. ANTECHAMBER

A meager, dismal, and sickly luminescence barely pierces the perfectly formed wicklamite ceiling. The ceiling rises to a height of 25 feet at the apex of the dome. Featureless double doors made of obsidian stand directly in front of you. Four other doors, spaced equidistant from one another, mark the perimeter of the circular room.

DEVELOPMENT. Each door leads to a room dedicated to one of the primary species of the Cult of Ghatanothoa. Exiting the antechamber through the double doors takes the PCs to the courtyard of the Citadel as described in **Act 3.1 – The Citadel** (page 3).

O. HUMAN ASPECT

A precisely-crafted door of m’bya represents the human contingent of the Cult. Otherworldly symbols for Ghatanothoa are intertwined with and dominate the etchings that portray the humans of Farzeen.

DEVELOPMENT. A single mummified body of a human lies in state on the floor, a victim of Ghatanothoa’s petrification power.

P. GHOULISH ASPECT

A rough-hewn door of bone represents the ghoulish contingent of the Cult. Symbols for Ghatanothoa are superimposed over pictographs portraying the necrophages of Farzeen.

DEVELOPMENT. A single mummified body of a ghoul lies in state on the floor. Unlike victims of Ghatanothoa, this mummification is not the result of its gaze, but rather an intricate process the ghouls have used for millennia to preserve the dead.

Q. DEEP ONE ASPECT

A smooth door of coral represents the deep one contingent of the Cult. There are no tool marks on the door, suggesting it was grown rather than crafted. Symbols for Ghatanothoa and Cthulhu, equally prominent, lord over the pictographs of the deep ones.

DEVELOPMENT. A single mummified deep one lies in state on the floor

R. OUTER BEING ASPECT

A door of a dull, unearthly metal represents the Outer Beings. The now-familiar symbol of Ghatanothoa dominates the face of the door. The pictographs symbolizing humans, ghouls, and deep ones appear below, clearly in an inferior position.

DEVELOPMENT. This room is empty.



SCENE 3. BACK TO THE LEADERS OF FARZEEN

WATER ESCAPE! The PCs are of sufficient power that they can reasonably expect to defeat any creatures they may encounter in the open ocean with minimal risk or loss of resources. If timing allows, the GM is encouraged to insert encounters based on the NPCs provided in this book or using the tables found in *SPCM* on page 414.

BREAK OUT! PCs exiting the ground floor will have the element of surprise, as the guards and cultists do not concern themselves with those leaving. The full details of the Citadel, its protectors, and their tactics can be found in **Act 3.1 – The Citadel, Scene 2.**

SAFE... FOR NOW. Domniku, Lothar, Obed, and the other leaders of Farzeen are anxiously awaiting the PCs' return from the bowels of the Citadel. If the PCs brought the statue of the Goddess of Light with them, the islanders are relieved and regain some hope for their plight; if not, then they accept this tragic turn of events with grim resolve.

They request a full breakdown of events, in particular any interactions the PCs had with the Cabal leading the cultists. Obed knows the significance of the twsha (*SPCM* 130, 144), explaining the item if needed. If the PCs mention the mauled body from area **H**, Domniku turns pale and immediately interrupts them. He knows, even if the PCs do not, who that was.

“She came to me in a Dream,” he says quietly, his words strangled and quivering.

“And that she’s so close and just needs to hold on. The statue of the Goddess of Light is what matters.”

Lothar steps in as Domniku gathers himself:

“The protection scrolls will be ready in the morrow. You’ve earned a good night’s rest, my friends. I fear you’ll need all of your strength in the days to come. The mention of the twsha is disturbing. We do not have long.”

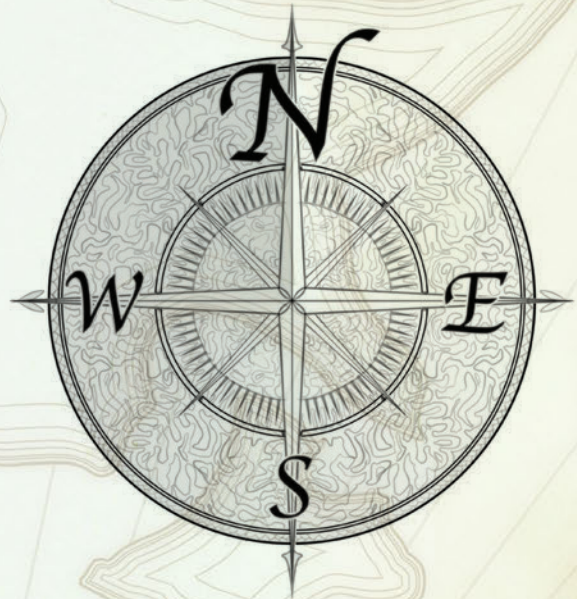
The PCs are taken to the Albatross, given rooms, and assured that Momao, Obed, and the other will guard them as they rest.

CONCLUSION

In a fortuitous change of luck, the actions of a temporary ally have freed the PCs from the awesome power of dread Ghatanothoa and its subjugating gaze. Their next step? Escape from the Citadel, ideally with the imbued statue of the Goddess of Light in tow. Whether by force or subtlety and subterfuge, the PCs escape and meet with the leaders of Farzeen. A baleful wind blows and carries with it the threat of deep one invasion. The fate of Farzeen hangs in the balance as the PCs recover physically, mentally, and psychically from their first encounter with Ghatanothoa.

EXPERIENCE POINTS

At the end of this episode, all PCs gain sufficient experience to reach 11th level.







APPENDIX: NPCs AND MAGIC ITEMS

BROTHER PH'ATHGN

Deep ones are one of the few truly immortal creatures of the sea. Barring their death by violence or mishap, they grow, learn, and develop for eternity. Some scholars posit that Father Dagon and Mother Hydra are, in fact, deep ones of such antediluvian age and awesome power that they have ascended to a semblance of deification.

Brother Ph'athgn is the oldest deep one in the nearby undersea city of Ha-Agguan. He rarely stirs from his slumber in the depths, but answers the call of his spawn.

Brother Ph'athgn is an immense and heavily-mutated deep one. Other deep ones immediately recognize him for what he is, but outsiders seldom piece together his true origins. The vestiges of the creature's extinct heritage are displayed in horrifying scale: the musculature of an orca, the jaws of a great white shark, the patches of armor-like shells, the fluidity of form of an echinoderm, and other less identifiable limbs and organs comprise this horrific abomination from the depths.

Brother Ph'athgn is a sadistic being of incomprehensible patience. He will manipulate and outmaneuver foes with his magic, waiting until they have expended their resources before engaging them directly.





BROTHER PH'ATHGN

Huge aberration (deep one), chaotic evil

Armor Class 18 (natural armor)

Hit Points 178 (17d12 + 68)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	19 (+4)	17 (+3)	18 (+4)	17 (+3)

Saving Throws Con +8, Wis +8, Cha +7

Skills Arcana +7, Insight +8, Perception +8

Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities cold, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses darkvision 90 ft., tremorsense 30 ft., passive Perception 18

Languages Aklo, Common, Deep Speech

Challenge 12 (8,400 XP)

Amphibious. Brother Ph'athgn can breathe air and water.

Deep Dweller. Brother Ph'athgn gains advantage on Dexterity (Stealth) checks while underwater. In addition, he can't be harmed by water pressure.

Freedom of Movement. Brother Ph'athgn ignores difficult terrain, and magical effects can't reduce his speed or cause him to be restrained. He can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (2/Day). If Brother Ph'athgn fails a saving throw, he can choose to succeed instead.

Magic Resistance. Brother Ph'athgn has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. Brother Ph'athgn is an innate spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He knows the following spells.

At will: *resistance, create or destroy water, detect magic*

4/day: *command, inflict wounds, control water*

2/day: *hold person, blight, lightning bolt*

1/day: *wall of ice, dream sending of Cthulhu (SPCM 101)*

Use Magic Device. Brother Ph'athgn ignores all class requirements when using magic items.

Void Sight. Magical darkness doesn't impede Brother Ph'athgn's darkvision.

ACTIONS

Multiattack. Brother Ph'athgn attacks with his bite and uses Tail Sweep.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage.

Tail Sweep. *Melee Weapon Attack:* +11 to hit, reach 10 ft., up to two creatures adjacent to each other. *Hit:* 11 (1d8 + 7) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 14 (4d6) poison damage on a failure or half as much on a success. Those that fail the saving throw also suffer the effects of one of the following venoms, chosen randomly (roll a d6).

1-2 – Hallucinogenic Venom. The target becomes poisoned for 1 minute. As long as this poisoned condition lasts, confusing hallucinations prevent the target from taking bonus actions or reactions. At the end of each of the target's turns, it makes a new Constitution saving throw, ending the poisoned condition on itself on a success.

3-4 – Paralytic Venom. The target becomes paralyzed indefinitely. At the start of each of the target's turns, it makes a new Constitution saving throw, ending the paralyzed condition on itself on a success.

5-6 – Necrotic Venom. The target's speed is reduced by 15 feet (minimum 5 ft.) until the start of Brother Ph'athgn's next turn.

Lair Actions. When fighting inside its lair, Brother Ph'athgn can invoke the ambient magic to take lair actions. On initiative count 20 (losing ties), Brother Ph'athgn takes a lair action to cause one of the following effects:

- **Directed Geyser.** A deluge of water issues forth from a pool within 60 feet of Brother Ph'athgn. Up to three creatures adjacent to each other within 15 feet of the pool are caught up in its unnatural tide and must succeed on a DC 15 Strength saving throw or be pushed 10 feet away and knocked prone.

- **Drowning Bubble.** A globule of water detaches from a surrounding pool and travels up to 30 feet before engulfing the head of its target until the end of the creature's next turn. On a successful DC 15 Dexterity saving throw, the target is able to avoid the globule. While engulfed, the target cannot talk (or cast spells with verbal components) and has a -2 penalty on attack rolls.

Legendary Actions. Brother Ph'athgn can take 1 legendary action. The action can only be used at the end of another creature's turn. He regains this spent action at the start of his turn.

- **Move.** Brother Ph'athgn moves up to its speed without provoking opportunity attacks.



DEEP ONE HYBRID — GIANT SHARK

This gigantic beast is a cross between a deep one and some species of deep-water shark. Its short humanoid limbs allow only clumsy movement on land, but this creature seems at home in black water. Its gills puff out like frills as it slips through the still water, its mouth hanging open to reveal scores of jagged teeth. Its beady black eyes gleam with malign intent.

DEEP ONE HYBRID — GIANT SHARK

Huge beast (deep-one), chaotic evil

Armor Class 17 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 15 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	9 (-1)	12 (+1)	10 (+0)

Skills Athletics +10, Perception +4,

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages understands Common, but can't speak

Challenge 6 (2,300 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Amphibious. The shark can breathe air or water.

ACTIONS

Bite. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage. If the target is a Medium or smaller creature, it must succeed a DC 15 Dexterity check or be swallowed. While swallowed, the creature is blinded and restrained, has total cover against attacks and other effects outside of the shark, and takes 10 (3d6) acid damage at the start of each of the shark's turns.

If the shark takes 20 damage or more on a single turn from a creature inside of it, the shark must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate the swallowed victim, which falls prone in a space within 10 feet of the shark. If the shark dies, the swallowed creature is no longer restrained and can escape by expending 10 feet of movement, exiting prone.



DEEP ONE – WARRIOR

Far more hideous even than the typical deep ones, which combine all the ugliest elements of fish and frog into a sinister humanoid form, deep one warriors are hulking brutes with gaping, jagged maws and thick, bulky hides.

Bred for Battle. Deep one warriors are as variable in form as other denizens of the oceanic abyss. Some are protected by crustacean carapaces while others grow thick bony plates like the primordial fish of the ancient oceans. One warrior might have the needle-toothed mouth of an angler fish while another may have a shark's jaws. These monstrosities are reflections of all the untold terrors that lurk in the stygian depths.

DEEP ONE – WARRIOR

Medium humanoid (deep one), chaotic evil

Armor Class 17 (natural)

Hit Points 67 (9d8 + 27)

Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	11 (+0)	16 (+3)	12 (+1)

Skills Athletics +5, Perception +5, Religion +2, Stealth +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 15

Languages Common, Deep Speech

Challenge 3 (700 XP)

Amphibious. The deep one can breathe air and water.

Deep Dweller. The deep one has advantage on Dexterity (Stealth) checks while underwater. In addition, it can't be harmed by water pressure.

Use Magic Device. The deep one ignores all class requirements on the use of magic items.

ACTIONS

Multiattack. The deep one makes three attacks: one with its bite and two with its claws or trident.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.





DEVIL'S COACH BEETLE

This massive black beetle has wide-set, powerful legs and a long abdomen. Its stunted wings allow for only rare, short bursts of flight, but it can move much more quickly than broader, heavier-armored beetles. The devil's coach gets its name not only from its sinister appearance, but from the sulfurous secretions it produces from its hind-quarters.

Insectile Steeds. The ghouls of Farzeen use these sleek and terrible giant insects as mounts. Frothing with digestive acid and trailing a hellish stench, the devil's coach beetles suit the ghouls' temperament far better than horses.

DEVIL'S COACH BEETLE

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d10+12)

Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	1 (-5)	8 (-1)	3 (-4)

Senses blindsight 30 ft., passive Perception 9

Languages –

Challenge 2 (450 XP)

Short Hop. The devil's coach beetle's undersized wings only allow it to fly for a short distance and cannot support hovering. When it flies, it must end its move on a solid surface or it falls.

Stench. Any creature other than a ghoul or another devil's coach beetle that starts its turn within 5 feet of the beetle must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all devil's coach beetles for 1 hour.

ACTIONS

Attack. *Bite:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage plus 5 (1d10) acid damage.





LINGYI

The Tcho-Tcho Okkator Lingyi was captured decades ago by the ghouls beneath Farzeen. They were unable to extract the details of his mission from him, and now, with his shattered mind, that information is lost.

What's left of Lingyi is an undead creature of deceptive malevolency intent of freeing himself from his bonds and wreaking havoc on the living. Lingyi's madness allows him brief periods of lucidity when bargaining for his freedom. He retains the cleverness and ingenuity that served him well as a Tcho-Tcho Okkator assassin.

Lingyi's emaciated body is covered in the decaying remnants of the clothes he wore when captured long ago. When conversing with others, his eyes hold the fearful, unsettling intensity of the insane. Beneath the rags, his body is covered in bony plates, some of which extrude sharp spikes. He hides his tentacular appendage unless actively engaged in combat.





LINGYI

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	18 (+4)	14 (+2)	15 (+2)	9 (-1)

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +5, Perception +5, Stealth +7, Survival +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, thieves' cant

Challenge 5 (1,800 XP)

Assassinate. During his first turn, Lingyi has advantage on attack rolls against any creature that hasn't taken a turn. Any hit he scores against a surprised creature is a critical hit.

Evasion. When Lingyi makes a Dexterity saving throw for half damage, he instead takes no damage on a success or half damage on a failure.

Rejuvenation. Unless his body is completely destroyed (generally by dealing 85 additional damage to his body once he is reduced to 0 hit points or via spells like *disintegrate*), Lingyi inhabits or conjures a new body in 1d10 + 20 hours, regaining all his hit points and becoming active again. The new body appears within 5 feet of his previous body.

Sneak Attack (1/Turn). Lingyi deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and Lingyi doesn't have disadvantage on the attack roll.

Turning Defiance. Lingyi has advantage on saving throws against effects that turn or otherwise repel undead.

Warped Mind. Lingyi has advantage on Wisdom saving throws against spells and effects that would charm or frighten him. He automatically succeeds if the spell or effect only works on humanoids.

ACTIONS

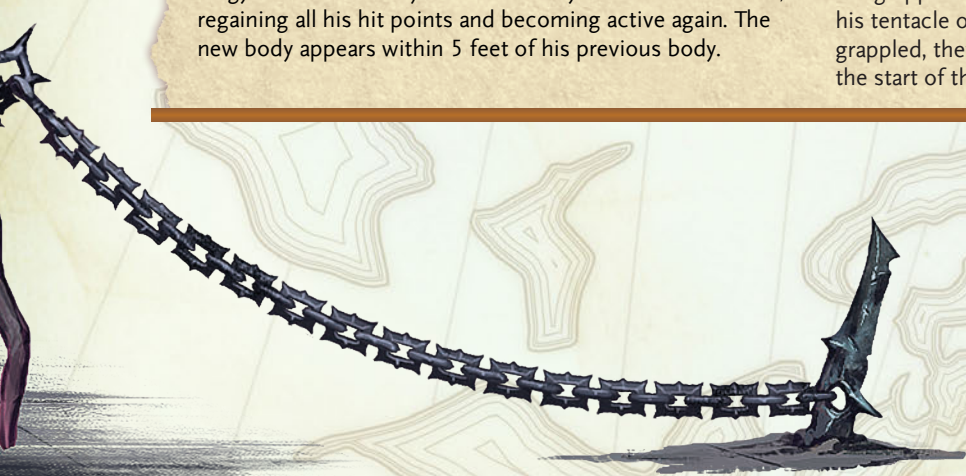
Multiattack. Lingyi either makes two blowgun attacks or three melee attacks: one each with his bite, claw, and tentacle.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 5 (1d10) poison damage.

Blowgun. *Ranged Weapon Attack:* +7 to hit, range 25/100 ft., one target. *Hit:* 5 (1 + 4) piercing damage. If the target is a creature, it must make a DC 13 Constitution saving throw, taking 11 (2d10) poison damage on a failure or half as much damage on a success. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage plus 5 (1d10) acid damage and the target is grappled (escape DC 14). Until the grapple ends, the target is restrained and Lingyi can't use his tentacle on another target. Each round the target remains grappled, they take an additional 5 (1d10) acid damage at the start of their turn.





POMPEA – HIGH PRIESTESS OF LIGHT

Pompea assumed the role of high priestess of Light when the former leader of the order stepped down from the position a generation ago. Her life as the high priestess was uneventful until her dreams were invaded by dark, ominous portents months ago. Unsure of the meaning behind the dreams, Pompea relinquished many of her duties to her trusted aide, Domniku, and began her explorations of the Dreamlands in earnest, searching for answers and meaning in her visions.

Pompea's unlined brown skin and smooth pate contribute to her seeming agelessness. Aside from a few laugh lines, she appears virtually the same as the young woman she was decades ago. Gone, however, is the woman who

was once quick to laugh, lend a helping hand, and answer any call for aid, for Pompea's visions have stolen her joviality, replacing it with thoughtful sobriety.



POMPEA – HIGH PRIESTESS OF LIGHT

Medium humanoid (human), neutral good

Armor Class 12

Hit Points 72 (16d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	12 (+1)	20 (+5)	17 (+3)

Saving Throws Wis +8, Cha +6

Skills Arcana +4, Insight +8, Perception +8, Religion +7, Yog-Sothothery +8

Damage Resistances psychic

Damage Immunities radiant

Condition Immunities blinded

Senses passive Perception 18

Languages Common

Challenge 6 (2,300 XP)

Master Dreamer. Pompea can knowingly travel in her sleep to the Dreamlands. She can bring only miniscule mundane items without value between the waking world and the Dreamlands. She has access to all her dream form's memories, and her dream form has access to all her waking memories. She can wake herself up at will in the Dreamlands. She can will herself to appear in the dreams of sleeping creatures known to her within 10 miles of her physical form, and at her discretion she can cause those creatures to remember her visit when they wake.

Searing Radiance. When casting *sacred flame*, Pompea adds her Wisdom modifier to the damage dealt on a hit.

Spellcasting. Pompea is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +9 to

hit with spell attacks). She has the following cleric spells prepared (all listed spells are cleric spells for Pompea):

Cantrips (at will): *dancing lights*, *guidance*, *light*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bless*, *command*, *cure wounds*, *faerie fire*, *lethargy of Tsathoggua*^{SPCM}, *protection from evil and good*, *sanctuary*, *sleep*

2nd level (3 slots): *aid*, *blindness/deafness*, *continual flame*, *dream guide*^{SPCM}, *spiritual weapon*, *suggestion*

3rd level (3 slots): *beacon of hope*, *clairvoyance*, *daylight*, *dispel magic*, *hypnotic pattern*, *major image*

4th level (3 slots): *confusion*, *conjure dream-dwellers*^{SPCM}, *divination*, *guardian of faith*

5th level (2 slots): *dream*, *modify memory*, *scrying*

6th level (1 slot): *true seeing*, *wave of oblivion*^{SPCM}

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if wielded with two hands.

Dream Visions (1/day). Pompea briefly connects a waking creature's mind with their dream form, flooding their mind with confusing dream-memories. One enemy within 30 feet must make a DC 16 Wisdom saving throw, becoming stunned for one round on a failure. Creatures without a dream form and creatures whose dream forms and waking forms are the same are unaffected by this ability.

Dawn's Caress (1/day). Pompea presents her holy symbol, calls on the Goddess of Light for her healing touch, and creatures of her choosing that are within a 30-foot radius regain 6d8 hit points. Additionally, each target is allowed an immediate saving throw against any negative conditions that are affecting them.



PRIEST OF GHATANOTHOA

This priest is clad in heavy brown robes adorned with fiery orange eldritch symbols of Ghatanothoa. The studded leather and sheathed sword peeking out from beneath the robes suggest that these cultists are ready to fight for their faith.

Underground Cultists. The hidden power behind the Priesthood of Ghat, priests of Ghatanothoa are fanatic cultists of the Great Old One of natural disasters and living sacrifices. Since the dread mummifier moved from its prison overlooking the sunken land of Mu to its new home deep beneath Kaza, these devotees of destruction have secretly worked to bring about Ghatanothoa's return.



PRIEST OF GHATANOTHOA

Medium humanoid (any), any evil

Armor Class 14 (studded leather)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	16 (+3)	12 (+1)

Skills Intimidation +3, Perception +7, Religion +2

Senses passive Perception 17

Languages Common

Challenge 3 (700 XP)

Dark Devotion. The priest has advantage on saving throws against being charmed or frightened.

Magical Adept (1/day). As a bonus action, the priest may regain an expended spell slot.

Spellcasting. The priest is a 5th-level spell caster and Wisdom is their spellcasting ability (spell DC 14, +6 to hit with spell attacks). The priest knows the following spells:

- Cantrips (at will): *chill touch, light, sacred flame, thaumaturgy*
- 1st level (4 slots): *bane, command, inflict wounds, lethargy of Tsothoggua (SPCM 106),*
- 2nd level (3 slots): *enhance ability, hold person, silence*
- 3rd level (2 slots): *song of Hastur, spirit guardians*

ACTIONS

Multiattack. The priest makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

RAVAGER GHOUL

Pallid grey skin barely contains the bulk of this muscular, ghoulish brute. Grown strong and powerful after subterranean feasts, this ghoul has become bold and aggressive. It advances menacingly with bared teeth and extended claws, ready and eager to kill again.

RAVAGER GHOUL

Medium monstrosity, chaotic evil

Armor Class 16 (breastplate)

Hit Points 85 (10d8+40)

Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	8 (-1)	12 (+1)	7 (-2)

Skills Athletics +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Ghoul

Challenge 3 (700 XP)

Psychic Feast. The ghoul can feed for 1 minute on the corpse of a humanoid or monstrosity with flesh at least 24 hours dead to absorb some of the lingering traces of memory and knowledge that the creature possessed in life. This adds a +1 bonus on a skill of the ghoul's choice that the creature was proficient in. The ghoul gains only one bonus from any given corpse. At the GM's discretion, a particularly ancient corpse might grant a larger bonus or a bonus to more than one skill. The ghoul can maintain three separate bonuses. If it uses this trait when it already has the maximum number of bonuses, it must forget one of the current bonuses in order to replace it with one from the new corpse.

Grave Nose. The ghoul has advantage on Wisdom (Perception) checks that rely on smell to notice or recognize corpses, decaying things, meat, and undead creatures.

Inured to Disease. The ghoul is immune to nonmagical diseases and has advantage on saving throws against magical diseases.

Reckless. At the start of its turn, the ravager ghoul can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Scrounger. The ghoul has advantage on Wisdom (Perception) and Intelligence (Investigation) checks to find objects in rubble or undergrowth, buried, or otherwise hidden from view.

ACTIONS

Multiattack. The ravager ghoul makes two attacks: one with its bite and one with its claws or two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the ravager ghoul hits with both claw attacks, it may use a bonus action to make a bite attack on the target.



WITCH OF GHATANOTHOA

Dressed in flowing black robes covered in eldritch symbols of Ghatanothoa, the cultist-witch raises her voice, invoking dark powers beyond our veil of comprehension. She draws a dagger across her spellbook, tracing arcane sigils over the already indecipherable pages as the air around her crackles with energy.

Cultist-Witch. Witches who make unspeakable pacts with Ghatanothoa become powerful weavers of arcane magic and rise to prominence in the Great Old One's apocalyptic Cult. Some seek power and influence, while others merely look for security or a sense of purpose. Whatever their initial motivations for contacting Ghatanothoa, these witches have given themselves over fully to the Cult and now serve as potent vessels for Ghatanothoa's will.



WITCH OF GHATANOTHOA

Medium humanoid (any race), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	11 (+0)	13 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6; -2 on saving throws against *confusion*, insanity, and madness

Skills Arcana +2, Deception +6, Yog-Sothothery +5

Senses passive Perception 11

Languages Common,

Challenge 4 (1,100 XP)

Alien Perspective. The witch has advantage on saving throws against effects that would give it the charmed condition, frightened condition, insanity, confusion, madness, or any effect that would cause its actions to be erratic or randomly determined.

Otherworldly Presence. The witch adds her Charisma bonus in addition to her Dexterity bonus on all Initiative rolls. The witch cannot be surprised.

Dark Sacrifice. When the witch reduces a creature to 0 hit points, she gains 5 temporary hit points.

Time's End. Whenever she deals damage with a warlock spell, the target's hit point maximum is reduced by the damage dealt until they take a short rest. If the target's hit point maximum reaches 0, it dies.

Innate Spellcasting. The witch's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 14), requiring no material components:
At will: *alter self*, *grease*, *levitate*, *mage armor*
1/day: *circle of death*

Spellcasting. The witch is an 11th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:
Cantrips (at will): *chill touch*, *eldritch blast*, *minor illusion*, *poison spray*
1st-5th level (3 5th-level slots): *command of the bloody tongue*^{SPCM}, *cone of cold*, *confusion*, *charm person*, *false life*, *fear*, *haste*, *lethargy of Tsathoggua*^{SPCM}, *mist of R'lyeh*^{SPCM}, *moonbeam*, *shatter*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

REACTIONS

Cosmic Loophole. When the witch is hit by an attack, she makes an opportunity attack against the attacker with a warlock cantrip.



YLENIA, ZOOG SHADOW PROTECTOR

Ylenia is the latest zoog to assume the role of Shadow Protector of Farzeen's tribe of zoogs. Serving in a protective role similar to the Grove Keeper, the Shadow Protector works on the edges and in the shadows, whereas the Grove Keeper is often the face of the tribe.

Ylenia is a master negotiator, infiltrator, and larcenist. She has no time or interest in the niceties of non-zoog society. Little marks her as unusual physically by zoog standards, making her easily mistaken for another of her species, particularly by humans and other so-called civilized species.



YLENIA, ZOOG SHADOW PROTECTOR

Small humanoid (zoog), chaotic neutral

Armor Class 15 (18 with *mage armor*)

Hit Points 82 (15d6 + 30)

Speed 25 ft., burrow 10 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	14 (+2)	13 (+1)	16 (+3)	8 (-1)

Saving Throws Dex +8, Int +4, Wis +4

Skills Acrobatics +8, Investigation +7, Perception +9, Stealth +11, Sleight of Hand +8, Yog-Sothothery +9

Senses darkvision 60 ft., passive Perception 19

Languages Common, Aklo, Deep Speech, Zoog

Challenge 5 (1,800 XP)

Corporeal Dreamer. As an action, Ylenia can will herself to sleep and physically enter the Dreamlands.

Cunning Action. Ylenia can take a bonus action on each of her turns in combat. This action can be used only to take the Dash, Disengage, or Hide actions.

Evasion. When Ylenia is subject to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Pouches. Ylenia has two small pouches, each of which can fit a palm-sized object. She can use the Use an Object action to retrieve an object from this pouch as a bonus action using her tail or facial tentacles.

Sneak Attack (1/turn). Ylenia deals an extra 21 (6d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and she does not have disadvantage on the attack roll.

Spellcasting. Ylenia is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following spells prepared.

Cantrips (at will): *mage hand, mending, poison spray*

1st level (4 slots): *alarm, create or destroy water, longstrider, thunderwave*

2nd level (3 slots): *barkskin, find traps, pass without trace, silence*

3rd level (3 slots): *dispel magic, elder sign (SPCM 102), gaseous form, nondetection*

4th level (1 slot): *freedom of movement*

Trap Culture. Whenever Ylenia makes an ability check with artisan's tools to create a trap or with thieves' tools to disable a trap, she is considered proficient with the tool. Whenever Ylenia makes a saving throw against a trap, she is considered proficient in the saving throw.

ACTIONS

Multiattack. Ylenia makes three attacks

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Obsidian Dagger +1. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Adamantine Darts. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage and 7 (2d6) poison damage.

REACTIONS

Uncanny Dodge. Ylenia halves the damage that she takes from an attack that hits her. She must be able to see the attacker.



NEW MAGIC ITEMS:

COIN OF PIPING

Wondrous item, uncommon

This ancient coin is made of a dense, unknown metal and is always cool to the touch. The figure on the obverse side is too worn to identify but is clearly not human. Its reverse side displays a set of pipes. Both sides of the coin have been crudely defaced with the eight-pointed star of Azathoth, a symbol easily identified with a successful DC 12 Intelligence (Religion) or DC 8 Wisdom (Yog-Sothothery) check.

As an action, the coin can be flipped or tossed as a ranged attack; treat the coin as an improvised weapon (range 20/40 ft.) that deals no damage. If the attack roll beats AC 10, the coin lands where intended; otherwise it lands 1d10 feet away in a random direction determined by the GM. When the coin lands, discordant and alien piping fills the air and one of the following effects takes place. Flip a coin or roll a d4 and divide the result by 2 (1 for heads, 2 for tails) to determine which side the coin lands on:

- ◇ **Heads:** A 15-foot radius around the coin is affected as if by the *silence* spell until the end of the coin-tosser's next turn.
- ◇ **Tails:** All creatures within a 15-foot radius must make a DC 14 Wisdom saving throw; those that fail are affected as if by the *confusion* spell until the end of the coin-tosser's next turn.

Once tossed, the coin can't be used this way again until the next dawn.

DIE OF STRANGE GEOMETRIES

Wondrous item, rare (requires attunement by a spellcaster)

This appears to be a many-sided die carved from wikklamite. The eye has trouble focusing on it, but upon close inspection, it seems to shift constantly between having 20 faces and having 12 faces, as if it were two solid objects paradoxically occupying the same space.

This object is somewhat unsettling and mildly headache-inducing. When a creature with an Intelligence score of 14 or less attunes to the die, they have disadvantage on all saving throws against dread and insanity until they succeed on such a save or they end their attunement to the item.

As an action, the die can be rolled or tossed as a ranged attack; treat the die as an improvised weapon (range 20/40 ft.) that deals no damage. If the attack roll beats AC 10, the die lands where intended; otherwise it lands 1d10 feet away in a random direction determined by the GM. The die must land on a solid, horizontal surface to have an effect; landing in an unstable material such as mud, a pool of liquid, or loose sand may prevent it from having an effect, per the GM's discretion. To determine the effect, roll on the following d20 table, rolling again on the d12 table

if prompted to do so. All saving throws against the die's effects are DC 15. If the result indicates a spell, that spell is cast at the lowest possible level and lasts until the end of the die-tosser's next turn unless otherwise indicated. If the spell or effect has an area of effect, the origin point is where the die lands. If the spell or effect targets a specific creature or has a range of self, it targets the creature nearest to the die within 5 feet of where it lands.

d20 faces

1	Roll on the d12 table.
2	Silent. The die makes no sound as it rolls.
3	Flash of Insight. The target gains advantage on its next attack roll or ability check.
4	Return. The die reappears in the die-tosser's hand.
5	Roll on the d12 table.
6	Green Glow. The die shines dim green light out to a 10-foot radius until moved.
7	Lethargy of Tsathoggua. (SPCM 106).
8	Susurrus. The die-tosser hears faint whispers until the die is moved.
9	Charge. The nearest target takes 1d4 lightning damage (no saving throw). If there is no valid target, the next creature to touch the die takes 1 lightning damage.
10	Roll on the d12 table.
11	Intrusion. An illusory Servant of the Outer Gods (SPCM 366) appears for less than 1 second.
12	Mist of R'lyeh. The die casts the spell of the same name (SPCM 109).
13	Vanish. The die turns invisible for 1 round.
14	Darkness. Lasts for 1d4 rounds.
15	Roll on the d12 table.
16	Echo. The sound of the die striking the ground is loud and audible from as far away as 300 ft.
17	Chill of the Void. Target takes 2d8 cold damage, or half damage with a successful Constitution saving throw.
18	Nothing. Nothing happens.
19	Mind Scourge. Target takes 3d6 psychic damage, or half damage with a successful Wisdom saving throw.
20	Roll on the d12 table.

d12 faces

1	Folded Space. The die lands at the feet of the tosser. Re-roll on the d20 table to determine the effect. If the result is the same on the second roll, the die is destroyed and all creatures within 10 feet take 4d10 psychic damage (no save).
2	Eyebank. Target must succeed on a Wisdom saving throw or be blinded for 1 round.
3	Eldritch Invigoration. Target heals 2d4 hit points and gains the Poisoned condition for 1 round.
4	Color Change. The die becomes bright purple until the next time this result is rolled.
5	Sarnath Sigil. The die casts the spell of the same name (SPCM 112), which lasts for 1d6+1 rounds or until die is moved.
6	Yellow Sign. The die inscribes a 6-inch-wide Yellow Sign (SPCM 116) where it lands. The sign is only visible to the insane and worshippers of Hastur.
7	Transposition. The die-tosser is teleported to

the die's position. The target creature (if any) is teleported to the die-tosser's previous location.

8 **Ethereal Web.** Target must succeed on a Strength saving throw or be restrained for 1 round.

9 **Extinguish.** All nonmagical flames smaller than a campfire within 100 feet are snuffed out.

10 **Haste.** Target is affected by the haste spell until the end of the die-tosser's next turn.

11 **Terror.** Target must succeed on a Wisdom saving throw or take a Dash action to move away from the die and the die-tosser by the safest available route on its next turn, dropping any held items.

12 **Elder Sign.** The die projects an Elder Sign (SPCM 102) 5 feet across, centered on itself. The Sign remains as long as the die remains untouched.

Once the die has been rolled a number of times equal to the user's spellcasting ability modifier, it cannot be rolled again until the next dawn.

ICON OF CTHULHU

Wondrous item, very rare

This stone statuette, two handsprans in height and one in width, depicts the dread lord Cthulhu, a hideous being with batlike wings and a bulbous and tentacled head. This icon is paired with another and messages can be sent between the two.

A creature touching the icon of Cthulhu can send a message to its paired icon, wherever it is. This functions as the spell *sending*, except the recipient is the next creature to touch the receiving icon. When the icon receives a message, it glows dimly until it is touched, at which point it delivers the message per the spell. If two creatures are touching both icons at the same time, they can instead communicate directly; they can even faintly see each other if their eyes are closed.

Anyone spending an hour in direct contact with the icon casts *call of Cthulhu* (SPCM 95), whether they intend to or not. The icon can only function in this way once per week.

SCROLLS OF PROTECTION FROM GHATANOTHOA

Scroll, very rare

Using an action to read the scrolls causes an invisible barrier to envelop you or a target creature you touch. For 12 hours, this barrier protects you from Ghatanothoa's mummification effects, including effects from rootlings, Ghatanothoa's Elder Influence, the spell *gaze of Ghatanothoa*, and other petrification effects related to Ghatanothoa's power at the GM's discretion.

For the duration of the scroll's effect, if you fail a saving throw against one of the effects above you may expend a charge and choose to succeed instead. The barrier has 2 charges; when both are expended, the effect ends.

TRIDENT OF THE DEEP

Weapon (trident), rare (requires attunement)

While attuned, you gain a +1 bonus to attack and damage rolls made with the trident. Its range, when thrown under-

water, is 40/120. Additionally, you can breathe water as though it were air and gain a swimming speed of 30 feet.



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