



# 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'ha-nthlei 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 HYBRIDS

## 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 city of  
R'lyeh, where it sank during time immemorial as Great  
Cthulhu and his Spawn fought against the Old Ones and  
their Shoggoth soldiers.

Among those who dwell in the ocean, many have seen Great Cthulhu in their dreams and there are those among them who have tried to communicate with him through these dreams. Many have gone irreparably mad, but those who did not became the High Priests of Great Cthulhu, devoted to get everyone ready for when the stars are right once again, and Great Cthulhu stirs in his sunken city of R'lyeh.

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

## 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 bulging eyes that protrudes out of your socket, 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 2 corruption. *You do not gain another trait from ending up with an even number of corruption this way.*
- 2 You have been brought up under the teachings of Great Cthulhu and have been his servant for many years already. Gain 1d3-1 Corruption and add scholar of the Mythos to your list of professions. *Determine any Deep One traits as usual.*
- 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 miles (15 km) 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 any natural weapons you manifest gain +1d6 to damage. *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*

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### RALLY THE DEEP

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### MADNESS ATTACK SPELL 2

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

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

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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.

## 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

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

*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 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 ANIMALS

Deep Ones are even known to breed with animals, resulting in horrifying Deep One hybrids.

### DEEP ONE HYBRID BEAR

DIFFICULTY 100

*Size 3 frightening Deep One hybrid*

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

**Defense** 14; **Health** 70; **Insanity** 3; **Corruption** 7

**Strength** 17 (+7), **Agility** 10 (+0), **Intellect** 6 (-4), **Will** 9 (-1)

**Speed** 10; 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.

**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.

**In Hydra's Image** The hybrid's metamorphosis is growing faster than normal. Its body grows with +1 Size and any natural weapons gain +1d6 to damage.

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

**Spew Acid** 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.

#### ATTACK OPTIONS

**Claw** (melee) +7 (3d6 + 1, or 3d6 + 13 on attack roll 20+)

#### SPECIAL ATTACKS

**Maul** The bear attacks twice with its claw against one target creature. If it gets a success on both attack rolls, the target takes 2d6 extra damage.

**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 APE

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 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.

**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)

**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.

## 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 even above them stands their mightiest god, the Great Old One, Cthulhu, who lay dreaming in his sunken city of R'lyeh. Among the Deep Ones, some are chosen by the Great Cthulhu, through dreams, to make sure the Deep Ones stay loyal to the God until that time when the stars are right and the Great Cthulhu stirs in his sleep and primordial 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**

**Madness**

## 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) +2 with 1 boon (3d6)

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

**Teeth** (melee) +2 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**

**Madness**