



# From the Deep

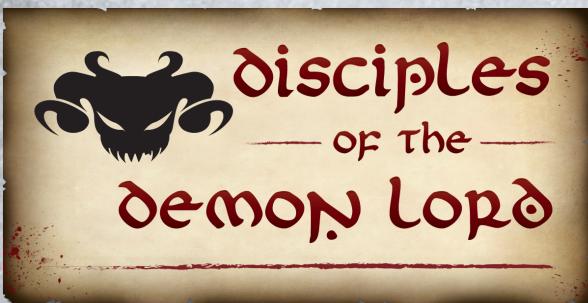
## Pages of *The Necronomicon* for *Shadow of the Demon Lord*

Among the many tales told by old fishwives, some tell of sacrifices to the sea which will provide riches untold.

Some say that the sacrifice must be made in gold, others in blood, but the reality is much, much darker.

From the abyss of the deep ocean, come the Deep Ones. It is true that they provide riches untold, and even immortality. But the sacrifice, if it can even be called such, is a mating with the Deep One, where the progeny will indeed be gifted with immortality.

Immortality comes with a price, of course. For one day, such a hybrid will, without fail, metamorphose into a Deep One and be compelled to dive into the deep to live with the Deep Ones in their cyclopean cities, till Great Cthulhu awakens.



### ~CREDITS~

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# DEEP ONE HYBRIDS

Deep Ones, for reasons unknown, are able to breed with any living creatures. The progeny, if born of a female that is not already a Deep One, are born as a normal child and even grow and age normally.

But as they age they slowly manifest strange features, like folded skin on their necks resembling gills, or bulging unblinking eyes. And when the time is right, such a progeny will metamorphose wholly into a Deep One and must thenceforth live below water for all eternity.

## GREAT CTHULHU

*Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn*  
In his house at R'lyeh, dead Cthulhu waits dreaming.

At the deepest point of the ocean lays the great city of R'lyeh, where it sank during time immemorial when Great Cthulhu and his Spawn fought against the Old Ones and the Shoggoths.

There Great Cthulhu lays dreaming and his dreams can, and will, bleed into the dreams of others. Showing them sights that would make even the strongest turn to madness, for such things that they see cannot and must not be real.

Even among the Deep Ones, many have chosen madness, but there are those who did not, and who became Great Cthulhu's High Priests. Devoting their eternity to Cthulhu, preparing for that day when the stars are finally right once again, and Great Cthulhu will stir in his sunken city of R'lyeh.

Those who practice the religion have access to the traditions of Divination, Madness, and Water.

## DEEP ONE HYBRIDS AND CORRUPTION

Although not entirely exempt from the effects of corruption, it affects Deep One hybrids a bit differently. Use the table below to determine the effect of each corruption point they gain.

As the hybrid gains corruption, they gain Deep One traits which in turn evolve them ever closer to becoming a full-fledged Deep One. If a hybrid ever has a total corruption score of 9+ they will have the dream and start turning into a Deep One. Every time the hybrid completes a rest, they need to roll a d20 minus any corruption above 9. On a natural 1 or a total of 0 or below, the hybrid will wake up completely metamorphosed into a Deep One and immediately start their trip to the nearest Deep One underwater habitat, where they will spend the rest of eternity.

The character becomes an NPC at this point.

## CORRUPTION EFFECTS

Corruption Score	Effects
0	No effect.
1	As normal corruption rules.
2-3	Roll for <b>Mark of Darkness</b> as normal, but instead of gaining the <b>Touch of Darkness</b> trait, roll on the <b>Deep One Traits</b> table.
4-5	Roll for <b>Mark of Darkness</b> as normal, but instead of gaining the <b>Slave of Darkness</b> trait, roll on the <b>Deep One Traits</b> table.
6-7	Roll for <b>Mark of Darkness</b> as normal, but instead of physical manifestation, roll on the <b>Deep One Traits</b> table.
8	Roll for <b>Mark of Darkness</b> as normal, but instead of gaining the <b>Infernal Interest</b> trait, roll on the <b>Deep One Traits</b> table.
9+	Roll for <b>Mark of Darkness</b> as normal, but instead of gaining the <b>Damned</b> trait, gain the <b>Deep One</b> trait.  <b>Deep One</b> You start to turn into a Deep One. Each time you complete a rest, roll a d20 - any corruption above 9. On a natural 1 or a total of 0 or below, you wake up completely metamorphosed into a Deep One and must, without delay, travel to the Deep One habitat from your dreams, where you spend the rest of eternity.

## 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 they're 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.

**Shadow sight** 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 traits list.

### 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 traits list.

# DEEP ONE TABLES

The following tables is used to gain Deep One traits when instructed to, and the others can be used to flesh out your Deep One ancestry.

## APPEARANCE

Roll once on this table to determine how your Deep One blood sets you apart from others among your ancestry.

### 1D6 Appearance

- 1 You have peculiar folds of extra skin on your neck, resembling non-functional gills.
- 2 You have unblinking, bulging eyes that protrudes out of your sockets, giving you a sort of toad-like look.
- 3 Your skin has a scaly appearance, almost like that of a fish.
- 4 Your finger and toes has an extra webbing of skin between them.
- 5 Your jaw is unnaturally wide, giving your face a sort of fish-like or toad-like peculiarity.
- 6 Your appearance is a mix of all of the above, you gain 1 bane on all social interactions with those who are not Deep Ones or hybrids.

## BACKGROUND

You can choose to roll on this background table in addition to your ancestry table. Be warned however, everything comes with a cost...

### 1D6 Background

- 1 Your evolution to become a Deep One is already prominent. Roll 1 trait from the Deep One traits table, and gain 1 corruption. *You do not gain another trait from corruption effects if this increase takes you into a new level of corruption.*
- 2 You have been brought up under the teachings of Great Cthulhu. Gain 1d3-1 Corruption and add scholar of the Mythos and Religion: Esoteric Order of Dagon to your list of professions. *Determine any corruption effects as described above.*
- 3
- 4 You read an abridged copy of the Necronomicon, gain 1d3 Insanity and add scholar of the Mythos to your list of professions.
- 5
- 6 You came into possession of an ancient fragment of the Pnakotic manuscripts. Start the game with an incantation containing two rank O Madness spells.

## DEEP ONE TRAITS

When creating NPC Deep Ones and hybrids, increase their difficulty level by 1 for each 3 positive traits chosen for it.

### 3D6 Deep One Trait

- 3 **Longing for the Deep** Every week you spend more than 10 km (6 miles) from the sea, you must succeed on a Will Challenge Roll or gain 1d3 Insanity.
- 4 **Amphibious** You can now survive equally well in water or on land.
- 5 **Camouflage** The Deep One can use an action to alter its coloration to match its environment. Until the Deep One uses an action or moves, it becomes invisible to creatures more than 5 yards from it.
- 6 **Fins** You grow fins, either as a finned tail or along your calves, body or whatever you choose that makes sense. Your swimming speed increases by +3.
- 7 **Bulging Eyes** Instead of shadowsight you know have darksight.
- 8 **Deep Dweller** You get a natural resistance to cold, halving all damage from cold. And can never be harmed by water pressure.
- 9 **Strength from Pain** While injured, you make attack rolls with 1 boon and your weapon attacks deal 1d6 extra damage.
- 10 **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. *If rolled or chosen multiple times beyond the first, increase damage done by +1 up to a maximum of +3*
- 11 **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.
- 12 **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.
- 13 **Swimmer** You ignore difficult terrain while swimming and never need to make a challenge roll to swim. *If rolled or chosen a second time, you gain a swimming speed of 12.*
- 14 **Spew Acid** Your metamorphosis has turned your spit acidic. Once per rest, you can use an action to spit at an object or creature within short range, making a Strength attack roll against the target's Agility. On a success, the acid hits and deals 3d6 damage. *If rolled or chosen multiple times beyond the first, increase damage done by 1d6 to a maximum of 6d6*
- 15 **Scales** Hard fish-like scales erupts from your skin making you look like some squamous horror from the deep. The scales count as natural armor and gives Agility +4 in Defense when not wearing any other armor, or +2 to any natural armor you already have. However, due to your new horrific appearance, you gain +1 bane on all social interaction rolls.
- 16 **In Hydra's Image** Your Deep One metamorphosis is growing faster then normal. Your body grows with +1 Size and follows the normal rules for increasing size per *Shadow* pg 262. *This trait can be rolled or chosen multiple times*
- 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. You can use your trigger action to attack with your teeth in addition to any normal attacks. *If rolled or chosen a second time, your bite has a chance to inflict the disease, Dagon's Mind Rot*
- 18 **Frightening** You have transformed to such an extent that you gain the *frightening* trait.

## NEW DISEASE

Some Deep Ones can infect their victims with their bite.

### DAGON'S MIND ROT

When a Deep One bites you, there is a chance you will get diseased. Deep Ones and Deep One hybrids are immune to this disease, but everyone else must make a Strength challenge roll with 2 banes or get infected. Each time an infected creature completes a rest, it must make a new Strength challenge roll, on a failure, it gains 1d3 Insanity.

Whenever an infected creature goes mad, it becomes a mindless thrall to whichever Deep One infected them and becomes compelled to seek it out and do its bidding. After three successes, the creature removes the diseased affliction.

## NEW SPELLS

The following spells expand on those presented in other materials for *Shadow of the Demon Lord*

### RALLY THE DEEP

### MADNESS ATTACK SPELL 2

**Target** One creature you can see within medium range

**Duration** Number of rounds equal to caster's Power

You rally all of Mother Hydra's children to aid you against those who would do you harm. All aquatic creatures within long range must succeed on a Will challenge roll or become compelled to attack your target. Your target is impaired and if they fail any rolls while impaired in this way, they also suffer 2d6 damage.

## NEW PROFESSIONS

Deep One Hybrids can choose these professions instead of rolling for any scholarly or religious professions.

### SCHOLAR - AREA OF SCHOLARSHIP

**Mythos** You have been schooled in the Mythos of the Elder Gods, either through your family or sermons, or through reading of Grimoires of the Mythos.

### RELIGIOUS

**Esoteric Order of Dagon** You've been raised as a devout follower of the Esoteric Order of Dagon. You are probably sworn to at least the first of the three oaths.

## NEW LANGUAGES

### AKLO

baba yaga

# PATHS OF MADNESS

## CULTIST OF CTHULHU      NOVICE PATH

There are those who dedicate their lives to spreading the dreams from Great Cthulhu.

### LEVEL 1 CULTIST OF CTHULHU

**Attributes** Increase two by 1

**Characteristics** Health +4, Power +1, Insanity +1

**Languages and Professions** You either read one language you can speak or add a language to the list of languages you can speak. Also, add Scholar of the Mythos, Religion Esoteric Order of Dagon or Cultist to your list of professions.

**Magic** You discover the Divination, Madness or Water tradition. Then choose one of the following options:

- You discover the other two traditions.
- You discover one of the other traditions and learn one spell from either tradition.
- You learn two spells from any of the traditions you have discovered.

**Mad Recovery** You can use a triggered action to heal damage equal to your healing rate and gain 1 Insanity. If you do not go mad from gaining Insanity in this way, you make attack rolls and challenge rolls with 1 boon for 1 round instead of becoming frightened. Once you use this talent, you cannot use it again until you complete a rest.

### LEVEL 2 CULTIST OF CTHULHU

**Characteristics** Health +4

**Magic** You discover the Divination, Madness or Water tradition. Then choose one of the following options:

- You discover two traditions that you didn't already discover from Divination, Madness or Water.
- You discover the Divination, Madness or Water tradition and learn one spell.
- You learn two spells from any of the traditions you have discovered.

**Fear of the Unknown** When a creature within short range of you attempts a challenge or attack roll, you can use a triggered action to give them 1 insanity.

### LEVEL 5 EXPERT CULTIST OF CTHULHU

**Characteristics** Health +4, Power +1

**Magic** You learn one Divination, Madness or Water spell.

**The Knowing** When you use Visions of Cthulhu, your target also becomes stunned as they contemplate their insignificance in the cosmos.

### LEVEL 8 MASTER CULTIST OF CTHULHU

**Characteristics** Health +4

**Magic** You learn one Divination, Madness or Water spell.

**Improved Mad Recovery** You can use Mad Recovery twice.

# PRIEST OF CTHULHU

## HIGH PRIEST OF CTHULHU



# 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

When a Deep One hybrid reaches a certain age, typically between 35 and 45, they have a particular dream of great underwater cities and their inhabitants, the Deep Ones. The dream usually culminates in the hybrid being accepted among their ranks by Father Dagon and Mother Hydra. When they awake from this dream, the hybrid's metamorphosis into a Deep One accelerates considerably and have typically evolved into a full-fledged Deep One by the end of the next fortnight.



### DEEP ONE

DIFFICULTY 10

**Size 1** frightening Deep One (aquatic)

**Perception** 12 (+2), shadowsight

**Defense** 14 (natural armor); **Health** 18; **Insanity** 3;

**Corruption** 1

**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

Deep One hybrids can come from any living ancestry. Here are some sample ones for your perusal.

### DEEP ONE HUMAN HYBRID

DIFFICULTY I

#### Size 1 Deep One hybrid

**Perception** 11 (+1), shadowsight

**Defense** 13 (Hard Leather); **Health** 10; **Insanity** 3;

**Corruption** 1

**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, their transformation into a full-fledged Deep One gets ever so closer. Use the Deep One table for corruption effects instead of the normal corruption effects table. Also, all hybrids start with one Deep One traits, choose or randomly determine which one the hybrid start with.

#### ATTACK OPTIONS

**Spear** (melee or short range) +1 (1d6)

### DEEP ONE HYBRID ORC

DIFFICULTY 50

#### Size 2 frightening Deep One hybrid

**Perception** 10 (+0), shadowsight

**Defense** 11; **Health** 25; **Insanity** 3; **Corruption** 2

**Strength** 14 (+4), **Agility** 10 (+0), **Intellect** 8 (-2), **Will** 9 (-1)

**Speed** 12;

**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.

**Longing for the Deep** Every week the hybrid spends more than 10 km (6 miles) from the sea, they must succeed on a Will Challenge Roll or gain 1d3 Insanity.

**In Hydra's Image** The hybrid's metamorphosis is growing faster than normal, its body grows with +1 Size.

**Frightening** The hybrid has transformed to such an extent that it gains the *frightening* trait.

**Acid Spit** Once per rest, the hybrid can use an action to spit at an object or creature within short range, making a Strength attack roll against the target's Agility. On a success, the acid hits and deals 6d6 damage.

**Weapon Training** When attacking with a weapon, the creature makes the attack roll with 1 boon and deals 1 extra damage on a success.

#### ATTACK OPTIONS

**Claws** (melee) +4 with 1 boon (2d6+1)

#### SPECIAL ATTACKS

**Acid Spit** The hybrid can spit at an object or creature within short range, making a Strength attack roll vs Agility. On a success, deal 6d6 damage.

## DEEP ONE HYBRID ANIMAL

DIFFICULTY 25

#### Size 1 frightening Deep One hybrid

**Perception** 13 (+3), shadowsight

**Defense** 16; **Health** 24; **Insanity** 3; **Corruption** 5

**Strength** 14 (+4), **Agility** 13 (+3), **Intellect** 5 (-5), **Will** 10 (+0)

**Speed** 8; climber; swimmer 12

**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 hybrid's body, giving it +1 to its natural armor. The hybrid has +1 bane on all social interaction rolls.

**Longing for the Deep** Every week the hybrid spend more than 10 km (6 miles) from the sea, it must succeed on a Will Challenge Roll or reduce its Will by 1 until it travels to the sea.

**Frightening** The hybrid has transformed to such an extent that it gains the *frightening* trait.

#### ATTACK OPTIONS

**Fists** (melee) +4 with 1 boon (1d6+2)

**Teeth** (melee) +4 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 YYYY

DIFFICULTY XX

#### Size 1 Deep One hybrid

**Perception** 10 (+0), shadowsight

**Defense** 10; **Health** 11; **Insanity** 3; **Corruption** 1

**Strength** 11 (+0), **Agility** 10 (+0), **Intellect** 9 (-1), **Will** 10 (+0)

**Speed** 8;

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

**The Call of Dagon** Whenever a 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

**Spear** (melee) +1 (1d6)

#### ATTACK OPTIONS

**Claws** (melee) +4 with 1 boon (2d6+1)

#### SPECIAL ATTACKS

**Acid Spit** The hybrid can spit at an object or creature within short range, making a Strength attack roll vs Agility. On a success, deal 6d6 damage.

# DEEP ONE PRIESTS

Most Deep Ones worship Father Dagon and Mother Hydra, whom the learned among them teach are the first Deep Ones since time immemorial. But above all, stand their mightiest god, the Great Old One, Cthulhu, who wandered the world aeons before even the First People.

Among the Deep Ones, there are those who count themselves as chosen through dreams by the great priest Cthulhu. Tasked with preparing the Deep Ones for that day when the stars are ready, and great Cthulhu will stir in his sleep as the mighty city of R'lyeh rises to the surface once again.

## DEEP ONE NOVICE PRIEST

DIFFICULTY 25

### *Size 1 frightening Deep One (aquatic)*

**Perception** 12 (+2), shadowsight

**Defense** 14 (natural armor); **Health** 26; **Insanity** 4; **Corruption** 2

**Strength** 12 (+2), **Agility** 9 (-1), **Intellect** 11 (+0), **Will** 13 (+3)

**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.

**Priestly stuff**

### 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.

### MAGIC

**Power** 1

**Water** Rime Water (0), Drown (1)

**Madness** Aid from the Outer Gods (1)

## DEEP ONE HIGH PRIEST

DIFFICULTY 100

### *Size 1 frightening Deep One (aquatic)*

**Perception** 12 (+2), shadowsight

**Defense** 14 (natural armor); **Health** 54; **Insanity** 4; **Corruption** 2

**Strength** 15 (+5), **Agility** 9 (-1), **Intellect** 13 (+3), **Will** 13 (+3)

**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.

**Priestly stuff**

**Combat Prowess** Your attacks with weapons deal 1d6 extra damage.

### ATTACK OPTIONS

**Trident** (melee or short range) +5 with 1 boon (3d6)

**Claws** (melee) +5 with 1 boon (2d6)

**Teeth** (melee) +5 with 1 boon (2d6)

### SPECIAL ATTACKS

**Snapping Bite** The deep one can use its trigger action to attack with its teeth in addition to any normal attacks.

### MAGIC

**Power** 5

**Divination** See the Future (3), Third Eye (4)

**Madness** Aid from the Outer Gods (1), Rally The Deep (2), Hoary Tentacle (2), Mind Shatter (3), Dark Star (4)

**Water** Rime Water (0), Parch (5)