

GHOUL ISLAND

Act 4: Ghatanothoa Awakens



SANDY PETERSEN'S
CTHULHU MYTHOS





PETERSEN GAMES

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Sandy Petersen's Cthulhu Mythos: Ghoul Island Act 4: Ghatanothoa Awakens, © 2019, Petersen Games.

Printed in China.

ISBN-13: 978-1-950982-03-5

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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 4: GHATANOTHOA AWAKENS

A Cthulhu Mythos adventure for 4 to 5 characters of 11th–14th level

ADVENTURE SYNOPSIS

A good night's rest has eluded the PCs since they first set foot on idyllic Farzeen. With a soft bed finally underneath them, the PCs drift to slumber. A lost ally pulls them into the Dreamlands as they sleep. Twin priests, Nasht and Kaman-Thah, meet the adventures prior to their sojourn down the Seven Hundred Steps. After a few words of advice, they leave to answer Pompea's call. The champions quickly learn the dangers they will face and soon meet Censa's lost feline familiar, who is much more than she appears. Nukki leads the PCs to her new mistress's sanctuary.

The high priestess of Light tells a tale of the true history of Farzeen, Kaza, and the cultists. She weaves a story of conflict, subterfuge, and manipulation. Pompea tells them of an old religious text, long thought lost. In order to defeat Ghatanothoa, the PCs must return the book to the waking world and employ its knowledge.

Kaza, the primal god of volcanic fury, drew the attention of another Great Old One, fiery Cthugha. Sensing a kindred power, the chosen of Cthugha claimed the Book of Kaza as their own, and the PCs must defeat them to regain control of the ancient tome.

Searing grimoire in hand, the PCs awaken to the sounds of battle as the nearby deep ones leave their submerged city to invade Farzeen. At first, the islanders comport themselves well and repel the raiders. Then the sky breaks, and an unnatural tempest spurs the deep ones to frenzy. While the islanders have their hands full with the renewed assault of the aquatic invaders, the PCs notice a swell moving at preternatural speed toward the beaches.

The PCs make difficult decisions on their journey to the beach—ones that have repercussions for both their own lives and those of the islanders. The monstrous form of a shoggoth swims hastily toward Farzeen, and the PCs are the only ones with even a chance of stopping the creature. The battle is fierce and the abomination's power nearly overwhelming, but they manage to stop the beast, albeit at great personal cost.

The storm's power abates briefly, and through a break, the adventurers spy a figure in the throes of ecstatic summoning on the harbor's lighthouse. Realizing that preventing the summoning is more effective than battling its result, the PCs investigate only to find their former captain, Censa, perched at the top of the lighthouse calling forth any horror that can hear her cries to the Void. The PCs dispatch her, ending the storm.

In the calm after the battle, the PCs find Domniku and deliver the Book of Kaza. Its knowledge not only provides clues and hints on defeating Ghatanothoa's cultists but also transforms the priest's faith. The cultists use the calm after the storm to gather their forces for one final, mad

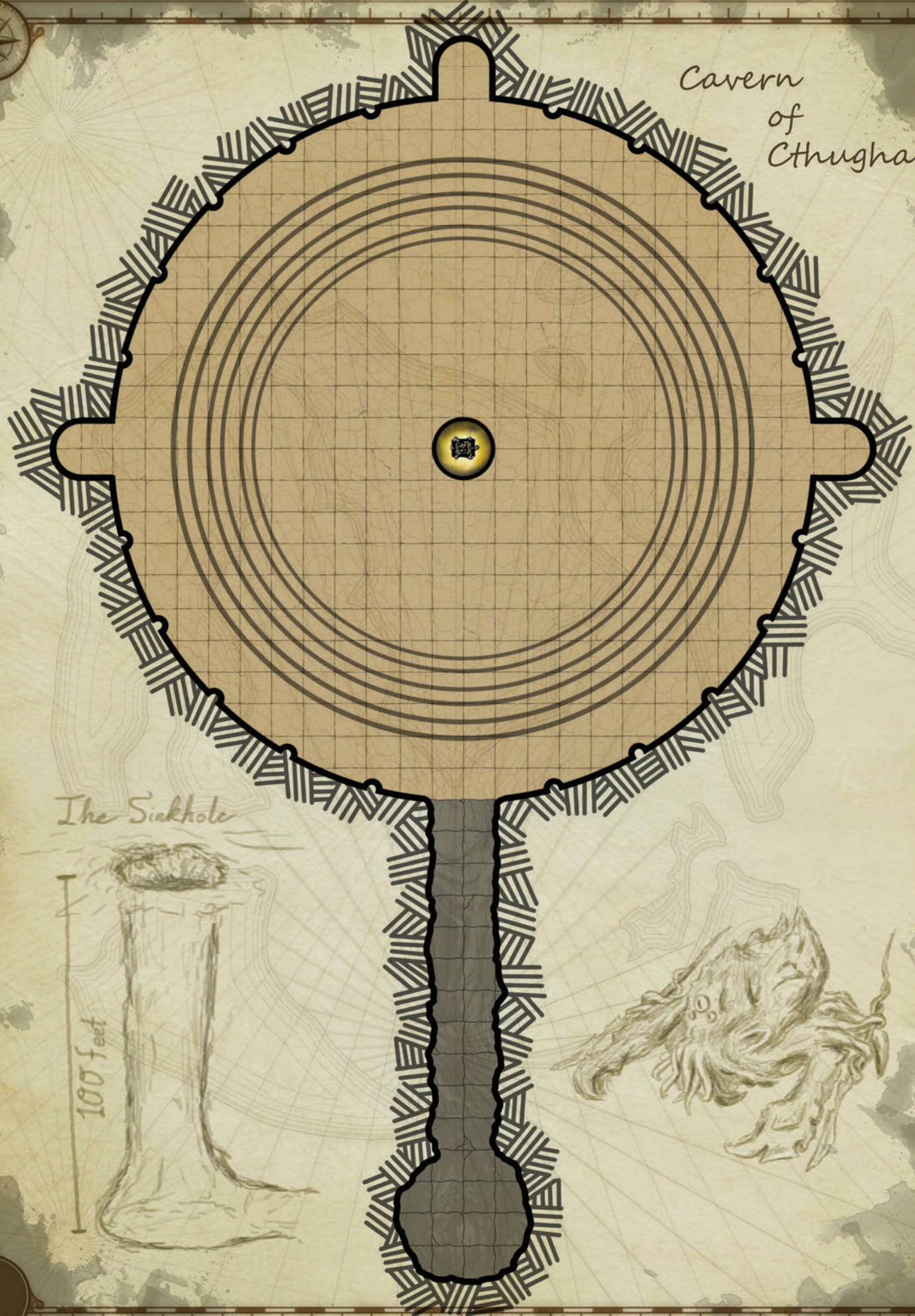
push toward victory. Ground-shaking tremors infect the island, and wave after wave of the Great Old One's followers attack. The cultists lead the PCs to Kaza, a series of newly formed tunnels, and finally to Magistrate Alwigi and the Elder Influence. In the end, the PCs defeat Alwigi and his pawns and save the city and island.

But all may not be as it seems. After a night of celebrating with the inhabitants of the island, unspeakably horrific visions disturb the dreams of the PCs and others on the island. Ghatanothoa's high priestess has transformed into a symbiotic entity of immense power. The vision breaks the minds of many, and those lucky enough to retain their wits see a new isle has spawned off the coast, which contains the horrors of Ghatanothoa's last remaining minions. Upon exploring this hellscape, the PCs find the Great Old One itself has nearly completed its laborious journey to the surface. In the final battle of Farzeen against Ghatanothoa, they harness Kaza. Will the release of her long-restrained fury be enough to burn the taint of the Great Old One from the land?

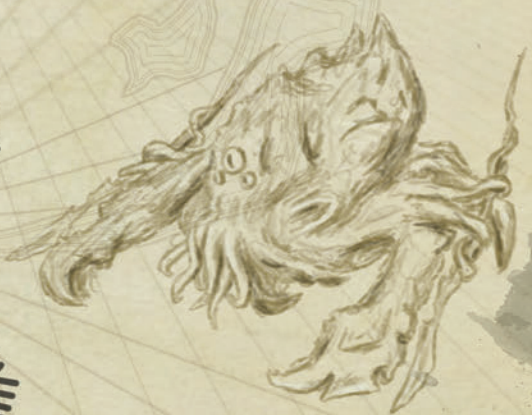


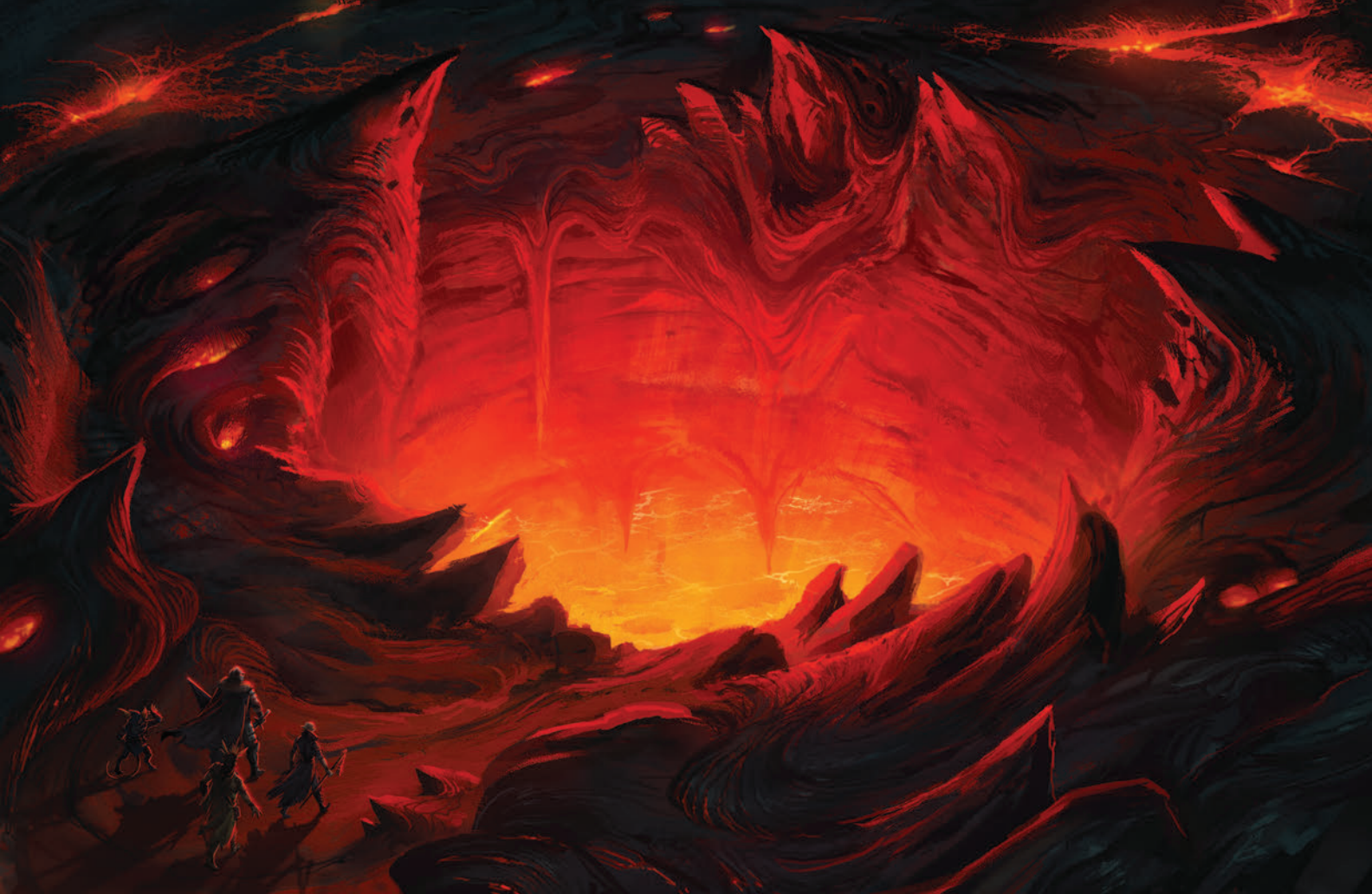


Cavern
of
Cthugha



The Sinkhole





ACT 4.1: THE VOLCANO GODDESS

A Cthulhu Mythos adventure for four to five 11th-level characters

EPISODE SYNOPSIS

Pompea's inner strength pulls the PCs into the weird, wonderful, and deadly world of the Dreamlands. When her physical form was mummified and mostly eaten, she retreated to the last place left to her, and she has called to the PCs with knowledge vital to the fight against Ghatanothoa. The priests Nasht and Kaman-Thah meet the PCs upon their arrival. They answer the PCs' questions and present them with gifts to replace the gear that was unable to make the journey. Prepared for whatever challenges may come, the PCs descend the Seven Hundred Steps to the Dreamlands proper.

No journey is without risk. A flight of nightmarish creatures emerges from the enveloping void to attack the PCs. Ultimately, the PCs reach the bottom of the steps, which then disappear, leaving no trace. At the base, an acquaintance greets them, proving to be much more than they had first thought, and she leads them to Pompea's sanctuary. There are, of course, dangers and challenges along the way for the wary party to overcome. The alien predators of the Dreamlands constantly test their resolve, cunning, and martial prowess.

At long last, the PCs come face to face with the high priestess of Light, Pompea, and learn of her predicament,

as well as the true origin of the Goddess of Light. The Goddess cannot stop dread Ghatanothoa, but perhaps Kaza, the personification of the island's primordial volcanic power and wrath, can. Despite the priesthood of Light's efforts to eradicate all traces of their progenitor, a copy of the Book of Kaza remains in the Dreamlands. Does it contain the powerful eldritch formulae needed to unleash to dormant god's fury?

Setting forth to recover the book, the PCs find themselves in a desolate, inhospitable wasteland of fire and fury. They arrive at a gaping sinkhole, a veritable maw leading into the depths of hell. The descent is treacherous, the environment deadly, and the enemies ferocious. The PCs recover the Book of Kaza and promptly awaken to the sounds of battle.

While the PCs were resting, the deep ones launched their assault. The islanders, battle-hardened and forged in conflict, surprised the aquatic invaders, routing the first assault with relative ease. Amidst the cheers and exultations, the sea swells. It overtakes the incoming waves and will reach the beaches soon. The folk of Farzeen have not noticed the unnatural event, nor do they see the lone figure at the top of the lighthouse directing it.



PROLOGUE. THE CAVERN OF FLAME

Act 4 begins with the PCs taking a well-deserved long rest at the Albatross. Lothar, Obed, Domniku, and the other leaders of Farzeen assure them they will continue to study in search of more effective protection from Ghatanothoa's dire gaze. Lothar, in particular, reminds the PCs they are the island's last, best hope, and without adequate rest to regain their strength, they have little chance for success. When the PCs begin their rest, read or paraphrase the following:

Despite your best attempts at staving off sleep, you inevitably succumb to its embrace. No sooner have you closed your weary eyes than you awaken to a pair of shaking baritone voices calling for you by name, and asking that you step forward.

Looking around, you see a vast cavern splayed out, illuminated by an unseen, all-encompassing light. In its center stand two exceedingly tall figures with their backs to a pillar of purple-green flames. Despite the conflagration behind them, you see no trace of their shadows preceding them. In fact, there are no shadows anywhere.

The wizened men are bearded, clothed in religious vestments, and easily eight feet tall. The miter-like headdresses they wear exaggerate their height, and were it not for their glorious beards, you could not tell them apart from one another.

The man with a coarse steel-gray beard speaks first. "I am Nasht," he says, then gestures to his counterpart, whose fine, snow-white beard flutters from unseen breezes. "And this is Kaman-Thah. We've been expecting you."

Kaman-Thah and Nasht are the guardians of the Dreamlands and it is their eternal duty to determine if a visitor is worthy for entry into them. While in their cavern, they are virtually omnipotent and omniscient. Many visitors to the Dreamlands consider the priests to be gods in their own right. They answer questions put forth to them honestly, with no efforts to obfuscate their intent.

A successful DC 10 Wisdom (Yog-Sothothery) check reveals that the PCs are in the Dreamlands, and PCs who succeed by 5 or more realize who the priests are and their role in the Dreamlands. PCs with the Dreamer feat have advantage on this check.

WHY WERE YOU EXPECTING US? The priests know all Dreamers that come to their realm, and they took a personal interest in Pompea (page 51), owing to her great power. When her physical form was eaten by the voracious ghouls, she retreated to the Dreamlands, and shortly afterward enlisted the aid of Kaman-Thah and Nasht. She had one request: to bring the PCs to the Dreamlands and allow them passage so that they may at last meet face to face.

WHO ARE YOU? "Nasht and Kaman-Thah, Priests of the Cavern of Flame. It is our place in the universe to approve

DREAMLANDS

This adventure takes place almost entirely within the Dreamlands (SPCM 81-83). Prior to running the adventure, familiarize yourself with that section of *SPCM*. Any items the PCs obtain in the Dreamlands remain there, unless stated otherwise. In this adventure, the only item that is able to leave the Dreamlands is the Book of Kaza.

In this final arc of *Ghoul Island*, the PCs must overcome overwhelming odds and make heroic sacrifices, starting with their foray into the Dreamlands. By design, some of the encounters in this section may turn deadly for the PCs. Death in the Dreamlands is not something to be scoffed at (SPCM 83), but it is also not the end.

or deny passage to the Dreamlands. We judge all passers-by." Further attempts to learn more about the priests prove fruitless and the priests answer them with variations on the statement above.

WHAT IS THIS PLACE? "This is the Cavern of Flame and you, my friends, are in the Dreamlands."

THE DREAMLANDS? "Beautiful and hideous. A sanctuary and a trap. The Dreamlands are full of contradictions and dichotomies. The Dreamlands connect all minds but you are experiencing them in a way few minds every do. You will find a guide after descending the Seven Hundred Steps."

When the PCs have asked their questions of the priests, read or paraphrase the following,

"We have brought you here at the request of the Dreamer Pompea. She has need of you. You must descend the Seven Hundred Steps, and in doing so you will reach the Dreamlands." Nasht gestures to a flight of stairs, that you swear was just a section of cavern wall a moment ago. The steps descend into the darkness.

With your first step, Kaman-Thah interrupts you. "You may want to prepare yourselves before leaving," he says with a slight grin. At first, you are unsure of what he means, but then, a wave of disorientation washes over you and the reassuring weight of your familiar packs vanish, as if it had never existed. Your equipment did not come with you on this journey, it seems.

Kaman Thah winks at you. "Fear not, my friends, for the Dreamlands provides."

The adventurers' gear has not come to the Dreamlands with them, and now they have an opportunity to rectify that alarming deficit. When the PCs open the door, they find a room that contains a bundle of items for each character, as if the Priests knew exactly what each hero would need on this quest. In addition, there are two jars of *restorative ointment* sitting on a table to the side.

This should feel a little like a windfall for the players, though they should also be just a bit concerned about why they're being equipped so generously. Suggested items by archetype are listed below, but please adjust as needed for your particular group:

- ◇ **FRONTLINE.** Adamantine heavy armor, *shield +1*, *frost brand* or *flame tongue* weapon of player's choice, *belt of dwarvenkind*, *oil of sharpness*.
- ◇ **FACE.** *Hat of disguise*, *light armor +2 of resistance* (player's choice), *luckstone*, ranged weapon of choice with a quiver of 20 *arrows +1*,
- ◇ **SUPPORT.** *Staff of healing*, any *armor +1*, *chime of opening*, *headband of intellect*
- ◇ **GLASS CANNON.** *Oathbow* or *lightning gun (SPCM 126)*, *cloak of elvenkind* and *boots of elvenkind*, *bracers of archery*
- ◇ **CASTER.** *Ring of spell storing* (contains up to 3 spells of GMs choice), *luckstone*, *staff of swarming insects*

GMs Note: In all cases, any mundane weapons or armor the hero normally uses are present. Additionally, all items that require attunement do so immediately without the need for additional time. Feel free to adjust the caches to match your player's characters and their preferences. Don't worry about giving them a little extra; they can't take it with them anyway.

SCENE 1. TO DREAM, PERCHANCE TO KNOW

Armed, equipped, and outfitted, the PCs are ready to take on the denizens of this weird and hostile land. Time and distance are fluid in the Dreamlands, particularly on this portion of the journey. This encounter occurs when thematically and dramatically appropriate, generally after around 30 minutes to one hour of in-game time.

The staircase defies all logic and natural laws as it hangs in the vast blackness of the Void. There are no buttresses to support it, no ropes to hold it, nor any wall to serve as an anchor. Nothing. Simply steps upon steps that lead down into the inky depths.

The echo of each footfall is swallowed by the nothingness, and without landmarks to track your progress, time becomes meaningless.

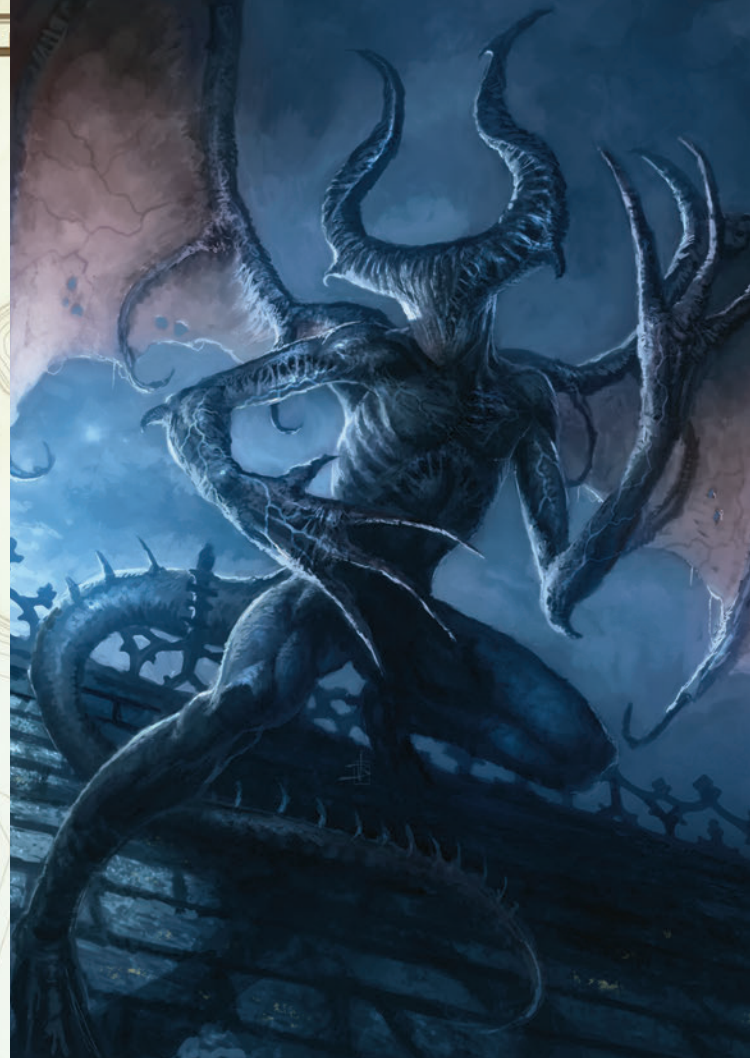
A DC 15 Wisdom (Perception) check notices the following:

The soft susurrus of air reaches out from the Void. You're unable to determine the exact direction. It sounds as if it is coming simultaneously from above, below, and from each side.

The stairs are 12 feet wide and 9 inches tall. This encounter occurs when the PCs are approximately halfway down the flight of 700 steps.

DEVELOPMENT. Fighting on the steps represents a unique set of challenges for the PCs. Creatures appear from all directions simultaneously and utilize fly-by tactics to great effect.

CREATURES. A murder of five nightgaunts (SPCM 350) have encircled the PCs in preparation for an attack. The



creatures' preferred tactic is to knock the PCs from the steps and let the 250-foot fall, which inflicts 70 (20d6) bludgeoning damage, do some of the work for them. Should this occur, a nightgaunt will detach from the rest and follow its prey to ground to immediately finish off the broken and battered PC.

SCENE 2. AN OLD FRIEND

The journey down the remaining steps is uneventful. At the bottom, a forgotten friend greets the PCs. Read or paraphrase the following:

With shaking legs and frayed nerves, you reach the bottom of the gods-forsaken stairway and exit into a jungle much like the one surrounding Farzeen. With your first steps onto the ground, the staircase dissolves behind you and the landscape forms more fully.

A lavender sky with pale red clouds and intermittent black stars "shines" down on you. Twin suns, nearly twice the size you're accustomed to, provide light. The jungle is both familiar and alien.

A soprano voice comes from a tangled mass of ferns a few yards away. "Come along, no dawdling and gaping. There's precious little time to waste. Mistress Pompea is fading quickly."



In short order, Nukki saunters from her hiding spot, sits back on her haunches, and addresses you directly, “We’re in for a long and tedious journey if you stop with jaws on the ground every time you see something you don’t understand.”

The feline locks eyes with you, and you see the faintest, echo of a smirk in the cast of her jaws. “Out with the questions now, or does a cat have your tongue?”

Nukki (page 49) allows the PCs a few minutes to get their bearings, examine their surroundings, and ask a few questions before she insists they begin the trek to Pompea. She is a bit nervous about having to lead such a large, loud, and inexperienced group through the Dreamlands.

PCs who examine the plants/surroundings learn the following with a Wisdom (Nature) check (at the GM’s discretion, they may use Yog-Sothothery in place of Nature):

- ◇ **DC 12** – These seem to be jungle plants native to Farzeen; they are harmless—bitter, but edible. You also see insects and small animals reminiscent of Farzeen’s environs.
- ◇ **DC 18** – The plants are very similar to what you saw in Farzeen, but there are enough differences to make you unsure. The coloring and oddly placed vestigial limbs of the animals are like nothing you’ve seen before.

The nearby plants and creatures are not edible and any PC eating them must make a DC 15 Constitution saving throw or be poisoned for the next 1d6 minutes. At the end of each minute, the target may repeat the save, ending the effect on a success.

QUESTIONS FOR NUKKI: The cat answers a few questions if the PCs ask.

SUPPLIES? CAN I EAT THE PLANTS/ANIMALS? “Of course you can. Should you? Only one way to find out.” Nukki knows the flora and fauna are poisonous to the PCs, but she will not stop them from learning first-hand. She is a firm believer in learning via experience and would not rob the PCs of that hard-won knowledge.

WHERE HAVE YOU BEEN? “Watching from the safety of dreams. My former mistress answered the call and shattered our bond. I came here to recover my senses and found Pompea.” Nukki is remarkably well-informed of the goings on in Farzeen and the cultists of Ghatanothoa. She is able to provide any details on the ongoing plot that the GM wishes to share.

YOU TALK!?!? “More eloquently and effectively than you, it would seem.” Nukki bores of this line of questioning very quickly.

CENSA. “She answered the Call of Blood and Water. Once we landed in Farzeen, she was lost to me.” Nukki sensed the change in Censa after her encounter with the deep ones (**Act 1.1**) and vanished into the jungle shortly thereafter to keep a wary eye on the proceedings from a safer vantage.

“My mistress is no longer. You’d do well to remember that when you see her. Lord Cthulhu has proffered his blessing upon her, and who she was is gone.” Nukki can confirm that Pompea has a twsha and can explain its powers.

POMPEA. “A new friend, and I am here to take you to her.” Nukki has seen Pompea’s condition deteriorate daily, and with the recent destruction of her physical form, that degradation has accelerated alarmingly.

THE DREAMLANDS. “My home, for now at least. A land that knows how to treat cats.” Nukki prefers existence in the Dreamlands to the waking world and says as much. If she survives the coming days, she will retire to Ulthar.

DEVELOPMENT. Once the PCs have exhausted their stream of questions for Nukki, she leads them to Pompea. The jungle pathway leads the PCs past abandoned ruins, vine covered cliffs, and into the territory of a Leng spider.

The monstrosity has cleverly hidden a boulder-capped pit along the pathway (*SPCM* 341). The trap is set with a pouch of gems, laid out in the open and spilling forth its contents. If Nukki is leading the group, she is too light to trigger the trap. Nukki, noticing the pouch and the inherent dangers of such a temptation, has chosen to ignore it. She says nothing to the PCs, preferring to watch their reactions to assess not only their strength of arms but their common sense as well.

CREATURE. An old Leng spider (*SPCM* 343) has set the trap and moves in promptly to engage the PCs. Nukki’s first action will be to secure her own safety, and only afterwards will she consider assisting the PCs in the fight (also consider the relationship the PCs built with her in **Act 1.1**).

SCENE 3. GUGS

The crisp, clear chime of a hand bell breaks through the drone of the jungle. You cannot ascertain the origin of the sound due to the jungle’s density.

The PCs are presented with a choice, to investigate the sound or to ignore it. Nukki refuses to make the decision for them, but allows them a few minutes to delve into the forests. If they investigate, read or paraphrase the following:

After a time navigating the dense undergrowth, the sound leads you to a cavern. Two slaving monstrosities crowd the cave mouth, their bifurcated heads glistening with razor-sharp fangs. The brutes wave massive arms, each split at the elbow to form a pair of lower arms that end in viciously formed four-fingered claws. They bear down on a zoog that is feverishly scrambling for cover from their advance.

DEVELOPMENT. The PCs hear the audible component of an *alarm* spell that has been triggered. A PC who knows the spell recognizes it immediately, or a successful DC 12 Intelligence (Arcana) check reveals the source.

A successful DC 18 Wisdom (Perception) check detects the presence of the stalking gugs. If the creatures are not detected or the PCs dawdle for two rounds, the sounds of an inhuman roar shakes them to their very core as the gugs attack.

A successful DC 15 Wisdom (Yog-Sothothery) check identifies the creatures as gugs. If the PC exceeds the DC

by at least 5, they also know that *silence* is ineffective at preventing their unique form of spellcasting, and that the creature has no innate resistances, immunities, or vulnerabilities.

CREATURES. A pair of gugs (SPCM 332) has emerged from their underground lair and cornered a zoog grove keeper (SPCM 403). The zoog's foresight in casting *alarm* is the only reason it was not consumed prior to waking.

The zoog is concerned with its own safety and no one else's. It will escape as soon as the opportunity presents itself, using its own magic to accomplish that goal.

SCENE 4. POMPEA

Nukki leads the PCs to the base of a volcanic mountain that resembles Kaza where, at long last, the PCs meet the high priestess of the Goddess of Light, Pompea. Read or paraphrase the following:

The jungle path gradually grows rockier, the dirt replaced by gravel as sporadic ferns and hardier shrubberies supplant the lush growth. You stumble out from the canopy beneath the pale purple skies, exposed to the twin suns of this strange land. Despite the time your journey has taken, the celestial bodies have not moved perceptibly from their heavenly stations.

Nukki increases her pace just enough to separate herself from the group and enters a shallow cave.

The cat leads you deeper into the cave to Pompea, who lies sleeping on a pallet of furs. A soft glow suffuses her, and in the darkness of the grotto, web-like cracks and fissures shine brightly as if she were an antique porcelain figure lit from within.

PCs that examined Pompea's corporeal form in the Citadel piece together that the web of cracks that lines her form corresponds to the savage cuts and rending attacks that caused her death in the Waking World.

Nukki walks over to the sleeping figure, a purr filling the cavern, and gingerly nuzzles the Dreamer to wake her gently.

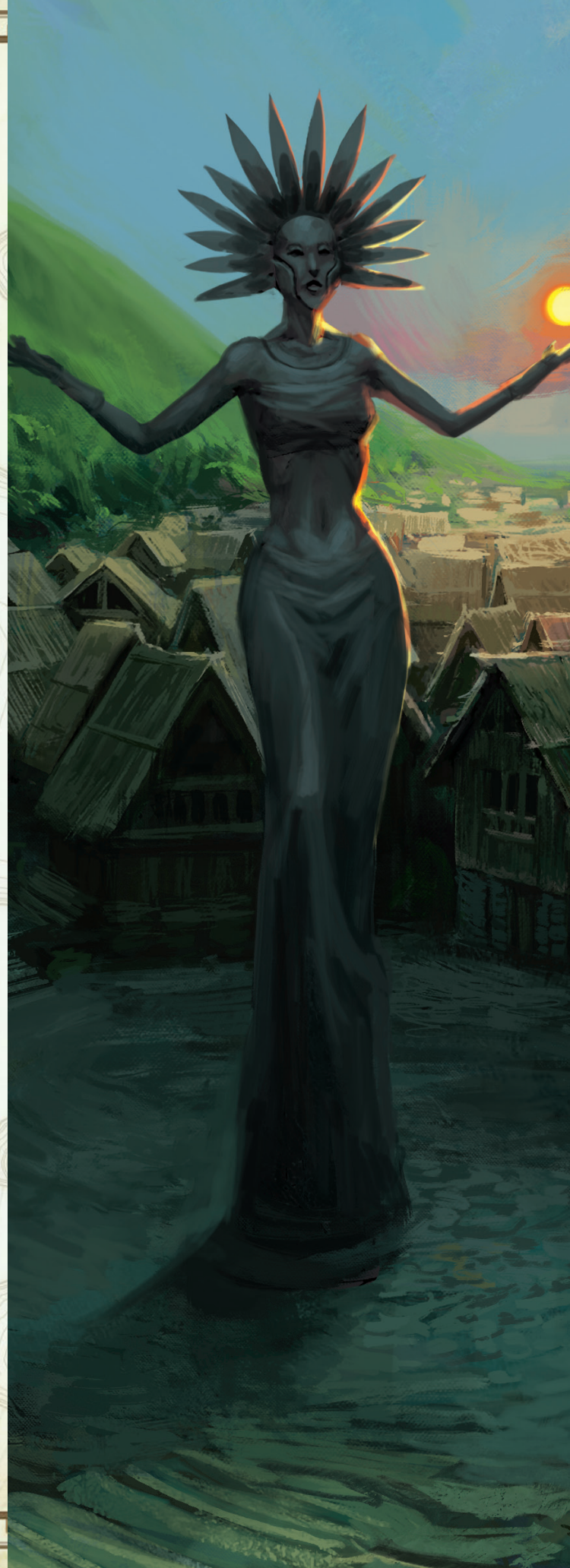
Pompea rouses, drowsy from sleep, her eyes slowly fluttering open. She regards you quizzically at first, then comprehension dawns on her face.

"You've come at last. I'm sure you have questions and I'll do my best to answer them."

QUESTIONS FOR POMPEA. The priestess answers whatever questions the PCs ask to the best of her ability.

GHATANOTHOA. "Ghatanothoa's exile beneath Mu ended generations ago, with almost no one the wiser. The foul intelligence's influence migrated to Farzeen and its followers failed in their first bid to raise the Great Old One, due to the aid of Kaza. Should the cult succeed, Ghatanothoa's ascension will mark the end of Farzeen."

THE GHOULS. Pompea learned first-hand that the ghouls' alliance with Ghatanothoa is predicated on a vast store of mummified bodies. Each victim is doomed to a





life as veritable human jerky, and worse yet, the Great Old One's gaze prolongs the target's life unnaturally, guaranteeing the victim's madness and eternal suffering.

THE GODDESS OF LIGHT. Pompea reveals truth that the Goddess of Light is a mask of Farzeen's progenitor god, Kaza. The elemental intelligence's worship evolved, as all religions do, and in this evolution it cast off the fiery and chaotic force of nature aspect to broaden its appeal. To accommodate her worshippers, Kaza became the Goddess of Light, letting her true nature lie dormant.

THE STATUE OF THE GODDESS. "The statue has been the center of the Goddess of Light's worship for generations, and as a symbol of our faith, its divine properties protect it, and us, from threats. Ghatanothoa is the greatest threat we have faced, and it's time for the goddess to protect us once more. We must awaken her ancient, primeval aspect and unleash its volcanic might upon the Great Old One!"

KAZA. "Before there was Farzeen, there was Kaza. The priests of Light did their job well in erasing all traces of her worship. Fortunately, their reach did not extend to this place, and a codex of Kaza's liturgical rites remains. I am certain that the book is the key to awakening the Goddess!"

THE BOOK OF KAZA. "I have an artifact that will lead you to it. I don't know how far away it is; distance can be confusing in the Dreamlands. Get the book to Domniku; he can use it to invoke the Old Powers." Pompea knows nothing else of the book, only that it will guide the PCs in defeating Ghatanothoa. Pompea's impressions of the book have all included the presence of overwhelming heat. She assumes, partially correctly, that this is due to Kaza's volcanic nature.

YOUR BODY. When Pompea's body is mentioned, the soft glow suffusing her form dims, as if the reminder is enough to speed her toward her inevitable end. Pompea has no living body, and as such, she is relegated to the Dreamlands for the remainder of her existence. She has used her own personal power to bring the PCs here, and though she will not admit it, it's clear she will not survive much longer.

There is no magic, medicine, or intervention the PCs can call upon to save her, but in her sacrifice, she hopes the PCs live up to their reputations and save Farzeen once and for all by unleashing Kaza's wrath upon Ghatanothoa to protect the world.

DEVELOPMENT. Pompea gives the PCs a dowsing rod, instructions on its use, and offers to heal any of the injured as best she can with her available spells. The PCs may take a short rest in the cavern, but Pompea presses them to action if they try to take a long rest.

SCENE 6. JUNGLE TREK

Nukki stays behind to care for her friend. Having so recently lost Censa, she will do everything in her power to keep Pompea alive and comfortable for as long as possible.

While trekking through the jungle, the PCs encounter alien sights, sounds, and smells common to the Dreamlands. The flora and fauna are just similar enough to be disorienting to the PCs and to invite deadly assumptions.

Attempts at identifying creatures and plants using the Nature skill should include the possibility of a false result (such as if they fail the check by 5 or more). As mentioned in scene 2, Yog-Sothothery can be substituted for Nature at the GM's discretion.

While traveling to the Cavern of Cthugha, the GM should roll or choose an encounter from the table below as pacing and time allows.

d12	Encounter
1	A moon-vassal of Nyarlathotep (<i>SPCM 349</i>) steps from a <i>dimension door</i> in front of the PCs, immediately proselytizing about the advantages of worshipping the Crawling Chaos. The PCs can attempt to talk their way out of a fight with Charisma (Persuasion), but the moon-vassal has little patience for a hesitant audience.
2	A group of eight vooniths (<i>SPCM 391</i>) lies in wait under the PCs' feet. They pounce when the time is right.
3	A squad of six armed and armored gnorri hunters (<i>SPCM 330</i>) are searching for adventure and are just a bit bored. They could be talked into aiding the PCs if the price is right.
4	The PCs hear the sounds of a brief and violent confrontation just off the path. Upon investigating they find an Ulthar Champion (<i>SPCM 290</i>) standing over a freshly killed zoog. The cat has begun to devour the zoog when the PCs encounter it.
5	The land turns abruptly swampy and a fog rises from the ground. A pair of ghosts of Ib (<i>SPCM 176</i>) materialize, one in front and one behind the PCs, and attack.
6	A trio of Leng folk thieves and a Leng necromancer (<i>SPCM 339</i>) are scouring the jungles in search of a gug to harvest, preferably one that has been recently killed. They are not immediately hostile when encountered, being more concerned with their mission than the activities of Dreamers.
7	The PCs come to a clearing, and in it is a girl with hair of blues, greens, and purples. She is sitting, legs akimbo, and drawing in a book that rests in her lap. She pays the PCs no mind, lost in thought and concentrating on her sketchpad. If engaged in conversation she introduces herself as Harper. She is friendly, curious of their adventures, and tells tales so fantastic of her home that seem made up to shock. Harper is a powerful Dreamer, more so than Pompea, and after a few moments grows bored with the PCs, waves goodbye, and fades away, her skin growing translucent to show muscle, then her skeleton, before she disappears entirely.
8 – 12	No encounter

SCENE 7. THE CAVERN OF CTHUGHA

The rod leads you on a meandering path through jungles, swamps, hills, and finally to a desolate salt

flat. Despite your footwear, the incredible heat of the ground scorches your soles with each step. Your feet are swollen and cracking as you limp into the smoking, stinking sinkhole.

The area surrounding the sinkhole is a charred wasteland. The ground is a hardened, flat mass of cracked, dried out plates of mud encrusted with crystalized minerals.

Shimmering air rises from the cavity, attesting to the intense temperatures within. The hole seemingly exhales, washing the party in its fetid, burning breath. There are no living creatures in the vicinity.

DEVELOPMENT. Entering the sinkhole requires the PCs to descend 100 feet to its floor. The walls of the sinkhole are searingly hot and featureless, making climbing down challenging for even the most experienced (DC 20 Strength [Athletics]).

The bottom of the sinkhole is a circular room with a single tunnel leading downward. When the PCs have descended to this depth, they have, in essence, walked into an enormous oven. At the end of every round, all characters take 1 (1d3) fire damage from the ambient heat. Creatures with resistance or immunity to fire damage ignore this effect.

Unlike the tunnels beneath Farzeen, this one is not a lava tube. Instead, it has been carved from the depths by the unknowable power of Cthugha. The walls are glass-like in their smoothness, covered in black soot, and if the ash is removed, the PCs discover eldritch symbols and glyphs etched in their surface. They are unable to determine what could have created such a cavern. After traveling 60 feet, the tunnel opens to an amphitheater.

Three carved obsidian figures stand at attention around a raging pit of unearthly flames. They stare implacably with eyes of glowing blues, their motionless arms gripping massive shields. The fiery fingers of a raging inferno grasp greedily for the ceiling dozens of feet above as if trying to escape.

Despite your attempts at stealth, the guardians know you are present. They turn to you in unison and attack!

DEVELOPMENT. Kaza's initial victory over Ghatanothoa drew the attention of another Great Old One, Cthugha. The fiery intelligence sent its chosen to capture and guard the last remaining copy of the Book of Kaza for its own inscrutable purposes. They fight to the death to defend the book.

The blessing of Cthugha renders the guardians immune

SCALING THE CHOSEN

Removing the chosen's lair actions reduces their lethality significantly. But remember that death isn't permanent in the Dreamlands, and the PCs will get a long rest soon.



to surprise. They are unnervingly silent throughout the battle, and once roused, they will pursue the PCs throughout the sinkhole, only stopping if the PCs escape. When the PCs have the book, the guardians will doggedly pursue them until they or the PCs are destroyed.

CREATURES. A trio of chosen of Cthugha (page 37) guard the book of Kaza from outsiders.

TREASURE. The Book of Kaza is hidden within the fire pit. Finding it is not the challenge; obtaining it is (see **Scene 8** for details).

SCENE 8. FREEING THE BOOK

You have defeated the chosen and have come to a new dilemma: how to acquire their prize. The Book of Kaza lies within a pit of unspeakably intense eldritch flame. Whatever energies sustain the fires have not diminished with the death of its guardians.

THE BOOK OF KAZA

The book is bound in soot-encrusted obsidian and bears no marks of any kind. The pages within, of which there are 18, are made of an unidentifiable, thinly-hammered metal. When opened, the left page is illuminated with crude etchings and the right side bears the matching description.

The Book of Kaza is a collection of the rites, rituals, and ceremonies that the ancient people of Farzeen used in their worship of the fickle goddess Kaza. The book is impervious to fire and flames of all kinds, is warm to the touch, and is written entirely in Aklo.



Cthugha conjured the flames and they are difficult to dispel or avoid. The GM should reward the players for creative solutions and out-of-the-box thinking. PCs tackling the puzzle head on should expect some challenges.

DISPEL MAGIC. The magic sustaining the flames is the equivalent of a 9th-level spell. Should the PCs dispel the magic, the effect is only temporary, lasting 1d4 + 1 rounds. The caster knows intuitively that the godflames are only temporarily suppressed but does not know exactly how long they will be suppressed. When the flames re-emerge, they do so violently and at the beginning of the round. If the PCs dispel the flames, the chains cool until the flames reappear.

JUST GRAB IT. When the cultists of Cthugha initially secured the book in the pit, they did so with an elaborate system of chains and locks. The entrapments are ensorcelled to withstand any temperature and are superheated from their exposure to the flames.

The PCs can free the book from its bonds with a successful DC 20 Dexterity (Thieves' Tools) check. Any creature touching the chains takes 14 (4d6) fire damage from the intense heat. Additionally, attempts to unlock it suffer disadvantage due to the painful exposure to the superheated metal, unless the creature is immune to fire damage. The book itself weighs 15 pounds and the chains weigh 15 pounds for a total of 30 pounds.

DOUSE IT. Excessive amounts of water can temporarily douse the flames and disperse the heat of the chains; they remain cool until the flames return. The 30 gallons of water created by *create food and water* are enough to douse the flames and cool the metal for 1d2 rounds.

CONCLUSION

With the book in the hand, the PCs awaken with a start. The magic sustaining them in the Dreamlands dissipates as Pompea's lifeforce abates. Before waking fully, they hear her final words, "The blessing of Kaza be upon you."

The PCs are given the benefit of a long rest despite having only rested a few hours; additionally, they have been given the boon of Kaza's blessing (see Sidebar). The PCs must get the book to Domniku with all due haste.

Adrenaline rushes through you, your heart races, and you snap fully awake as you register the sounds of battle outside the Albatross. Securing the still warm Book of Kaza, which has appeared among you, you leap from your beds to see that the townsfolk are again embroiled in a fight for their lives, this time from an invading force of deep ones.

Momao and Lothar lead the folk of Farzeen in a battle. The islanders, refreshed after their victory over the cultists, use their newfound martial prowess to devastating effect. The deep ones flounder and flail, caught off-guard by the ferocious townsfolk. Their lines break, and they fall back to the sea. The folk of Farzeen raise their weapons as they taunt the piscine cowards.

And that's when you see it: a swell in the ocean moving swiftly toward Farzeen. It seems much too quick

KAZA'S BLESSING

After their adventures in the Dreamlands, while on the island of Farzeen, the PCs gain resistance to fire damage. Additionally, any fire damage they inflict with melee, ranged, or spell attacks deals an additional 1d6 fire damage.

to be anything but supernatural. And lording over the destructive tableau is a figure standing at the top of a lighthouse on the rocky island in the bay, gesticulating as if directing the threat.

EXPERIENCE POINTS

At the end of this episode, all PCs gain sufficient experience to reach 12th level.



ACT 4.2: THE DEEP ONES STRIKE

A Cthulhu Mythos adventure for four to five 12th-level characters

EPISODE SYNOPSIS

The PCs' sojourn to the Dreamlands proved as illuminating as it was challenging. Their final test was a battle with the Chosen of Cthugha. In defeating that alien intelligence's fiery creations, they obtained the Book of Kaza: the archaic, liturgical tome Pompea believes to contain the key to awaking Kaza and harnessing her volcanic fury. Book in hand, the PCs awoken to an apocalyptic storm, and an invading deep one army!

From the Albatross, they see a town in the midst of a raging battle. The folk of Farzeen comport themselves well, catching the deep ones off-guard and repelling the invaders with minimal casualties—at least, initially. Just as the tide of the battle turns, an unnatural squall sweeps toward the town from the sea, and, inspired by the ill-omen, the deep ones renew their attacks with savage vigor.


Ever vigilant, the PCs spy an oddity in the nearby waters. In the open sea, past the lighthouse, a submerged creature is closing in on Farzeen. The entity is of such great mass and unnatural speed that it overtakes wave after crashing wave and will soon reach the island. Time is of the essence if the PCs hope to greet this unknown threat at the shoreline before it unleashes its unknowable power on the islanders.

Through a break in the storm, they see a figure atop the nearby lighthouse. Its wild gesticulations are both familiar and utterly alien. As the PCs investigate the eldritch ritualist, the haunted pipings of an unseen creature pierce the fury of the storm. Once again, the adventurers join battle against forces they scarcely understand.

The PCs must decide who to aid and who to leave to their fate: will the greater good be served best by rushing to the beach, ignoring their allies' pleas for aid? Will the repercussions of their (in)actions haunt them?

Regardless of their tactical choices, the PCs soon face their greatest challenge yet: a shoggoth! The immense protoplasmic mass of sickly green luminescence oozes from the waves. The monstrosity wriggles and writhes, its pseudopods extending and contracting before retreating into the creature's hulking body at dizzying speed. Its appendages—an amalgam of mismatched eyes and mouths—reach out for prey and propel the abomination at unholy speed. Worse still is the vomitous smell, which assails the PCs' olfactory senses: an excruciatingly intense odor that makes the PCs' eyes water and their gorge rise. They overcome the foul anathema with a combination of guile, strength, and more than a little luck.

Mind, body, and spirit strained to breaking, the PCs arrive at the lighthouse to confront their traitorous former



captain. Censa draws deeply from Great Cthulhu's gifts and destroys her most prized possession. Yet the PCs prevail, and with their victory, the unnatural storm abates, bathing Farzeen in cleansing sunlight. The PCs deliver the Book of Kaza to Domniku and begin preparations to take the fight directly to the vile Great Old One, Ghatanothoa.

PROLOGUE. THE SWELLING TIDE AND UNNATURAL STORM

The skies were clear before your sojourn to the Dreamlands. You see dark, menacing clouds swirling overhead under the winds of an impending squall. It's clear that a supernatural force is at work. The invaders revel in the coming storm, reversing their course and turning back toward Farzeen. They surge forth with the first heavy drops of rain.

An unnatural oceanic swell moves inexorably toward Farzeen, approaching from the general direction of the lighthouse. The distance and the intervening storm make determining the size and speed of whatever is hidden beneath the waves difficult. Two things are certain: it is big and it is fast.

There is no way for the PCs to accurately identify the creature due to the combination of distance, impaired visibility, and its submersion beneath the waves. The PCs may make an Intelligence (Nature) check to gather more information about the unknown threat.

- ◇ **DC 15** – The disturbance under the water is similar in size and speed to what one might expect from a **giant shark**.
- ◇ **DC 22** – The lack of visible caudal and dorsal fins suggests that the beast is not a shark, and the swell is not as streamlined as one might expect from a natural, aquatic predator.

The players may be able to piece together what the creature *probably* is but they cannot confirm it at this time.

DEVELOPMENT. The storm gains strength steadily and implacably, and the PCs realize it is unnaturally tied to the nascent deep one invasion. It's reminiscent of the tempest that stranded them on Farzeen, and with that realization, they understand that it is every bit as much a part of the attack on the islanders as the invading monstrosities. During each scene, the storm gathers strength, putting the islanders and characters in greater danger. The storm escalates as outlined below at the beginning of each scene.

- ◇ **PROLOGUE.** Rains and heavy cloud cover blot out the sun. All areas beyond 60 feet are lightly obscured.
- ◇ **SCENE 1.** The rains turn torrential, and lightning arcs sporadically from the heavens. If a PC attempts a ranged attack on a target that is at least 60 feet away, that target has the equivalent of half cover.
- ◇ **SCENE 2.** The lightning strikes increase in frequency. At the end of each round of combat, there is a 1 in 6 chance that a random PC is targeted by lightning,

PACING AND TENSION

Act 4.2 is a mad rush of frenzied activity. The players should feel off-balance, as if they can just barely get one foot in front of the other while running headfirst downhill. Each encounter flows directly into the next and the action should be non-stop. If the PCs are not fighting an enemy, they are racing toward one to engage it. If there is nothing in their immediate vicinity, the PCs should be on edge, waiting for the next disaster to surface. The session may take several hours, depending on the players' choices, but the in-game time will be significantly less.

Players should have limited time to make decisions in this adventure. When it's time to make a choice, they should not have liberty to endlessly deliberate and debate the merits and drawbacks of their course of action. They are in the middle of an epic battle of good versus the implacable, unknowable evil of the Great Old Ones! They are heroes! People of action! Now is the time for deeds of valor and bravery!

An hourglass or other visible timer will serve you well in maintaining tension in this adventure. Ask your question, turn the timer over, and observe their problem-solving. The party should have a minute, two at most, to decide their actions. If they are not able to reach a decision in that timeframe, they miss their opportunity, and events unfold as if they chose not to intervene.

requiring a DC 15 Dexterity save; on a failed save, the PC takes 16 (3d10) lightning damage, or half damage on a successful one. PCs not in combat have a 1 in 10 chance of being targeted.

- ◇ **SCENE 3.** Gale force winds buffet the island. PCs moving at full speed or taking the Dash action must make a DC 13 Strength save or have their speed halved until the end of the round. If the save fails by 4 or more, the PC falls prone.
- ◇ **SCENE 4.** The sound and fury of the storm is such that all Wisdom (Perception) checks, including those within the lighthouse, are made at disadvantage. Additionally, the clouds obstruct the sun fully, plunging the island into darkness.
- ◇ **THE FIGHT WITH CENSA.** The frequency of random lightning attacks increases to 1 in 4 for characters at the top of the lighthouse.

SCENE I. GETTING TO THE BEACH

On their way to the beach, the PCs face a series of choices that affect not only their own circumstances but those of the islanders of Farzeen. How will they prioritize an immediate threat to their allies against an unknown horror from the depths?

The GM should roll or choose 3 encounters from the table below. After determining the encounter, the PCs must choose to intervene and delay their progress to the beach, or to let events unfold without their assistance. If they ignore each of these three encounters and keep heading to



the beach, they arrive in time to meet the shoggoth on the beach or even launch the *Folly* to intercept the creature.

D10	Encounter
1	A giant hybrid hermit crab (page 42) is encircled by six islanders (commoners). They have cornered the creature, but one of them has come too close and is now within its reach.
2	A trio of guards square off with a deep one (<i>SPCM</i> 296). The guards bleed from scores of small wounds; the deep one bellows a croaking battle cry and lunges toward them.
3	A deep one bishop (<i>SPCM</i> 297) has distanced itself from the skirmishes and is aiding its brethren from afar with supportive spells.
4	A moan drifts up from beneath a pile of vanquished deep ones. If examined, the PCs find a sergeant of the Watch (veteran) trapped under them. He is barely conscious and has a single hit point.
5	A scream pierces the air and is abruptly cut off with a wet gurgle. A deep one hybrid hammerhead (page 38) thrashes in the water, mauling what remains of a fallen islander.
6	Two deep one hybrid barracudas (page 39) lope toward the town. No one else has noticed them yet.
7	Momao's cry of rage overwhelms all sounds of combat, and the field of battle falls silent for a heartbeat. In that moment of stillness, she uses her blade to run through a deep one warrior. No sooner has its corpse hit the ground than she engages another of its ilk.
8	A giant eel of R'yeh (page 43) slithers its way toward a group of five islanders (commoners). The quaking islanders hold their ground, intent on defending their home.
9 – 10	No encounter

If they spend at least 3 rounds engaged with one or more of these encounters, they are too late to launch the *Folly*, the shoggoth arrives at the beach, and the creature begins oozing toward Farzeen; track its progress for each additional round spent. Read or paraphrase the following:

The ocean swell crests the beach, overtaking the incoming tide. The waters recede, revealing a horrific creature from a madman's nightmares. The undulating mass of mismatched eyes, gaping mouths, and squamous tentacles surges from the sea, enveloping everything in its path.

A successful DC 15 Wisdom (Yog-Sothothery) check identifies the creature as a true shoggoth (*SPCM* 371). If the PCs succeed on this check, they must make a DC 16 Wisdom save or gain 3 levels of dread that last until they defeat the creature.

Designer's Note. This dread save is due to the combination of understanding what the creature is AND that the PCs' actions have placed Farzeen and their allies in even greater danger than they thought. If the PCs greet the creature at the beach, slowing its invasion of Farzeen by placing themselves in its path, they are sufficiently inspired to automatically succeed on this save.

TIME KEEPING

The invasion waits for no one. The PCs are faced with hard choices as they must abandon their allies to focus on tasks that only they can complete. The timeline for the course of events assumes the PCs progress to the next foe as quickly as possible and without stopping for anything else, even aiding their comrades. The GM should keep a cumulative tally of rounds spent in combat, investigations, or other actions that are not directly related to movement. The time taken in other activities will change subsequent encounters.

Note that the timelines listed below do not include travel time. The shoggoth does not arrive on the mainland three rounds (18 seconds) after the PCs awaken, but it will arrive 18 seconds after they arrive at the beach. If they dawdle or spend their time in indecision, it might arrive before they get there.

There are a number of ways the GM might track rounds of combat. A simple tally (in full view of the players) is highly effective and will have players wondering what's going on. Another option is using a die to count the rounds upwards.

Some key events to keep in mind:

Before Combat. The PCs see the invasion and the battle, as well as the approaching shoggoth.

Round 3 (or as the PCs arrive at the beach). The shoggoth arrives on the beach.

Round 8. Unless it has been stopped, the shoggoth reaches the gates of Farzeen.

If the PCs spend at least 8 rounds engaged with the encounters(s) above, the shoggoth will have reached the gates of Farzeen to meet them. Read or paraphrase the following:

The alien abomination has progressed into Farzeen and is locked in battle with the guards, Obed, and Momao. The creature wraps around a quavering guard, its tentacles melting his armor and flesh underneath, killing the man gruesomely. Momao's efforts to save her ally are largely ineffective, opening her to counterattack, and just as another of the creature's tentacles extends unnaturally to grasp her, Obed pushes Momao aside to intercept its crushing embrace. His screams of agony echo torturously in your ears.

SCENE 2. THE SHOGGOTH!

Censa is one of the elite who possesses a **twsha**, a blessing of Lord Cthulhu, and has used its power to call forth a beast from the depths. The shoggoth is just one of the allies she has brought to the fray.

DEVELOPMENT. When exactly the PCs face the shoggoth depends on how quickly they reached the beach. None of the folk of Farzeen are powerful enough to do much more than slow it down as it engulfs them.



BANISHMENT

Shoggoths, as creatures created by the Elder Things to be their beasts of burden, are native to this plane of existence. As such, *banishment* will remove them from the fray temporarily, but not permanently. A successful DC 20 Wisdom (Yog-Sothothery) check reveals this.

While the creature is banished, it will continue to regenerate and will be at full hit points when it returns to renew its attack on Farzeen. If the PCs defeat Censa before the shoggoth, its mindless rampage continues directionless until they destroy it, a task that none of the islanders can hope to accomplish.

BATTLE AT SEA!

If the PCs reach the beach without delay, they find Obed (page 50) waiting for them on the beach with a partially repaired *Hazel's Folly* in the shallows. The ship is seaworthy, and other than the jagged bowsprit on its prow, is ready for its next voyage. The PCs have enough time to board the ship and intercept the seafaring creature before it gets to the shore. If the players do not realize this is an option, Obed, with a mad gleam in his eyes, suggests this course of action to them.

Obed's magics and sailing skill serve you well as the *Folly* leaves the shallows and rapidly approaches the unnatural swell of the approaching creature. A many-eyed pseudopod sprouts from the waves in front of the *Folly*, then another, and another, and soon a misshapen, gelatinous body emerges. Amorphous appendages covered with countless eyes, mouths, and other unspeakable organs propel the blasphemous horror toward you at ungodly speeds!

- ◊ **Fight from the boat.** Obed maneuvers the boat directly into the path of the swell, and when he does, the creature rises from the depths to attack. It begins its first turn of combat 60 feet away. The boat's forward progress carries it 30 feet per round, and Obed can slow it by up to 15 feet per round. For the *Folly's* stat block see **Act 1**.
- ◊ **Ram It!** If the PCs decide to ram the creature with the sharp bowsprit and Obed is piloting the ship, he can apply his proficiency bonus to the attack. The boat, moving at full speed and propelled by Obed's druidic powers, has an effective strength of 24 (+7 to hit) and inflicts 29 (4d10 + 7) piercing damage. Further, this attack overcomes the creature's innate resistances and has advantage due to the creature's disinterest in avoiding the ship.

BEACHFRONT ATTACK!

Read or paraphrase the appropriate read aloud text from the previous scene.

If the PCs reach the beach in no more than 3 cumulative rounds of combat, they meet the shoggoth as it rises from

RUNNING THE SHOGGOTH

An encounter with the shoggoth can result in a TPK, and the GM should approach the fight with that consideration in mind. This battle is intended to be dramatic, evocative, and exciting but not necessarily the end of the adventure path. The PCs must still face Ghatanothoa!

SCALING DOWN.

- Give the PCs advantage on dread saving throws to reflect their determination to defeat the deep one invaders.
- Decrease the shoggoth's hit points by 10 per round before the PCs arrive, to take into account the actions of Obed, Momao, and the Watch. (Though it will consume them before they defeat it, so the PCs cannot simply wait for them to kill the creature.)
- Allow *Hazel's Folly* to automatically hit—(the shoggoth's not trying to get out of the way)—and if the players describe the attack exceptionally well, have that attack be a critical hit.
- Disregard the effects of the weather on combat.

SCALING UP.

- The shoggoth uses its Tekeli-li and engulf abilities every round on all available targets.
- Obed, Momao, and the watch have been engulfed by the shoggoth and it has its full hit points.
- The shoggoth has legendary resistance 3/day.

the water. Obed, Momao (page 48), and two members of the Watch (**veterans**) are on the beach too.

INTERCEPT IN FARZEEN.

Read or paraphrase the appropriate read aloud text from the previous scene.

If the PCs cannot get to the beach within 8 cumulative rounds of combat, they must engage the shoggoth at the intersection of the beach and town. The creature has devoured both members of the Watch. Obed is gravely injured (quarter hit points and only has 1st-level spell slots available), and a bloodied Momao (with half her hit points) is in melee with the shoggoth.

CREATURE. A shoggoth (*SPCM* 371) has answered its master's call and is traveling beneath the waves to decimate the inhabitants of Farzeen. The shoggoth's directive is simple—destroy as many islanders as possible—and it will pursue its targets until their demise.

During or shortly after the battle with the shoggoth, the PC with the highest passive Perception sees a figure, Censa, gesticulating wildly atop the nearby lighthouse.

SCENE 3. CENSA!

Through the tempestuous storm, you make out a figure on the highest level of the lighthouse. It gesticu-



lates madly, rhythmically, as if driven by a melody only it can hear. The downpour doesn't hinder the figure; in fact, the crashes of lightning and booming thunder punctuate the movements, lending them power and primal force.

From the vantage of the lighthouse, Censa watches the shoggoth, the invasion, and the PCs' progress. The PCs have more challenges waiting for them, and if they are not quick enough, another denizen of the deep as well.

DEVELOPMENT. Censa has been summoning horrors from the Beyond to aid the deep one invasion. The raging shoggoth is the most powerful and terrifying of these new-found allies, but it is not the only one.

- ◇ **By Air.** The most expeditious route to the lighthouse is flight. PCs choosing this option have a 1 in 6 chance of being targeted by lightning, requiring a DC 15 Dexterity save; on a failed save, the PC takes 16 (3d10) lightning damage, or half damage on a successful one. After avoiding electrocution, they are able to cross the bay quickly and potentially reach Censa without having to travel through the lighthouse.
- ◇ **By Sea.** Parties that fought the shoggoth from the *Folly* have an advantage in that they are already near the rocky outcropping on which the lighthouse stands. They can finish the journey with all due haste.
- ◇ **By Teleportation.** If the PCs teleport to the island, they are attacked the moment they appear.

CREATURE. Censa called a star vampire (*SPCM 379*) from the Void and parlayed with it to protect her from interlopers. The creature engages the PCs at a time of the GM's choosing, either just before or as they reach the lighthouse. The only warning of the creature's impending attack is a chorus of whispery chitterings.


SCENE 4. THE LIGHTHOUSE

The lighthouse is taller than most of the buildings on the mainland, rising 60 feet from the barren island. It is cylindrical, narrowing toward the top, with a smooth wet exterior, and a mostly featureless exterior. A handful of windows punctuate its formidable slopes. The beacon and its vestibule occupy most of the rocky island. High atop the lighthouse, a figure stands in the beacon room, hands raised in supplication.

The lighthouse is 60 feet tall, cylindrical, with a base of about 25 feet, tapering toward the top to roughly half the size of the base. The island is barren, and just large enough for the structure.

DOCKSIDE

The shoreline is jagged, uneven, and lined with sharp volcanic rocks that jut from the ocean. A short dock



extends from the inward side of the island, suitable for boats and small ships. The lighthouse is no more than a few dozen steps away.

The dock juts 20 feet into the water and is just large enough for the *Folly* to moor. A small boat, belonging to the lighthouse keeper, is tied up on the other side of the dock, buffeted by the violent waters. The storm has redoubled in strength as if angered by the shoggoth's defeat. There is no indication any other creatures or vessels have visited the island recently.

THE VESTIBULE

The door to the lighthouse hangs askew as if ripped from its hinges by a great force, its edges deeply scarred and burnt.

Censa had the shoggoth pull the door from its hinges to let her in before she sent it to attack Farzeen. A successful DC 12 Wisdom (Survival) check reveals that acid, not fire, is the source of the marks. It also reveals that whatever pulled the door from its hinges was unnaturally strong and tentacled.

Once the PCs enter the lighthouse, read or paraphrase the following:

A cold stove, bed, writing desk, and table with knocked-over chairs are all the furnishings in this sparsely appointed room. A closed door stands directly across from the entrance, showing no signs of forced entry.

The vestibule is used by the lighthouse keeper as his living quarters during his extended stays on the island. There is nothing of note in the room and no indication of why the chairs aren't in their proper place.

DEVELOPMENT. If the PCs examine the shattered door at the entry, they see that it has a locking mechanism, but there is not enough left to determine its quality. The door was pulled from the hinges, as opposed to being kicked in.

THE FIRST FLOOR

The thunderous storm echoes through the open chamber, and the rapid-fire lightning flashes through the windows of the tower.

An iron spiral staircase leads up to a trapdoor set in the ceiling high above your heads. An unmoving figure hangs partially from those steps.

The keeper investigated the sounds of battle; Censa met him and swiftly murdered the fellow with *eldritch blasts*. If the PCs search him, they find a key (to the front door), 3 sp, 5 cp, and piece of partially carved wood.

THE SECOND FLOOR

The trapdoor opens to a room much like the one below, albeit slightly smaller. Porthole windows ring

ONE LAST TRICK

Censa begins her final casting when the PCs defeated her shoggoth minion. The ritual takes one minute (10 rounds) to complete, destroys her *twsha*, and targets the corpse of the newly slain keeper on the first floor. The destruction of the eldritch artifact summons the unspeakably foul protoplasmic energies needed to create a proto-shoggoth (SPCM 372).

Without the *twsha*, Censa cannot control the creature. Sensing the lifeforms above, it ascends the steps of the lighthouse to attack the nearest creature. The proto-shoggoth's attention focuses on the same target until it eats that creature or another creature attacks it.

the circular home, and through them you can see the supernatural intensity of the storm. Another spiral staircase leads to a trapdoor in the ceiling, and the floor above.

DEVELOPMENT. PCs taking a moment to search and investigate the room find nothing of interest. If they succeed on a DC 18 Wisdom (Perception) check, they hear Censa above as her casting comes to a crescendo.

THE TOP

The uppermost room, the smallest yet, contains the oversized lantern used as a beacon for sailors. The windowed walls of the room provide a panoramic view of Farzeen and its environs. A door on the southern wall leads to the catwalk that encircles the room. Between the echoes of the storm, an unintelligible cry rings out from directly overhead along with the tell-tale thumps of someone moving above you.

The catwalk is slick from the rain, and PCs using the Dash action must succeed on a DC 10 Dexterity save or risk falling from the lighthouse. Once outside they find the ladder Censa used to climb to the roof. It too is slick from the storm. PCs who use only their movement to climb must succeed on a DC 12 Dexterity save or slip down to the level below. A PC who fails the DC by 4 falls from the lighthouse, landing outside the entryway at ground level. PCs who use their action to climb make the check with advantage.

THE LIGHTNING ROD

Censa has climbed to the apex of the lighthouse to better view the activities below and call additional allies to the cultists' aid. She is fully in the grip of madness and ecstatic zealotry and is barely recognizable to her former friends.

DEVELOPMENT. Censa's actions depend on how close she is to completing her last casting. She no longer cares for her own safety and will do anything and everything in her power to aid the Cult of Ghatanothoa in their bid to raise the Great Old One.

At the end of every round, Censa must make a DC 12 Dexterity save against the buffeting winds of the storm. On a failure, she grabs a nearby lightning rod with her free

*The Lighthouse
of Farzeen*





hand until the beginning of her next turn. While the rod is in hand, all attacks made against her that deal lightning damage have advantage, and her saves to avoid lightning damage suffer disadvantage. The storm overhead will not target her due to Great Cthulhu's influence.

- ◊ **Casting Complete.** Censa engages the PCs without hesitation, and the proto-shoggoth joins the fray at the beginning of the 2nd or 3rd round (GM's discretion)
- ◊ **One or two rounds left to complete the casting.** Censa ignores the PCs completely to complete the casting, which cannot be stopped by any means short of her death.
- ◊ **Three or more rounds left to complete the casting.** Seeing the PCs and knowing that she's not likely to survive long enough to complete the casting, Censa throws the *twsha* into the sea and attacks with reckless abandon.

CREATURES. This is the PCs' final showdown with Censa, Deep One Hybrid Menticidist (page 35), and potentially her summoned proto-shoggoth (*SPCM* 372). Censa is intelligent, ruthless, and has a complete disregard for her own safety.

SCENE 5. THE REMNANTS OF THE INVASION

With Censa's death, the storm breaks. The heavy, ominous clouds dissipate as quickly as they appeared, and the first rays of sunshine pierce the veil. You have struck a telling blow to the cultists of Ghatanothoa, and it's time to resume your earlier mission: getting the Book of Kaza to Domniku.

The following encounters are optional. If pacing and time allows, the GM should roll twice or choose from the table below.

d12	Encounter
1	Four giant hybrid hermit crabs (page 42) are rushing to the sea, closely pursued by two guards.
2	A priest of Ghatanothoa (page 52) has the upper hand on a watchwoman (veteran), who staggers backward holding her side and bleeding on the ground.
3	The hero with the highest passive Perception notices a hidden figure in a nearby alley. A ghoul crypt lurker (<i>SPCM</i> 325) has emerged from the warrens, hoping for an easy meal.
4	A group of islanders (commoners) surround something unseen. If investigated, the PCs see that they have beaten a deep one to death, and despite its obvious condition, they continue to beat the corpse.
5	A bloodied and battered Lothar (page 44) staggers down the street, swinging his weapon madly through the air. Lothar is in the grip of madness and is a danger not only to himself. His wounds are seeping and he cannot discern reality from his horrid hallucinations.

6	A pod of four deep ones (<i>SPCM</i> 296) and a deep one scion priest of Cthulhu (<i>SPCM</i> 299) dash from Farzeen toward the ocean.
7	A pair of priests of Light patrol the street, healing any islanders that they encounter, and perform death rites for those that have passed on. They offer healing to the PCs.
8	The PCs see fresh drag marks leading into a nearby building. If they investigate, the trail leads to an entry to the tunnels beneath Farzeen. A successful DC 14 Wisdom (Survival) check indicates that at least four different bodies have been dragged into the tunnels.
9 – 12	No encounter

THE BOOK OF KAZA

The PCs find Domniku with the other priests of Light ministering to the wounded. He listens to the story of Pompea, the Dreamlands, Kaza, and the Goddess of Light without asking a single question; at any mention of the high priest-ess, his eyes well up with tears.

When the PCs have told their story in full, he requests the book, opens it, and in short order tells the PCs that Pompea was right. The Book of Kaza is the key to unleashing the primal goddess's elemental might.

His voice full of steel, Domniku finally speaks. "You need rest and healing, and I need time to study and prepare. You've dealt a powerful blow to Ghatanothoa and Lord Cthulhu when you defeated the mind-witch. They'll redouble their efforts soon, but for now we ready ourselves."

The other priests of Light heal the PCs' wounds as Domniku excuses himself.

CONCLUSION

The time for waiting and reacting is at an end! The PCs have triumphed over each obstacle in their path. They drove the ghouls back into the abyssal recesses of their tunnels, defeated the deep ones, stopped Censa, and vanquished the shoggoth. Now the PCs can take the battle to the cabal and Ghatanothoa's foul Elder Influence.

For the first time since landing on idyllic Farzeen, the PCs have some semblance of control over their destiny. Following a brief respite to catch their breath, they must use the protections and knowledge from the Book of Kaza to avert the desperate cultists' machinations. The end is near.

EXPERIENCE POINTS

At the end of this episode, all PCs gain sufficient experience to reach 13th level.



ACT 4.3: GHATANOTHOA SUBVERTED

A Cthulhu Mythos adventure for four to five 13th-level characters

EPISODE SYNOPSIS

In the aftermath of the repelled deep one invasion, the PCs turn to Domniku, high priest of Light and noted academician, for his expertise on the esoteric Book of Kaza. The book's previously lost knowledge transforms the priest's demeanor and promises to provide answers to the forces set against Ghatanothoa. The PCs learn many secrets of Kaza, including how to call the goddess's attention with a battle offering.

No sooner have the PCs learned the ancient rites than the ground shakes, shifts, and rumbles from the volcanic forces below the island. Spurred on by the apocalyptic tremors, a wave of cultists attacks the PCs. In repelling the interlopers, the PCs realize that the cultists' true target is the statue of the Goddess of Light stored safely in the Albatross's stable.

The trail of battles, clues, and interrogated cultists leads to Kaza. The seismic shifting of the island's bowels has destroyed the tunnels, passages, and pathways the PCs have come to know so well. A newly formed great wound in the side of the mountain marks the trail to the traitorous magistrate, Alwigi. In their trek to the volcano's center, the PCs overcome obstacles, both natural and unnatural, before reaching their final destination.

The PC's path continues inward to a large shelf in the volcano's central vent. Upon the ledge they find the Great Old One's Elder Influence waiting for them. Alwigi weakens the PCs as they are reeling from the Influence's noxious powers, and Ghatanothoa's minions descend from overhead to join the fray.

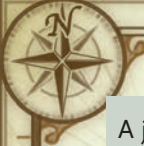
An epic struggle ensues, one of might, magic, guile, and the greatest natural forces in the world. The time for feints, parries, and retreats is long past. In this battle, only one side will emerge victorious.

From the smoking ruins of Kaza, the surviving PCs emerge. Burnt, wounded, and scarred, they pick their way down the side of Kaza to rejoin the remaining villagers. The villagers reflect the hardships and injuries of their saviors. The islanders have also discovered the mettle within themselves to rebuild their lives—but first a celebration!

Alas, the celebration is short-lived, interrupted by another vision of ill-tidings.

SCENE I. JOYS OF AN ACADEMIC

In the aftermath of their battle with Censa, the PCs return to Domniku, who's been researching at the Albatross for an update on his progress creating protective scrolls and his efforts to understand the Book of Kaza.



A jubilant Domniku greets you breathlessly as you approach. “This book... it’s remarkable! It answers so many questions. I don’t know where to start.”

DEVELOPMENT. Domniku’s excitement at learning the secrets of Kaza is disconcerting, given the current circumstances. Despite his ecstatic demeanor, he manages to temper his fervor long enough to educate the PCs on his research.

- ◇ **SCROLLS OF PROTECTION FROM GHATANOTHOA.** Domniku explains the function of the scrolls to the PCs. The process of creating them is tedious and time consuming; he’s only had enough time to create one for each PC. He bestows upon each PC a *scroll of protection from Ghatanothoa* (page 53); they have the time to cast it should they choose.
- ◇ **KAZA.** Kaza is the elemental spirit that dwells within the mountain of this island; she was there before the Goddess of Light and evolved into her. Now Domniku sees the deity by her true face, and it has redoubled his faith. It’s clear from discussing Kaza with Domniku that the fervor with which he once worshipped the Goddess of Light has transferred to Kaza. (See the Farzeen Gazetteer for additional details about Kaza.)
- ◇ **THE STATUE OF THE GODDESS OF LIGHT.** “The statue has absorbed the adoration of the folk of Farzeen for generations—intent that should have been directed to Kaza. It is a receptacle of great power.” Upon further discussion, Domniku makes it clear that he believes the power within the statue “belongs” to Kaza and he thinks the Book of Kaza, in conjunction with the other tomes of esoteric knowledge at his disposal, will show him the way to return the power to the forgotten goddess. If asked, he informs the PCs that the statue is hidden in the Albatross’s stables.
- ◇ **GHATANOTHOA.** The Book of Kaza has no direct references to Ghatanothoa, but Domniku has learned more about the Great Old One and can answer any questions about its history (See the Farzeen Gazetteer and *SPCM* 154, 191)
- ◇ **THE BOOK OF KAZA.** “Fascinating! I can see the origins of many of our rites and customs in the primal rituals to Kaza.” Taking a breath to calm himself, Domniku continues with even greater fervor. “Kaza was... is a primordial intelligence of violent creation. Her response to offerings is”—he hesitates looking for the right word—“*impressive* to say the least.”
- ◇ **OFFERINGS TO KAZA.** “The island *is* Kaza, and she considers any offer made upon it made to her; if the sacrifice is suitable, she responds in kind.” Domniku goes on to explain that the daily offerings of her followers are not enough to elicit a reaction, but the island’s warriors often dedicate a battle to their deity, and if they win, she rewards them after the fact.

After their questions are answered, the PCs hear a ruckus from outside.

Lothar’s strong tenor pierces the walls of the Albatross, interrupting Domniku’s ramblings. “We’ve got incoming! Everyone to my side. Protect the high priest!” The sounds of battle drown out any additional words.

As the PCs leave, Domniku casts *telepathic bond* from a scroll so that he and the PCs can maintain contact. Lothar, Momao, Obed, or any other NPCs can potentially be included, up to a maximum of eight creatures.

OFFERINGS TO KAZA

As suggested by Domniku’s words, when rolling initiative, a PC may use a free action to dedicate the coming battle to Kaza in hopes of gaining a favor/ blessing from her for the sacrifice of their foes. Only one PC can do this for a given battle and may benefit from only one blessing at a given time. Kaza only recognizes the PC’s efforts and grants such a blessing if the PC who invoked her defeats one or more creatures in combat; the blessing may be more powerful the more creatures the PC defeats.

At the end of the battle, the PC makes a DC 20 ability check using their highest ability score, gaining a bonus on this check equal to the number of creatures they defeated in the battle. On a success, Kaza answers the PC’s prayer, granting a boon (see below).

The exact nature of the boon is left to the GM’s discretion; it should fit the situation, address one or more needs of the supplicant, and increase in power depending on how well the PCs acquitted themselves in battle. Most boons affect only a single target, but truly epic offerings may extend the benefits to allies as well. See the following examples for inspiration:

- The supplicant is immediately healed of all wounds, recovers from all conditions, and/or gains the benefit of a short rest; the supplicant gains one of these benefits for each creature vanquished in the battle.
- The supplicant gains temporary hit points equal to five times the number of creatures vanquished in the battle (maximum of 50 temporary hit points), which last until they complete a short or long rest.
- The supplicant regains a number of levels of expended spell slots equal to 2d8 plus the number of creatures vanquished in the battle.
- The party gains the effects of *bless* until they complete a long rest; this blessing falls upon the supplicant plus a number of their allies equal to the number of creatures vanquished in the battle.
- If the supplicant vanquishes at least five creatures in the battle, they gain the benefits of a long rest after praying to Kaza for thanks for 1 minute.
- The supplicant is infused with Kaza’s fiery power. Until the PC completes a long rest, all of their attacks inflict an additional amount of fire damage equal to the number of creatures they vanquished in the battle.



INTERLUDE – END TIMES

The defeat of Censa ended the unnatural storm she and the deep ones unleashed on Farzeen. The calm is short-lived, however, as Ghatanothoa, sensing its imminent resurrection, begins its arduous journey to the surface. Kaza too stirs from her long slumber, and the resultant primordial rumblings cause chaos on the surface.

DEVELOPMENT. At the end of each scene, the shifting plates beneath the island affect the inhabitants as outlined below.

- ◇ **SCENE 1 (THIS SCENE).** The ground shakes, buildings rattle, and streets buckle from unseen tectonic shifts. A creature taking the Dash action must succeed on a DC 9 Dexterity save or fall prone after traveling ten feet.
- ◇ **SCENE 2.** The quakes increase in frequency and intensity. A creature taking the Dash action must succeed on a DC 12 Dexterity save or fall prone after traveling ten feet.
- ◇ **SCENE 3.** The shaking continues. Ash spews from the volcano, darkening the sky ominously. Creatures with sunlight sensitivity are not considered to be in bright sunlight, regardless of the time of day; the entirety of the island is lightly obscured.
- ◇ **INTERLUDE.** The shaking continues. The suspended ash gathers in clouds and creates tremendous charges of electricity that arc across the skies. Anything beyond 100 feet is heavily obscured.
- ◇ **SCENE 4.** The shaking continues. At the end of each round of combat, there is a 1 in 6 chance that the seismic shifts under the island manifest themselves to the detriment of the PCs and an *earthquake* occurs. The effect is identical to the spell of the same name, lasts for one minute, and related saving throws are at DC 18.

SCENE 2. DECOYS

The cultists of Ghatanothoa are quickly overrunning the guards. Lothar and Momao stand, backs to back, staring at the encroaching force with grim purpose. With a primal scream of rage-fueled determination, they begin what may be their final fight!

The cultists have learned of Domniku's discoveries and have assembled a force to take him and the book to Alwigi. They will stop at nothing and do not need Domniku alive for questioning.



DEVELOPMENT. The group attacking the Albatross includes two deep one warriors (page 40), two priests of Ghatanothoa (page 52), two blessed berserkers (*SPCM* 404), and a pair of cult killers (*SPCM* 404).

Lothar and Momao (page 44, 48) are surrounded, and their chances for survival do not look good. What the warriors of Ghatanothoa lack in subtlety, they make up for in ferocious zeal. They attack with abandon and make no efforts to devise a coordinated strategy.

If the battle rages for more than three rounds, any character with a passive Perception of 20 or higher notices a smaller force of cultists infiltrating the nearby pens of the Albatross. There is only one object of value in the stable: the statue of the Goddess of Light.

If an NPC is interrogated, the PCs can learn the following with a successful Charisma (Intimidation) check.

- ◇ “Lord Ghatanothoa’s influence spreads even as you waste your time here!” They have relocated the Elder Influence to an area near the active interior of the volcano. If the PCs succeed on a DC 20 Charisma (Intimidation) check they learn the general location.
- ◇ “The End comes, and the Chosen arise to support the Great Old Ones!” This is an allusion to the powerful creatures they have summoned, not all of which the PCs or even the cultists have met.

TREASURE. The cultist invaders each have a *potion of greater healing* in their possession. Additionally, one of the cult killers has a *potion of speed* they will consume on the 3rd round if able to do so. In their pockets, they each have 1d12 gp.

SCENE 3. SNEAKY, SNEAKY

Despite the ashen haze, you just make out an indistinct blur of movement near the stable doors. No sound reaches you, and the movement is no longer present when you look directly at the structure.

DEVELOPMENT. If the PCs are not distracted by battle, they notice the shadowy figures moving toward the pens with a successful DC 17 Wisdom (Perception) check. The group includes a deep one bishop (*SPCM* 297), a grave sage (*SPCM* 327), a gnorri urbane magician (*SPCM* 406), as well as five more **cultists**; note the *rod of esoterica* is not included in the *SPCM* statblock

The three leaders each cast one spell of the GM's choice in preparation for the battle to come.

If the NPCs can locate the statue, they begin transporting it toward Kaza. They use every tool at their disposal to achieve this end, including laying down their lives to delay the PCs as their compatriots escape.

In addition to the information noted in **Scene 2**, the NPCs from this encounter have additional knowledge the PCs can learn with a successful Charisma (Intimidation) check.

- ◇ The NPCs wish to capture but not harm the statue. They do not know why Alwigi has changed his mind on the destruction of the artifact, only that he has.
- ◇ If specifically asked about Lunzjata, they respond only by saying that she has left for “cleansing” and they know nothing more.

TREASURE. The urbane magician has a *rod of esoterica* +2 (page 53), and the three casters each have various and sundry material components and coinage worth a total of 262 gp.

INTERLUDE. TIME FOR ACTION

The PCs are left to their own devices for a time. Use the following guidelines for what they might decide to do.

- ◇ **GATHER ALLIES.** The PCs have no trouble finding folks that are willing to aid them in their quest to rid Farzeen of dread Ghatanothoa. Any NPC asked for help will offer it freely and to the best of their ability. Should a PC request an NPC join them in battle, a successful DC 8 Wisdom (Insight) check reveals that the islander is putting on a brave front and does not expect to survive whatever battles are to come.





- ◇ **TAKE A SHORT REST.** At the end of their short rest, the building the PCs are resting in is targeted by Ghatanothoa with an *earthquake*. When the PCs emerge from the rubble, the forces of Ghatanothoa attack them (see table).
- ◇ **FIND LUNZJATA.** All efforts to determine Lunzjata's location meet with the blankness of the Void. Any such spells go off successfully, but they yield no information about her whereabouts. Additionally, the caster must make a DC 17 Wisdom saving throw or gain one level of dread that lasts for an hour from gazing into the Darkness.
- ◇ **FIND GHATANOTHOA.** The Great Old One has not yet transcended into this reality. Efforts to ascertain its location point to its Elder Influence deep within the volcano.
- ◇ **FIND ALWIGI.** Alwigi has brought Ghatanothoa's Elder Influence closer to the service in preparation for the End Times. The mad magistrate has made no efforts to conceal his presence, and his location can be discerned by any number of means at the PCs' disposal.
- ◇ **FIND ZYD.** Zyd, like the other ghouls of Farzeen, abandoned the cultists of Ghatanothoa when the Great Old One's ascension became less certain. If the PCs insist on hunting her down, she is hiding deep within the burrows and tunnels below the city. Any efforts to find her allow the other members of the cabal to continue their machinations uninterrupted, and Ghatanothoa's emergence is all but guaranteed.
- ◇ **PATROL THE TOWN.** For every twenty minutes of out-of-game time the PCs spend exploring the town, they must roll for an encounter. Roll or choose from the table below.

d12	Encounter
1	Two rootlings (as outlined in Development) attack the party.
2	The curious atmospheric activity draws the attention of a squad of four concerned air elementals. They are not immediately violent, and if they can be convinced the PCs are trying to stop the unnatural weather, they become friendly.
3	A dozen priests of Ghatanothoa (page 52) have formed a circle around something unseen. They are devoting their full attention to torturing a battered and bloody islander.
4	Three Cthugha-Corrupted Earth Elementals (page 41) burst from the streets surrounding the party and immediately attack.
5	Lightning erupts from the ashen skies and strikes any hero that does not succeed on a DC 17 Dexterity saving throw, dealing 14 (4d6) lightning damage. PCs in metal armor make this check with disadvantage.
6 – 12	No encounter.

DEVELOPMENT. At a point that is thematically and dramatically appropriate, two rootlings (*SPCM* 195) ambush the party. One attacks the front-most party member and the other attacking the rear-most.

HOW MUCH DOES A PC WEIGH?

If the GM does not wish to calculate each PC's weight, considering all their equipment, use the following guidelines to determine if the character is at risk. If any one of the following describes the PC, then their weight triggers the collapsing floor:

- A creature wearing (or carrying) heavy armor.
- A medium creature wearing (or carrying) scale mail or half plate.
- A gnorri, half-orc, or dragonborn, or similarly heavy race.
- Characters with particularly high Strength or Constitution scores may also weigh in excess of 200 pounds, at the GM's discretion.

TREASURE. When a rootling is destroyed, it leaves behind a single large diamond (worth 1d6 x 1,000 gp).

SCENE 4. KAZA'S TEAR

The recent volcanic activity has destroyed or redirected most of the mountainous paths, tunnels, and trails on the island.

Once again, you arrive at the center of the island, the focal point of the Great Old One's rebirth into this world, so it would seem. You catch glimpses of the ruined pathway, destroyed shrine, and fallen pagoda that you used weeks before to deliver the wicklamite to the adherents of Ghat.

The shaking ground makes each step treacherous. Sulfurous steam rises from the cracked earth, and the path ends abruptly in a jagged tear in the side of the mountain.

The new opening into the mountain is the most direct way for the PCs to reach Alwigi and the Elder Influence. If the PCs insist on looking for other, less obvious entrances, they eventually find one after 1d100 minutes of searching.

Regardless of the manner in which the PCs enter the volcano, they will need to overcome two challenges prior to their encounter with Alwigi.

FAST AND FANCY FOOTWORK

Your way is slow, arduous, and swelteringly hot. The floor of the tunnel consists of little more than countless jagged boulders of all shapes and sizes piled upon one another with just enough room above them for you to travel. After several hundred yards, the way opens to an older tunnel, one that was cut from an existing lava tube.

The tunnel levels out and becomes easier to navigate. This section is 15 feet wide, 150 feet long, and relatively uniform. At the end of the tunnel, it returns to its previous state and continues upward.

DEVELOPMENT. Slowly rising lava has eroded the floor of this room. Each 5-foot square section of the path has a



RUNNING THE ENCOUNTER

The showdown between Alwigi and the PCs has been brewing since their initial encounter in **Act 1**. There are a lot of moving parts for the GM, and to aid them, the potential actions of the adversaries in this battle have been mapped out.

The Elder Influence attempts to summon a rootling every round until it has successfully spawned two of them. The rootlings defend the Elder Influence first Alwigi second (and only if the Influence is not in danger).

The hunting horror uses its ability to fly and attack from a distance to maximum effect; it stays out of melee range and never lands if it can avoid doing so. After an attack, the horror retreats to hover over the lava.

Alwigi begins the encounter having cast *mage armor* and *glibness* on himself. He focuses his attention on PC casters first, unless a PC damages or attempts to move the Elder Influence, in which case Alwigi targets that character on his next action. Additionally, he uses his bonus action to expend the charges in his *ring of Eibon* on each of the first three turns.

- **ROUND 1.** He casts *cursed slumber* on the party's wizard, cleric, bard, druid, warlock, or sorcerer (in that order of preference). He then uses *eldritch blast* (all 4 beams), preferring to target the same creature if that character survived the initial attack.
- **ROUND 2.** He casts *greater invisibility* and again targets the party's most injured caster with *eldritch blast* as outlined above.
- **ROUND 3.** Alwigi casts *finger of death* using the same preferences as listed above and continues to use *eldritch blast* as above. Once all of the casters have been defeated, his strategy is left to the GM's discretion.

50% chance of being weakened, and can hold up to 200 pounds before collapsing into the lava below. When a creature ends its movement, roll in secret to determine if the area they're standing on is weakened; the PC can determine if the ground they're standing on is weakened with a DC 14 Wisdom (Perception) check, and may move off it if they still have movement remaining. If a creature weighing 200 pounds ends its turn standing on a degraded section of the floor, it collapses. A creature caught by this collapse must succeed on a DC 14 Dexterity saving throw to lunge forward and catch another section of ground. The hero recognizes the creaking, groaning aches of the floor for what they are, but the floor does not fall until the creature actually ends a turn in that space.

On a failure, the hero falls 15 feet to the shallow pool of lava below, taking 44 (8d10) fire damage. Creatures ending their turn in lava take an additional 44 (8d10) fire damage.

OUT OF THE FIRE

The path leads steadily upward. Like the initial section of the tunnel, it was recently created from the seismic activity caused by Ghatanothoa's rumblings. This passageway is

DESTROYING THE ELDER INFLUENCE

The Elder Influence weighs 1,000 pounds and is 15 feet from the edge of the volcanic pit. The PCs can destroy it instantly by pushing it into the lava.

- **PUSHING IT.** PCs using an action to push the Elder Influence must succeed on a DC 20 Strength (Athletics) check, which moves it 5 feet. If the pathway has been prepared to ease the movement, such as by casting *grease*, the check has advantage.
- **TELEKINESIS.** Due to the object's eldritch nature, it resists any efforts to move it via magical means as if it had a Strength 24 (+8).

If the lava is used as the mechanism of destruction for the Elder Influence when the icon sinks into the lava, it erupts violently, destroying the hunting horror hovering over the fiery lake in a geyser of superheated magma.

Creatures within 10 feet of the edge take 14 (6d6) fire damage, or half as much on a successful DC 15 Dexterity saving throw.

The rootlings disappear with the Elder Influence's destruction.

irregularly shaped, from 5 to 25 feet in width, with a ceiling ranging from 5 to 15 feet overhead. The entirety of the tunnel is considered difficult terrain due to the surface's irregularities, shaking ground, and shifting rocks.

DEVELOPMENT. The minions of Ghatanothoa set upon the first player who exits the previous section.

CREATURES. One rootling (SPCM 195) and two Cthugha-corrupted Earth Elementals (page 41) engage the PCs.

TREASURE. PCs searching through the ichorous remains of the foul creatures find a *stone of Nodens* (page 53).

SCENE 5. THE PENULTIMATUM

The gradient of the tunnel increases to such an extent that the PCs must periodically scramble on all fours to continue upward. The tunnel gets hotter and increasingly odorous as the opening draws near.

Another opening, no more than 60 feet distant, can be seen ahead. The hot, fetid exhalations of the opening intensify with each step up. Each carries a nauseating mix of sulfurous fumes and sickly decay. There is something else, an intangible yet undeniably noxious malevolence boring into your psyche. Its hateful caress is disconcertingly familiar.

Player's succeeding on a DC 14 Wisdom (Yog-Sothothery) check recognize the peripheral effects of Ghatanothoa's Elder Influence. When the PCs continue forward, read of paraphrase the following:

The cavern opens to Kaza's central vent. The shelf you are standing on extends inward before dropping precipitously to the bubbling lava below. Near the center of the ledge lies a horrid, tentacular, abomination. The form shifts nauseatingly with each beat of your pounding heart.



Alwigi has moved Ghatanothoa's stage 2 Elder Influence (SPCM 192) into this chamber. Upon seeing the obscene icon, the PCs recognize it for what it is.

DEVELOPMENT. The PCs must make a save against the influence's Unnamable Doom; immediately afterward, a flowing, armored, worm-like creature carries Alwigi down to the ledge, where he engages them in battle.


CREATURES. Alwigi (cult mastermind, SPCM 405) and a hunting horror (SPCM 337) attack the PCs immediately. Spawned rootlings (SPCM 195) soon join the fray.

GMs Note: Alwigi is wearing a *ring of Eibon* (SPCM 128), which is not taken into account in the statblock on SPCM 405)

TREASURE. Aside from the *ring of Eibon* (SPCM 128) that Alwigi wears, he also has various material components on his person worth a total of 2,000 gp and a copy of *Von Unaussprechlichen Kulten* (SPCM 137).

Regardless of how the PCs destroy the Elder Influence, the volcanic activity reaches a crescendo at the end of the battle. They should have enough time to defeat Alwigi, loot him, and escape before the lava spews from the volcano.

The lava rises inexorably, with no consideration for you or anyone else. A path, previously obfuscated by the followers of Ghatanothoa, leads upward from the vent. The way is easier than before, and you soon find yourself on the mountainside, Farzeen far below.



With quick, careful, and considerate steps, you find a path through the smoldering mountain of Kaza to the battered city.

CONCLUSION

The survivors of Farzeen greet you at the shattered remnants of the city wall. Their numbers have been vastly depleted, but they stand defiant in their victory over the cult of Ghatanothoa. Every face in the crowd bears evidence of the grief and physical hardship of the battle, but the resolve in their eyes tells you they'd gladly pay any price to defeat the cult, and pay it again.

Your gaze turned inward, you feel a lightness in your chest, as if releasing a breath you hadn't realized you'd been holding. Looking to your comrades, you see that they too have relaxed for the first time since stepping foot on this idyllic island.

A tentative cry of exaltation breaks the silence, joined by other, louder, carefree calls. "The battle is won! The Great Old One defeated! Tonight, everyone is a champion of Farzeen!"

The entirety of Farzeen celebrates the victory with a joyous exuberance only those who have cheated death can manage. The following morning, the sun rises over a smoking Kaza, the statue of the Goddess of Light stands upon its pedestal, and the PCs have recovered.

A runner finds the PCs, wherever they bedded down for the evening, with a message from Obed: "I've been out to make repairs, and the *Folly's* a total loss. Tomorrow, at the docks, we've something for you."

The PCs are free to explore Farzeen in any manner they choose. The following evening their dreams are interrupted. Read or paraphrase the following:

Screams of agony, or mayhap ecstasy, pull your consciousness through the Void to a cave. There is nothing to distinguish it from the hundreds of underground caverns and tunnels you've spent so much of your recent time exploring—nothing save a figure, curled in on itself in agony.

The shimmering, nebulous image coalesces as the figure turns its distended, grotesquely formed visage toward you, and you see the unmistakable features of Lunzjata contorted in a rictus of cruelty and ecstasy.

The PCs wake up covered in sweat, sticking to their bedding, their throats sore and dry. They all experienced the same horrific vision and realize that their battle is far from over.

A successful DC 20 Wisdom (Yog-Sothothery) check reveals that the transformative process that Lunzjata is undergoing is the ritual conjoining of a symbiote to its host to create an eremite.

If a PC attempts to remember the dream in more detail, that PC must make a DC 20 Charisma saving throw; on

a success, the PC recalls another snippet of their dream, the form of Ghatanothoa—a writhing, pulsating, mass of eyes, teeth, and pseudopods clawing its way up from earth. On a failure, the PC remembers only a vague feeling of horror and gains 1 level of dread that lasts for 24 hours. Regardless of the outcome, any PC who attempts to recall the form of Ghatanothoa in the dream gains a long-term insanity.

EXPERIENCE POINTS

At the end of this scenario, all PCs gain sufficient experience to reach 14th level.



ACT 4.4: ERUPTION!

A Cthulhu Mythos adventure for four to five 14th-level characters

EPISODE SYNOPSIS

The celebrants of Farzeen enjoyed an evening of levity, drink, and good times. While the islanders delighted in their hard-fought victory, Lunzjata, the true high priestess of Ghatanothoa, completed her transformation into an eremite in the service of her sovereign.

A vortex-crowned volcanic island formed overnight just outside Farzeen's harbor. Gangrenous clouds swirl overhead at dizzying speed, fed by the hyperactive crater. Ash, cinders, and smoke from the plume conceal an invading force of creatures, quite literally from the PCs' nightmares. Shortly thereafter, Lunzjata herself appears. The statue of the Goddess of Light stands again at the center of the action, and through force of arms the PCs prevent it from being lost for ages.

No longer confident that they can prevent Ghatanothoa's ascension through their personal power, the PCs accept they must take the statue to Ghatanothoa and unleash Kaza's divine power: there is no other way to protect the island.

Statue in hand (so to speak), the PCs journey to the nascent Isle of Ghatanothoa. The journey starts quiet enough, but as the land of Ghatanothoa's eminent birth

comes closer, an eldritch, dissonant pipe music insinuates itself into the PCs' minds.

Unsettled, the PCs face countless dangers as they trudge through the volcanic wasteland, losing just a bit of their reserves with every fight. Finally they scramble to the peak of the cone and confront their biggest challenge yet in the crater.

The time has come: Ghatanothoa's form has begun to breach its imprisoning cage beneath Farzeen. Swarms of hunting horrors race to finish off the weakened PCs, and the heroes live up to their moniker possibly for the last time. The next moments will determine the course of history for the adventurers, the islanders, and the world at large. A primal elemental god will face off against a nascent Great Old One. Will Kaza's recently awakened power be enough? Will anyone survive the last, epic battle?

PROLOGUE. THE FINAL BATTLE

The forces of Ghatanothoa are depleted from their recent losses. Their stratagem, carefully devised and meticulously planned over generations, did not come to fruition in the manner they hoped, but all is not lost. The cultists planned for every eventuality, including the meddling of a previously unknown band of heroes.



Tick Tock

The tension-inducing strategies from the previous sections of **Act 4** should continue to be used during the finale, particularly instilling a sense of urgency by tracking the time the PCs use. It should take less than an hour of in-game time from the moment the PCs wake up, having realized Ghatanothoa has not been defeated, to its defeat (or victory). The end is nigh and there is no time to dawdle.

Lunzjata's absence from the battle within Kaza is due to her participation in the appallingly repulsive rite of conjoining with another of Ghatanothoa's servants. The excruciating process has been completed, as revealed in the PCs' vision, and the new-formed eremite is bent on a single purpose: the destruction of the intrusive PCs whose actions have delayed her master's rebirth.

Meanwhile, the destruction of Ghatanothoa's Elder Influence had the unexpected effect of rousing the intelligence from its long slumber. Its baleful attention, now focused on Farzeen and particularly the PCs that have annoyed it so in the previous weeks, drives its lumbering form up from the depths.

Ghatanothoa's nascent arrival and the eldritch energies of Lunzjata's ritual have affected Farzeen's turbulent environs, ripping a hole in the sky and accelerating the magma flows beneath the nearby seabed.

A mass of bruise-colored clouds swirls above the island, sickly yellow, green, and purple. Intermingled with inky black shapes, which flow, meld, and separate from each other in a lurid dance.

A volcanic cay has emerged directly below the vortex. The ash, steam, and smoke from the crater fuel the clouds above as if the vortex were inhaling the sulfurous offering.

Through gaps in the ash, you catch glimpses of a hellish landscape of dense smoke, pulsating magma flows, sporadic eruptions, and ripples of heat emanating from every surface.

Every inhabitant of Farzeen had the same dream as the PCs, leaving all equally shaken. An unlucky few caught glimpses of the sanity-shattering form of Ghatanothoa.

These unfortunate souls can be found virtually anywhere, acting out their lunacy-driven urges. The islanders indulge themselves in all manner of aberrant behavior: running through streets unclothed, lying in their beds weeping, inflicting harm upon themselves, or even staring near-catastrophic at the sky while mumbling in Aklo. The GM is encouraged to describe a scene of chaotic lunacy and anarchy.

DEVELOPMENT. The PCs have a few precious minutes to determine their next course of action. Regardless of their decision, as soon they reach consensus (or if the players spend too much time discussing the next step), the Mythos-spawned volcano erupts.

SCENE 1. THE VOLCANO BEGINS TO ERUPT

You see a flash of crimson light, followed by a thunderous boom the likes of which you've never before heard. As you struggle to regain your equilibrium, the subsequent shockwave threatens to knock you off your feet.

The PCs must succeed on a DC 14 Dexterity save or be knocked prone by the island-shaking earthquake.

The cloud of ash grows exponentially and unnaturally. The mass of smoke, dust, and cinders moves with preternatural speed directly toward the island, despite the lack of a breeze or apparent force to propel it. Within seconds, the cloud falls upon you, and that's when flying monstrosities at the edges reveal themselves, bursting forth with horrific cries.

The creatures' smooth indigo skin, bat-like wings, unnaturally long claws, and lengthy, barbed prehensile tails are unpleasantly familiar, reminding you of the horrors of the Seven Hundred Steps.

DEVELOPMENT. The cloud of ash moves directly to wherever the PCs currently are, and when it gets within 30 feet of them, it stops spreading. The cloud remains there, offering cover for creatures willing and able to enter it, for an additional 2d6 rounds before dissipating. The area within the cloud is heavily obscured.

CREATURES. The cluster of creatures emerging from the clouds is a murder of fifteen nightgaunts (*SPCM* 350). Their favored tactic is to swarm individuals, overwhelm their target, and carry them off to drop them from altitude.

SCENE 2. A CALL TO ACTION

The following scenes can be run in any order, depending on the PCs' actions. If their first instinct is to reach the statue or speak to Domniku, run Scene 2b first; otherwise, Scene 2a occurs first. They may also be combined and run concurrently.

If Domniku is present and Lunzjata has been defeated, a kind GM may have Domniku suggest casting *speak with dead* to interrogate her. Domniku has the spell at the ready due to the recent proliferation of cultist and ghoulish corpses.

SCENE 2A. LUNZJATA

PCs scanning the skies for additional invaders or those with a passive Perception of 17 see the threat as it approaches. Read or paraphrase the following:

The abomination from your nightmare vision streaks across the sky like a grotesquely misshapen comet. Despite the speed with which it approaches and the ash partially obscuring your view, you recognize the awful image of Lunzjata from your dream, albeit attached to a truly horrific new body.



ERUPTION!



A trio of nightgaunts, struggling to keep up, provide the scale needed to understand the sheer size of Lunzjata's repellant form.

If the PCs do not notice Lunzjata and her allies racing to the statue, read or paraphrase the following,

Screams of terror draw your attention to the center of town and the glowing statue that protects the island. Three nightgaunts and a fourth creature, much larger and even more deformed, fly near the stature. A nightgaunt alights on the statute as if to carry it away.

DEVELOPMENT. The newly transformed Lunzjata has been instructed to capture and hide the Goddess of Light's statue at all cost. She has enlisted several nightgaunts to accomplish that task. Her plan is for the foul creatures to lift the statue, carry it out to the sea, and drop it into the depths.

Lunzjata will not retreat, give up, or allow herself to be captured alive. PCs using arcane or divine methods to interrogate her lifeless corpse can learn that she believes that the statue of the Goddess of Light is the only object with sufficient stored power to repel Ghatanothoa by destroying its earthly avatar.

They also discover her plan to have the nightgaunts carry it out to sea and drop it to be lost in the abyssal depths. Due to a combination of arrogance and insanity, she answers questions put forth to her truthfully.

If the battle continues for more than one minute, or if a nightgaunt successfully carries the statue away, Domniku joins the fray, preferentially targeting creatures threatening the safety of the statue.

CREATURES. Lunzjata and her symbiote (Page 45) along with three nightgaunts (SPCM 350) streak from the ashen cloud, proceeding as quickly as possible to the statue of the Goddess of Light.

The nightgaunts are intent on claiming the statue and carrying it away. In the meantime, Lunzjata will unleash her fury upon the interlopers that have plagued her since they first set foot on the island.



WE FORGOT THE STATUE

Repelling the Great Old One's imminent arrival is nigh-impossible without releasing the divine energy stored within the statue. At the very least, any stratagems should involve great personal sacrifice on the part of the adventurers, such as offering themselves to Kaza as they pitch themselves into the crater to meet Ghatanothoa head-on. Success is possible, but only if the PCs pay the ultimate cost.

recent commotion and cannot believe what his eyes are telling him.

Domniku's voice rings out, clear, strong, and with an edge to it, "What exactly do you think you're doing?"

DEVELOPMENT. Domniku cannot be bullied or coerced into allowing the PCs to simply steal the statue of the Goddess of Light. His faith in Kaza, and to a lesser extent her aspect as the Goddess of Light, is resolute and unwavering. Any attempts to question his faith or lecture him about the truth of Kaza fail regardless of the PCs' skill.

GM's Note. If Domniku was involved in the fight with Lunzjata, this encounter will need to be adjusted accordingly. He still refuses to let them take the statue without explanation; however, he may realize the necessity of sacrificing the statue.

- ◇ **THEY TAKE IT.** If the PCs take the statue without his consent, Domniku will plead for them to stop; with tears in his eyes, he will do everything within his power to prevent them from absconding with it, including attacking them. He will stop fighting the moment they relinquish their hold on the statue.
- ◇ **THEY ASK FOR IT.** Domniku can be persuaded to aid the PCs. If they speak honestly and plainly, explaining that they plan to release Kaza's pent-up power to destroy the Great Old One, a fiery gleam appears in his eyes as he envisions his goddess's victory over Ghatanothoa. This, if nothing else, persuades him to allow the PCs to claim the statue.

SCENE 2B. GETTING THE STATUE

If the PCs are sufficiently powerful and clever, they should be able to devise several ways to retrieve the statue from the pedestal. Should it fall, deliberately or not, it is damaged but quickly repairs itself, no worse for the unexpected collision with the ground.

When the PCs procure the statue, they face a different kind of challenge—one requiring a lighter touch. Statue in hand, so to speak, the PCs are interrupted by an incredulous Domniku. He has been drawn to the statue due to

DEAD WEIGHT

The Goddess of Light's statue weighs 450lbs. The PCs likely have spells, items, and abilities that will make its initial transportation straightforward; however, as they near the Isle of Ghatanothoa they may need to rethink their strategy when Azathoth's piping disrupts their concentration. The GM should reward creative problem-solving if the players devise an alternate method of getting the statue in place.



SCENE 3. GETTING OUT THERE

Ghatanotha's island is just outside the harbor and within easy reach of the PCs by boat or flight. Either course presents risks: if they travel by sea, they encounter an aboleth, but if they fly, they must contend with the pipes.

BY WATER. Obed has a new ship ready and waiting, the spitting image of *the Folly*, at the docks for the PCs to commandeer. When the adventurers are 300 feet out from the island, they first hear the calling pipes of Azathoth; as if on cue, the ship comes under attack from a deep-sea horror.

DEVELOPMENT. An ancient aberration of the sea has heard the psychic screams of the Great Old One and the countless casualties of battle-scarred Farzeen.

CREATURE. An **aboleth** investigates the activity above and immediately attacks the PCs.

BY AIR. The PCs may have a means of transportation that bypasses the waterways completely; if they can fly, they can traverse the initial leg of the journey without concern. When they are within 300 feet from the shoreline, they hear the calling pipes (see **Scene 4**) and casters will begin to be affected.

SCENE 4. THE ISLE OF GHATANOTHOA

The scenarios and locations in **Scene 4** are intended to be run as a single encounter and should be adjusted to allow for pacing and the time you have at the table. There may be instances in which there are no creatures to attack, but the volcano is always active and environmental dangers can come into play at any time.

ATMOSPHERE. The island is painfully hot, nauseatingly odorous, and thick with humidity. All Wisdom (Perception) checks that rely on smell are made with disadvantage. Additionally, Constitution checks and saving throws (including checks to maintain concentration) are rolled with a -2 penalty.

TERRAIN. Newly formed, the island's ground is soft, uneven, and dangerously unstable. The ash and hot mud make quick movements treacherous. Creatures taking the Dash action must make a DC 10 Dexterity saving throw or fall prone.

LAIR ACTIONS. On initiative count 20 (losing all ties), the island uses one of the following actions. These actions typically only occur if the PCs have called attention to themselves, such as while in combat, but can occur at any time (GM's discretion).

- ◇ The ground in a 30-foot radius turns to steaming mud. The affected ground is difficult terrain for the next minute and any creature that ends its turn in the mud takes 14 (4d6) fire damage.
- ◇ A sudden vent of sulfuric steam erupts from the mountainside in a 20-foot cone. Each creature in the steam's area must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage and 7 (2d6) acid damage on a failed save, or half as much on a successful save.

THE CALLING PIPES

The emergence of a Great Old One is an event of cosmic import. The Blind Idiot God Azathoth has taken the merest notice, which manifests as a discordant, cloying piping that permeates the Isle of Ghatanotha. The effects of the pipes increase as the PCs move closer to the center of the island.

- **THE SMOKING FIELDS AND NEARBY WATERS.** The piping bores into the PCs' psyches, making concentration difficult. At the end of each round, any caster that is concentrating on a spell must make a concentration check to maintain the spell. The DC is 10 + spell level.
- **THE CONE.** As above, but the DC is now 12 + spell level.
- **THE VENT.** As above, and verbal communication is limited to 30 feet.
- **THE CRATER.** As above, and all concentration checks are made at disadvantage. In addition, verbal communication is limited to 15 feet.

- ◇ Billows of ash, cinders, and steam rush down the volcano, enveloping everything in a 60-foot radius for 1d6 rounds. Creatures who end their turn within the area are blinded until the end of their next turn, take 7 (2d6) fire damage, and must succeed on a DC 17 Constitution saving throw or be incapacitated until the end of their turn.

THE SMOKING FIELDS

Regardless of their manner of egress to the island, the PCs begin their journey at the base of the cone.

The burnt, smoking landscape is appalling in its stark brutality. Plumes of smoke rise from the ground; the stench of burnt flesh intermingles with rotten eggs, making your eyes water.

The ground around you quivers, coalescing into a knot of creatures that glide menacingly forward.

The entirety of the island is suffused with Ghatanotha's taint, and the elemental beasts that menace the PCs bear its corrupting touch.

DEVELOPMENT. The Great Old One's minions are intent on stopping the PCs at all cost. The elementals focus their attention on PCs without armor initially, intrinsically understanding that casters represent the greatest danger to their master.

CREATURES. One Cthugha-corrupted earth elemental (page 41) rises per PC in the party. The creatures encircle the party, attempting to surround them.

TREASURE. When an elemental is destroyed, it leaves behind a diamond (worth 1d6 x 500 gp).

THE CONE

Traveling to the vent is a thankless, tedious, tiresome slog to the apex of the mountain.

The path up the mountain is only a few hundred yards, and yet, the inherent difficulty of traveling its inhospitable



THE END OF THE WORLD

The following guidelines are intended to aid the GM in running the final encounter:

- When the PCs reach the vent, they see the incoming monsters and the crater simultaneously. They almost certainly can't defeat that many hunting horrors and they will almost certainly die a horrible death.
- The PCs quickly realize that they have 12 seconds (two rounds) to get the statue into the crater, possibly 18 seconds (three rounds) if they're lucky.
- If the PCs sacrifice the statue to destroy Ghatanothoa within the first three rounds, the players and the GM should describe the details of the encounter narratively.



table surface staggers you. The very environment rages against you, and progress is slow.

With no warning, a rumble, discernably different than the others, causes you to stutter in your steps.

Ghatanothoa's presence has stretched the fabric of reality to the breaking point, and in doing so it has invited other creatures, normally relegated to distant planes and planets. One such creature has world-ending potential should it be left to its own devices.

CREATURES. A whole hatchling (*SPCM* 281) has made its way to the world. The creature attacks immediately, but it will disengage and retreat on its turn if reduced to less than 45 hit points.

If the whole hatchling escapes, a successful DC 18 Wisdom (Yog-Sothothery) check recalls that such a creature, if left unchecked, has the potential to grow to world-consuming size.

THE VENT

After an arduous climb, you've reached the pinnacle of the immature volcano. The haunting pipes blanket you in their cacophonous melody, making communication with your allies difficult. As if reacting your presence, the loathsome warbling tune changes.

Ghatanothoa's attention has coalesced around the PCs, and in response, a rift opens in the distant sky. Despite the distance between the PCs and the rift, it acts as if it is 300 feet away. They feel a faint breeze as the ashen air is pulled into the void on the opposite side of the gate. The tunnel of clarity in the darkened sky allows them to see the terrors the Great Old One has unleashed as they soar to meet Ghatanothoa's enemies.

DEVELOPMENT. Ghatanothoa has summoned a convocation of hunting horrors as its last line of defense. They use their movement and Dash for the first two rounds or until they are close enough that they no longer need to Dash to reach their prey. The PCs should be familiar enough with the creatures by now that they are able to figure out how quickly the horrors will reach them.

CREATURES. There are ten hunting horrors (*SPCM* 337) speeding toward the PCs, who have a few rounds to prepare themselves. The horrors initially divide themselves evenly to attack every PC.

If a PC moves the statue of the Goddess of Light to the edge of the crater, the horror refocuses its attention on that PC, who presents a clear and present danger.

THE CRATER

The swirling eddies of magma have a hypnotic aspect that simultaneously causes a hitch in your breath and nauseates you. The pipes have become deafening, and you can hear the world cracking, breaking, as Ghatanothoa claws its way to the surface.

Sobered by that terrible image, your vision clears and your eyes are drawn to ripples within the lava. Your



first thought is of Censa's vile shoggoth, but even a monster as powerful as that cannot survive submerged in lava. The eddies swirl and waves grow stronger with each passing moment.

Ghatanothoa's ascension is imminent. The PCs must enact their plan now or risk being overrun by the hunting horrors racing toward them.

DEVELOPMENT. The PCs are on the precipice and have a handful of seconds before being overrun.

- ◇ **GETTING THE STATUE INTO THE LAVA.** The more prepared and quick the PCs are in getting the statue into the lava, the easier the confrontation will be. They are in a race against the speeding minions of Ghatanothoa, who will do anything to prevent the sacrifice of the Goddess of Light's statue.
 - » **Rounds 1–3:** If the PCs drop the statue of the Goddess of Light into the lava before the hunting horrors are able to get to them, they are able to do so without any interference from the creatures or Ghatanothoa.
 - » **Rounds 4+:** If the PCs wait until the horrors have engaged them, a hunting horror swoops in to grab the statue at the last moment, preventing its destruction in the lava. The horror can be made to drop its cargo by killing it or inflicting enough damage to make it lose its tenuous grip. Whenever the creature takes damage, it must make a Constitution saving throw to maintain its hold. The DC equals 10 or half the damage taken, whichever is higher.
- ◇ **OFFERING TO KAZA.** Any offering made on the isle of Ghatanothoa is automatically accepted by Kaza (see the sidebar on page \$\$). Additionally, if a hero dedicates the final battle with the hunting horrors or the destruction of Ghatanothoa to Kaza at the instant of the statue's destruction, the newly released energy envelops the PCs in a protective shield that grants them immunity to fire and radiant damage for 1 round, improving their chances of surviving the destruction of the island. The protection extends to all allies within 20 feet of the supplicant.
- ◇ **FIGHTING.** The PCs are almost guaranteed to be overwhelmed by the combination of hunting horrors, environmental effects, and pseudopods. The battle will be epic, but ultimately futile.

CREATURES. If the PCs have not defeated Ghatanothoa by the end of the 5th round via whatever means they have at their disposal, the Great Old One has manifested sufficiently to extend pseudopods from its being to attack the PCs. Use the rootling slam attack stats for each pseudopod. At the end of each round, an additional tentacle sprouts that can attack in subsequent rounds. These pseudopods can be severed (AC 16, HP 92, same resistances that Ghatanothoa has), but there is no limit to the total number of tentacles Ghatanothoa can call forth.

SCENE 5. THE REBIRTH OF A GOD

KAZA REBORN

When the statue of the Goddess of Light falls into the lava or is otherwise destroyed, read or paraphrase the following (if the PCs destroyed it some other way, modify the text):

Seconds extend agonizingly as the statue plummets into the contaminated lava. For the briefest moment, the icon appears to sit on the surface, as if the magma itself refuses the intrusion of Kaza's artifact. Then there is a nearly imperceptible pop, and the icon sinks from sight.

The battle above rages for one more round and then:

In flash of fiery radiance, the volcano unleashes its pent up fury and all goes white.

Kaza's stored energy releases as an eruption of cataclysmic power. Unless the PCs have been protected by Kaza's blessing (see the Offering to Kaza option in Development, **Scene 4**), they are not likely to survive the blast (see below). Every creature on the island and those flying near it must make a series of saving throws to mitigate the damage inflicted.

- ◇ The holy energies housed within the icon envelop the island in pure white. Each creature is awash in raw spiritual energies, taking 44 (8d10) radiant damage, or half as much on a successful DC 18 Wisdom saving throw.
- ◇ Each affected creature is bathed in molten lava, cinders, and elemental heat from the eruption, taking 44 (8d10) fire damage, or half as much on a successful DC 18 Constitution saving throw.
- ◇ Rocks, boulders, and debris are propelled with ungodly force from the released seismic pressure. Each creature takes 44 (8d10) bludgeoning damage, or half as much on a successful DC 18 Dexterity saving throw.

Designer's Note. The bludgeoning damage from an exploding volcano is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

The surviving PCs wash up on the shore of Farzeen. Surprisingly, Farzeen is little the worse for the offshore catastrophe. Each islander has a slightly different account of what transpired out at sea, but all agree that were it not for the blood, sweat, and tears of the PCs, they would all be doomed to an eternal existence beneath Farzeen in the food lockers of the necrophages.

The sky clears, those afflicted by madness recover, and a bright sun shines down from the clear blue sky. The isle in the harbor has been completely destroyed and subsumed by the sea. A thin, wispy plume of smoke issues from Kaza, the only indication that she has awoken from her long slumber.



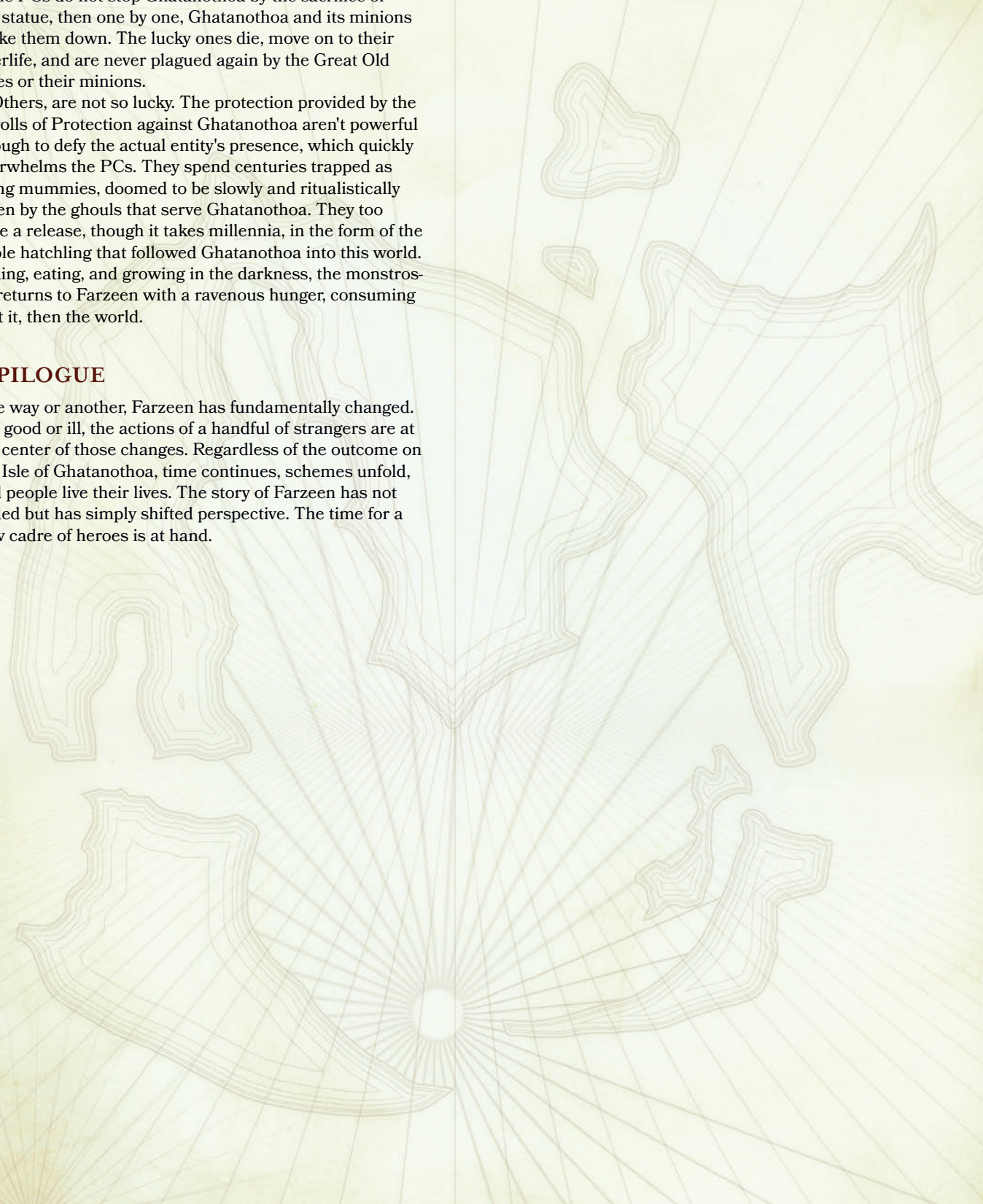
GHATANOTHOA SPAWNED

If the PCs do not stop Ghatanothoa by the sacrifice of the statue, then one by one, Ghatanothoa and its minions strike them down. The lucky ones die, move on to their afterlife, and are never plagued again by the Great Old Ones or their minions.

Others, are not so lucky. The protection provided by the Scrolls of Protection against Ghatanothoa aren't powerful enough to defy the actual entity's presence, which quickly overwhelms the PCs. They spend centuries trapped as living mummies, doomed to be slowly and ritualistically eaten by the ghouls that serve Ghatanothoa. They too have a release, though it takes millennia, in the form of the bhole hatchling that followed Ghatanothoa into this world. Hiding, eating, and growing in the darkness, the monstrosity returns to Farzeen with a ravenous hunger, consuming first it, then the world.

EPILOGUE

One way or another, Farzeen has fundamentally changed. For good or ill, the actions of a handful of strangers are at the center of those changes. Regardless of the outcome on the Isle of Ghatanothoa, time continues, schemes unfold, and people live their lives. The story of Farzeen has not ended but has simply shifted perspective. The time for a new cadre of heroes is at hand.





APPENDIX: NPCs, SPELLS, AND ITEMS OF INTEREST

CENSA, DEEP ONE HYBRID MENTICIDIST

Censa's inauspicious encounter with deep ones shortly before her first steps on the shores of Farzeen awoke within her a longing that she had previously been able to suppress. In their lidless eyes and batrachian rumbles, a disquieting kinship awoke, and after securing repairs for the *Folly*, Censa answered the call of the ocean.

In her transformation, Censa has embraced her deep one heritage and her role as a subjugator of their enemies. Bolstered by her alien heritage, pact with Ghatanothoa, and considerable personal power, Censa has become the de facto leader of the deep one incursion of Farzeen.

PLAYING CENSA, PROPHETESS: Censa relishes her role within the Cult of Ghatanothoa with the gusto of a newly converted zealot. She will do anything to further the agenda of her patron and her newly found family.

Censa's favored tactic is to appear at a distance, enchant a powerful foe, and have them do her bidding while she watches from safety. She will not hesitate to use her *plane shift* or *teleport* abilities to escape danger.





CENSA, DEEP ONE HYBRID MENTICIDIST

Medium humanoid (deep one, human), neutral evil

Armor Class 19 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	18 (+4)	15 (+2)	10 (+0)	20 (+5)

Saving Throws Cha +10, Con +9, Wis +5

Skills Acrobatics +7, Nature +7, Perception +5, Persuasion +10, Survival +5, Yog-Sothothery +10

Senses darkvision 90 ft., passive Perception 15

Languages Common, Aklo, Deep Speech

Challenge 13 (10,000 XP)

Agonizing Blast. When casting *eldritch blast*, Censa adds her Charisma modifier to the damage it deals on a hit.

Born of the Sea. Censa has advantage on all skill and ability checks related to sailing, swimming, and the like.

Unearthly Mutation. Censa can breathe air or water.

Magical Adept (1/Day). Censa can regain an expended spell slot as a bonus action.

Magic Resistance. Censa has advantage on saving throws against spells and other magical effects.

Mummifying Gaze (3/day). When a creature that can see Censa's eyes starts its turn within 60 feet of her, she can force it to make a DC 15 Constitution saving throw if she isn't incapacitated and can see the creature. A creature that fails the save begins to mummify and its Dexterity score is reduced by 1d4. If this reduces its Dexterity score to 0, it is mummified as if by Ghatanothoa's Mummification.

Unless surprised, a creature can avert its eyes to avoid this effect at the start of its turn. If the creature does so, it can't see Censa until the start of its next turn, when it can avert

its eyes again. If the creature looks at her in the meantime, it must immediately make the save.

Innate Spellcasting. Censa can cast the following spells (spell DC 18, +10 to hit with spell attacks):

At will: *detect thoughts, false life*

1/day: *eyebite, mass suggestion, pipes of madness (SPCM 110), plane shift or teleport*

Secret of Time's End. When Censa reduces a creature to 0 hit points, she gains 5 temporary hit points. Whenever Censa 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.

SPELLCASTING. Censa is a 15th-level spell caster and Charisma is her spellcasting ability (spell DC 18, +10 to hit with spell attacks). She knows the following spells:

Cantrips (at will): *eldritch blast (3 bolts), mending, minor illusion, prestidigitation*

1st–5th (Four 5th-level slots): *banishment, compulsion, confusion, counterspell, dominate person, enthrall, hold monster, hypnotic pattern, kiss of Dagon (SPCM 106), lethargy of Tsathoggua (SPCM 106), melt flesh (SPCM 107)*

Designer's Note: The GM is encouraged to add an additional 2-4 spells as appropriate for the campaign.

ACTIONS

Multiattack. Captain Censa makes three melee attacks: two with her shortsword and one with her bite.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage

Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. Hit: 3 (1d4 + 1)

REACTIONS

Magical Defiance. When a creature hits Censa with an attack, she casts a cantrip on the attacker if it is within range.

CHOSEN OF CTHUGHA

When cultists are not suitable for its service, Cthugha dispatches its chosen. The constructs are implacable, resolute, and unyielding in their purpose. They are ideally suited as guardians and typically found in the harshest of environments where their affinity for fire can be used to maximum advantage.

The chosen are formed from pure obsidian, seamlessly molded into the form of a powerfully-built warrior wielding a spear of flames. Their superheated bodies leave a flaming trail, and the very air around them shimmers from the barely contained heat of their molten core.



CHOSEN OF CTHUGHA

Medium aberration, chaotic evil

Armor Class 20 (natural armor, shield)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	9 (-1)	15 (+2)	13 (+1)

Saving Throws Con +7, Str +8

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

Damage Immunities fire

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., passive Perception 12

Languages understands Aklo, Common – cannot speak

Challenge 6 (2,300 XP)

Death Throes. When the chosen dies, it explodes in a burst of eldritch flames. Each creature within 10 feet of it must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Illumination. The chosen sheds bright light in a 15-foot radius and dim light to an additional 15 feet. There are no shadows within 15-feet of the chosen due to this illumination.

Lava Form. All creatures within 5 feet of the chosen take 5 (1d10) fire damage at the beginning of their turn.

Magic Resistance. The chosen has advantage on saving throws against spells and other magical effects.

Void Sight. Magical darkness doesn't impede the chosen's darkvision.

Water Susceptibility. For every 5 feet the chosen moves in water, or for every gallon of water splashed onto it in a single turn, it takes 1 cold damage.

ACTIONS

Multiattack. The chosen of Cthugha makes three attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning and 10 (3d6) fire damage.

Fiery Spear. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage and 10 (3d6) fire damage.

Lair Actions. When fighting inside its lair, a group of two or more chosen can combine their powers and invoke the ambient magic to take lair actions. On initiative count 20 (losing ties), one of the chosen takes a lair action to cause one of the following effects:

- Superheated air erupts from a point within 60 feet of the chosen filling a 10-foot cube with scorching, sulfurous air. All creatures within the area of effect must make a DC 14 Constitution saving throw, taking 7 (2d6) fire damage and 7 (2d6) acid damage on a failed save, or half as much on a success. Until initiative count 20 on the next turn, the acrid steam imposes disadvantage on all sight-based Wisdom (Perception) checks made in the area, and all ranged attacks passing into or out of the area of effect are made at disadvantage.
- The ground turns molten in a 20-foot square within 30 feet of the chosen until initiative count 20 of the following turn. For the duration, the molten ground in the area is difficult terrain for all creatures except the chosen. When a creature enters the area for the first time on its turn or starts its turn there, the creature must make a DC 14 Constitution saving throw, taking 14 (4d6) fire damage on a failed save or half as much on a success.

The chosen can't repeat an effect until both have been used, and they can't use the same effect on consecutive rounds.



DEEP ONE HYBRID – HAMMERHEAD

This monstrosity seems impossible at first glance, an unholy amalgamation of shark and human features devised by an alien intelligence. It glances about furtively, searching for edible flesh to carve from living bodies with its cutlass.



DEEP ONE HYBRID – HAMMERHEAD

Large beast (deep-one), chaotic evil

Armor Class 15 (natural armor)

Hit Points 51 (6d10 + 18)

Speed speed 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	9 (-1)	14 (+2)	10 (+0)

Skills Athletics +6, Perception +6

Senses blindsight 120 ft., passive Perception 16

Languages understands Common but can't speak

Challenge 2 (450 XP)

Amphibious. The deep one hybrid hammerhead can breathe air or water.

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

Keen Senses. The hammerhead has advantage on Wisdom (Perception) checks.

Pack Tactics. The hammerhead has advantage on an attack roll against a creature if at least one of the hammerhead's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The hammerhead makes two attacks: one with its bite and one with its cutlass.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Cutlass. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.



DEEP ONE HYBRID – BARRACUDA

Sleek and silver with mouths full of needle-like teeth, these deep one hybrid barracudas scamper and dart about on their short, unnatural limbs like a slaving pack of aquatic hounds. Their piscine tails stick out straight behind them, and triangular fins on their backs flatten down for speed as they run.



DEEP ONE HYBRID – BARRACUDA

Small beast (deep one), chaotic evil

Armor Class 13 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	9 (-1)	10 (+0)	8 (-1)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Amphibious. The deep one hybrid barracuda can breathe air or water.

Pack Tactics. The barracuda has advantage on an attack roll against a creature if at least one of the barracuda's allies is within 5 feet of the creature and the ally isn't incapacitated.

Speedy. The barracuda can take the Dash or Disengage action as a bonus action on each of its turns.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.



DEEP ONE – WARRIOR

Far more hideous even than 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.

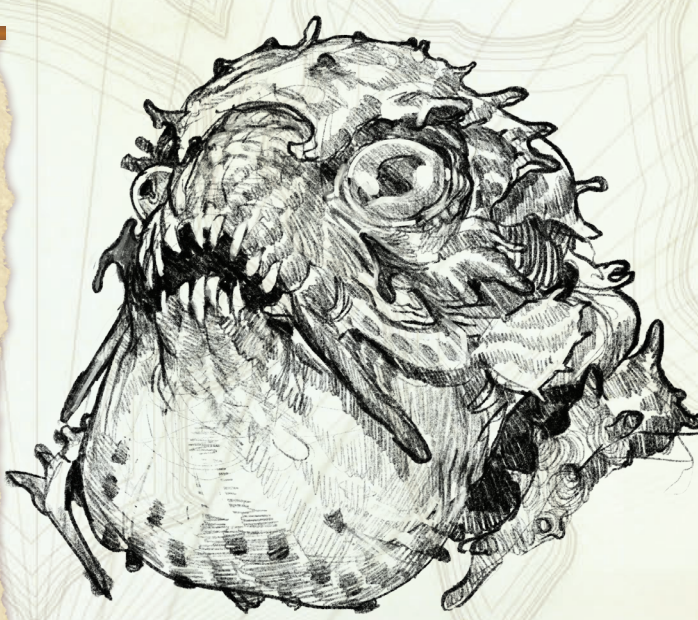
ACTIONS

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.





CTHUGHA-CORRUPTED EARTH ELEMENTAL

This foul earth elemental is infused with the corruption of Cthugha and has begun to resemble its eldritch master. Its formless body is pockmarked by glowing orange eyes, gaping maws, and writhing cilia.

Volcanic heat emanates from its bulk, its rocky skin sloughing off like slag even as fresh magma wells up inside to replace it. The very earth seems to recoil from its presence as the influence of Cthugha manifests around it, forming dozens of tiny pseudo-rootlings that squirm into life and just as quickly crumble away.



CTHUGHA-CORRUPTED EARTH ELEMENTAL

Large elemental, neutral evil

Armor Class 17 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (+1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 7 (2,900 XP)

Corrupted Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through. When the elemental uses all or part of its move to burrow and ends its movement on the surface, the earth it emerges from is corrupted by Ghatanothoa's malign essence. Squirming stone pseudopods fill a 20-foot square centered on the point

the elemental emerged from the earth, lasting until the end of the elemental's next turn. For the duration, the area is considered difficult terrain to all creatures but the elemental. When a creature other than the elemental enters the affected area for the first time or starts its turn there, the creature must succeed on a DC 16 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be restrained. A creature restrained by this effect can use its action to make a DC 16 Strength or Dexterity check, freeing itself on a success.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks and a living slag attack (if able).

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and 5 (1d10) fire damage.

Living Slag (Recharge 5-6). *Ranged Weapon Attack:* +8 to hit, range 10/30 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage and 5 (1d10) fire damage. The missile is a gob of viscous, semi-molten rock imbued with a portion of the elemental's life-force. The target must make a DC 16 Dexterity saving throw, dislodging and destroying the living slag on a success. On a failure, the living slag engulfs their head, leaving the creature blinded, deafened, and unable to speak or cast spells with verbal components until the slag is removed. The slag can be removed as an action by the target or another creature within reach, after which the slag crumbles to inert rock. If a creature starts its turn with its head engulfed by the slag, they take 11 (2d10) fire damage.

GIANT HERMIT CRAB

This man-sized hermit crab protrudes from a gigantic snail's shell, scabrous with the parasites of the abyss. It surveys its surroundings with two beady eyes like great black pearls, devoid of reason or emotion. Keeping its smaller claw close, it brandishes its mighty vice-like pincer as both shield and weapon, ready to draw it back in an instant and seal itself in a fortress of its own making.

GIANT HERMIT CRAB

Medium beast, unaligned

Armor Class 14 (natural)

Hit Points 16 (3d8 + 3)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	1 (-5)	9 (-1)	4 (-3)

Skills Stealth +2

Senses blindsight 30 ft., passive Perception 9

Languages –

Challenge 1/2 (100 XP)

Amphibious. The crab can breathe air and water.

ACTIONS

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

REACTIONS

Shell Defense. When targeted with a melee attack, the hermit crab can withdraw into its shell as a reaction, adding 4 to its AC and gaining resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantite. While in its shell, the hermit crab's speed is 0 and the only action it can take is to emerge from its shell as a bonus action. It can reemerge from its shell at any time, even on another creature's turn.





GIANT EEL OF R'LYEH

This mighty eel is 20 feet long and as big around as a tree trunk, with a gaping mouth that opens to reveal a second set of toothy jaws deep in its throat. Its wrinkled, mottled flesh is covered in slick mucous flecked with sand. Shifting, milky eyes betray an alien intelligence that grew and festered in the ancient sunken cities of the deep ones.



GIANT EEL OF R'LYEH

Large monstrosity, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 10 ft., burrow 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	9 (-1)	12 (+1)	13 (+1)

Skills Perception +3, Stealth +5

Damage Immunities poison, psychic

Condition Immunities poisoned

Senses blindsight 120 ft., passive Perception 13

Languages understands Deep Speech but can't speak

Challenge 3 (700 XP)

Hold Breath. While out of water, the eel can hold its breath for 30 minutes.

Innate Spellcasting. The eel's innate spellcasting ability is Charisma (spell save DC 11). The eel can innately cast the following spells, requiring no material components:

At will: *detect magic*

2/day each: *blur*, *mist of R'lyeh*^{SPCM}

Water Breathing. The eel can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) Piercing damage plus 10 (3d6) poison damage. If the target is a creature, it is grappled by the eel's internal secondary set of jaws (escape DC 16). Until this grapple ends, the target is restrained and the eel can't use its bite on another target. Any bite attack the eel makes against the grappled target automatically hits.

Regurgitate (Recharge 5-6). *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one creature. *Hit:* 11 (2d10) acid damage and the target is restrained for 1 round. The target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The eel cannot use this attack if it has a creature grappled in its mouth.



LOTHAR WENZA

A battered and bloodied Lothar Wenza appeared on the docks of Farzeen more than a decade ago. The big man has not seen fit to share his story with the folk of the city, but what is known is that he was the only survivor of a band of adventurers searching for unspeakable knowledge in the abandoned cities beneath the waves.

Lothar's skills, durability, and dogged persistence served him well in the Watch, and within a short time he was named Captain. Behind the desk more than he'd like, Lothar is always ready to feel the streets of Farzeen beneath his boots.

PLAYING LOTHAR: Lothar prefers to approach things head on, leaving subterfuge and politics to those with more time and patience. He is a good man and an honest one, occasionally torn by the decisions that he sees being made "for the greater good."



LOTHAR WENZA

Medium humanoid (human), lawful good

Armor Class 18 (breastplate and shield)

Hit Points 120 (16d8+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	11 (+0)	13 (+1)	13 (+1)

Saving Throws Cha +4, Con +6, Str +7

Skills Athletics +7, Insight +4, Perception +4, Stealth +5

Senses passive Perception 14

Languages Common

Challenge 5 (1,800 XP)

Burly. Lothar can wield a two-handed melee weapon in one hand.

Pack Tactics. Lothar has advantage on any attack roll against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't incapacitated.

Inspire Ferocity (4/day). Lothar may use a bonus action to grant an ally that can hear him a bonus d6 to be used on any attack or damage roll made within the next 1 minute. The target can roll the die after rolling the attack or damage but before the GM declares success or failure. The result is added to the total.

ACTIONS

Multiattack. Lothar makes three melee or ranged attacks.

Sidesplitter (greataxe). *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage. Sidesplitter deals an additional 3 (1d6) necrotic damage to monstrosities.

Javelin. *Ranged Weapon Attack.* +7 to hit, ranged 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

REACTIONS

Parry. Lothar adds 2 to his AC against one attack that would hit him. To do so, Lothar must see the attacker and be wielding a weapon or a shield.



LUNZJATA – HUNTING- HORROR-BOUND EREMITE

Lunzjata, high priestess of Ghatanothoa, has completed the painful ritual required to fuse her form to a symbiotic monstrosity and become an eremite. In constant, maddening pain but blessed with untold eldritch power and resilience, she is now a living weapon crafted specifically to enforce Ghatanothoa's will upon the world.

Fusion of Forms. Lunzjata has melded her form with a hunting horror symbiont, a winged serpentine abomination of immense size and ferocity. Her humanoid flesh is inscribed with oozing runes that pulse with unearthly power. Thick brown mucus seeps from between the puce plates of her symbiont's carapace. Exposed tendons and skeins of warped flesh bond her former self to her symbiont, fusing two creatures into one obscene being





LUNZJATA – HUNTING-HORROR-BOUND EREMIT

Huge aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 70 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	21 (+5)	17 (+3)	21 (+5)	20 (+5)

Saving Throws Int +9, Wis +11

Skills Arcana +9, Perception +11, Yog-Sothothery +11

Damage Vulnerabilities radiant

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned, prone

Senses darkvision 120 ft., passive Perception 15

Languages Aklo, Common, telepathy 300 ft.

Challenge 18 (20,000 XP)

Innate Spellcasting (Psionics). Lunjata's innate spellcasting ability is Wisdom. She can innately cast the following spells, requiring no components:

At will: *plane shift* (self only), *teleport* (self only)

Spellcasting. Lunjata is an 18th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). Lunjata has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *guidance*, *poison spray*, *produce flame*, *resistance*

1st level (4 slots): *detect magic*, *fog cloud*, *lethargy* of *Tsathoggua*^{SPCM}

2nd level (3 slots): *flaming sphere*, *gust of wind*, *heat metal*, *hold person*, *spider climb*, *spike growth*

3rd level (3 slots): *dispel magic*, *lightning bolt*, *meld into stone*, *protection from energy*, *wind wall*

4th level (3 slots): *blight*, *confusion*, *polymorph*, *stone shape*, *wall of fire*

5th level (3 slots): *conjure elemental*, *insect plague*, *passwall*, *transport to Yondo*^{SPCM}, *wall of stone*

6th level (1 slot): *move earth*

7th level (1 slot): *fire storm*, *reverse gravity*

8th level (1 slot): *earthquake*

9th level (1 slot): *shapechange*, *storm of vengeance*

Bound-Soul Resurrection. If Lunjata has more than 1 hit point and suffers an attack that would reduce her to 0 hit points, she instead loses half of her remaining hit points (rounded up) unless the hit point loss was the result of a spell or effect that can affect multiple creatures.

Gestalt Body. Lunjata has advantage on Wisdom (Perception) checks and on saving throws against diseases, and being blinded, deafened, possessed, stunned, and knocked unconscious.

Magical Attacks. Lunjata's weapon attacks are magical.

Magic Resistance. Lunjata has advantage on saving throws against spells and other magical effects.

Mucus. The hunting horror form of Lunjata's eremite symbiont constantly weeps thick, foul mucus. When she lands on a surface or ends her turn without moving, the mucus swiftly spreads out in a 15-foot-radius circle on any solid surface directly below her. The surface is difficult terrain until the mucus hardens after 1 minute. When a creature other than a hunting horror or Lunjata first enters the mucus or begins its turn on the mucus, the creature must succeed on a DC 15 Strength saving throw or become restrained. Creatures stuck in the mucus can take an action to move themselves 5 feet, or another creature within reach can move them 5 feet as an action.

Regeneration. Lunjata regains 20 hit points at the start of her turn if she has at least 1 hit point.

Shared Consciousness. Through her symbiont, Lunjata is connected to all other hunting horrors. Other hunting horrors in the same combat act on her initiative count.

Sunlight Weakness. While in sunlight, Lunjata has disadvantage on attack rolls, ability checks, and saving throws.

Void Sight. Magical darkness doesn't impede Lunjata's vision.



ACTIONS

Multiattack. Lunzjata can use her Telepathic Barrage. She then makes two attacks: one with her bite and one to constrict.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Strength or Dexterity saving throw (target's choice) or be swallowed by Lunzjata's symbiont. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside Lunzjata, and takes 21 (6d6) acid damage at the start of each of Lunzjata's turns.

If Lunzjata takes 30 damage or more on a single turn from attacks made inside her, she must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of her. If she dies, a swallowed creature is no longer restrained by her and can escape from the corpse by using 20 feet of movement, exiting prone.

Constrict. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). Until the grapple ends, the target is restrained, and Lunzjata can't constrict another target.

Telepathic Barrage. Lunzjata psychically torments a target creature she can see within 90 feet, which must make a DC 19 Wisdom saving throw. On a failed save, it takes 21 (6d6) psychic damage, is stunned until the start of Lunzjata's next turn, and automatically succeeds on saving throws against Lunzjata or any other hunting horror's telepathic barrage for 24 hours. On a successful save, it takes half as much damage and its speed is reduced by 10 feet until the start of Lunzjata's next turn.

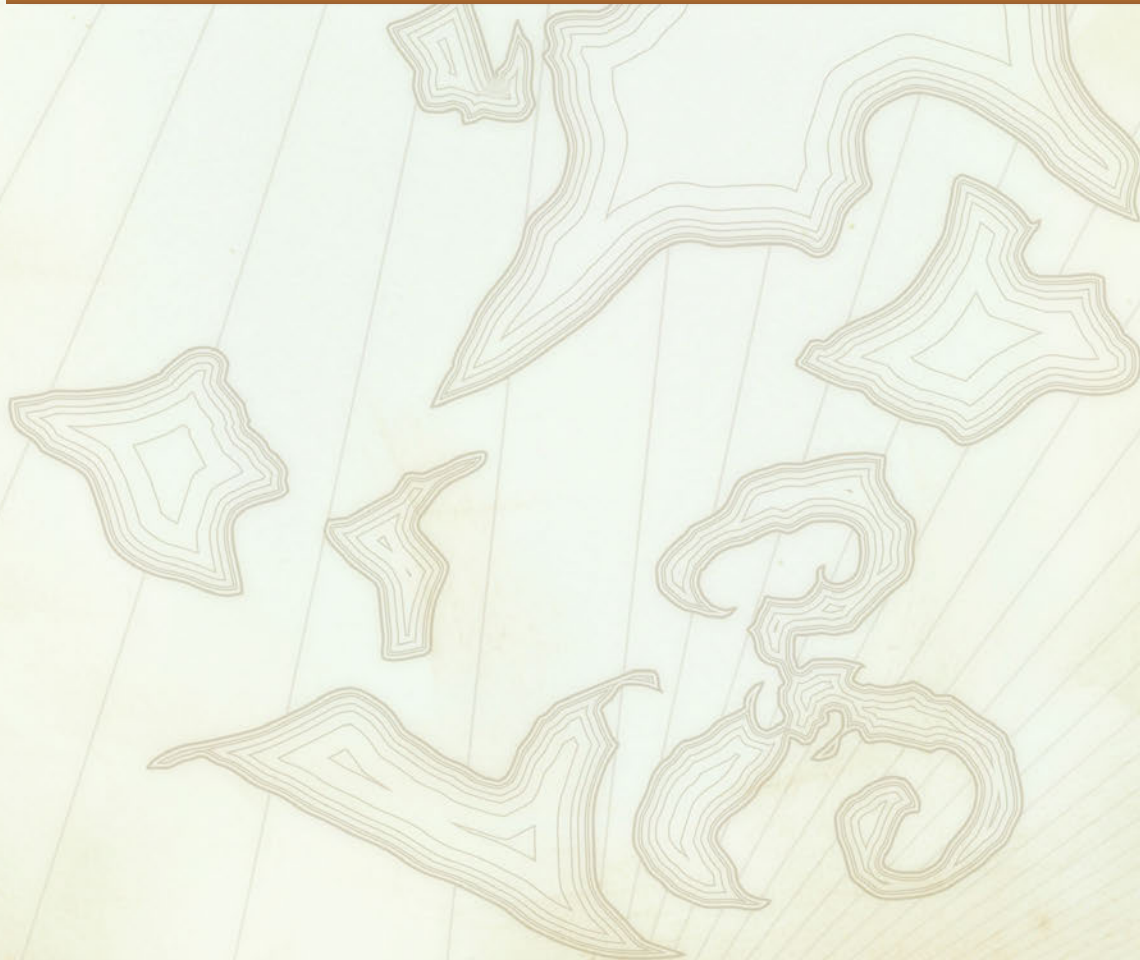
LEGENDARY ACTIONS

Lunzjata can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

Cast a Cantrip. Lunzjata casts a cantrip.

Cast a Spell (Costs 3 Actions). Lunzjata casts a prepared spell, using a spell slot as normal.

Detect. Lunzjata makes a Wisdom (Perception) check.





MOMAO

Momao is a lifelong resident of Farzeen and an islander to the core of her being. She is fiercely loyal to the people of Farzeen, exercises limited self-control, and has a tendency to react impetuously and vociferously to perceived slights to those she cares about. These traits have brought her to the attention of the magistrate more than a few times since she joined the Watch upon reaching adulthood.

Momao is beloved by her neighbors and serves the dual purpose of surrogate daughter and second-in-command for Captain Wenza. Momao will not hesitate to sacrifice her wellbeing to protect an innocent or a cause that she believes in.

Momao is statuesque, taller than most of the men in the Watch, and has the powerful build of a lifelong swimmer. She proudly bears the scars of her previous fights on her dark skin. Dark brown dreadlocks ring her face when they are not held back by a leather cord.



MOMAO

Medium humanoid (human), neutral good

Armor Class 18 (breastplate and shield)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	15 (+2)	10 (+0)

Skills Athletics +5, Insight +6, Investigation +4, Perception +6

Senses passive Perception 16

Languages Common

Challenge 3 (700 XP)

ACTIONS

Multiattack. Momao makes two melee or ranged attacks.

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

Javelin. *Ranged Weapon Attack:* +5 to hit, ranged 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.



NUKKI

A capricious and whimsical being, Nukki flits from life to life as do most of her kind. Since Captain Censa's defection to the forces of darkness, Nukki has come to serve a new mistress. Now residing in the Dreamlands, Nukki spends her days tending to the ailing Pompea, high priestess of the Goddess of Light.



NUKKI

Tiny beast (Dreamlands cat), chaotic neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 21 (6d4+6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	13 (+1)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Cha +5, Con +3

Skills Acrobatics +4, Arcana +2, Deception +5, Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Cat, understands but can't speak Common, unless she is in the Dreamlands

Challenge 1/2 (100 XP)

Keen Smell. Nukki has advantage on Wisdom (Perception) checks that rely on smell.

Nimble. Nukki always uses Acrobatics instead of Athletics when climbing, jumping, or swimming.

Nine Lives. When killed, Nukki's mind and consciousness shift reflexively back into a dream form, creating a new dream body if necessary. She must then rest for 1d3 days in the Dreamlands, at which point she can return to the waking world. Nukki can revive herself in this manner up to eight times, giving her nine lives in total. Resurrections from other methods (such as a *raise dead* spell or other powerful magic) do not count against this limit. Nukki has 7 lives remaining.

Subtle Caster (2/day). Nukki may choose to cast a spell without any verbal and/or somatic components.

Spellcasting. Nukki is a 3rd-level spellcaster and Charisma is her spellcasting ability (spell DC 13, +5 to hit with spell attacks). She knows the following spells:

Cantrips (at will): *dancing lights, mage hand, message, shocking grasp*

1st level (4 slots): *charm person, lethargy of Tsathoggua (SPCM 106)*

2nd level (2 slots): *gust of wind, shatter*

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 slashing damage.

Moon Jump (2/Day). If Nukki is in the Dreamlands, she can jump from a planet to her moon or other satellites (or vice versa). This movement provokes opportunity attacks normally, but the flight is supernaturally fast. En route, Nukki is protected within a small demiplane. A group of four Dreamlands cats can bring a single Small creature with them on a moon jump, while a group of eight Dreamlands cats can bring a single Medium creature. When Nukki uses moon jump to return to a planet or moon she left via moon jump, she returns to within 1 mile of where she departed that planet or moon.

REACTIONS

Land on Your Feet. When Nukki falls, she can use her reaction to right herself before landing. If she fell less than 60 feet, she treats the fall as 10 feet shorter for purposes of damage (reducing damage by 1d6). If she fell at least 60 feet, she has time to better maneuver and relax, instead negating all fall damage beyond the first 10 feet (for a total of 1d6 bludgeoning damage). If she takes damage from a fall, she nevertheless lands on her feet if she succeeds on a DC 10 Dexterity saving throw.

OBED VOLT

Obed Volt has been a staple of life on Farzeen since he arrived in port decades ago, as the only survivor from the disastrous final voyage of the *Dark Maiden*. Quickly getting his bearings in the port city, Obed opened for business as a shipwright. He was initially one of many, but due to his skill, efficiency, and cutthroat prices, he quickly became the only shipwright in town.

Islanders know what to expect in their dealings with Obed: he will be gruff, fair, impatient, and true to his word. He never makes a promise he cannot keep and expects the same of others. He has little time for or interest in dishonesty or taking advantage of those unable to defend themselves.

The islanders are unclear on Obed's age. His heavily-wrinkled, perpetually-sunburned face and his wild, snow-white hair and beard seem like those of a man with decades on the sea, and yet his spry step and obvious physical strength resemble those of a man in his prime. Obed's preternatural affinity for the ocean is no secret, but the true scope of his druidic powers is not widely known by the folk of Farzeen.



OBED VOLT

Medium humanoid (human), neutral good

Armor Class 13 (studded leather) or 16 (with *barkskin*)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	11 (+0)	16 (+3)	9 (-1)

Saving Throws Int +2, Wis +5

Skills Athletics +3, Nature +2, Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Druidic

Challenge 2 (450 XP)

Spellcasting. Obed is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *shillelagh*

1st level (4 slots): *animal friendship*, *create or destroy water*, *cure wounds*, *speak with animals*, *thunderwave*

2nd level (3 slots): *barkskin*, *enhance ability*, *gust of wind*, *spike growth*

3rd level (2 slots): *water breathing*, *wind wall*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit (+5 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, 5 (1d8+1) bludgeoning damage if wielded with two hands or 7 (1d8+3) bludgeoning damage with *shillelagh*.

Aquatic Wild Shape. Obed assumes the shape of any beast with a swimming speed that has a challenge rating of 1 or lower. He can remain in this shape for up to 2 hours. This is otherwise identical to the druid's wild shape ability.



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. 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 Tsathoggua* (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.



MAGICAL ITEMS

ROD OF ESOTERICA +1, +2, OR +3 (REQUIRES ATTUNEMENT BY A SPELLCASTER)

Wand, rare (+1), very rare (+2), legendary (+3)

While holding this rod, you gain a bonus on spell attack rolls and on the saving throw DCs of your spells. The bonus is determined by the rod's rarity.

In addition, as an action, you can regain an expended spell slot of a level equal to the rod's bonus. You can't use this feature again until you have completed a long rest.

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.

STONE OF NODENS (REQUIRES ATTUNEMENT)

Wonderous item, very rare

The *stone of Nodens* is a smoothly polished aquamarine the color of the sea. When examining the gem, you can see eddies and currents within it. While attuned, you gain proficiency in Wisdom saving throws. Additionally, the stone can be used as a spellcasting focus. Whenever you cast a spell to restore hit points to a creature while using the stone as a focus, treat the spell as though it had been cast with a spell slot one level higher than the slot expended.

Spawndance

A Campaign Adventure for Sandy Petersen's Cthulhu Mythos 5E



This water-fed subterranean labyrinth was around since time immemorial—before humans even founded the desert city of Darang. Humans jocularly nicknamed it Undertown because its chamber complexes historically were called Houses. Till recently, no trouble had emerged from the Undertown. Sometimes adventurers enter it and frequently even return.

But now, danger looms over Darang. Terrible things are gestating below, and only your player-characters can stop the ultimate cosmic horror at Undertown's core. Not only Darang but the entire world is threatened.

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