



deep ones

Pages of The Necronomicon for Shadow of the Demon Lord

From the vast and unknown oceans come the Deep Ones. Living in ancient underwater cities like Y'h'anthlei and it is said that they are descended from the ancient gods Father Dagon and Mother Hydra. Some even whispers of Deep Ones devoted to the High-Priest of the Great Old One, Great Cthulhu, who dreams in his sunken city of R'lyeh.

No-one is entirely sure where Deep Ones come from or why they are able to breed with any living creatures, mortals and immortals alike, but they all agree that these amphibian humanoids are themselves immortal.

~CREDITS~

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DEEP ONE HYBRID CHARACTERS

Use the following rules to create your own Deep One hybrid characters. Add any benefits from paths you choose to these benefits to create more powerful Deep Ones, there are some sample Deep One hybrid and Deep One characters at the end of this supplement.

At your GM's discretion, these rules can also be used to create Deep One player characters, but keep in mind that all Deep One hybrids become full fledged Deep Ones eventually.

STARTING ANCESTRY

Deep Ones can breed with living creatures, mortals and immortals alike, as long as their not created by magic-so no vampires, clockworks, changelings, et al.

Create your character according to your base ancestry first, then apply the following adjustments, traits, and talents to the character.

Since all Deep One hybrids are born that way, only starting characters can ever become a Deep One hybrid.

CREATING A DEEP ONE HYBRID

Attribute Scores Increase Strength by 1 and decrease Intellect by 1

Characteristics Increase Perception by 1. Gain 1d3 Insanity and 1 Corruption. Reduce Speed by 2.

Shadowslight The Deep One can see into areas obscured by shadows as if those areas were lit.

Hold Breath Deep One hybrids can hold their breath under water for up to 1 hour.

The Call of Dagon Whenever a Deep One hybrid gains corruption so their total is an even number, their transformation into a full-fledged Deep One gets ever so closer. Randomly determine 1 trait from the Deep One list below.

LEVEL 4 DEEP ONE EXPERT

Characteristics As your base ancestry. You either learn one spell, gain the level 4 benefit from your ancestry, or choose 1 trait from the Deep One list below.

DEEP ONE TRAITS

3D6 Deep One Trait

- 3 **Longing for the Deep** Every week you spend more than 10 miles (15 km) from the sea, you must succeed on a Will Challenge Roll or reduce your Will by 1 until you travel to the sea.
- 4-5 **Amphibious** You can now survive equally well in water or on land. You gain a swimming speed of 12.
- 6-7 **Deep Dweller** You get a natural resistance to cold, halving all damage from cold. And can never be harmed by water pressure.
- 8-9 **Claws** One or both of your hands morph into claws or pincers, you can now use them as natural weapons that function as basic weapons with the finesse property and deal 1d6 damage.
- 10 **Something Fishy** Your body odour starts to smell strongly of fish, others usually don't like interacting with you. Gain +1 bane on all social interaction rolls.
- 11 **Dark Devotion** After years of nightmares of Deep Ones and their gods, Father Dagon and Mother Hydra, you have become hardened against being charmed or frightened. Gain 1 boon on all challenge rolls against being charmed or frightened.
- 12-13 **Swimmer** You ignore difficult terrain while swimming and never need to make a challenge roll to swim.
- 14-15 **Scales** Your skin has been replaced with fish-like scales, the scales count as natural armor and gives Agility +2 in Defense when not wearing any other armor, or +1 to any existing natural armor. However, due to your strange new appearance, you gain +1 bane on all social interaction rolls.
- 16-17 **Snapping Bite** Your mouth grows extra rows of razor sharp teeth. Your teeth can be used as natural weapons that function as basic weapons that deal 1d6 damage. In addition you can use your trigger action to attack with your teeth in addition to any normal attacks.
- 18 **Frightening** You have transformed to such an extent that you gain the *frightening* trait.

SAMPLE DEEP ONES AND HYBRIDS

Here you will find a diverse selection of Deep One and Hybrid characters for use in adventures you create.

DEEP ONE

The most basic type of Deep Ones

DEEP ONE	DIFFICULTY 10
<i>Size 1 frightening Deep One (aquatic)</i>	
Perception 12 (+2), shadowsight Defense 14 (natural armor); Health 18 Strength 12 (+2), Agility 9 (-1), Intellect 10 (+0), Will 12 (+2) Speed 8; swimmer 12 Immune gaining Insanity Amphibious The Deep One can survive equally well in water or on land. Deep Dweller The Deep One has a natural resistance to cold, halving all damage from cold. And can never be harmed by water pressure.	
ATTACK OPTIONS	
Trident (melee or short range) +2 with 1 boon (2d6) Claws (melee) +2 with 1 boon (1d6) Teeth (melee) +2 with 1 boon (1d6)	
SPECIAL ATTACKS	
Snapping Bite The deep one can use its trigger action to attack with its teeth in addition to any normal attacks.	

DEEP ONE HYBRID

When Deep Ones breed with other creatures, the result is a Deep One hybrid. Hybrids are born normally and grow just like their main ancestry, but as they age they slowly turn more and more into a Deep One until they are fully Deep Ones and move to live below water for all eternity.

DEEP ONE HUMAN HYBRID	DIFFICULTY 1
<i>Size 1 Deep One hybrid</i>	
Perception 11 (+1), shadowsight Defense 13 (Hard Leather); Health 10 Strength 12 (+1), Agility 10 (+0), Intellect 9 (-1), Will 10 (+0) Speed 8; Shadowsight The Deep One can see into areas obscured by shadows as if those areas were lit. Hold Breath Deep One hybrids can hold their breath under water for up to 1 hour. The Call of Dagon Whenever a Deep One hybrid gains corruption so their total is an even number, their transformation into a full-fledged Deep One gets ever so closer. Randomly determine 1 trait from the Deep One list below.	
ATTACK OPTIONS	
Trident (melee or short range) +1 (1d6)	

DEEP ONE HYBRID APE

Deep Ones are even known to breed with apes, resulting in horrifying Deep One hybrid apes. They are usually covered with hard scales erupting from their matted fur, giving them a look of ancient primordial sea monsters.

DEEP ONE HYBRID APE	DIFFICULTY 25
<i>Size 1 frightening Deep One hybrid</i>	
Perception 13 (+3), shadowsight Defense 16; Health 24; Insanity 3; Corruption 8 Strength 14 (+4), Agility 13 (+3), Intellect 5 (-5), Will 10 (+0) Speed 8; Swimmer 12 Shadowsight The Deep One can see into areas obscured by shadows as if those areas were lit. Hold Breath Deep One hybrids can hold their breath under water for up to 1 hour. The Call of Dagon Whenever a Deep One hybrid gains corruption so their total is an even number, their transformation into a full-fledged Deep One gets ever so closer. Randomly determine 1 trait from the Deep One list below. Scales Hard fish-like scales has erupted from the ape's body, giving it +1 to its natural armor. The ape has +1 bane on all social interaction rolls. Longing for the Deep Every week the ape spend more than 10 miles (15 km) from the sea, it must succeed on a Will Challenge Roll or reduce its Will by 1 until it travels to the sea.	
ATTACK OPTIONS	
Fists (melee) +4 with 1 boon (1d6+2) Teeth (melee) +4 with 1 boon (1d6) Rock (melee or short range) +4 with 1 boon (1d6+2)	
SPECIAL ATTACKS	
Snapping Bite The deep one can use its trigger action to attack with its teeth in addition to any normal attacks.	