



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.

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 gain 1d3 Insanity.
- 4-5 **Amphibious** You can now survive equally well in water or on land.
- 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.
- 8-9 **Deep Dweller** You get a natural resistance to cold, halving all damage from cold. And can never be harmed by water pressure.
- 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.
- 13-14 **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.*
- 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.

DEEP ONE BACKGROUND

3D6	Background
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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.

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; 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
<i>Size 1 Deep One hybrid</i>	
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 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.	

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