

A 5e & PATHFINDER-COMPATIBLE ADVENTURE FOR 4-7 PLAYERS OF LEVELS 1-20

DARK-ONE

**VOL.
5**

THE BOOK OF DARK SECRETS

SUNKEN SARCOPHAGUS



CREDITS ~ D&D 5E

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Some ideas inspired by H.P. Lovecraft

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INTRODUCTION

ADVENTURE INTRODUCTION

The magic box tremors and shakes, alerting you that you have another message sent from your mysterious friend Matigan Brennan. Inside the box is the usual metal disc he asks you to save, as well as a fine parchment accompanying this message.

The letter reads:

I have another adventure for you, my friends. One of my followers that lives in the town you're visiting brought to my attention a rather enthusiastic treasure hunter. He's retired now, and he's looking for someone to do his dirty work. I haven't heard of any of his daring feats for years, so it is probably true. Perhaps you've heard of him, his name is Cardale Kruger. He's quite wealthy and is a bit of a moneylender now. You shouldn't have any problems finding him, as everyone knows where he lives. Just ask around. He appears to want to fund an underwater expedition. Judging by the location, this may be dangerous, as the creatures that lurk there are by no means guppies. This might be a good business venture for you, however, as he claims to offer quite a large reward for pulling this off. This offer of Kruger's won't last forever, so you may want to visit him soon. Good luck. M

After asking a local street urchin where Cardale Kruger lives, the young man provides you with directions and you decide to pay Kruger a visit to find out more about this venture.

After a brief journey, you find Kruger's moneylending outpost. A pair of large barbarians greet you at the door and ask you to state your business. Satisfied with your answers, the two men lead you to Kruger's office. A heavyset bald man with a scar on his face gets up from a large desk and shakes your

hands. The man introduces himself proudly and with a confident smile,

"Gentlemen, my name is Cardale Kruger, and I need your help. It's been years since my last adventure, and I just am not what I used to be. Have you ever heard of Drake Vacenti? Drake is - *or was* - a bit like myself. Former adventurer turned wealthy art and oddities collector. His ship, The Black Raven, was spotted being attacked by some humanoids from the sea. The ship sank in minutes, taking the entire crew with her. As you know, anytime a ship sinks it is fair game where treasure hunting is concerned. I'm not going to lie to you, these are very dangerous waters. The sailors that witnessed the attack refuse to go back out there, no matter how bountiful the treasure may be. This, I hope, is where you come in. I need a group of adventurers with a set of *stones*, and who are not afraid of the water. I need what was inside a sarcophagus. It's an idol reported to have magical properties. I need to get my hands on this before it falls into the *wrong* hands. It is universally known as THE BLACK IMP."

Cardale hands you a parchment with a sketch of a statue that resembles a cross between a black goblin and an imp. After inspecting the sketch of The Black Imp idol, the treasure hunter shows you a sketch of a beautiful woman with long, flowing hair. Cardale continues with his story,

"This, my friends, is SHEIRA. Some say the most beautiful princess that has ever lived. King Nordlum, Sheira's father, awarded a young and handsome general serving under him his daughter's hand in marriage. It was a reward for his prowess in battle and for defending King Nordlum's city so well. The young man was thrilled with this boon.

INTRODUCTION

This general, however, seemed to have a bit of a jealous streak. It is said that he could not even bear any other man speaking to Sheira, let alone witnessing anyone even laying eyes upon her. The young warrior, General Darwo, caught a squire tending to the princess most unexpectedly. In a mad fit of rage, General Darwo severed the squire's head and drove a sword through the heart of his beloved. Shocked at the outcome of his own envy and rage, he hastened plans for his artisans to preserve the body of Sheira along with his own. He had intended to take his own life. This madman seems to have had a change of heart, and instead chose to live in shame for what he had done to his beloved wife. General Darwo chose to have Sheira placed within this sarcophagus along with several other of his most prized possessions including The Black Imp. It is this item that I truly seek. You will find it, along with the preserved body of Sheira inside this sarcophagus."

Cardale unfurls a scroll and reveals an artist's rendering of a beautiful stone sarcophagus. The lid sculpture resembling the beautiful Sheira. Kruger continues his tale,

"This is the sarcophagus, but it's *The Black Imp* that I desperately want. This ugly item has *powers*, my friends. Powers that can be used to tame the weather of a seaman's journey, or to raise the ocean waters and to cause utter destruction to his seaborne enemies. This is what I need for you to find for me, and I will pay you *quite handsomely* for this idol. Whatever else you may find on your undersea journey is yours to keep. I can supply you with potions that will allow you to breathe beneath the waves, and rings to allow you to act freely underwater. For you warriors, there will be underwater crossbows to aid you in your mission. This is the amount of gold that I propose, gentlemen."

Kruger hands you a slip of silky parchment with a generous gold piece value scrawled on it.

"I have a nice down payment for you if you accept this quest and another payment that will be paid to you immediately after you safely deliver this object to me. All I want is that idol. So, what do you say? *Are you on board?*"

NOTES - The DM/GM should determine the total reward amount offered, the initial payment, and the final payment amount. If the party accepts this underwater quest, read the following to the players.

Delighted with your decision, Kruger makes the first of the two payments. You are shown how the potions and rings work, and later that night, you are escorted to the lagoon where the ship was sunk. You ride in Cardale Kruger's private horse and carriage and within two hours you reach the beach where your adventure will begin. You examine some of the equipment that was procured for this underwater treasure hunt. Each of you has been equipped with 10-foot poles that are collapsible to 30 inches. Light spells have been cast upon wooden spheres that can be attached to the end of these poles for lighting. Each of you was given three potions of water breathing and a ring of free action. Underwater crossbows with sharkskin quivers were also provided. The quivers each hold 20 bolts, and each bolt has been individually fitted into loops so the bolts do not float away while underwater. Spears and javelins were offered, and a specially-designed, oversized backpack was given to you to retrieve The Black Imp.

The driver of the carriage points to the lagoon and you immediately notice a huge rock sculpture protruding from the lagoon known





WITCH'S HOLE

as Witch's Hole. The statue is *gigantic* and depicts the sea god warrior DARPAN. You place your canoes into the water and attach ropes to each boat to prevent them from drifting away later. The driver of the carriage offers his final instructions to your party,

"Make sure you descend *slowly* and come up even slower. There may be sharks or worse, so be alert. We will wait for you here, even if it takes all night. We must warn you, though. If you come across anything that you cannot handle, we won't be able to intercede. Good luck to you."

NOTES - The DM/GM should consider the armor that the party wears. Non-magical chain or plate mail (and other similar armor types) tend to drag characters to the bottom of the sea.

A. LAGOON LURKERS - You quaff the potions of water breathing and don the rings of free action and enter the cold waters of Witch's Hole. You begin your slow descent into the waters and notice that your light poles work quite well, cutting a swathe of light through the murky water with ease. Almost immediately, you see the ship resting awkwardly at the bottom of the lagoon. The ship looks like it was the plaything of a frustrated giant baby. Its once strong wooden planks torn open in multiple areas.
Grey shapes loom into view from 30 feet away.

NOTES - Several **sharks** are coming directly towards the party. The number of sharks (as well as what kind) is to be determined by the DM/GM, and the experience level of the characters. As always, the stats to the left and in **RED** are for 5e campaigns, and the stats to the right and in **BLUE** is for Pathfinder-compatible campaigns.

B. SUNKEN SHIP - You reach the broken ship 60 feet below, and notice that most of the deck has been torn away. You can't help but wonder what was capable of tearing a ship like this apart so easily.

After thoroughly searching the outside of the wreckage, the next thing you notice are several large holes that have been cut into the sides of the ship. The holes are not jagged but are *cleanly* cut, and each is eight inches wide. You enter into the sunken ship and examine each of the cabins. You find no sarcophagus or treasure, only dead men that have been trapped inside the cabins and compartments when the ship sunk so suddenly. Most of the dead bodies of the men have their eyes wide open, suggesting the sailors knew that drowning, *or worse*, was inevitable.

Frustrated with your fruitless discovery, you begin your ascent to the surface empty-handed. It is only then that you notice an underwater structure that is not entirely natural. Manmade statues have been carved into a large chunk of grey stone 50 feet to the east. The rock has been engraved with large, swirling sigils and glyphs written in some unknown language. Between the statues are a door measuring six feet wide and eight feet in height. The door is adorned with similar sigils and a pair of ornate humanoid statues flank this portal.

As you emerge from the wrecked hulk to take a closer look at the structure, you notice the stone door lurch open. Within seconds, several humanoid figures are swimming directly towards you. The figures are swimming effortlessly and with great speed. With each passing second, you realize more and more that these figures are *anything but human*. An instant later, you are engaged in combat with a group of emaciated and misshapen fish-like humanoids with ragged pointed ears and rows

SHARK ATTACK

REEF SHARKS

AC 12 ~ HP 22 ~ Spd 40

STR 14, DEX 13, CON 13, INT 1, WIS, 10, CHA 4
Senses BS 30 ft, Perc 12, Challenge 1/2 (100 XP)
ACTIONS Bite +4 to hit, (1d8 + 2) piercing damage.
Pack Tactics 2 or more sharks.

HUNTER SHARKS

AC 12 ~ HP 45 ~ Spd 40

STR 18, DEX 13, CON 15, INT 1, WIS, 10, CHA 4
Senses BS 30 ft, Perc 12, Challenge 2 (450 XP)
ACTIONS Bite +6 to hit, (2d8 + 4) piercing damage.
Blood Frenzy.

GIANT SHARKS

AC 13 ~ HP 126 ~ Spd 50

STR 23, DEX 11, CON 21, INT 1, WIS, 10, CHA 5
Senses BS 60 ft, Perc 13, Challenge 5 (1,800 XP)
ACTIONS Bite +9 to hit, (3d10 + 6) piercing damage.
Blood Frenzy.

MEGALODON(S)

AC 15 ~ HP 232 ~ Spd 50

STR 27, DEX 14, CON 21, INT 1, WIS, 12, CHA 10
Senses BS 60 ft, Perc 15, Challenge 11 (7,200 XP)
ACTIONS Bite +12 to hit, (4d10 + 8) piercing damage.
Blood Frenzy.

COMMON SHARKS

CR 2 ~ AC 14 ~ HP 22

STR 17, DEX 12, CON 13, INT 1, WIS, 12, CHA 2
Init +5, Senses BS 30, Perception +8, XP 600
Speed 60, Base Atk +3, CMB +7, CMD 18
Melee bite +5 (1d8+4)

TIGER SHARKS

CR 3 ~ AC 15 ~ HP 30

STR 21, DEX 10, CON 17, INT 1, WIS, 12, CHA 2
Init +4, Senses BS 30, Perception +7, XP 800
Speed 60, Base Atk +3, CMB +10, CMD 20
Melee bite +6 (2d6+7)

GREAT WHITE SHARKS

CR 4 ~ AC 19 ~ HP 42

STR 25, DEX 14, CON 19, INT 1, WIS, 16, CHA 4
Init +6, Senses BS 30, Perception +11, XP 1,200
Speed 60, Base Atk +3, CMB +12, CMD 24
Melee bite +9 (2d8+10 plus bleed)

MEGALODON(S)

CR 9 ~ AC 23 ~ HP 112

STR 30, DEX 15, CON 17, INT 1, WIS, 12, CHA 10
Init +6, Senses BS 30, Perception +25, XP 6,400
Speed 60, Base Atk +11, CMB +25, CMD 37
Melee bite +17 (4d10+15/19-20 plus grab)

of needle-like teeth.

NOTES - For the fish-men found throughout this adventure, the DM/GM may use the stats found later in this book, or choose creatures such as the following to depict these evil sea dwellers. Locathah, Deep Ones, Skum, Lacedons, etc. The number of these aquatic creatures is also to be determined by the DM/GM, and is based on the experience levels of the PCs.

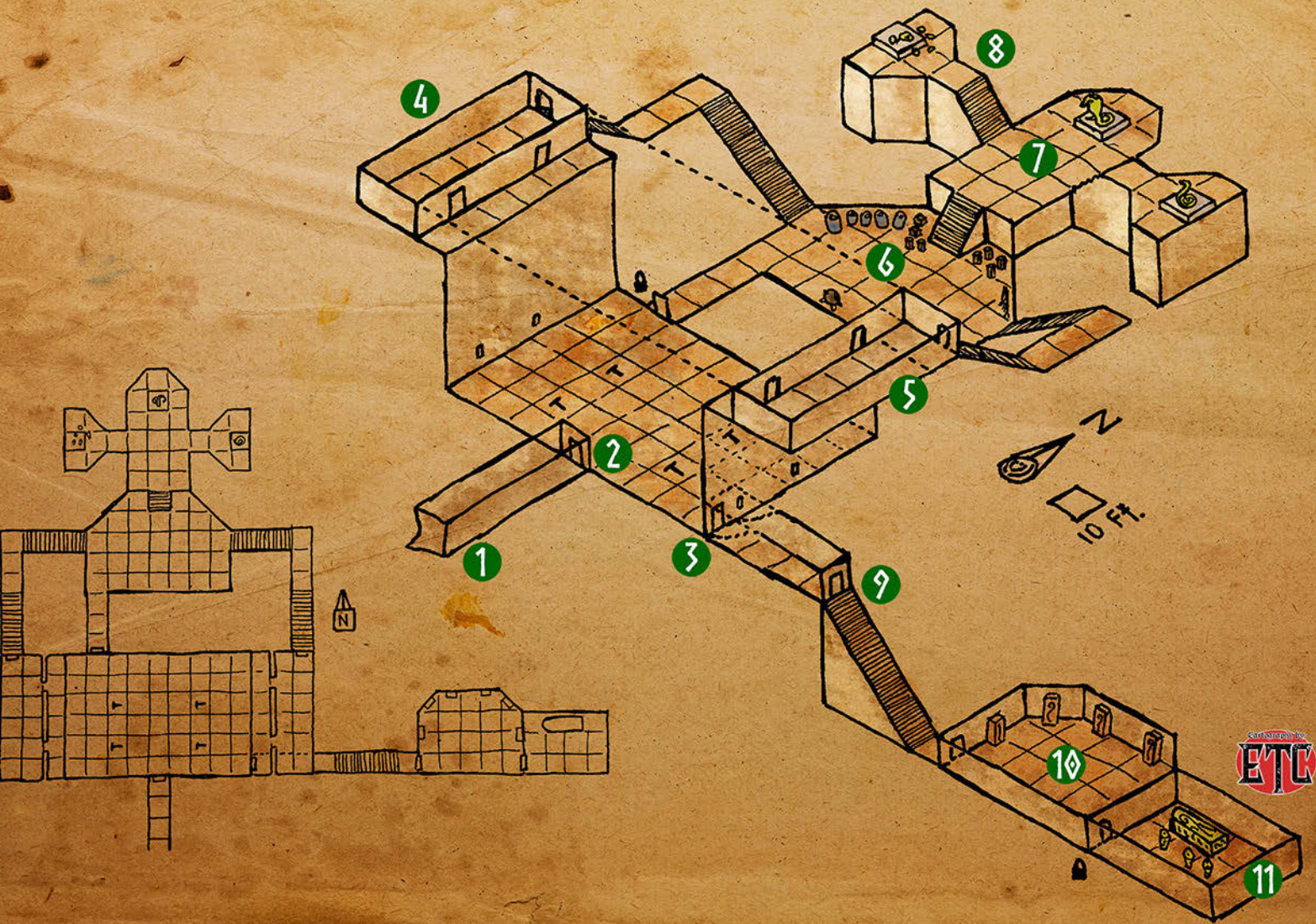
The DM/GM may also choose to have the two statues affixed at either side of the main door perform as underwater **CARYATID COLUMNS** or some other similar construct.

1. UNDERWATER KEEP ENTRY -

The heavy stone door grinds open and you peer inside to see a corridor lined with light globes

similar to your own. The ceiling is 20 feet from the floor, and the ceiling and walls are covered with primitive mosaics crafted from mother of pearl. Each mosaic depicts fish-men wielding wicked spears and hunting various sea monsters. Some form of writing accompanies each of these hunt depictions. The hall is 60 feet long with another door at the end of the hall.

NOTES - This is the underwater castle keep occupied by a tribe of water-breathing humanoids. These creatures have looted the ship and are currently studying the idol sculpture that Cardale Kruger covets so much. The tribe often works in conjunction with the sea monster responsible for helping to bring The Black Raven to the ocean floor. This creature will be called into service if the PCs successfully emerge from this underwater fortress later in this adventure. This tribe often offers living sacrifices of all sorts to this



creature in exchange for plundering any sunken ships passing through Witch's Hole.

2. GRAND ENTRY -

The second door groans open and you see a 90-foot by 60-foot chamber that lies before you. Several fish-like humanoids brandishing spears are floating in the murk.

NOTES - This large chamber acts as the main guard chamber and is always guarded. The number (and kind) of fish-like humanoids is determined by the experience level of the PCs. There are four areas marked with the letter-T. These are **SPEAR TRAP** zones. The spears from these traps shoot up through the floor by way of strong steel springs. Damage is to be determined by the DM/GM, but a general guideline could be either

(1d6+2) (1d8+3) (1d12+3) or (3d6+3) points of damage depending upon the experience level of the PCs. Some form of poison can also be used for PCs of very high levels. The DM/GM should collect marching order plans from the players before this adventure, as well as how the PCs choose to travel through this undersea temple.

Any player that is not swimming, wading and/or floating is susceptible to set off the spear traps here. Each of these spear traps will fire a finned spear set into the floor of this chamber.

All of the guards in this undersea temple will typically carry similar treasures in small sharkskin pouches worn upon their belts.

These treasures are:

TREASURES (roll 1d6) for each guardian.

FISH-MEN OF WITCH'S HOLE

1. (1d4) Silvery shells worth 10 gp each.
2. (1d4) Small pearls worth 30 gp each.
3. (1d6) Shark teeth.
4. (1d4-1) Baby eels for snacking.
5. A lump of Basunite. Underwater chalk.
6. Small squid-woman idol carved from stone.

If the PCs defeat the guardians, read the following to the players.

After dispatching the guards, you notice more features of this guard room. Both the west and east walls rise 50 feet to a pair of ledges overlooking this chamber.

There appears to be *two* of these rooms, one on the west side and one on the east side. No steps are leading up to these rooms. Another door is located to your right. The artwork and sigils are similar to the main hallway that you originally entered through.

3. HALLWAY -

The door opens to reveal a 10-foot wide by 40-foot long hallway with a door at the east side of the hall. More artwork covers the walls, floor, and ceiling here.

4. WEST BARRACKS -

You open the door and immediately notice several fish-men floating in the water of this chamber. They are all unarmed and appear to be sleeping.

NOTES - The DM/GM should use the stats chosen for encounter 2. This is the west barracks to the denizens of the deep that dwell here. Attacking any of the sleeping fish-men will be an easy task, but it will also waken the others immediately. The number of these fish-men are



determined by the DM/GM and the level of the PCs. The weapons of the fish-men are hung on the walls from pegs and seaweed cords. All of the fish-men have large shells that hold some form of (see area 2) minor treasures.

5. EAST BARRACKS -

You open the door and behold several fish-men floating here. They all appear to be sleeping.

NOTES - This chamber is nearly identical to the barracks in area 4.

6. SACRIFICIAL OFFERINGS CHAMBER -

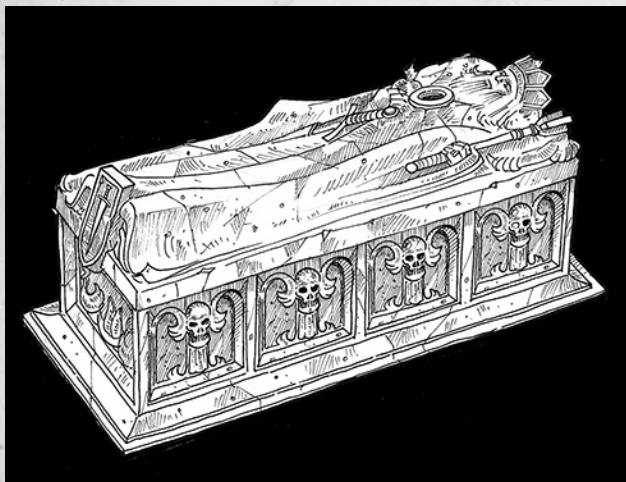
You enter into a 70-foot wide by 50-foot room. The latter part of the room tapers and is

CHAMBER OF OFFERINGS

triangular. A small group of creatures face the north wall which has a narrow staircase leading up to the next level. A variety of stone and metal canopic jars surround the set of stairs. More steps lead up to the west and another set of stairs rises up and to the east. Cool water flow can be felt on your skin coming from the east. Several humanoid guardians float in the murky water here, guarding all three staircases.

NOTES - This is the sacrificial tribute chamber of the fish-men in honor of their god. The treasures listed below will vary depending on the level of the PCs and includes the following treasures.

- **5 CANOPIC JARS** - Each made from stone, each of the jars *holds the entrails of several human beings*. These entrails are not preserved and are quite fresh.
- **2 TINY SARCOPHAGI** - Made from narwhal ivory worth 250 gp each.
- **2 BARRELS** - Filled with live Cray Eels for feasting upon.
- **4 BARRELS** - Beautiful, ornate seashells of many rare varieties. Worthless but beautiful.
- **GOLD GONG** - Worth 300 gp.



Any PCs taking the eastern steps will discover this to be a narrow exit and entryway that leads back to the open ocean. This aperture is 30 feet wide but only a few feet high. It is used as an escape hole if the sea creatures are being defeated.

The number (and kind) of fish-men that are guarding this area should be determined by the DM/GM.

7. CEREMONIAL CHAMBER -

You enter into a rectangular chamber measuring 30 feet wide by 60 feet long. You immediately take notice of a fish-man facing a large, serpentine statue in the north portion of the chamber. The gesticulating shaman is making erratic and jerky movements with his arms and webbed fingers while emitting strange bellowing sounds from his gilled neck and frog-like mouth. The creature is surrounded by other fish-men, all of which appear to be paying homage to a serpentine statue in front of you 40 feet away. A living human has been bound to the north wall in massive strands of seaweed. The look of terror on his face is undeniable. He is bleeding from multiple slashes upon his naked body, including wounds on his neck resembling the gills of a fish. From the corner of your eye, something stirs.

NOTES - The priest is the DEEP ONE shaman known as **CTHYMERE**, and he is performing a ritual in honor of his god. The fish-men surrounding Cthymere are armed with spears, tridents, or lances, based upon which aquatic monster is chosen by the DM/GM. The treasures to be offered in tribute are about to be brought up from area 6, so the only treasure in this area belong to the shaman Cthymere. The statue is quite large, at 10 feet wide and nearly 13 feet in height, but if the PCs can find a way to move this statue from the ocean depths to land, the PCs

THE SERPENT

GIANT MORAY EEL AC 15 ~ HP 52 ~ Spd 30

STR 18, DEX 14, CON 15, INT 1, WIS, 12, CHA 4
Senses BS 60 Perc 13, Challenge 2 (450 XP)
ACTIONS Bite +6 to hit (2d6 + 4) piercing damage.

GIANT MORAY EELS AC 15 ~ HP 52 ~ Spd 30

STR 18, DEX 14, CON 15, INT 1, WIS, 12, CHA 4
Senses BS 60 Perc 13, Challenge 2 (450 XP)
ACTIONS Bite +6 to hit (2d6 + 4) piercing damage.

SPIRIT NAGA(S) AC 15 ~ HP 75 ~ Spd 40

STR 18, DEX 17, CON 14, INT 16, WIS, 15, CHA 16
Senses DV 60 ft, Perc 12, Challenge 8 (3,900 XP)
ACTIONS Bite +7 to hit (1d6 + 4) piercing damage.
Spells: Charm Person, Hold Person, Water Breath, etc.

SEA SERPENT(S) AC 16 ~ HP 217 ~ Spd 60

STR 24, DEX 14, CON 19, INT 3, WIS, 11, CHA 11
Senses DV 120 ft, Perc 14, Challenge 12 (8,400 XP)
ACTIONS Bite +11 to hit (4d8 + 7) piercing damage.
Constrict +11 to hit (4d6 + 7) bludgeoning damage.

DIRE ELECTRIC EEL(S) CR 4 ~ AC 16 ~ HP 32

STR 15, DEX 16, CON 13, INT 1, WIS, 12, CHA 5
Init +3, Senses BS 30, Perception +6, XP 1,200
Speed 30, Base Atk +3, CMB +6, CMD 19
Melee bite +4 (1d4+3) jolt

GULPER EEL(S) CR 5 ~ AC 15 ~ HP 60

STR 17, DEX 15, CON 14, INT 1, WIS, 12, CHA 2
Init +2, Senses LL Vision, Perception +11, XP 1,600
Speed 50, Base Atk +6, CMB +10, CMD 22
Melee bite +9 (2d6+4) plus grab.

GIANT SEA SNAKE(S) CR 7 ~ AC 20 ~ HP 85

STR 29, DEX 14, CON 20, INT 1, WIS, 15, CHA 2
Init +6, Senses LL Vision, Perception +12, XP 3,200
Speed 30, Base Atk +6, CMB +17, CMD 29
Melee bite +14 (2d8+13/19-20 plus poison)

SEA SERPENT(S) CR 12 ~ AC 25 ~ HP 187

STR 34, DEX 14, CON 25, INT 2, WIS, 11, CHA 11
Init +6, Senses DV 120 ft, Perception +8, XP 19,200
Speed 60, Base Atk +15, CMB +31, CMD 43
Melee bite +23 (4d8+22/19-20 plus grab)

could potentially find a wealthy sailor or sea merchant to sell this statue to. Cardale Kruger may wish to purchase this statue. The statue is finely-crafted and the value of this artistry is determined by the DM/GM and the experience level of the party. The suggested base value is 1,000 gp. The man is indeed very much alive but *terrified beyond belief*. He is being prepared to be sacrificed to the sea monster that will make an appearance as the finale to this adventure. The man's name is **NEMAR**, and he is kept alive by Cthymere using his magic staff to cast **WATER BREATHING** upon him. He is nearly insane with terror, and *the DM/GM should determine if he can help the party if rescued, or if he will be a useless and burdensome sea vegetable*.

The motion that the PCs notice from the encounter description in this area is the prized "pet" that goes by the name **SHUZHUL**. Shuzhul will slowly move into combat confident that the

worshippers will make short work of the party. Shuzhul will attack viciously to protect its master Cthymere. Cthymere will stay in the rear preparing shamanistic spells (to be determined by the DM/GM) while allowing his followers to take the brunt of the damage.

A search of the fish-men worshippers will reveal treasures identical to the ones found in area 2.

Cthymere is responsible for creating several powerful magic items that other undersea shamans are capable of using. These magic items may not function well (or not at all, for that matter) out of the water, but these decisions are to be determined by the DM/GM. These items are optional.

Many of these special magical items are based upon standard edition magic items and spells, but for use underwater. These magic items and spells act in the same way as their land born iterations.



CTHYMERE THE SHAMAN

LESSER DEEP ONE

AC 13 ~ HP 36 ~ Spd 30

STR 15, DEX 12, CON 14, INT 13, WIS, 13, CHA 12
Senses DV 120 ft, Perc 9, Challenge 1 (200 XP)
ACTIONS Claws +3 to hit (2d8 + 2) slashing damage.
Frenzied Rage.

DEEP ONE

AC 13 ~ HP 91 ~ Spd 30

STR 16, DEX 12, CON 14, INT 10, WIS, 8, CHA 12
Senses DV 120 ft, Perc 9, Challenge 2 (450 XP)
ACTIONS Claws +5 to hit (2d8 + 3) slashing damage.
Frenzied Rage.

DEEP ONE PRIEST

AC 14 ~ HP 120 ~ Spd 30

STR 18, DEX 14, CON 16, INT 12, WIS, 12, CHA 15
Senses DV 120 ft, Perc 13, Challenge 4 (1,100 XP)
ACTIONS Claws +6 to hit (2d6 + 4) slashing damage.
Spells: Shocking Grasp, Inflict Wounds, etc.

ARCHIMANDRITE

AC 15 ~ HP 153 ~ Spd 40

STR 20, DEX 15, CON 17, INT 12, WIS, 17, CHA 19
Senses DV 240 ft, Perc 16, Challenge 8 (3,900 XP)
ACTIONS Claw +8 to hit (2d8 + 5) slashing damage.
Unholy Trident + 8 to hit (2d8 + 5) piercing damage.

DEEP ONE SHAMAN

CR 3 ~ AC 13 ~ HP 30

STR 15, DEX 13, CON 17, INT 13, WIS, 13, CHA 13
Init +1, Senses DV 60, Perception +5, XP 800
Speed 40, Base Atk +2, CMB +5, CMD 15
Melee trident +4 (1d8 + 2) GM chooses spells.

DEEP ONE ADEPT

CR 6 ~ AC 15 ~ HP 75

STR 16, DEX 14, CON 17, INT 14, WIS, 14, CHA 14
Init +2, Senses DV 60, Perception +8, XP 2,400
Speed 40, Base Atk +3, CMB +8, CMD 17
Melee trident +5 (1d10 + 3) GM chooses spells.

DEEP ONE MASTER

CR 9 ~ AC 17 ~ HP 90

STR 17, DEX 14, CON 17, INT 15, WIS, 15, CHA 15
Init +3, Senses DV 120, Perception +10, XP 6,400
Speed 40, Base Atk +4, CMB +10, CMD 20
Melee trident +6 (1d12 + 4) GM chooses spells.

DEEP ONE GRAND MASTER

CR 12 ~ AC 20 ~ HP 120

STR 17, DEX 15, CON 18, INT 16, WIS, 16, CHA 16
Init +5, Senses DV 240, Perception +13, XP 19,200
Speed 40, Base Atk +5, CMB +15, CMD 25
Melee trident +7 (2d8 + 5) GM chooses spells.

A PC searching the shaman Cthymere will yield the following treasures.

1. PEARL OF WISDOM

2. 3 white pearls worth 45 gp each.
3. 3 black pearls worth 60 gp each.
4. Optional underwater magic item.
5. Optional underwater magic item.

4. THE STAFF OF CTHYMERE - This staff can be used as a quarterstaff or a spear, and one of its powers is for the wielder to not be slowed or hindered in combat while wielding this spear/staff. The other powers that this staff holds are listed below and are to be adjusted as the DM/GM sees fit. This staff has 10 charges and can be recharged.

1. **INK CLOUD** - (1) As per octopus.
2. **HYPNOTISM** - (1) As per the spell.
3. **WATER BREATHING** - (1) As per the potion.
4. **WHIRLPOOL** - (2) As per the spell.

THE BLACK IMP IDOL

If the PCs choose to keep the idol for themselves, this very well may incur the disdain (or wrath) from Matigan Brennan. This idol has the powers to perform the following feats that are to be adjusted in greater detail by the DM/GM:

1. **TORNADO**
2. **HURRICANE**
3. **WHIRLPOOL**
4. **CONTROL WEATHER**
5. **CALL LIGHTNING STORM**

This relic has (10d10) charges and cannot be recharged. Each of these powers expends 1 charge. The overall value should be determined by the DM/GM, based on the number of charges left, and the powers the DM/GM chooses which are based on the experience level of the player characters. Each power can be used once per day.

GUARDS OF THE SLEEPING MOTHER



8. BROKEN STATUE -

You see before you a triangular room 30 feet wide by twenty feet in length. A statue that has been broken into several pieces litters the floor and base of the stone pedestal.

9. STEEP STAIRCASE TRAP -

You open the door before you and see a very steep staircase leading down into the water some 20 or 30 feet before being engulfed by blackness. A pair of light globes on either side of you cast shimmering bands of green light.

NOTES - None of the fish-men ever use these stairs. To protect this lair in the unlikely event that it is ever plundered by invading humans, the fish-men have added an ultra-sensitive trap that requires a mere 30 pounds to activate. If any PC states that they descend using the stone staircase, the first PC is susceptible to triggering this **spear trap**. This trap is activated by stepping on any of the steps covering the expanse between 11-20 feet down. These false steps act as a pressure plate, activating a network of small, sharpened spears that will spring out violently. The number of spears is determined by the experience level of the PCs. **Suggested damage options are listed in area 1**, and the DM/GM should again determine if this trap should have some form of poison encrusted upon its barbed tips.

10. GUARDIANS OF THE MOTHER -

You open the chamber door to see a room shaped like an octagon that has been cut neatly in half. The room measures 40 feet wide by 50 feet in length with another door directly opposite from you. There is an ornate mosaic made of mother of pearl covering most of the floor, and four sarcophagi are standing upright and are flush against the north and west walls.

STRANGE TREASURES

NOTES - An underwater version of a **MAGIC MOUTH** has been cast upon the south wall. Anyone entering within 10 feet of this room will activate the spell which would translate to,

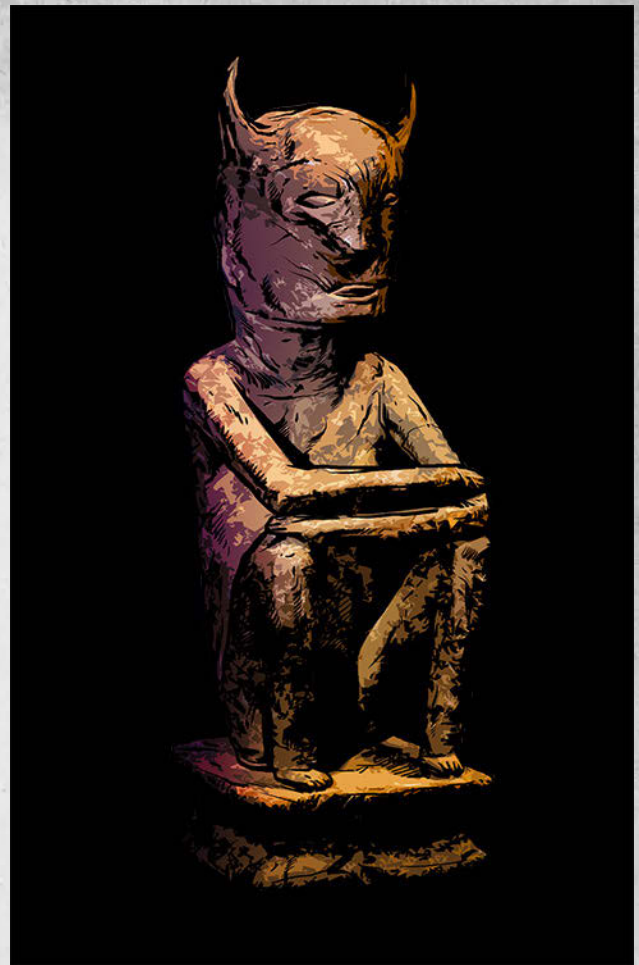
**“Awake. RISE, my pets,
for we have intruders in our midst!”**

This magic mouth speaks in a very strange underwater tongue - that of the Cthul race that is known by sages as Deep Ones. These four sarcophagi will open, and the sentries guarding this chamber will attack. The following description is to be read to the players:

You enter into the underwater chamber. The silt floating about is heavier and thicker here than in the other chambers you have explored. A deep and gurgling voice echoes off to your right, an enormous fishlike mouth emits words in a garbled language you do not understand. Within seconds, each of the four sarcophagi begins to slowly open. Four fish-men emerge from their watery slumber to attack.

NOTES - These four fish-men are the chosen champions of **PHAEL-ROOSH, THE SLEEPING MOTHER**, resting peacefully in area 11. These four champions are Deep Ones, and their stats have been separated into four categories. Each of these four guardians sleeps with treasures within each sarcophagus. Each of the four treasures is listed and described in a clockwise manner beginning with the sarcophagus at the west side of the room. Each of these sarcophagi appears to be made by the same artisan, and are of an alien kind. Each of these four sarcophagi is nine feet in height.

SARCOPHAGUS 1 - The outside sculptural artwork of this sarcophagus depicts a tall, fish-woman with enormous crab claws in



place of hands.

CONTENTS - Three, 18" x 24" stone slabs engraved with otherworldly writings. Any spell or magic power that can read or comprehend languages will be able to discern that these three stone tablets were *written by human surface dwellers that worship Dagon* alongside these Deep Ones. The tablets further explain their plans to start offering human sacrifices for a series of boon requests in exchange. These boons ask for fair weather, plentiful fishing, and undersea treasures to be found beneath the waves.

SARCOPHAGUS 2 - The outside sculptural artwork of this sarcophagus depicts a pair of giant entwined eels.

THE SLEEPING MOTHER

CONTENTS - Three scroll tubes. Each filled with a rolled sheet of **PTHYLO**, an **extremely rare undersea “parchment”** used by humanoids of the deep. Each scroll is written in the language used by Deep Ones and contains future shipping expeditions planned by undesirable human captains that travel these surrounding waters. *These tablets were written by human beings.*

SARCOPHAGUS 3 - The outside sculptural artwork of this sarcophagus depicts a Kraken.
CONTENTS - Three bolts of Pthylo.

SARCOPHAGUS 4 - The outside sculptural artwork of this sarcophagus depicts DAGON.
CONTENTS - A large canopic jar filled with human entrails and a jar of Cray Eels for these guardians and The Sleeping Mother to dine on.

11. CHAMBER OF THE SLEEPING MOTHER PHAEL-ROOSH - **You force open the heavy stone door which reveals a 30-foot by 40-foot chamber with ornate carvings covering every inch of the walls and ceiling. The entire floor is composed of a turquoise mosaic made from some unknown glass or shiny rock. Resting atop this swirling mosaic are three ornate idols surrounding a beautiful 15-foot long sarcophagus. The sarcophagus is eight feet wide and elaborately decorated masterfully on its sides and closed top lid. The top seems to have been expertly carved from one solid piece of stone and depicts a beautiful woman resting peacefully with her arms and hands resting gently across her chest. A stone nameplate on the side of the sarcophagus has been engraved in the common tongue:**

SHEIRA ~ FOREVER TO BE MINE

NOTES - This is indeed the sarcophagus that Cardale had originally described to the PCs. **The Black Imp is amongst these three idols and is the third idol listed below.** These idols will be described in order from west to east.

IDOL ONE - The idol closest to you is made from stone and depicts a naga.

IDOL TWO - The idol in the middle is made from coral and depicts another naga.

IDOL THREE - The idol furthest from the entrance to this chamber is made from black obsidian, and depicts an impish goblin.

The Sleeping Mother rests peacefully within her watery tomb. It is up to the DM/GM to determine if this creature will awaken from her rest, or will continue to slumber peacefully if undisturbed. If the PCs do open the sarcophagus, The Sleeping Mother will waken automatically and attack. Opening the lid takes at least two PCs with a combined strength of 15 or more to lift. If this is the choice that the PCs make, read the following to the players.

You and your party soon realize the lid is too cumbersome to lift by just one person. You decide to pool your strength and get to either side of the lid and begin to lift. A milky-white swirl of silt pours out from the sides. As the murky water clears, you see an enormous humanoid resting within the stone coffin. Measuring 12 feet in length and resembling the four guardians encountered in the previous chamber, this creature looks far more powerful with larger muscles and much larger teeth. The mouth of this monstrosity opens showing more of these razor-sharp teeth. The eyelids open next, and dull, black eyes glare deeply into your own. In the next instant, the beast's sharp talons lunge for your throats.

THE SEA MONSTER

GIANT OCTOPUS

AC 11 ~ HP 52 ~ Spd 60

STR 17, DEX 13, CON 13, INT 4, WIS, 10, CHA 4

Senses DV 60 Perc 14, Challenge 1 (200 XP)

ACTIONS Tentacles +5 to hit (2d6 + 3) bludgeoning damage. Ink Cloud.

KILLER WHALE

AC 12 ~ HP 90 ~ Spd 60

STR 19, DEX 10, CON 13, INT 3, WIS, 12, CHA 7

Senses BS 120 Perc 13, Challenge 3 (700 XP)

ACTIONS Bite +6 to hit (5d6 + 4) piercing damage.

COLOSSAL SQUID

AC 12 ~ HP 126 ~ Spd 70

STR 19, DEX 15, CON 10, INT 1, WIS, 10, CHA 4

Senses DV 120 ft, Perc 10, Challenge 4 (1,100 XP)

ACTIONS Bite +6 to hit (2d10 + 4) piercing damage.

Tentacles +6 to hit (4d8+4) bludgeoning damage.

ABOLETH

AC 17 ~ HP 135 ~ Spd 40

STR 21, DEX 9, CON 15, INT 18, WIS, 15, CHA 18

Senses DV 120 ft, Perc 20, Challenge 10 (5,900 XP)

ACTIONS Tentacle +9 to hit (2d6 + 5) bludgeoning.

Tail +9 to hit (3d6+5) bludgeoning damage.

GREAT WHITE SHARK

CR 4 ~ AC 19 ~ HP 42

STR 25, DEX 14, CON 19, INT 1, WIS, 16, CHA 4

Init +6, Senses BS 30, Perception +11, XP 1,200

Speed 60, Base Atk +3, CMB +12, CMD 24

Melee bite +9 (2d8+10 plus bleed)

ABOLETH

CR 7 ~ AC 20 ~ HP 84

STR 20, DEX 12, CON 22, INT 15, WIS, 17, CHA 17

Init +5, Senses DV 60, Perception +14, XP 3,200

Speed 60, Base Atk +6, CMB +13, CMD 24

Melee 4 tentacles +10 (1d6+5 plus slime) Spells

GIANT OCTOPUS

CR 8 ~ AC 18 ~ HP 90

STR 20, DEX 15, CON 17, INT 2, WIS, 12, CHA 3

Init +6, Senses LL Vision, Perception +8, XP 4,800

Speed 30, Base Atk +9, CMB +15, CMD 27

Melee bite +13 (1d8+5 + poison) tentacles +11 (1d4+2)

DRAGON TURTLE

CR 9 ~ AC 23 ~ HP 126

STR 27, DEX 10, CON 19, INT 12, WIS, 13, CHA 12

Init +4, Senses DV 60, Perception +16, XP 6,400

Speed 30, Base Atk +12, CMB +22, CMD 32

Melee bite +18 (3d6+8) 2 claws +18 (2d6+8)

NOTES - The stats to be used here may be taken from the stats at area 7. As to the whereabouts of the preserved body of the beautiful Sheira, The Sleeping Mother ate her - *bones and all*.

You secure The Black Imp and place the ugly idol in the specially-prepared backpack that Kruger gave you. You make your way back through the murky underwater keep, and out through the huge stone door you entered. Swimming past the sunken ship, a sudden movement from below catches your eye. Resting at the bottom of the sea bed is a massive shape. The figure is latched onto the starboard side of the ship and even from this distance, you can see this creature feasting on something. It's one of the dead bodies trapped within the ship. Shaking its prey violently, the creature continues to dine on its long-dead meal. Then, as if alerted to some invisible

danger, the sea creature's body reacts in a sudden, agitated motion. The head of this thing peers up at you from below. The beast stirs from the sea floor, and it is coming directly towards you, its mouth open wide.

This concludes the adventure **SUNKEN SARCOPHAGUS**. We hope that you and your victims, er, players, have enjoyed this short adventure. Plenty more of our publications can be found by visiting DTRPG under **DARK BY DEZIGN**.

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