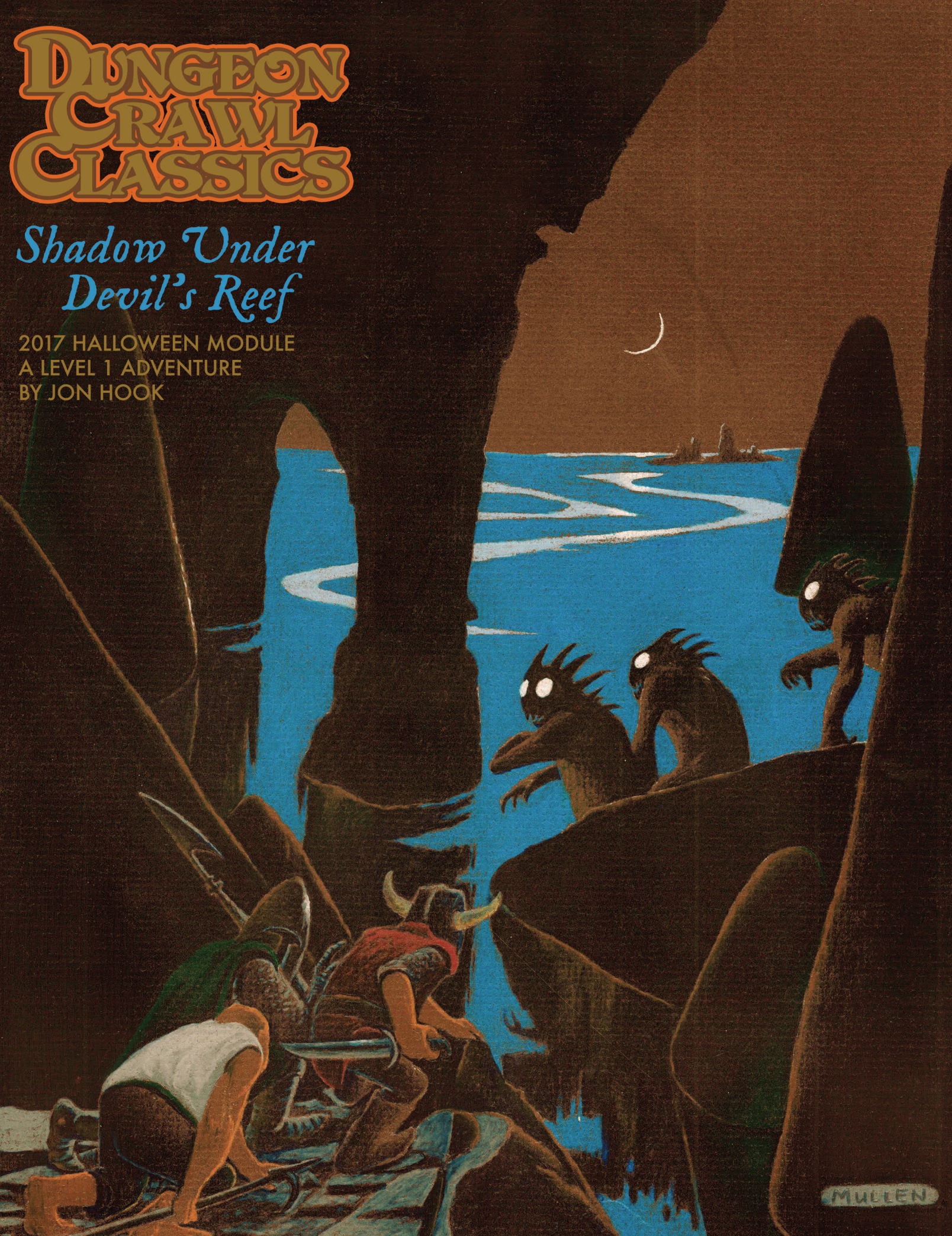


DUNGEON CRAWL CLASSICS

Shadow Under Devil's Reef

2017 HALLOWEEN MODULE
A LEVEL 1 ADVENTURE
BY JON HOOK



MULLEN

THE DEVIL'S HORN ISLAND

D-4

D-3

D-2

D-1



Scale of Miles

THE
ONYX DOOR

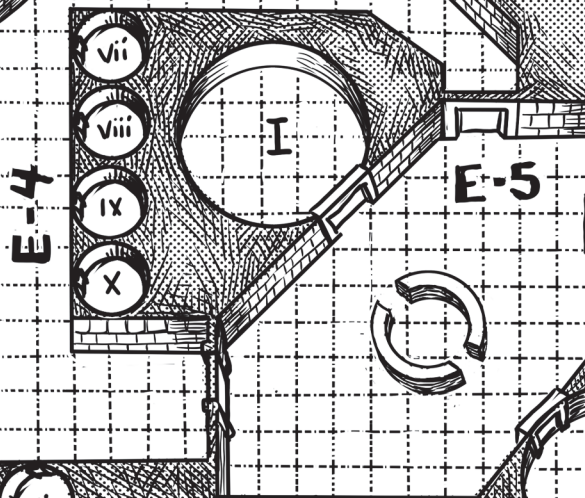
E-1

THE HIDDEN LABORATORY

E-2

E-3

E-5



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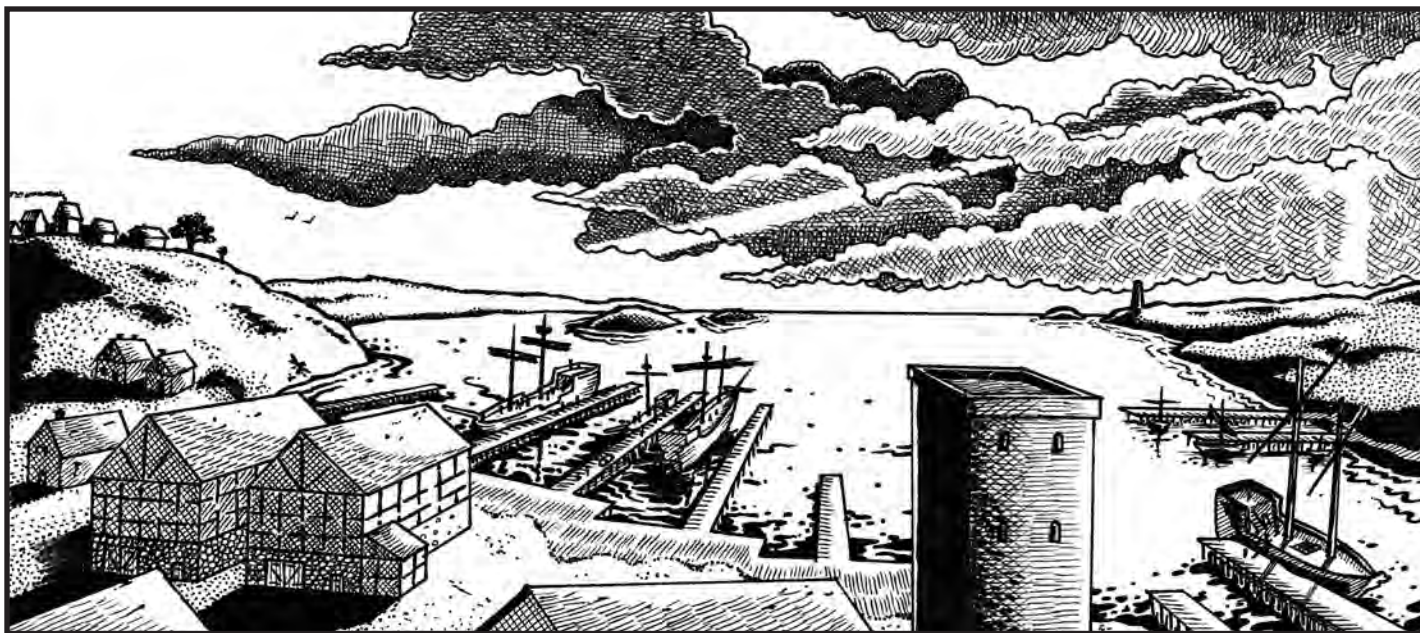
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INTRODUCTION

Shadow Under Devil's Reef is designed for 4 – 6 Level 1 characters, but each player could opt to play with a quartet of 0-level characters instead. The title of this adventure purposely pays homage to H. P. Lovecraft's weird fiction story, *The Shadow Over Innsmouth*. But, instead of only hordes of Deep One adversaries, the players also discover an Elder Thing laboratory containing a captured Star Spawn that uses magic to infect nearby mortals with Deep One Hybrid mutations.

BACKGROUND

Thousands of years ago, when the elves first learned to commune with the woods and the dwarves first mined the mountains core; the elder things were already ancient and war-weary. The elder things, strange alien scientists from long-dead stars, have been locked in a war with the mi-go, polyps, and devotees of Great Cthulhu for several millennia. It is through the strife of war that the elder things learn, study, and expand their vast knowledge of the universe. It is through death and dissection that they learn about the creation and manipulation of life. It's possible that the creation of humans and demi-humans can be linked to elder thing experiments that went awry.

To facilitate their quest for knowledge, the elder things established hidden laboratories all throughout the universe; one such laboratory lies beneath the coral island known as Devil's Horn. Elder thing laboratory experiments take time to fully incubate; what the elder things consider a *moment* of laboratory observation time is measured as an *epoch* by mortals. And so it is during one of these moments of laboratory observation that this adventure takes place.

A star spawn, a mighty creature made manifest in Cthulhu's likeness, is injured and trapped within an observation cell within the hidden elder thing laboratory. Weak from the drugs and injuries, the star spawn is only able to project a telepathic message in a limited range, and that range happens to coincide with the ocean waters packed with dangerous coral reefs. The star spawn's telepathic message temporarily activates dormant DNA inherent in all humans and demi-humans. This dormant DNA, when awakened, infects the victim to temporarily transform him into a deep one hybrid; a creature that possesses both deep one and mortal characteristics.

Infected mortals eventually hear the star spawn's telepathic cry for help, and become compelled to enter the hidden laboratory with the intent to set it free. This adventure opens after a diplomatic ship, *The Royal Dawn*, was sunk in Devil's Reef during a storm. The survivors that washed upon the shore of Devil's Horn, including Princess Kaeko of Fu-Lamia, were soon infected and transformed into deep one hybrids and have begun the quest to free the star spawn.

FU-LAMIANS AS REPLACEMENT CHARACTERS

As the PCs set out for the Devil's Reef, Devil's Horn, or *The Royal Dawn* it is possible to find Fu-Lamian survivors of the wreck, who look to the PCs as their saviors. Most of them will be 0-level sailors, but if the PCs have lost a companion, or maybe the party is lacking a cleric (as in one particularly brutal playtest!) then the judge can include 1st-level characters found within any group of survivors the party discovers. These 1st-level Fu-Lamian characters can be used as a player's replacement character (complete stats included), or as pro-active NPCs to help bolster the party's ranks. For information, see Appendix A below.

0-LEVEL MASS COMBAT

To streamline any combat conducted by the 0-level NPCs, and to prevent the zeroes from being the adventure's heroes, it is suggested the judge simplify attacks made by the 0-level character to a simple 1d6. For each 0-level, roll 1d6 and consult the table below:

0-Level Character Combat

Roll 1d6	Result
1	Fumble – Zero falls down – No attack next round as he stands up
2–4	Miss – No effect
5	Hit – 1 point of damage
6	Hit – 2 points of damage

The people of Fu-Lamia have deep olive-toned skin with dark hair and eyes. Fu-Lamia is an island nation dominated by volcanoes; the tropical islands are warm year 'round, so the Fu-Lamian citizens typically dress in flowing silks of crimson and plum trimmed in gold. They also wear leather sandals laced up to their knees. Fu-Lamian warriors are trained to use a bow, polearm, and scimitar.

ENCOUNTER TABLE

Area	Type	Encounter
A	H/C	Shark infested waters, and 2d3 great white sharks
B	T	Navigation trap
C-1	H	Steep floor and narrow timber bridge
C-2	T/H	Weak floor and narrow timber bridge
C-3	C	3 Furious devilkin
C-4	C	1 Psi-spider
C-5	T/C/H	Trapped dowry box, 4 furious devilkin, and narrow timber bridge
C-6	C/H	2 ½ Furious devilkin, and narrow timber bridge
C-7	C	5 Furious devilkin
D-1	C	3 Giant crabs
D-2	T	Lightning trap

D-3	C	2d6+4 Deep one hybrids
D-4	P	Magical door lock
E-1	H	Slippery slide
E-2	C	8 Deep one hybrids
E-3	P/C	1 Shoggoth and magical door lock
E-4	P/T/C	8 Elder things, alien technology door lock, and drowning trap
E-5	P/C	2 Elder things, 1 star spawn, and alien technology control panel

DEEP ONE HYBRID INFECTION

Once the player's characters set foot on Devil's Horn, they become susceptible to the star spawn's telepathic message. Fortunately for the player's characters, the star spawn's attention is focused more on the crew of The Royal Dawn than on them, so the deep one hybrid infection rate is manifesting more slowly, (if at all).

Each time the PCs and NPCs enter a new area, each character must attempt a Fortitude save. A failed saving throw results in that character manifesting one or more deep one hybrid mutations. Any character that manifests all eight of the physical mutations becomes an NPC controlled by the judge. The DC required on the Fortitude save depends on what area the character is currently in.

Area	Fort Save	Mutations
D-1, D-2, D-3	DC 6	1 Physical change
D-4	DC 8	1 Physical change and 1 Ability change
E-1	DC 10	1 Physical change and 2 Ability changes
E-2, E-3	DC 12	2 Physical changes and 2 Ability changes
E-4	DC 14	2 Physical changes and 3 Ability changes
E-5	DC 16	3 Physical changes and 3 Ability changes

With a failed Fortitude save, the judge should assign the next physical mutation or roll the new ability mutation to the character. Each Physical Mutation is assigned once, in order, by the judge to the character. Ability Mutations are randomly determined with a roll of 1d4, and the same Ability Mutation can be applied to the character multiple times.

PHYSICAL MUTATIONS

In Order	Mutation
1	Bulging Eyes - The character's DC to search/spot is reduced by -5. The eyes begin to water constantly, and they blink only three or four times per minute.
2	Webbed Fingers and Toes - The character's movement through water is increased by 10'. The character suffers a +3 modifier when rolling on the Fumble Table.
3	Claws - The character gains claws that inflict 1d3+1 damage. Touching anything or anyone has 25% chance to accidentally inflict unintended damage.
4	Gills - The character can breathe underwater as well as on land. Stealth related DC checks are increased by +5 due to the constant wheezing by the character.
5	Scales - The character's hair falls out and their flesh becomes scaly granting a +1 AC bonus. The character also becomes cold blooded, so cold-based attacks do +1d3 additional damage.
6	Taller - The character grows 1d3 feet taller. The character is unable to wear restrictive armor. The character is becoming more irritable and quick to anger.
7	Spines - The character gains spiny fins on his arms that inflict +1 damage to any unarmed melee attack. The character is unable to carry a shield. The character thirsts for direct combat, and must make a DC 10 Willpower save to attempt any stealth maneuvers.
8	Tail - The character gains a tail; their movement through water is doubled. The character has become a true Deep One Hybrid monster, and is now controlled by the judge.

ABILITY MUTATIONS

Roll 1d4	Mutation
1	Increased Strength - Add 1 point to Strength
2	Increased Agility - Add 1 point to Agility
3	Reduced Personality - Subtract 1 point from Personality
4	Reduced Luck - Subtract 1 point from Luck

The deep one hybrid mutations are temporary. Once the characters leave Devil's Horn, or if the star spawn swims away, then the character reverts back to normal in 2d3 days. Alternatively, if a character's alignment is chaotic, and he opts to begin worshipping Dagon and Mother Hydra, then the character may retain the mutations that he has acquired. But, as noted previously, characters with all eight physical mutations are true deep one hybrid monsters, and are no longer controlled by the player.

PLAYER START



he PCs begin the adventure in the coastal town of Black Sand Port; the air is cool and the sky is dark and overcast. For the last several days the coastline has been hammered by severe thunderstorms, raging winds, and crashing waves. Everything in the city is thoroughly drenched and dreary. Additionally, the PCs are aware that a galleon from the distant nation of Fu-Lamia is several days overdue. The diplomatic vessel, The Royal Dawn, ferries her majesty Princess Kaeko of the Golden Sun, daughter of Lord Takkeh-Luum the Eternal emperor of Fu-Lamia. The Fu-Lamian princess is betrothed to the local prince of the royal family to cement the treaty between their two nations.

Early this morning, the bodies of several Fu-Lamian men clinging to splintered timbers are rescued in the harbor. The PCs join a crowd led by Dolan Welks, the Burgomaster of Black Sand Port, around the rescued men. The PCs witness that the rescued men have bulging eyes and webbed fingers. One of the rescued men is Lance Captain Rae Amonmung. He recounts how their ship, despite the guidance provided by the Sextant of Light, was blown off course in the storm and was torn asunder by the Devil's Reef. The Lance Captain says that he has sworn to deliver Princess Kaeko to her wedding; he pleads for someone to complete his mission. He promises that riches and rewards await those who can deliver the princess to her groom. It is then that Lance Captain Rae Amonmung slumps and dies. All of the rescued Fu-Lamians are dying from their injuries, but one of the men dies by clawing out his own misshapen eyes as he screams, "*Get out of my mind!*"

As soon as the Lance Captain dies, Dolan Welks begins barking out orders to any of the merchant ship captains that have gathered. It is clear that the Burgomaster is trying to rally a party to rescue the princess and secure any treasures or dowry that she may have been transporting. If the PCs want the treasure or fame for themselves, then they realize that they need to act fast. The PCs suspect that it may take several hours for the Burgomaster to organize the merchant captains.

As the PCs rush down to the harbor, they notice that everyone else is heading for the docked merchant ships, but one of the PCs notices an unattended longboat pulled up onto the beach. The boat can comfortably fit twelve people, but up to sixteen can be stuffed into the boat if need be. The boat has six oars (usable as a staff weapon), one coil of

rope 50' long, two 15' squared weighted fishing nets (-2 melee, 0 damage, target is entangled requiring a DC 12 Reflex save to escape or DC 16 Strength check to destroy), and two wooden buckets filled with herbs, salves, and cotton bandages to patch up injuries. Each bucket holds enough materials to treat four injuries. Each application of herbs and bandages heals 1 hp (non-magical) to the injured character. PCs with the alchemist, apothecarist, healer, herbalist, sage, or shaman occupation background heals an additional +1 hp (non-magical) when they apply the herbs, salve, and bandages.

Over the last few days, as the PCs waited out the stormy weather in the Black Sand Port taverns, they gathered a few rumors about Devil's Horn and the Devil's Reef that surrounds it. They also heard a few rumors about the people of Fu-Lamia who were said to be coming with their princess to wed to the prince of this nation. See the Rumors Table below.



RUMORS

Each PC previously acquired 1d3 rumors while they waited for the storms to end.

Roll 3d6

Rumors & Warnings

- | | |
|----|--|
| 3 | An offering of fresh-cut meat is required to navigate the waters of Devil's Reef safely. (F) |
| 4 | It is said that a kraken dwells in the waters under Devil's Reef. (T) |
| 5 | The waters around Devil's Reef are home to man-eating sharks. (T) |
| 6 | Fu-Lamian soldiers wield magical scimitars that drink men's souls. (F) |
| 7 | Sirens live on the island, Devil's Horn, and they try to lure ships to crash on the reefs. (F) |
| 8 | The people of Fu-Lamia eat the children of their enemies, and therefore cannot be trusted. (F) |
| 9 | Sailors swear that in the wee hours of the night when the moon is absent that the cries of demons singing and dancing can be heard coming from the Devil's Horn. (F) |
| 10 | Princess Kaeko is delivering a dowry of priceless jewels. (T) |
| 11 | The island, Devil's Horn, is craggy and inhospitable. Nothing lives there. (F) |
| 12 | Princess Kaeko's father, Lord Takkeh-Luum, is a vampire over a thousand years old. (F) |
| 13 | It is said that the people of Fu-Lamia worship demons that live in the volcanoes on their island nation. (T) |
| 14 | Fu-Lamian ships are equipped with magical sextants worth twice its weight in gold! (T) |
| 15 | The spirits of those who die on the reefs haunt the waters around Devil's Horn. (F) |
| 16 | A race of evil mermen lives in the reefs; they tear through the underside of ships that get too close to their lair. (F) |
| 17 | Armored red devils live on Devil's Horn Island. (T) |
| 18 | A strange and solitary race of creatures makes their home under Devil's Horn. (T) |

As soon as the players have their rumors, they're ready to set out for the island Devil's Horn.

BLACK SAND BAY

Area A – The Saltwater Graveyard: *The rowing gets marginally easier once the coastline is well behind you, and you take a moment to catch your breath. It's been several days since the sun shone down on Black Sand Bay, and today is no different, but at least it's not raining. Each time the boat rises on the swells, you catch a fleeting glimpse of the island, Devil's Horn. As your oar dips into the water again, you hear a roll of thunder in the distance.*

Once the PCs have caught their second wind, they row themselves into an area of water filled with floating bodies. A mix of blood and body parts has turned the water red. There are 2d4 survivors scattered throughout this saltwater graveyard. The survivors are gravely wounded, but they are still alive. Each survivor is weak and helpless, and can only manage a faint cry for help. It takes all of their effort just to keep their faces above the water. Each PC must make a DC 8 Intelligence check to successfully spot the survivors. The PC only spots one survivor on a DC 8 roll, but for every 3 points rolled above the target DC, the PC sees an additional survivor, (for example: DC 11 spots two survivors, DC 14 spots three, etc.).

The survivors are spread out over a large area. It takes 1d3+1 combat rounds for a longboat to reach each survivor. The survivors attract the attention of nearby sharks as soon as they begin trashing about and calling for help. The dark red water makes it impossible to see the sharks that are not swimming right at the surface. The sharks attempt to grab the splashing food before it is taken away.

To pull a survivor out of the water, the player must make a successful Reflex save against the shark's attack roll. Up to two characters may attempt to pull a survivor from the water. The character with better Reflex modifier compares their roll against the attack roll of the shark, with the assisting character adding an additional +1 modifier to the roll. As the PCs row toward each survivor, a Luck check by the luckiest character is required. With a failed Luck roll, the survivor has been attacked by sharks before the PCs could reach him. Any character not pulling the survivor into the boat may attempt to attack the shark before the shark's bite attack. If the shark is reduced to less than half of its starting hit points it does not attack this round, so the survivor can be pulled into the boat without incident.

Great White Sharks (2d3): Init +1; Atk bite +8 melee (2d8); AC 18; HD 3d8; hp 13 each; MV swim 30'; Act 1d20; SP thick skin, powerful bite, blood scent; SV Fort +4, Ref +4, Will -2; AL N.

Great white sharks have incredibly powerful bites. If a great white shark attack inflicts 13 or more points in a single bite, then one limb of the victim has been completely bitten off. Great white sharks can smell and track blood in the water for up to a mile away.

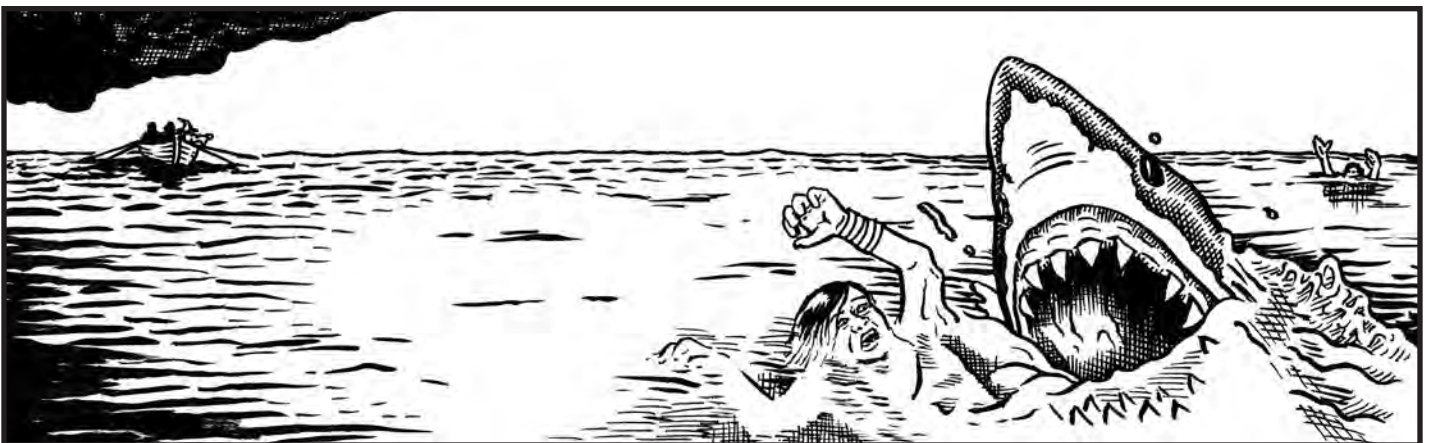
Normally, the sharks will not attack the longboats, but it is possible for the sharks to bite the boat or try to leap from the water to belly-flop onto the boat for 3d10 points of damage. For the bite attack, the longboat has an AC 14. For the belly-flop attack, the longboat has an AC 18. The longboat has 30 hit points.

Area B – Devil's Reef: *As you near the island, the waters pitch and churn violently. Jagged tips of coral stab through the surface as the waters dip, and are hidden again as the waters rise. Everyone digs in as they paddle for Devil's Horn.*

To the untrained eye, the jagged growths of razor sharp coral is randomly grown around Devil's Horn, but the methodical mind of a thief that is trained to recognize patterns may realize that there is a rhythm to the coral, and that it may be possible to navigate through it. The coral growth has been manipulated by the elder things to form a defensive perimeter around their hidden laboratory.

For a thief to recognize the pattern of the coral reefs, a successful DC 10 *find trap* is required. Then, the thief needs a successful DC 12 **disable trap** is required to understand how to navigate through the reefs to the island. If no one has recognized the pattern of the coral, then 3 Luck checks by the luckiest character is required to navigate through the hazard. Each failed Luck check results in the boat striking a reef for 1d6+1 points of damage to the boat.

Based on Lance Captain Amonmung's disoriented report of the wreckage of The Royal Dawn, the PCs suspect that the ship wrecked on the north side of the island, but the south side of the island is closer to Black Sand Port. The PCs may approach the island from any direction.



THE ROYAL DAWN

The hulk of The Royal Dawn is cracked in half; each half of the galleon is held aloft above the waves by a large formation of the Devil's Reef. Fallen masts and shredded sails can be used to climb up into the wreckage. A DC 10 Agility check is required to successfully climb up to into The Royal Dawn unharmed. A failed roll results in 1d3 points of damage from splintered wood, twisted metal, and jutting coral, but the character is still able to successfully climb into The Royal Dawn. When climbing into the ship, the PCs may enter area C-1, C-2, C-5, or C-6, since they are open and exposed to the sea. The PCs are not affected by the star spawn's telepathic message and are not mutated while exploring The Royal Dawn.

If any Fu-Lamian NPCs are exploring the wreckage with the PCs, they advise them that the ship is now a graveyard, and that robbing from the dead is absolutely taboo in their culture. *"Bad fortune befalls anyone who takes what the dead have already claimed as their own."*

Area C-1 – Upper Foredeck: *The floor is steeply pitched, making walking difficult. Mounted at the forward point of the ship is an interesting wooden sculpture. The sculpture depicts a red demon-faced woman with six arms, each wielding a metal scimitar. The sculpture looks onto the deck of the ship, not out to the horizon before the ship.*

Characters of Chaotic alignment or those with the indentured servant or slave occupation recognize that the sculpture depicts Farrin-shae, Mistress of Obedience, one of the many demons worshiped in Fu-Lamia. If anyone of lawful or neutral alignment approaches the sculpture, the eyes animate and open. The face looks sternly down at the intruder and demands that they identify themselves. The sculpture initially speaks Fu-Lamian before switching to the native language of the intruders. The sculpture warns the intruders that if they value their lives that they will immediately leave the ship. At which point, the sculpture casts the 3rd-level cleric spell *Animate Dead* to animate all of the corpses on The Royal Dawn. The sculpture of Farrin-shae can sense when any valuables are taken by intruders, and will animate the dead at that moment if it has not yet occurred.

The steep floor on this deck is wet and dangerous. Anyone attempting to walk on this deck must make a successful DC 8 Agility check; with a failed check the character has fallen and is sliding toward the edge. A DC 10 Reflex save is required for the character to catch himself and prevent his fall into the coral reef below. Other characters may also attempt the DC 10 Reflex save to catch the sliding character. Any character that slides off of the upper foredeck takes 2d6 points of damage from the razor sharp coral that cradles the wreckage above the waterline.

Each of the six scimitars is nested in a slot designed to hold tightly to the sword. A successful DC 6 *disarm trap* check or DC 12 Agility check releases all of the swords. A successful DC 10 Agility check is required to cross the narrow timbers that span between the fore and aft sections of the broken

The Living Dead – Should the avatar of Farrin-shae animate the corpses aboard the wreckage of The Royal Dawn, then each corpse becomes a furious devilkin.

Furious Devilkin: Init +3; Atk claw +4 melee (1d4+1); AC 11; HD 3d6; hp 12 each; MV 30' or leap 30'; Act 1d20; SP un-dead traits; SV Fort +6, Ref +4, Will -6; AL C.

The flesh of a furious devilkin has a red hue, their eyes turn solid black, and their tongue becomes forked and quickly flicks between their snarling lips. These nimble creatures move with an inhuman speed and agility that mimics the acrobatics of small monkeys; they are able to climb walls and ceilings like a spider. Because they are un-dead, they are immune to *Sleep*, *Charm*, and *Paralysis* spells, as well as other mental effects. Furious devilkins are also immune to cold and heat damage.

ship. Failing the Agility check to cross the timbers requires a DC 12 Reflex save roll to prevent one's self from falling to the coral reef below.

Area C-2 – Upper Aftdeck: *This section of the wreckage is easier to walk on and explore because it is more level.*

The deck is extremely fragile here; the floors loudly squeak and pop with every footstep. A successful DC 6 *find trap* check confirms for the thief that the only safe places to walk on this deck is the perimeter. Each character that walks across this floor must make a Luck check; a failed roll means that the character has fallen through the floor to **Area C-6 – Lower Aft Storage** below. Falling through the floor inflicts 1d3 points of damage, with a DC 10 Reflex save for half damage.

As noted above, a successful DC 10 Agility check is required to cross the narrow timbers that cross over to **Area C-1 – Upper Foredeck**. If the Agility check fails, a DC 12 Reflex save is required to prevent falling to the coral reef below for 2d6 points of damage.

Area C-3 – Aft Castle: *The aft castle heavily damaged. The corpses of three Fu-Lamian sailors lie on the deck, their heads crushed in and their chests pierced by large shards of timber.*

The large ship's wheel is located here on the aft castle, and next to the wheel is a waist-high post which cradles a ruby encrusted gold and silver sextant. The expertly crafted device is enchanted to allow the user to flawlessly navigate a ship through most nautical hazards. It is worth 350 gp.

If the PCs have not yet encountered the sculpture of Farrin-shae in **Area C-1 – Upper Foredeck**, then she animates all of the corpses on the ship into furious devilkin as soon as the PCs take the sextant.

Area C-4 – Captain’s Cabin: Bolts of brightly colored silk is strewn across this cabin, draping from floor to ceiling like webbing. Anything not bolted down has crashed to the floor, including six bamboo bird cages. Two of the cages are damaged and empty, but four of the cages each contain a trio of snow white doves that coo for help.

Princess Kaeko was using the captain’s cabin during the crossing, and she never travels anywhere without Wani, her pet psi-spider. Since The Royal Dawn wrecked, Wani has been living in here feeding on the doves, (which is why Princess Kaeko brought them). When the PCs enter the cabin, Wani is hiding in a dark corner of the ceiling as she attempts to communicate with them, but her telepathy could easily be misinterpreted as an attack.

Psi-Spider: Init +1; Atk bite +4 melee (1d3+poison); AC 13; HD 3d8; hp 16; MV 30’ or climb 30’; Act 1d20; SP poison (DC 15 Fort save or death), telepathy, telekinesis (up to 100 lbs); SV Fort +1, Ref +4, Will -1; AL C.

Psi-spiders are intelligent creatures. They are large and thin with inky black legs and head; the spider’s abdomen is stark white with a dramatic red marking along the top. When a gang of psi-spiders tear their way out of their egg sack, a frenzied battle begins until only one psi-spider remains. That final victorious psi-spider will then imprint on the first person she sees after the battle. The psi-spider is then forever loyal to that person, and they share a psychic bond; this is how Princess Kaeko came to acquire Wani.

Psi-spiders try to talk to other sentient creatures, but the telepathic touch of the psi-spider is quite uncomfortable. Anyone other than Princess Kaeko that Wani telepathically links to must make a DC 13 Willpower save, a failed roll inflicts 1d6 points of damage. The recipient of the telepathic link also “feels” the message of “Here I am” being sent by the psi-spider. Psi-spiders do not spin webs, but they use their telekinesis to build a nest. A psi-spider can lift and move objects up to 100 pounds.

Characters with the animal trainer occupation may know that psi-spiders can be negotiated with, and that it may be possible to travel with one safely, as long as it is fed at least one pound of fresh meat once per week. A character may attempt a DC 15 Personality check, (with a +3 bonus to the roll if the character informs Wani that they are looking for the princess), to sooth the creature into trusting the party. At which point, Wani then travels with the characters to find Princess Kaeko.

Most of the princess’ personal effects were lost at sea when the ship wrecked, but there is a one small box with ornate carvings on the lid. Inside is a gold and opal necklace with the gilded demon head symbol of Fu-Lamia on the central opal; this necklace is a symbol of the princess’ station. It is worth 1500 gp. Anyone discovered possessing or selling the necklace are marked as criminals by the Fu-Lamian Empire.

Area C-5 – Lower Fore Storage: The room reeks of blood and fish. Seawater splashes in through a hole where a shard of coral juts through as well. The corpses of four Fu-Lamian sailors lie on the floor covered in flopping fish.

This section of the ship is pitched at an odd angle; the water, fish, and blood has made the floor incredibly slick. A visual search of the room reveals a small ornate wooden box chained to a shelf on the far side of the room.

Attempting to walk across this room requires a DC 14 Agility check; with a failed roll the character slides down into a heap where the corpses and fish have clustered together. If the sculpture of Farrin-shae has previously animated the dead, then these corpses are “alive” and active furious devilkin.

The large box chained to the shelf is Princess Kaeko’s dowry. The chains are easily removed, but the box is protected by a clever needle trap on the lock. A thief needs a successful DC 12 *find trap* check to discover the needle trap; anyone else needs a successful DC 18 Intelligence check to discover it. Only a thief is skilled enough to disarm the trap, with a successful DC 16 *disarm trap* check to do so. Inside the box is 1000 Fu-Lamian gold ingots, one bolt of crimson silk with gold trim worth 250 gp, and The Demon’s Claw, a legendary scimitar. The blade of the scimitar has a crimson shine, it is a +2 weapon, and the wielder emits an aura of fear that modifies their foes attack rolls by -1.

A successful DC 10 Agility check is required to cross the narrow timbers that span between the fore and aft sections of the broken ship. Failing the Agility check to cross the timbers requires a DC 12 Reflex save roll to prevent one’s self from falling to the coral reef below for 1d6 points of damage.

Area C-6 – Lower Aft Storage: The oily deck is soaked with seawater that continues to splash with every wave that crashes on the coral reef below. Two whole corpses and just the torso of a third lie in a heap on the deck.

If the sculpture of Farrin-shae has animated the dead, then these three corpses come alive as furious devilkin, with the animated torso possessing half the number of starting hit points.

As noted above, a successful DC 10 Agility check is required to cross the narrow timbers that span between the fore and aft sections of the broken ship. Failing the Agility check to cross the timbers requires a DC 12 Reflex save roll to prevent one’s self from falling to the coral reef below for 1d6 points of damage.

Area C-7 – Aft Magazine: The sound of metal clapping against metal can be heard as the door to this dark room is opened. As your eyes adjust, you discover a room filled with lances, spears, bows, arrows, scimitars, and daggers chaotically scattered throughout the room. You also see five corpses lying in a pile on the floor; each body is skewered with blades.

If the sculpture of Farrin-shae has already animated the dead, then these corpses are furious devilkin that are ready to engage the characters. There are enough weapons in here to equip any number of PCs and 0-level survivors. If the corpses have not yet been animated, the avatar of Farrin-shae does so when the characters attempt to steal any weapons.

DEVIL'S HORN

The entire island known as Devil's Horn is an enormous coral reef that has been thrust up from the ocean floor. The island is covered in jagged coral, black with tips of red. The coral "forest" is dense, making it impossible to see long distances on the island. The coral juts up from the grainy and sandy tan-colored earth.

Mutation Reminder – Once the PCs make landfall onto Devil's Horn, they become susceptible to being infected by the star spawn's telepathic message to mutate the characters into deep one hybrid monsters. See the **Deep One Hybrid Infection** table above.

Wandering Monster Table – Once per half-mile traveled on the surface of the island, the judge should check for a wandering monster encounter. Encounters marked with an asterisk* may only be rolled once.

Roll 3d6	Encounter
3-5	1d6+1 Survivors of The Royal Dawn, each with 2 mutations
6-11	2d4 Deep one hybrids (mutated survivors of The Royal Dawn); they attack!
12-14	No Encounter
15-16*	1 Deep one hybrid wizard, a Fu-Lamia sorcerer driven insane by the mutations!
17-18*	2d3 Deep ones investigating The Royal Dawn wreckage and the star spawn's call

Deep One Hybrids: Init -1; Atk claw +0 melee (1d3+1); AC 11; HD 1d8; hp 5 each; MV 20' or swim 30'; Act 1d20; SV Fort +1, Ref +1, Will +2; AL C.

Each deep one hybrid has a 20% chance to be carrying 1d3 silver pieces and 2d10 copper pieces.

Caal ul-Din, Disciple of Flame and Pain, Deep One Hybrid Wizard: Init +1; Atk claw +2 melee (1d3+1), staff +3 melee (1d4+1); AC 13; HD 2d8; hp 11; MV 20' or swim 30'; Act 1d20; SP spells (+3 check, see below); SV Fort +2, Ref +2, Will +4; AL C

The deep one hybrid wizard, Caal ul-Din, clutches a gnarled oak staff and wears the tattered robes of a Fu-Lamia court sorcerer. The mutated wizard is able to cast the following spells: *Color Spray*, *Enlarge*, *Forget*, *Magic Missile*, *Magic Shield*, and *Spider Web*. The wizard has been driven insane by his mutations, and blames the characters for summoning the storm that wrecked The Royal Dawn. He believes the characters are here to kill him and the princess.

The deep one hybrid wizard, in addition to a wizard's staff, is carrying 5 gp, 12 sp, and a white porcelain mask decorated with small emeralds (valued at 150 gp). The mask, when worn, grants the user with infravision for 60', and

grants a +5 Intelligence bonus when searching for hidden and concealed objects.

Deep Ones (2d3): Init -2; Atk mace +2 melee (1d6+3), claw +2 melee (1d3+2); AC 13; HD 1d8+2; hp 8 each; MV 20' or swim 40'; Act 1d20; SV Fort +3, Ref -1, Will +3; AL C.

The deep one's weapons are constructed of whale bone and coral. In the hands of a human, a deep one mace inflicts 1d6 points of damage. Each deep one has a small satchel containing 3d8 pearls (valued at 5 gp each), and 3d10 pieces of tainted deep one gold coins depicting the image of Dagon on one side, and Mother Hydra on the other. Characters possessing deep one gold coins suffer a -2 penalty on all Luck checks.

Area D-1 – The Southern Beach: *You pull your boat up onto the wide tan beach as sand and gravel crunch softly under your boots. As you and your companions confer on where to go to next the earth begins to rumble and the sand begins to shift. Suddenly, three giant crimson and azure crabs rise, their menacing claws clicking in anticipation to attack!*

Each crab is capable of standing at a height of 10' from the ground to their belly, but the underside of the crab is not as well armored as their topside. So, when the crabs attack, they squad their frontend low, with their eye stalks now positioned low to their enemy, but their backend is still raised high for quick maneuverability. Their two large claws each have a 10' reach. Attacks to the crab's flank are able to strike their more vulnerable underside.







THE WRECK OF
THE
ROYAL
DAWN

LOWER FORE
STORAGE

BELOW DECKS

CORAL REEF

CAPTAIN'S
CABIN

DOOR

AFT
MAGAZINE

LOWER
AFT
STORAGE

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Giant Crabs (3): Init +2; Atk claw +4 melee (1d3), crush +8 melee (1d8+2); AC topside 18, underside 10; HD 2d8; hp 8 each; MV 20'; Act 2d20; SP chitin armor, crushing grip, enhanced vision, enhanced agility; SV Fort +2, Ref +6, Will +0; AL N.

A maximum of one action die can be used for each claw per combat round. A successful claw attack results in the crab clutching their victim around their torso or around a limb. The crab may then attempt to crush a captured victim in the following combat round. A captured victim may attempt a DC 12 Reflex save to escape. The crab's eyestalks allow it to see in a nearly 360 degree arc around its body, and the creature's multiple legs allow it to quickly spin in a circle and attack in a single round.

A quick search of the beach uncovers the remains of more than a dozen adventurers that have previously attempted to land on this beach. Among the remains can be found 2d8 gold pieces, 2d8+4 silver pieces, and 3d12 copper pieces. All of the coins are found in a variety of leather pouches that have done an adequate job of protecting their contents. All of the armor crafted out of metal has long ago been destroyed by the corrosion of seawater and sand, but some leather armor is available. 1d4+1 sets of leather armor is discovered, roll 1d100 to determine the size of the armor: (01-60) human, (61-75) dwarf, (76-95) elf, or (96-100) half-ling. Like the metal armor, nearly all of the wood and metal weapons have also been destroyed by the elements, but a few supremely crafted weapons are found; 2 daggers with hilts carved to depict mermaids, and 3 short swords with large pearls mounted on the pommel and cross-guard of each sword are discovered. Each weapon bestows a +1 bonus to hit and damage.

Area D-2 – The Onyx Pillar: *As you make your way through the coral "forest", you come into a small clearing. In the center of this clearing is a tall onyx pillar. The pillar has six smooth sides and is approximately 30' high. Atop the pillar is a small bronze tripod on which sits a large egg-shaped ruby. The ruby looks to be about 1' long. Near the base of the pillar is a corpse.*

The onyx pillar and ruby is an elder thing device through which they can monitor atmospheric changes. The pillar is designed to collect electrical energy that is discharged during storms. The elder things can store and harness that energy to operate their lab. In addition, the pillar itself can store extra energy that is used to defend the pillar from any creatures that attempt to disturb it.

The pillar has a rudimentary "artificial intelligence" that allows it to make simple assessments of aggression against it. Any creature that touches the pillar is shocked by an electrical discharge that inflicts 2d6 points of damage. The victim may attempt a DC 10 Reflex save for half damage. If a creature attempts to fire a missile weapon at the onyx pillar or the large ruby resting on top, then the pillar responds by shooting a bolt of lightning at the creature shooting the missile. The lightning bolt attack: +1 missile (3d6), a DC 12 Reflex save for half damage. The corpse at the base of the pillar is of a Fu-Lamian sailor with bulging eyes. Half of his body has been blackened by the lightning bolt that killed him.

If the ruby is struck by a missile it has a percentage chance of being knocked off; the percentage is equal to a full damage roll multiplied by 5, (for example 10 points of damage results in a 50% chance of the ruby being knocked off the pillar). The dense ruby reduces all actual damage inflicted against it by half, so 10 points of damage only inflict 5 points to the ruby itself. If the ruby takes 25 points of actual damage, it is shattered into thousands of ruby shards, each only worth 2 gp. The full ruby egg is worth 200 gp, minus 5 gp per point of actual inflicted damage that has flawed the jewel.

Anyone who touches the ruby must make a DC 12 Will-power save as they are shocked by a sudden psychic link to the elder things. A failed saving throw temporarily reduces the character's Intelligence and Stamina each by 1d3. The psychic link to the elder things imbues the character with the knowledge to operate all doors and the control console in the hidden laboratory.

Area D-3 – The Northern Beach and the Wreckage of The Royal Dawn: *The majestic Royal Dawn can be seen breeched up on the reefs; the ship is cracked in half. A tattered flag bearing the demon-headed crest of the nation of Fu-Lamia flaps from a crooked mast. The normally tan beach is stained red in blood as the tide carries the body parts of the ship's crew up and down the coastline.*

Whether the PCs make their initial landfall here, or if they marched here from elsewhere on the island, there are a group of deep one hybrids under the water. They are aware of the PCs' presence, and wait for them to stand on the beach before they move in to attack in the knee-high waters.

Deep One Hybrids (2d6+4): Init -1; Atk scimitar +1 melee (1d6+1), claw +0 melee (1d3+1); AC 11; HD 1d8; hp 5 each; MV 20' or swim 30'; Act 1d20; SV Fort +1, Ref +1, Will +2; AL C.

More than half of these deep one hybrids are armed with Fu-Lamia scimitars. In addition, each deep one hybrid has a 20% chance to be carrying 1d3 silver pieces and 2d10 copper pieces.

If the PCs search the beach, they discover a set of tracks leading away from the beach into the coral "forest". The tracks lead to **Area D-4 – The Onyx Door**, described below. The onyx door is approximately one mile away from the beach next to the wreckage of The Royal Dawn. One successful DC 10 Intelligence check is required every quarter-mile to follow the tracks.

Area D-4 – The Onyx Door: *Set into a thick coral "tree" is a smooth onyx door. Etched in a vertical line down the center of the door are strange runes. There are two circular dials, one on either side of the runes, in the center of the door. Each dial has a strange recessed five-pointed star in the center.*

The onyx door is magically secured by Wizard Lock. The second level wizard spell, *Knock*, could potentially open this door. The first level wizard spell, *Comprehend Language*,



es, can potentially be used to read the alien (Aklo) runes on the door; the runes instruct the user to direct the dials to **Celaeno** and **Polaris** to open the portal. PCs with the astrologer, fortune-teller, gypsy, mariner, navigator, sage, scribe, shaman, or wizard's apprentice occupations may attempt a DC 10 Intelligence check to see if he knows where the astrological bodies named in the alien script reside in the heavens.

Anyone who successfully reads the Aklo runes suddenly realizes the folly of doing so as the character temporarily loses 1d3 Intelligence, and the character screams in agony as his mind is twisted by alien perceptions. The character also gains an inkling of alien insight, granting the character a +1 bonus when attacking eldritch creatures, (like deep ones, deep one hybrids, shoggoths, elder things, and star spawn).

To operate the dials, one person places each hand into recessed star, (or two people, each with one hand in a star); the dial is pushed-in and turned either clockwise or counter-clockwise. The dial then "sets" with the largest point of the star, (identified as such because it is bolder and

more pronounced than the other points), directed at the 12 o'clock, 2 o'clock, 5 o'clock, 7 o'clock, or 10 o'clock position. Both dials begin pointed at the 12 o'clock position.

The mechanisms that operate the dials are constructed so that the dials must be depressed and rotated simultaneously. The user is allowed to depress both dials, but only rotate one of them into a new position. Once the pressure on both dials is released, the dials "pop" back up to be flush with the smooth face of the onyx door. It is in that instant that the combination positions of dials is evaluated by the spell on the door, and if the combination is incorrect, then a shock is delivered through each dial to the person or people operating the dials.

An incorrect combination setting of the dial results in 2 points of electrical shock damage delivered through each dial. Each dial set to the correct position does not deliver an electric shock. The onyx door lifts open like a garage door when the left-side dial is set to the 10 o'clock position pointing at Celaeno, and the right-side dial is set to the 7 o'clock position pointing at Polaris. Once opened, the door leads directly to **Area E-1 - The Slide**, described below.

THE HIDDEN LABORATORY

This structure is several thousand years old; the laboratory is specifically designed to study the physical and mental limitations of its specimens. The entire structure is constructed out of onyx. Areas E-1 – E-3 were designed to imitate natural caverns, and areas E-4 and E-5 have smooth floors and walls. Upon closer inspection, the PCs realize that, other than the doors, there are no seam lines or splits anywhere. As if the entire structure was formed from a single titanic block of onyx. There are no wandering monsters inside The Hidden Laboratory.

Mutation Reminder – Once the PCs enter the hidden laboratory, the star spawn's telepathic message is stronger and more likely to mutate the characters into a deep one hybrid. See the **Deep One Hybrid Infection Table** above.

Area E-1 – The Slide: *The onyx door swings upward to reveal a large circular tunnel with incredibly smooth walls that twists away and down into the darkness.*

The slide is 85' long with several twists and turns as it winds downward into the earth. The slide is a circular tunnel with a consistent 10' diameter. The smooth walls of the tunnel have no splits or seams, and it is a near-frictionless surface. Characters can slide quickly down through the tunnel to **Area E-2 – The Antechamber**. Climbing back up the slide is a whole different matter.

Unless the characters prepare for their eventual exit by tying enough rope together to create a rope at least 85' long and anchoring one end to a shard of coral outside, they will need to climb their way up the slide. For non-thieves, a single DC 20 Agility check is required to climb out. Thieves need a single DC 16 Climb Sheer Surfaces check to climb out. The onyx door at the top of the slide automatically closes by the light of the next moonrise.

Area E-2 – The Antechamber: *This long cavernous chamber looks slick and wet, but you soon realize that it's just the weird reflection of light off the onyx surface. You see a tunnel exit at the far end of the cavern, and there appears to be several figures huddled together in a nearby corner of the chamber.*

Once the characters slide into the chamber, they notice that two dials on the walls, identical to those on the onyx door at the top of the slide, on either side of the tunnel slide. Exactly like the dials in **Area D-4 – The Onyx Door**, the left-side dial needs to be set to the 10 o'clock position to point at Celaeno and the right-side dial to the 7 o'clock position to point at Polaris to open the onyx door at the top of the slide.

There are six Fu-Lamian survivors huddled in a corner of this room; each survivor has four mutations and they are extremely frightened. Each survivor has a dagger, and two of them have scimitars. They awkwardly brandish the weapons in a feeble attempt to protect themselves, but any word or act of kindness displayed by the PCs earns the survivors'

trust. They lower their weapons, and even offer to give them to the PCs if they swear to protect them. The survivors warn the PCs that some of their shipmates have mutated into monsters, and that they are just ahead around the corner. If the PCs ask the survivors how many of their mutated shipmates are ahead, the survivors say, "About twenty."

The east-end of the chamber has a short tunnel that leads to the next chamber. If the PCs sneak up and look into this area, they discover 8 deep one hybrids huddled together as they cautiously look into **Area E-3 – The Threshold**. Unless the PCs are purposing trying to get their attention, it is easy for the PCs to surprise the deep one hybrids.

Deep One Hybrids (8): Init -1; Atk scimitar +1 melee (1d6+1), claw +0 melee (1d3+1); AC 11; HD 1d8; hp 5 each; MV 20' or swim 30'; Act 1d20; SV Fort +1, Ref +1, Will +2; AL C.

Four of the deep one hybrids are armed with Fu-Lamia scimitars. In addition, each deep one hybrid has a 20% chance to be carrying 1d3 silver pieces and 2d10 copper pieces.

Area E-3 – The Threshold: *The cavernous chamber features a large pool of black water, and on the southern wall of the chamber is an onyx door at the top of a trio of wide steps.*

It is possible that the PCs may have been expecting to battle about 20 deep one hybrids in the previous chamber, but they faced only 8. If they ask the survivors about the other monsters, they profess to not know. Unbeknownst to the PCs, a shoggoth is hiding in the pool of water, and it was the shoggoth that has done away with the other deep one hybrids. The shoggoth lies in wait in the pool; watching for someone to approach the door.

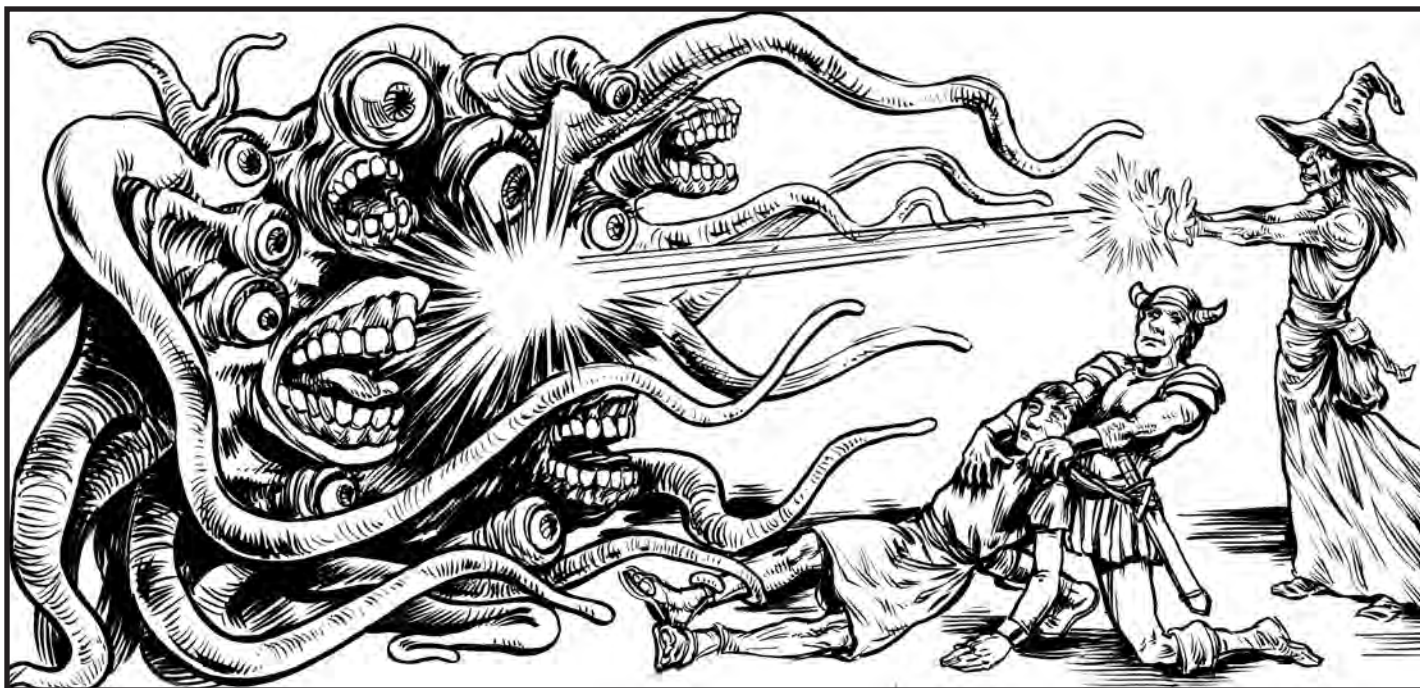
Shoggoth: Init +1; Atk pseudopod +5 melee (1d6); AC 10; HD 8d8; hp 36; MV 10', climb 10'; Act 4d20; SP sticky, protoplasmic breakdown, edged weapons do half damage, regeneration, vulnerable to fire; SV Fort +8, Ref -4, Will -6; AL C.

Once the shoggoth reveals itself, it produces a multitude of eyes and mouths and it meeps and cries out to the PCs. The creature has two special properties: sticky and protoplasmic breakdown.

Regeneration: The shoggoth recovers 2 hit points each round.

Sticky: Any creature touched by the shoggoth must make a DC 15 Strength check to pull away. Creatures stuck to the shoggoth have a -2 penalty to their attack rolls. Stuck victims are also subjected to the acidic damage of the protoplasmic breakdown, (detailed below).

Protoplasmic Breakdown: The shoggoth digests its food by emitting acidic juices on contact. Any creature that contacts the shoggoth temporarily loses 1d4 Stamina from the digestive juices. Victims that reach 0 Stamina are immediately killed.



Vulnerable to Fire: Fire does an additional 5 points of damage. Fire damage cannot be regenerated.

Wounded Shoggoth? – The judge, (be she in a giving mood), may pre-wound the shoggoth to account for the battle it has already waged against some deep one hybrids. The shoggoth won that battle, but not without taking some damage that it has yet to fully recover from. None of the wounds are visible, for slashes to the shoggoth's protoplasmic form simply reseal, but the injury does persist. For a wounded shoggoth, the judge may reduce its hit points by $2d6+3$.

The smooth onyx door has a series of strange runes etched into its face in a pattern like that of an inverted "Y"; the surface of the door is divided into three equal sections by the runes. At the center of the door are three dials, each with a recessed five-pointed star exactly like those on the onyx door at the entrance to the hidden laboratory. This door is magically sealed by a *Wizard Lock*, and beyond use of a *Knock* spell, the door is opened when the dials are set to the correct combination. Each dial begins in the 12 o'clock position.

Like the previous onyx door, all three dials must be depressed at the same time, and each dial is then able to be turned to one of five positions, the 12 o'clock, 2 o'clock, 5 o'clock, 7 o'clock, or 10 o'clock. The combination is set when the dials are released to become flush with the smooth surface of the door. An incorrect combination results in an electric shock of 2 points of damage per incorrect dial. Each dial set to the correct position does not deliver an electric shock. And, as noted previously, characters who successfully reads the Aklo runes suddenly realizes the folly of doing so as the character temporarily loses 1d3 Intelligence, and the character screams in agony as his mind is twisted by alien perceptions. The character also gains an inkling of

alien insight, granting the character a +1 bonus when attacking eldritch creatures.

If *Comprehend Languages* is cast well enough to understand alien languages, then the wizard can translate the Aklo runes on the door. They instruct the user to set the dials to **Ymar**, **Polaris**, and **Tindalos** to open the portal. The correct combination to open the door is upper-left dial to 2 o'clock pointing at Ymar, the upper-right dial to 7 o'clock pointing at Polaris, and the lower-center dial to 5 o'clock pointing at Tindalos. As noted in **D-4 - The Onyx Door** above, PCs with the astrologer, fortune-teller, gypsy, mariner, navigator, sage, scribe, shaman, or wizard's apprentice occupations may attempt a DC 10 Intelligence check to see if he knows where the astrological bodies named in the alien script reside in the heavens.

From the Cavern to the Laboratory – Like the onyx cavern, the laboratory is constructed out of onyx. Other than the seams around the doors, there are no seams along the laboratory walls or floors. It is as if the entire laboratory was fashioned out of a single gigantic slab of onyx. Every surface within the laboratory has a soft rippling that reflects the light in such a way as to give the illusion that the walls and floors are moving like water.

Glowbugs – The ceilings of the hallways are 30' high, and are lit by giant insects with bio-luminescent abdomens that crawl and flit about the ceiling. They emit a strange yellow-green light. The passive creatures make a loud buzzing noise as they fly about, and they 'sing' to each other by rubbing their hind legs together. The bio-luminescent fluid can be used in some rare potion formulas, and the insect's legs are a good and tasty source of protein. Each insect weighs 35 pounds is about the size of a small dog.

Area E-4 – The Sleep Cells: *This long hallway is lined with onyx doors; all but two of the doors are closed. Bright white light shines from the two open portals, and the hallway floor is slick with water in front of each of the open doors.*

The ten cells located in this hallway are the hibernation chambers for the elder thing scientists who reside in this hidden laboratory. The experiments they conduct are measured in eons, so it is common for the elder things to be asleep for thousands of years before they need to administer additional tests on their subjects. Unless events have transpired to awaken more of the elder things, when the adventurers first enter this area of the laboratory the description of the hallway above is accurate. One elder thing is asleep behind each of the eight closed cell doors.

Cell doors can only be opened and operated from inside the cell. Short of a Knock spell, the cell doors are not designed to be opened from the outside. The only exception is that any of the cells can be opened from the control console in **Area E-5 – The Laboratory**.

Open Cells: Inside the open portals, the characters discover a circular room, approximately 10' in diameter and 12' tall. The inside of the room is so white that it appears to radiate light. The floor of the chamber is covered in blue 4" diameter hemisphere bumps. Each bump is approximately 6" apart from each other, and they are laid out in a radial pattern from the center of the chamber. In the exact center of the floor is a 6" diameter hole and it smells of seawater. A companion 6" diameter hole is also located in the center of the ceiling. And, there is a pair of 10" diameter holes on opposing sides of the curved wall.

Each of the 10" diameter holes is located approximately halfway between the floor and ceiling. Each of these holes is draped in a curtain of black gelatinous ribbons; beyond the curtain the hole is pitch black on the inside. It is impossible to visually inspect the inside of either hole. If a character reaches inside either hole, he feels a lever that is impossible to move. As the character pushes their arm into the hole, they discover it to be about 14" deep, and the character's arm is covered in a black oily residue from the gelatinous ribbons draped over the holes. The levers inside these holes are used to drain the cell of seawater, but the levers are locked into place and cannot be moved unless the cell is first completely filled with water. The weight of the seawater full within the cell unlocks the levers so they can be pulled easily. Both levers must be pulled to open the drain under the cell.

Seawater Trap: If a character walks into an open cell, a DC 8 Agility check is required with every 5' of movement in the cell to avoid accidentally stepping on any of the blue hemisphere bumps on the floor. Stepping on a blue bump causes it to sink flush into the floor. Human and demi-human feet only step on one blue bump at a time. Once ten blue bumps have been depressed into the floor, the cell has been triggered to close the door and fill the chamber with seawater. The door has a momentary shudder and knocking sound before it snaps shut. Any character inside the cell may at-

tempt a DC 15 Reflex save to successfully dive out of the cell before the door closes. Once the door is shut, seawater begins pouring into the cell from the hole in the ceiling.

It takes four combat rounds for the cell to completely fill with seawater. The release levers inside the 10" diameter holes remain locked until enough seawater weight is accumulated in the cell to unlock them. As soon as a character's head is submerged in water, that character must make a Reflex saving throw each round until he is dead or the seawater has been drained away. The difficulty of the saving throw becomes more difficult with each passing combat round. If any character has gained the deep one mutation of gills is unaffected by the water and breathe easily.

Breath Holding Table

Round	Reflex Save
1	DC 1
2	DC 5
3	DC 7
4	DC 10
5	DC 13
6	DC 17
7+	DC 20

If a character fails their saving throw, they take 1d6 points of damage and temporarily lose 1 point of stamina.

Swimming through the flooded cell can be slow and difficult. Under normal circumstances, a human and demi-human's movement through water is half movement speed on land. If a character has gained any deep one mutations that enhances their swimming movement, then that movement rate is calculated from the character's default swim rate without mutations, (i.e., humans and elves swim at 15' per action, and dwarves and halflings swim at 10' per action).

Each lever inside each of the 10" diameter holes located on opposing sides of the cell walls need to be pulled to drain the water out of the cell. To successfully pull the lever, the character needs a successful DC 10 Strength check. Once the water starts draining, the cell is completely empty in three combat rounds. As the water is draining, a powerful whirlpool forms in the center of the cell. A successful DC 13 Ref save is required to avoid being pulled onto the floor drain, thus clogging the drain and delaying how long it takes the cell to drain of water. A trapped character needs a successful DC 15 Strength check to free himself from the floor drain. Trapped characters are subject to additional Reflex saving throws to hold their breath, if applicable. The door automatically opens once the cell is drained of water.

Elder Thing (8): Init +2; Atk tentacle +0 melee (1d6+3), or other weapon; AC 10; HD 2d8+2; hp 12 each; MV 10' or fly 20'; Act 2d20; SP alien technology, edged weapons do minimal damage; SV Fort +4, Ref -2, Will +2; AL L.



Area E-5 – The Laboratory: The laboratory's smooth onyx doors have no discernible operating mechanisms. Even though the doors are solid and impenetrable, if a character touches the door, the surface of the door seems to ripple for a moment, like a pebble plopping into a still pond. Then, the door slides upwards to reveal the laboratory within.

This enormous room has a pair of strange curved consoles in the center of the room. In addition to the two doors that exit this room, there are three large transparent doors. Behind each of the transparent doors is an observation tank filled with dark seawater. You're startled to see a pair of mutated Fu-Lamian corpses that have been gutted open with all of their internal organs neatly laid out on the floor next to them. All of that quickly registers in your mind as your attention is then irresistibly drawn to two large tentacled creatures in the room.

The barrel-shaped creatures stand nearly 10' tall on top of a mass of squirming tentacles. Their head appears to be comprised of five lobes in a roughly star-shape design. Each lobe ends with a red sphere that could be an eye. A pair of large wings is momentarily flexed out from long vertical slots on their sides before they retract them fully within their large bodies. Each creature also has a pair of prehensile tentacles that appear to function like arms and hands. One of the creatures stands between the consoles, and the other creature stands over the dissected corpses. The creature

standing over the corpses is holding a strange rod in its tentacle. The creatures make alien whistling and piping sounds as the one holding the rod advances upon you.

The ceiling in this chamber is 30' high. The elder thing's laboratory is not configured to study mammals, so the elder things intend to slay the mammals to then dissect and study them on the laboratory floor. Each elder thing is armed with a web gun, and the elder standing over the Fu-Lamian corpses is carrying a stun rod. The alien console in the center of the room contains a couple of elder thing alien devices, (noted below), that they can use against the PCs as well.

Elder Thing (2): Init +2; Atk tentacle +0 melee (1d6+3), coral dagger +1 melee (1d6+4), or other weapon; AC 10; HD 2d8+2; hp 12 each; MV 10' or fly 20'; Act 2d20; SP alien technology, edged weapons do minimal damage, spell-like abilities (see below); SV Fort +4, Ref -2, Will +2; AL L.

Spell-like Abilities: *Pacify, Protect, Subdue*

Pacify – This ability works exactly like the 1st-Level wizard spell, *Charm Person*. To use this ability, the judge rolls on the Charm Person spell table with 1d12+11. The elder thing's ability can affect a maximum of three targets. This ability manifests as the elder thing makes a piping and hooting sound that has a strangely compelling tone.

Protect – This ability works exactly like the 1st-Level wizard spell, *Magic Shield*. To use this ability, the judge rolls on the *Magic Shield* spell table with 1d12+11. The elder thing's ability only affects itself, and cannot be shared or extended to another entity. This ability manifests as dozens of tiny nodules that line their barrel-shaped bodies begin to pulse with a sickly yellow color.

Subdue – This ability works exactly like the 1st-Level wizard spell, *Sleep*. To use this ability, the judge rolls on the *Sleep* spell table with 1d12 +11. The elder thing's ability is limited to targets within a maximum range of 20'. This ability manifests as the elder thing emits a blue-tinted fog that is heavier than air.

Control Consoles: Each of the two curved consoles is positioned so that someone can stand between the two and effectively operate both simultaneously. The consoles are covered in spherical colored jewels, small in-set tubs of yellow gelatin, and tiny vertical organ-like pipes. Each console also has a set of honeycomb cubbies in the base of each console. One cubby contains two coconut sized devices. Each device looks like an inflated bladder, red in color, with a pinched yellow-green sphincter on one end; this is an elder thing web gun. Another cubby contains one metallic rod, 20" long and 2" diameter, with a blue bulb on one end; this is an elder thing stun rod. Two of the cubbies are filled with a chunky green gelatin; a protein food supplement for the elder things. If anyone tastes the gelatin the character must make a DC 10 Fortitude save; a failed saving throw inflicts 1 point of damage, a temporary loss of 1d4 Stamina, and violent vomiting for 1d3 minutes. A successful saving throw reduces the Stamina loss and vomiting time by half. All of the other cubbies are empty.

ELDER THING ALIEN DEVICES

Web Gun – If the inflated bladder is squeezed, then a glob of webbing is ejected out of the pinched sphincter, similar to the second level wizard spell *Spider Web*. Each gun has five shots. The weapon may be used by any character class. To use the weapon, the character rolls an action die modified by his Luck modifier, and then consults the results of the *Spider Web* spell casting table.

Stun Rod – If the rod is swung in an arc over the user's head, and then thrust at a target victim, then burst of sparkling colors is shot at the target victim, similar to the first level wizard spell *Color Spray*. The rod contains seven charges. The device may be used by any character class. To use the device, the character rolls an action die modified by his Luck modifier, and then consults the results of the *Color Spray* spell casting table.

In order to free Princess Kaeko the characters must operate the console. Any character that attempts to use the alien console will roll 1d20, add their level, and include their Luck modifier.

Alien Control Console Table

Roll 1d20	Effect
< 0	The console emits a low groan. No effect.
1-2	1d2 of the dormant elder thing sleeping cells are opened. The waking elder things are alerted to trouble in the laboratory.
3-4	A pulse of electricity is shot through Tank I for 3d6 damage. DC 12 Fortitude save for half damage. The star spawn writhes in pain as it strikes at the transparent tank door.
5	The console shocks the character for 1d8 damage.
6	A deep throaty groan emits from the console along with a cloud of blue-white mist for no effect.
7	A pulse of electricity is shot through Tank III for 2d6 damage. DC 12 Fortitude save for half damage. The princess and the other Fulamians writhe and scream in pain.
8	A high-piercing squelch emits from the console for 1d6+1 damage to everyone except the elder things and elves in the laboratory. DC 10 Fortitude save for half damage.
9-10	The transparent doors on Tank III turn opaque as it fills with smoke, or the smoke drains from the doors to turn them transparent again.
11-12	The character is teleported to Area D-2 - The Onyx Pillar . Anyone standing between the pair of control consoles are teleported to the onyx pillar.
13	The transparent doors on Tank II turn opaque as it fills with smoke, or the smoke drains from the doors to turn them transparent again.
14	Blue and white sparks of electricity cascade over the surface of the console, inflicting 2d6 damage on the character. DC 12 Fortitude save for half damage.
15-16	1d2 of the dormant elder thing sleeping cells are opened. The waking elder things are alerted to trouble in the laboratory.
17	All of the water drains out of Tank II; the body of the dead star spawn inside slumps into a pile at the bottom of the tank.
18	The transparent doors on Tank I turn opaque as it fills with smoke, or the smoke drains from the doors to turn them transparent again.

- 19-21 The transparent doors to Tank III opens, spilling water and the deep one hybrids, including Princess Kaeko, into the laboratory. The laboratory is knee-deep in water.
- 22-23 The transparent doors to Tank I open, and the water floods into the laboratory; the laboratory is knee-deep in water. The star spawn stands inside the tank, and is able to reach in to attack anyone inside the laboratory.
- 24 A hypersonic tone shudders through the console, inflicting 2d8 damage on the elder things and elves inside the laboratory. DC 12 Fortitude save for half damage.
- 25 + A portal inside Tank I opens; the star spawn escapes into Black Sand Bay and swims away.

It does not matter what jewels are twisted or slid across the console, or if the character tastes or touches the tubs of yellow gelatin, or if the console hoots or toots through the pipes; the judge is encouraged to be as colorful and descriptive as she desires when it comes to the character's interactions with the consoles. The jewels are affixed to the console through some kind of magnetism; it is impossible to remove any of the jewels.

Tank I - The Star Spawn: The wounded star spawn is contained in this tank. If the doors should open, the creature focuses its attacks on the elder things. It only attacks PCs with fewer than four mutations.

Wounded Star Spawn: Init +1; Atk claw +2 melee (3d6), tentacle +1 melee (1d8+2); AC 16; HD 3d12; hp 14; MV 20' or swim 60' or fly 20'; Act 1d20; SP gigantic, mundane weapons do minimal damage, induce fear; SV Fort +3, Ref +1, Will +1; AL C.

Any character with fewer than four mutations that sees the star spawn must make a DC 15 Willpower save or flee in terror. The affected character is compelled to flee for 1d6 hours. The mind of the star spawn has been probed and scrambled for so many thousands of years that other than the telepathic message it has been sending out has no other spells available to it.

Tank II - Dead Star Spawn: The corpse of a half-rotted star spawn floats in Tank II.

Tank III - Princess Kaeko Deep One Hybrid: A total of five deep one hybrids swim in this tank. One of the hybrids has distinctly feminine features and remnants of clothing that identify her as Princess Kaeko. All five of these survivors of The Royal Dawn are extensively mutated; they attack the PCs and the elder things at their earliest opportunity. It is possible that Princess Kaeko might pass out from any sustained injuries once she is at or below half of her hit points. She needs a successful DC 10 Fortitude save to remain conscience.

If Wani is traveling with the PCs, the psi-spider makes an instantaneous telepathic connection with the princess, clearing her mind of the feral instincts instilled by the deep one hybrid infection. The monstrous Princess Kaeko is able to resist fighting the PCs, and is able to tame the other deep one hybrids with her.

Princess Kaeko Deep One Hybrid: Init +1; Atk claw +1 melee (1d3+2); AC 12; HD 1d8+2; hp 8; MV 20' or swim 30'; Act 1d20; SV Fort +2, Ref +2, Will +3; AL C.

Deep One Hybrids (4): Init -1; Atk claw +0 melee (1d3+1); AC 11; HD 1d8; hp 5 each; MV 20' or swim 30'; Act 1d20; SV Fort +1, Ref +1, Will +2; AL C.

CONCLUSION



In addition to the normal XP earned during the course of this adventure, the PCs earn 1 additional XP for every four 0-level survivors (round down) that are returned to Black Sand Port alive. The PCs also earn 1 additional XP for each of the special 1st-Level Fu-Lamians that survives the adventure, but PCs do not earn this bonus XP for any 1st-Level Fu-Lamian was adopted by a player as his new PC.

Mutations begin to fade from the PCs once they leave Devil's Horn. Each PC that acquired mutations must attempt a DC 13 Willpower save when they leave the island; with a successful save, the PC keeps one of the acquired mutations, (determined randomly by the judge). With a failed saving throw the PC rolls on the Minor Corruption Table regardless of their class. Wizards roll on the table as described, but non-wizards roll 1d10 and modify the roll by their Luck modifier. Alternatively, chaotically aligned PCs can keep all of their mutations if they choose to worship Dagon and Mother Hydra.

Princess Kaeko is Rescued: A regiment of royal guardsmen have arrived and are waiting for the PCs to return to Black Sand Port. The PCs are rewarded for their bravery, and are awarded 25 gp each. A royal lawful level 3 cleric in charge of the regiment offers to heal the brave heroes who rescued the princess.

Princess Kaeko is Not Rescued: A regiment of royal guardsmen have arrived and are waiting for the PCs to return to Black Sand Port. The PCs are questioned about what happened out on the reef. A royal lawful level 3 cleric in charge of the regiment demands that the PCs be taken before the king to explain the situation to him.

Royal Level 3 Cleric: Init +2; Atk mace +3 melee (1d6+3); AC 16; HD 3d8; hp 13; MV 30'; Act 1d20; SP spells (check +3, see below); SV Fort +1, Ref +1, Will +2; AL L

Spells: *Blessing, Darkness, Paralysis, Second Sight, and Word of Command.*

Royal Regiment (20): Init +1; Atk sword +1 melee (1d8); AC 14; HD 1d8; hp 5 each; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL L

APPENDIX A:

REPLACEMENT CHARACTERS

As the PCs set out for the Devil's Reef, Devil's Horn, or The Royal Dawn it is possible to find Fu-Lamian 0-level survivors of the wreck, who look to the PCs as their saviors. All of the Fu-Lamian sailors are human 0-level characters.

Fu-Lamian Sailors: Init +0; Atk fist +0 melee (1d3) or by weapon; AC 10; HD 1d4; hp 4 each; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL C.

Throughout the adventure there are opportunities for the PCs to rescue groups of Fu-Lamian survivors. Most of them will be the 0-level sailors noted above, but if the PCs have lost a companion, or maybe the party is lacking a cleric, (as in one particularly brutal playtest), then the judge can include any of the following characters within any group of survivors the party discovers. These 1st level Fu-Lamian characters can be used as a player's replacement character, or as pro-active NPCs to help bolster the party's ranks.

Po Domo, Submissive to Farrin-shae, Fu-Lamian Cleric: Lvl 1; STR 7 (-1); AGL 14 (+1); STA 15 (+1); PER 12 (+0); LUCK 12 (+0); INT 8 (-1); Init +1; Atk scimitar +1 melee (1d6); AC 14; Fbl d12; HD 1d8; hp 9; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +1; AL C.

Spells: *Darkness, Food of the Gods, Paralysis, and Word of Command*

Equipment: Scale mail armor, master crafted scimitar (+1), and blackened & etched ram horn (holy symbol)

Feng the Red, Order of the Shadowed Knives, Fu-Lamian Thief: Lvl 1; STR 9 (+0); AGL 10 (+0); STA 5 (-2); PER 8 (-1); LUCK 10 (+0); INT 12 (+0); Init +0; Atk dagger +0 melee (1d4/1d10), short bow +1 missile (1d6), blowgun +0 mis-

sile (1d3/2d6 + poison); AC 12; Fbl d8; HD 1d6; hp 7; MV 30'; Act 1d20; Luck Die d3; SV Fort -1, Ref +1, Will -1; AL C.

Thief Skills: Backstab +3; Sneak silently +3; Hide in shadows +1; Pick pocket +0; Climb sheer surfaces +1; Pick lock +1; Find trap +1; Disable trap +0; Forge document +0; Disguise self -1; Read languages +0; Handle poison +3; Cast spell from scroll d10

Equipment: Leather armor, 4 daggers, master crafted short bow (+1), and blowgun & 10 doses of demon tears poison (2d4 damage, Fort save for half damage)

Takehanoo, Lanceman of the First Ring, Fu-Lamian Warrior: Lvl 1; STR 12 (+0); AGL 9 (+0); STA 9 (+0); PER 7 (-1); LUCK 9 (+0); INT 9 (+0); Init +1; Atk polearm +0 melee (1d10), dagger +0 melee (1d4), scimitar +1 melee (1d6); AC 15; Fbl d12; HD 1d12; hp 13; MV 30'; Act 1d20; Deed 1d3; SV Fort +1, Ref +1, Will -1; AL C.

Equipment: Chainmail armor, polearm (d16 initiative roll), 2 daggers, and master crafted scimitar (+1)

Akio, Disciple of Flame and Ash, Fu-Lamian Wizard: Lvl 1; STR 7 (-1); AGL 12 (+0); STA 6 (-1); PER 9 (+0); LUCK 13 (+1); INT 13 (+1); Init +0; Atk flail -1 melee (1d6), blowgun (1d3 + poison); AC 11; Fbl d8; HD 1d4; hp 8; MV 30'; Act 1d20; SV Fort -1, Ref +1, Will +1; AL C.

Spells: *Comprehend languages, Flaming Hands, Magic missile, and Ropework*

Equipment: Padded armor, flail, and blowgun & 10 doses of demon tears poison (2d4 damage, Fort save for half damage)

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