

GHOUL ISLAND

Act 2: Ghoulocracy

SANDY PETERSEN'S
CTHULHU MYTHOS





PETERSEN GAMES

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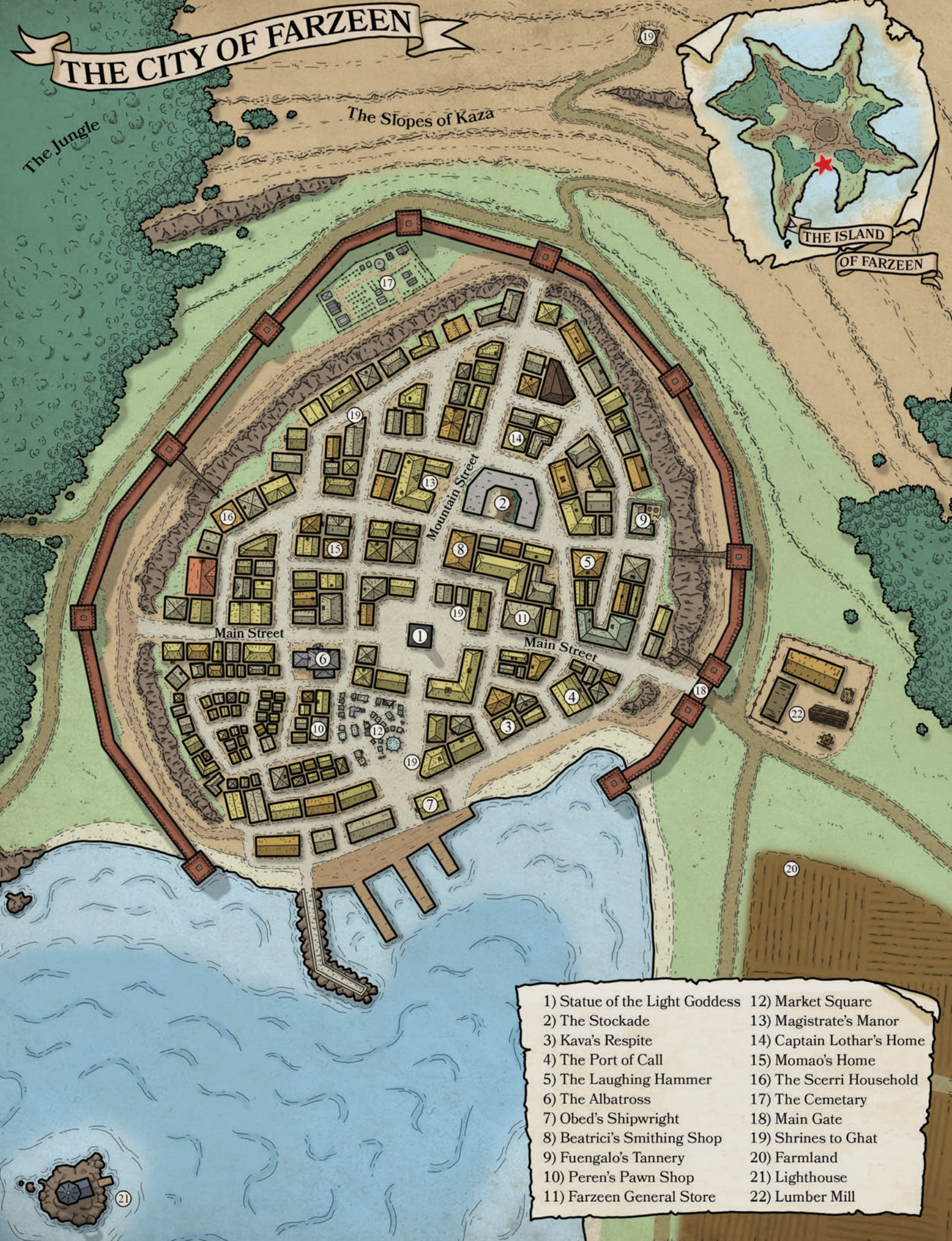
THE CITY OF FARZEEN

The Jungle

The Slopes of Kaza

THE ISLAND

OF FARZEEN



- | | |
|--------------------------------|---------------------------|
| 1) Statue of the Light Goddess | 12) Market Square |
| 2) The Stockade | 13) Magistrate's Manor |
| 3) Kava's Respite | 14) Captain Lothar's Home |
| 4) The Port of Call | 15) Momao's Home |
| 5) The Laughing Hammer | 16) The Scerri Household |
| 6) The Albatross | 17) The Cemetary |
| 7) Obed's Shipwright | 18) Main Gate |
| 8) Beatrici's Smithing Shop | 19) Shrines to Ghat |
| 9) Fuengalo's Tannery | 20) Farmland |
| 10) Peren's Pawn Shop | 21) Lighthouse |
| 11) Farzeen General Store | 22) Lumber Mill |



ACT 2: GHOULOCRACY

A Cthulhu Mythos Adventure for 4 to 5 Characters of Levels 5–7

ADVENTURE SYNOPSIS

The PCs uncover a temple to a Great Old One in their quest to determine the source of the ghouls' lurid behavior. En route to the temple, the history of ghouls, islanders, and a previously unknown player in the form of the Cult of Ghatanothoa takes shape through pictographs and illustrations on the cavern walls. The adventurers learn that, generations ago, the insidious Cult of Ghatanothoa imported the ghouls as servants and soldiers to bolster its ranks. With its ghoulish allies in place, the cult revealed itself in a bid to overtake the island and summon forth Ghatanothoa from its imprisonment. At the time, the priests of Light and the natives banded together to beat back the cultists. They entered into a treaty with the surviving necrophages, but it is no longer being honored.

They discover horror after horror in the subsurface temple. In their quest for answers, the PCs unearth even more questions and hit roadblocks at every turn. The newly reborn Cult of Ghatanothoa makes its debut, and the PCs battle an aspect of the Great Old One. With the walls literally falling around them, they escape to the jungles only to find the changes below are nothing compared to what's happening in the light of day above.

Farzeen is falling apart. The ghouls gain citizenship, the magistrate places a bounty on the PCs' heads, and only with Lothar's aid do they escape to the jungles. Following the path of the islanders that evacuated their homes in response to the ghoulish infestation, PCs face many terrible dangers. They encounter a creature unlike any they have seen before and must save a group of refugees from the winged horror. Evacuees in tow, the PCs continue onward to a tent city that has grown to accommodate the displaced islanders.

A familiar face, Obed the shipwright, greets the PCs and relays the events that led to the disgorging of Farzeen's citizens to the jungle. Lothar and a retinue of priests of Light arrive shortly afterward; from them, the PCs learn the full extent of the magistrate's betrayal. The ghouls have replaced the Watch and outlawed worship of the Goddess of Light. When Lothar's loyalty to the city was called into question, he gathered the priests and those loyal to him and fled. Lothar is one among many that left cherished belongings behind in their haste.

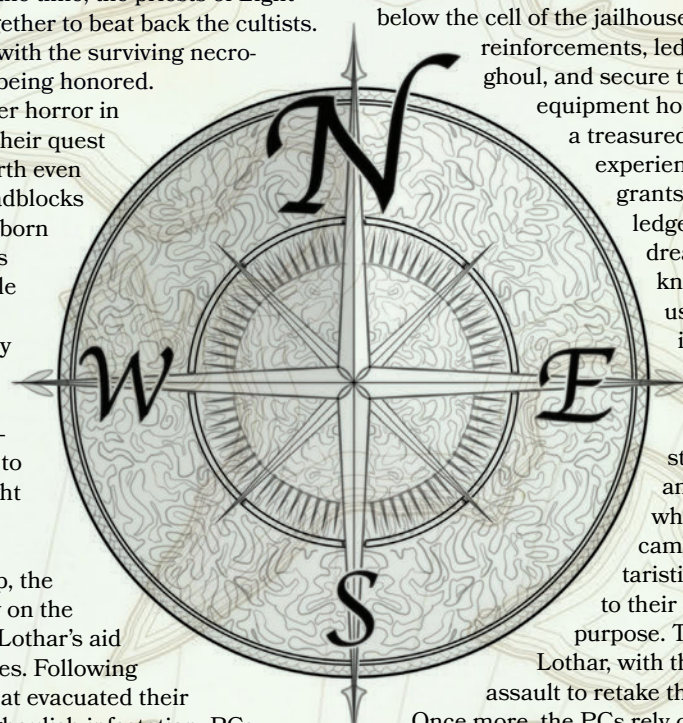
Despite the omnipresent dangers of the jungle, the infusion of Lothar, Momao, and the priests reinvigorates the despairing encampment. The high priestess of the Goddess of Light, Pompea, visits the PCs in their dreams, offering words of encouragement and hope. The following morning, after consultation with the leaders of Farzeen, the PCs venture into a jungle cavern thought to extend past the walls of Farzeen. They infiltrate the Stockade, gather arms and armor, and return to equip the refugees for their assault on the ghouls occupying their home.

The PCs quickly learn that each cavern has its own idiosyncrasies and inhabitants. After combating the inhabitants of the tubes, the PCs arrive in an opening directly below the cell of the jailhouse. There, they defeat ghoulish reinforcements, led by a rampaging brute of a ghoulish

equipment housed in it. They also find a treasured artifact, and with it they experience an unexpected vision that grants them insight and hope. A ledger, little more than a glorified dream journal, may contain lost knowledge that the PCs can use in their fight with the cultists. All knowledge comes at a cost, and the PCs must pay it in blood and sweat. The PCs reverse their steps, battle new enemies, and emerge from the caverns, whereupon they return to an encampment endowed with a militaristic bearing. The villagers take to their training with gusto and grim purpose. They stand ready to fight, and Lothar, with the PCs' aid, leads them in an assault to retake their beloved Farzeen!

Once more, the PCs rely on the tunnels to infiltrate the city proper while Lothar and his forces lie in wait outside the city gate. Upton left a deadly surprise for the PCs in the Stockade, and after vanquishing the foe, the PCs come upon a posse of concerned citizens that just might be willing to aid their efforts. They confirm Alwigi's treachery as they sneak past the defiled town to the gates.

In a fight that will be sung through the ages, the citizens of fair Farzeen emerge victorious over the foul ghouls, traitorous guards, and maniacal cultists of Ghatanothoa. While the leaders of Farzeen direct their charges, the PCs must overcome the curish Upton. A shocking revelation nearly swings the battle in the favor of the cult, but the PCs overcome the adversity. The citizens ultimately win the Battle of Farzeen, and with the cultists and necrophages hastily retreating to the Citadel, Lothar and the





other combatants exalt in their hard-won victory. And yet, the story is not over, for the evil still lurks below, and purging it will not be easy.

CENSA'S ABSENCE

Portentous events occur behind the scenes in **Act 2** as the machinations of Ghatanothoa's followers come to fruition. The PCs quickly learn that the ghouls and cultists have taken over the city, and while they must deal with the immediate threat, another darkness looms. The deep ones have discovered a prophetess in Captain Censa. Her coming was foretold in their visions, and she cannot resist the Call of the Sea.

Censa does not appear until the very end of **Act 2**, during the Battle for Farzeen, and then in a barely recognizable form. That said, the PCs should encounter situations or conversations that touch upon her briefly. They might ask about her or another NPC might bring her up.

The first time she comes up during a conversation with Obed, Lothar, or another NPC who knows her, read or paraphrase the following:

At the mention of Captain Censa's name, a wave of unease crashes into you, your knees weaken, and the surroundings dim as if heavy clouds have blocked out the sun. A cry, little more than a muffled whimper, draws your gaze to Captain Censa. She fights an unseen foe and has just taken a mighty blow that buckles her knees. With eyes that look past you, she shouts, "Run! I'll hold them off as long as I can." She raises her hand and the image fades.

A second vision comes when the PCs rest from their quest. The first time they take a long rest during this Act, read or paraphrase the following:

Captain Censa, stripped to rags, lies bleeding, panting, and incognizant at the center of a circle of eldritch symbols. The hum of chanting fills the chamber. Above the din, she repeats, in a monotonous drone, "they will come, they will not forget, they will come, they will not forget..."



ACT 2.1: DISCOVERY

A Cthulhu Mythos adventure for four to five 5th-level characters

EPISODE SYNOPSIS

The PCs discover a temple to an ancient Elder God in their explorations below the foundations of Farzeen. Through luck, wit, and martial skill, they learn more of the ghouls, their history with the islanders above, and the forces manipulating events from the shadows, only to have an even bigger shock when they return to Farzeen.

Murals, frescoes, and bone shard mosaics tell the tale of the necrophages of Farzeen upon the tunnel walls. Centuries ago, the Cult of Ghatanothoa imported the ghouls to Farzeen to serve as protectors and enforcers of the cult's will. Ultimately, the combined strength of the priests of Light and the island's warriors defeated the cult and made a treaty with the surviving ghouls. This pact allowed the ghouls to remain in Farzeen in peace, as long as they kept to the tunnels below. The islanders, in turn, proffered their dead for consumption. It was a solution that worked well for generations.

No longer out of sight and out of mind, the exploration of the tunnels brought to light the aberrant behavior of the ghouls and their macabre practices. The PCs discover stored bodies, each of them tagged, processed, sorted, and, in some cases, partially consumed. Among the dead is the missing priest Matteo, and more surprisingly, Cikka,

a priestess of Ghat and one of the two who purchased the cargo of wicklamite from the newly arrived PCs. Most unsettling are the personal reminders of the lives these corpses once led: a room of clothes, neatly folded and presented as an apparent gift, and a chilling shrine of toys watched over by a lonesome, incorporeal moppet. These scenes resemble a combination museum and larder.

The PCs uncover an almost empty cache of jail cells. The lone creature confined within is like nothing they've seen before, and they cannot help but wonder what else may inhabit the island. Other dangers soon appear: the minions of Ghatanothoa emerge from the depths and the PCs must fight cult fanatics, blessed berserkers, and with their final ragged breaths, a rootling—a manifestation of Ghatanothoa's eldritch power. A brief, cataclysmic battle between the PCs and the rootling causes the cavern to collapse. After a harrowing escape, the PCs arrive in the fresh sea air of the jungles of Farzeen.

Their relief is short-lived, however. While investigating the tunnels, the PCs have been made *persona non grata* in Farzeen and, to make matters worse, the magistrate has granted full citizenship to the ghouls. All hope is not yet lost, and through the aid of folk loyal to Captain Lothar, the PCs escape into the nearby jungles of Farzeen, where they can rest, recover, and wait.

SCENE I. THE TEMPLE OF GHATANOTHOA

The Temple of Ghatanothoa is a sprawling network of tunnels, caverns, grottos, and recent additions. The passageways make efficient use of the natural openings created by the lava tubes, and with the exception of the temple proper (areas **K**, **L**, and **M**), remain the same as they were when naturally created.

The newer sections are not as sturdy as the rest of the tunnels. In their haste to create a place of worship for Ghatanothoa, the cultists did not build the necessary supports to ensure the structural integrity of the chambers. Spells that inflict thunder damage and powerful area of effect magic could, at the GM's discretion, weaken the walls and ceiling, leading to a collapse of the cavern.

♦ **LIGHTING.** The cultists have cultivated a naturally occurring noctilucent fungus to provide them with enough light to navigate the temple. The fungus provides dim light throughout the temple boundaries. The fungal illumination is curiously affected by sound and will cease to emit light in response to excessive noise. Spells that inflict thunder damage, create significant sound, and/or affect large areas also cause the fungus to stop glowing for 1d4 minutes. The inhabitants of the cave are aware of this quirk and the ghouls will intentionally create a deafening racket to plunge the area into darkness, which gives them an advantage over their quarry.

♦ **ATMOSPHERE.** The air is warm, damp, and has a slightly sulfurous smell, which gets stronger as the party approaches the acid pit (see area **N**).

♦ **RANDOM ENCOUNTERS.** There are no random encounters in the traditional sense within the Temple of Ghatanothoa. However, GMs are encouraged to take into account that PCs making a lot of noise may draw the attention of the inhabitants of nearby areas. At the very least, the inhabitants of the tunnels will be prepared for the PCs when they are encountered with readied actions, ambushes, or other strategically advantageous circumstances.

A. ANTECHAMBER

The doors are open, allowing a faint breeze of hot, sulfurous air to greet you. The hallway is roughly constructed with a doorway at the end and an alcove to your right.

When the PCs fully enter the room and peer into the alcove, read or paraphrase the following:

Shirts, breeches, tunics, robes, and all manner of clothing are neatly folded and stacked in the alcove. At a glance, you can tell that the garments are of high quality and some are very old: the clothes closest to the ground have begun to decay.

The ghouls of Farzeen have made a habit of removing the clothing from their fare prior to storage. They have little

TAKING PRISONERS

The adventurers have ample opportunities to capture and interrogate prisoners while exploring the temple of Ghatanothoa. The GM should use the list below as a guide for what the players might learn. Share one tidbit of information with the party for each successful opposed skill check.

WHAT DO THE GHOSTS KNOW?

- The temple of Ghatanothoa is new and not very stable.
- The ghouls have added outsiders to their numbers.

WHAT DO THE GHOULS KNOW?

Same as the ghosts, but also:

- No longer satisfied to lurk in the shadows, the Cult of Ghatanothoa seeks to summon its god soon.
- The ghouls are not aware of the connection between the priests of Ghat and the Cult of Ghatanothoa.
- The ghouls have been promised food "for eternity" and life on the surface.

WHAT DO THE CULT FANATICS KNOW?

Same as the ghosts and ghouls, but also:

- The statue of the Goddess of Light must be brought low!
- The priests of Ghat are useful fools and pawns to be used and expended to further the plans of Ghatanothoa.

use for the apparel and, in typical ghoul fashion, have determined that the most pragmatic use of the clothing is to return it to the surface dwellers. In the ghouls' minds, this bit of civic service is a boon to the islanders, who understandably find the return of their deceased loved ones' clothing distasteful and morbid. Still, the donations have, until recent times, been accepted by the surface dwellers.

DEVELOPMENT. If the PCs search the garments, they find all manner of clothing. On a successful DC 14 Intelligence (Investigation) check, they discover the remnants of a torn and tattered mask of an unidentifiable leather. The mask's leather is an uneven, jaundiced yellow, and covers the face completely, with ragged slits for the eyes and mouth.

TREASURE. Sewn into the pockets of the discarded clothing is a total of 56 cp.





B. HALLWAY

Doors open to a room roughly twenty feet square. Within your first few steps, you notice the downward slope of the floor, and a tunnel to the north descends from view. There is an opening in the tunnel wall a few dozen paces down on the southern wall. The hallway terminates as it descends into the depths.

Embedded in the walls and partially covered by the ever-present luminous fungus are the discarded bones of previous meals neatly arranged to create ghoulish murals. The murals in this room portray the signing of the pact with the islanders of Farzeen, as well as the battles between the islanders and the ghouls that preceded the signing of the treaty.

C. THE STACKS

Turning the corner, you see dozens of emaciated and desiccated bodies stacked atop one another like kindling. There is a systematic precision to their placement that you find deeply unsettling. Rotting silks hang on the walls, and the floor is littered with trinkets, polished stones, and shiny bits of glass. The thick stench of musk announces the presence of three hulking ghouls.

There are dozens of bodies in the cavern, some partially consumed, all of them stacked in neat rows with a tag affixed to their toes. Each tag includes the body's date of interment, its occupation, and cause of death.

A pack of ghouls guards this grotto, serving as watchdogs for the ghouls and protecting the cache. The ghouls immediately attack anyone that is not a ghoul or accompanied by one.

DEVELOPMENT. A ghoul PC who succeeds on an opposed Charisma (Intimidation) check against the ghouls' Wisdom (Insight) can cow them into not attacking the party. The check must be made immediately upon encountering the ghouls; any other attempts to parlay (including by any non-ghoul PCs) automatically fail.

Among the corpses are a priest of Ghat and Brother Matteo (see **Act 1.4**). Both are victims of the Ghatanothoa's mummification ability and technically still alive. PCs examining the bodies learn the following on a successful Wisdom (Medicine) check. At the GM's discretion, PCs that examined the body on the beach in **Act 1.2** may have advantage on this check.

- ◇ **DC 12** – The body is heavily wrinkled, dried out, and leathery, a state of mummification far beyond the short period of time Matteo has been missing.
- ◇ **DC 15** – You cannot find any wounds or other signs to indicate how he died.
- ◇ **DC 22** – He's alive! Somehow. You've never seen anything like this before, but you are certain that this man's mind is still active.

If the PCs learn that the priests are still alive, they are

able to discover the following with a successful Wisdom (Yog-Sothothery) check:

- ◇ **DC 12** – You've heard tales of Elder Things and Great Old Ones punishing non-believers with undying mummification. The victim's mind lives forever, trapped within a withered husk.
- ◇ **DC 15** – The Great Old One, Ghatanothoa, is feared for its ability to mummify any who gaze upon it.
- ◇ **DC 20** – Ghatanothoa's mummification gaze is powerful enough to be transmitted by perfect images of the entity, not just by the entity itself.

CREATURES. Three ghouls (SPCM 323) live in this room.

TREASURE. Hidden among the glass beads, polished rocks, and other shiny junk is a *pearl of power*.

D. CULTISTS

After descending further into the tunnels, you come to another large room similar to the last. There is a corridor to the north and a wide hallway in the southeastern corner.

If the PCs have been stealthy, they see a group of four humanoids playing dice on a smooth portion of the ground near the middle of the chamber. Otherwise, the inhabitants of the chamber are hiding in the nooks and crannies of the chamber, hoping to ambush the PCs.

DEVELOPMENT. Old, faded murals of the volcano cover the walls of this chamber. The murals prominently display the volcano and in many of the images, there are figures prostrating themselves before it. These depictions predate the ghoul pact and portray the religious significance that Kaza held in Farzeen's distant past (*Gazeteer: Farzeen*).

CREATURES. A blessed berserker (SPCM 404) and three **cult fanatics**, all of them human, occupy this room and respond with deadly force to intruders.

TREASURE. The blessed berserker wields an adamantite handaxe. They have a total of 8 gold pieces among them.

E. LOST TOYS

Every available space within the alcove is filled with precisely placed toys. Decaying wooden horses, blocks with cracked and faded paint, broken hoops, frayed puppets, and dolls of wicker and porcelain cover every square inch, nearly reaching the ceiling.

If the PCs examine the toys closer, read or paraphrase the following:

You see signs of heavy use; these were clearly the favorites of their owners. Some of the toys bear what appear to be teeth marks. It's unclear if these marks are from the curious mouths of toddlers or something more sinister.

The people of Farzeen often bury children with their favorite toys. The ghouls have no real need for such things,



so, after fiddling with them out of idle curiosity, they have taken to depositing them here.

DEVELOPMENT. A PC who observes the pile of lost toys must make a DC 12 Wisdom saving throw or gain 2 levels of dread for 1 hour. If anyone touches one of the toys, they also disturb the spirit of a child that has attached itself to a wooden toy horse. The ghostly child Emry (see below) longs to escape the dark tunnels beneath Farzeen.

CREATURES. The **ghost** of Emry is not hostile to the PCs unless attacked. She is scared, lonely, and above all, she wishes for the players to take her toy horse to the surface and throw it into the ocean so that she can be free. Should the PCs attack her, she uses her horrifying visage ability and immediately retreats.

TREASURE. Whether by a ghoul with a fiendish sense of humor or a confused parent, a *Tcho-Tcho assassin's tea pot* (SPCM 119) has been placed among the toys and can be identified as such with a successful DC 12 Wisdom (Yog-Sothothery) check or a DC 15 Intelligence (Investigation) check.

F. THE CURING ROOM

PCs with a passive Perception of 11 traveling the passageway from area **B** to area **G** notice the telltale signs of burrowing along the wall. If the PCs follow the trail and enter the room, read or paraphrase the following:

Faint, fragrant wisps of smoke rise from the opening to this chamber. Thick black clouds seeping from the floors of the room heavily obscure visibility. You are able to discern the outlines of bodies heaped in every available space. The fungus you've come to rely upon for light is notably absent.

The ingenious ghouls have put this naturally occurring smoke room to good use, storing their victuals within it.

PAWNS OF GHATANOTHOA

Ghat and its followers are the creation of the Cult of Ghatanothoa. In the cult's machinations to undermine supplicants of Kaza and the worship of the Goddess of Light, they have created a false god in the image of the volcano. Their efforts to suborn those wishing to deify Kaza, have given them a respectable public face, a steady stream of supplicants they can either convert to the true teachings of Ghatanothoa or, should that fail, sacrifice to appease the Great Old One. Cikka's mind broke when she faced the opportunity to serve Ghatanothoa, and she suffered a fate worse than death: mummified by the Elder entity, she persists as a helpless morsel just waiting for the ghouls to eat her.

The necrophages under Farzeen highly prize the piquant flavor imparted by the escaping vapors. Several bodies have choice pieces, particularly cheeks and thighs, removed with a razor-sharp knife.

DEVELOPMENT. Hundreds of bodies lie piled in the curing room and, as with area **C**, they are organized and tagged for maximum efficiency. If the PCs examine the bodies, they find Cikka, the priestess of Ghat from **Act 1.3**. Ghatanothoa's image mummified her, but the PCs can identify her anyway. The PCs can make skill checks as outlined in area **C**, but due to the smoky saturation of the bodies, such checks suffer disadvantage.

G. LANDING

A landing lies at a bend in the tunnels before continuing downward to area **H**.

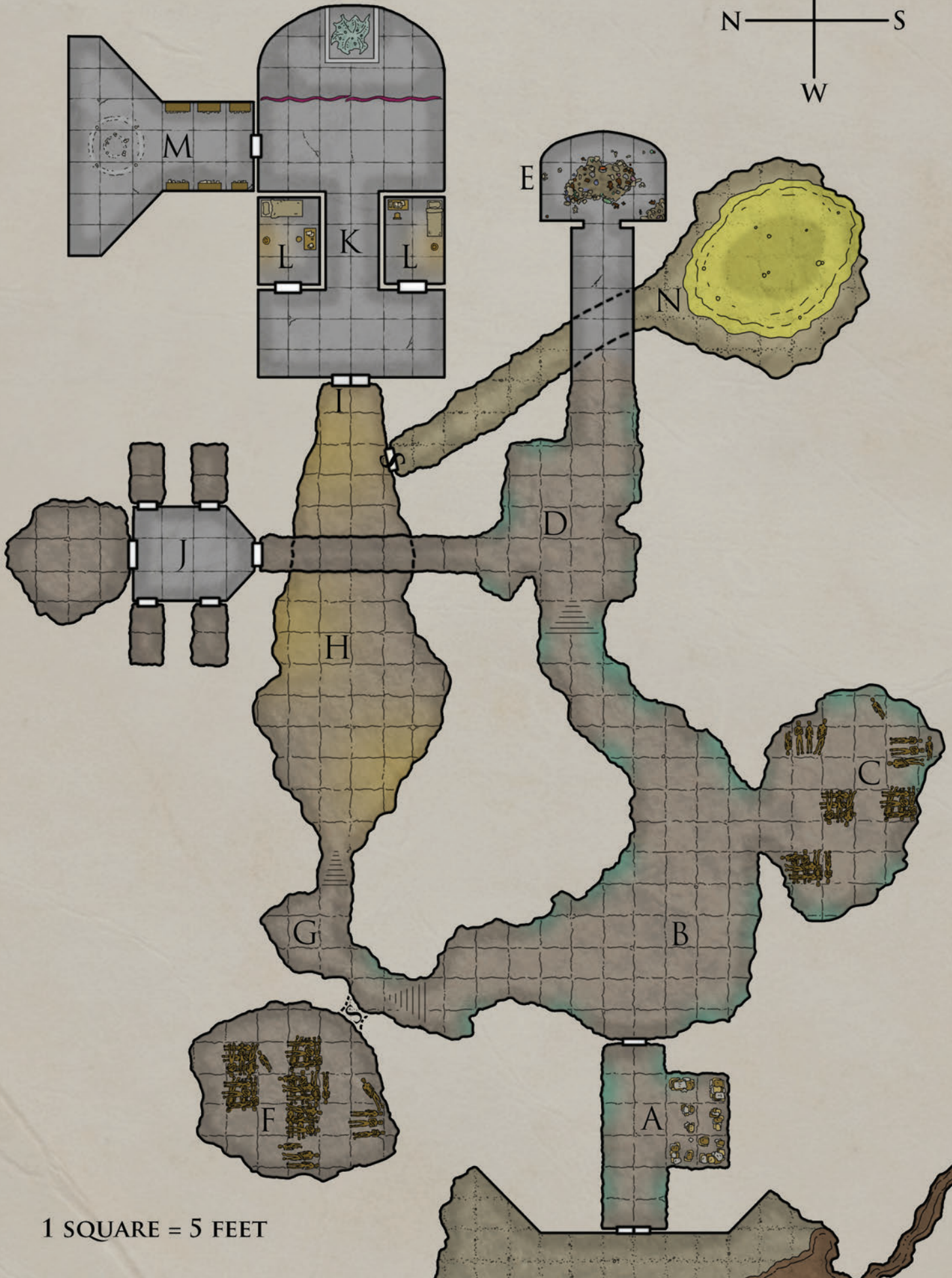
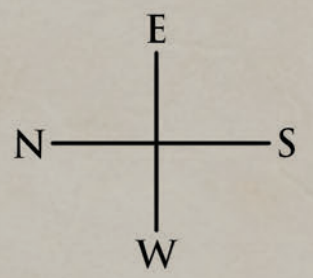
DEVELOPMENT. An anklewrencher trap (SPCM 54) hides against the exterior wall. The PCs can discover the trap with a DC 13 Wisdom (Perception) check, and disable it with a DC 13 Dexterity (Sleight of Hand). They can avoid it by hugging the inside wall (this is what the ghouls and cultists do).

H. OPEN CAVERN

Torches line this large cavern, dispensing greasy smoke and casting uneven light. The space flickers with uneven lighting and reeks of the pungent scent of tallow. The chanting of robed figures drones on, occasionally punctuated by the spitting crackle of burning fat. Their attention focuses on the walls and the freshly painted panoramas.

This large cavern serves as an antechamber for the cultists of Ghatanothoa and others that wish to enter the temple (see area **K**). Signs of recent excavations clutter the eastern portion of the room and the floor is remarkably even. Torches line the walls, providing ample light for Ghatanothoa's human subjects.

The cultists busily chronicle the history of Ghatanothoa (SPCM 191) on the cavern walls. The images in this chamber relate to its uprising and the undersea migration from beneath Mu to Farzeen.



1 SQUARE = 5 FEET



A DC 15 Intelligence (Investigation) or Wisdom (Perception) check reveals faint outlines of additional figures that have yet to be painted.

One section of the wall catches your attention. The images are little more than etches in the rock, and more enthusiastic than artistic. One section toward the edge of the wall attracts your attention: in it you see a figure, clearly female and unarmored, kneeling and bound before a wriggling mass.

Further scrutiny reveals nothing of use aside from a vague sense of familiarity.

A poorly concealed secret door (DC 11 Wisdom [Perception] check to find) leads to the acid pit (area **N**).

DEVELOPMENT. The cultists do not take kindly to being interrupted and immediately attack the intruders. If the PCs made a significant amount of noise in their explorations, the fanatics are prepared, having already cast either *shield of faith* on themselves or *spiritual weapon* in preparation for the battle.

CREATURES. Four **cult fanatics** lie in wait for battle.

TREASURE. One of the cult fanatics wields a magical throwing dagger (page 52).

I. DOORS TO THE TEMPLE PROPER

A sturdy set of wikkamite doors bars your way. The doors possess the sharp corners and edges of freshly chiseled stone, and the engravings on the doors swirl and writhe as you examine them.

DEVELOPMENT. The doors are not locked or trapped in any way. They are enchanted with *magic mouth*, and when opened they shout, “y’ai ‘ng’ngah, Ghatanothoa h’ee-l’geb fai throdog uaaah,” alerting every creature within 100 ft.

PCs that speak Aklo or succeed on a DC 14 Wisdom (Yog-Sothothery) check recognize this as a prayer of sorts to Ghatanothoa and a call for power and protection.

J. JAIL

The long hallway from area **D** terminates in an unlocked door. There is no lock on the door but it can be barred from the southern side. If barred, the PCs cannot pick the lock; breaking the door down requires a successful DC 16 Strength (Athletics) check.

The cavern serves as a jail for the ghouls and cultists of Ghatanothoa. The air is damp, rank, and still. There are parallel sets of doors on the east and west walls, as well as a larger wooden door directly to the north. The ghouls rarely have much use for the cells—they tend to eat their prisoners—and have all but forgotten the lone inhabitant, a Tcho-Tcho golem they could not subdue long enough to consume. The golem has been locked away ever since.

Opening the door to the jail alerts the inhabitant of the northern cell, and the PCs hear a faint shuffling sound in response. If the PCs look into the northern cell, read or paraphrase the following:

The abomination within the cell reaches out with craggy fists, straining the rusty chains holding it in place. Oozing, bony protrusions erupt from its elbows, knuckles, and knees. The creature’s shrunken, shriveled head is grotesquely disproportionate to its powerfully built torso, arms, and legs. It stares menacingly at you.

DEVELOPMENT. If the PCs break down the door to the cell with the golem in it, it rages against the chains imprisoning it. The manacles have begun to rust and decay, losing most of their strength. If the golem succeeds on a DC 14 Strength (Athletics) check, it breaks free from its shackles.

The PCs cannot reason with the Tcho-Tcho golem, but if they release it from its cell and the door to the tunnels remains open, it immediately flees in pursuit of its ghoulish tormentors. If attacked, it responds in kind and will fight to the death.

CREATURES. A Tcho-Tcho golem (page 40) has been captured and placed in the large, northern cell.

K. TEMPLE TO GHATANOTHOA

Twin doors open inward to a freshly excavated room. Within lies an antechamber, beyond which hanging tapestries cover the eastern wall from floor to ceiling. You can’t quite suppress a shudder of revulsion from the intangible sense of preternatural wrongness permeating the room.

The cultists have begun construction of the nucleus for Ghatanothoa behind the curtained wall in the eastern corner of this room. This imperfect image lacks the power of a stage 1 Elder Influence (*SPCM* 192), but its alien presence is powerful enough to be felt by all within the chamber.

DEVELOPMENT. If the prayer to Ghatanothoa is complete (see area **I**), all surviving cultists within the tunnel system are alerted to the trespassing PCs. The ghouls, ghosts, and other creatures within the caverns ignore the prayer.

CREATURES. The **cult fanatics** from area **H** arrive at the end of the 2nd round, and the blessed berserker (*SPCM* 404) and three **cult fanatics** from area **D** arrive at the beginning of the 4th round.

After battling any remaining cultists, the PCs can explore the area and the attached rooms (area **L** and **M**) in relative safety until they peer behind the curtain.

GHATANOTHOA REVEALED

Ghatanothoa’s partially formed nucleus lies behind the curtains. Upon gazing at the unspeakably atrocious icon of the Great Old One, the PCs must succeed on a DC 14 Wisdom saving throw or be subject to its Unnamable Doom effect (*SPCM* 162-63).

DEVELOPMENT. If the PCs damage the nucleus in any way, a rootling emerges from a nearby wall to defend the idol. Alternatively, a rootling emerges 1d4 rounds after the nucleus is revealed.

With each strike from the rootling, the walls and ceiling of the temple shake and crumble. The GM should describe



the structural degradation wrought by the creature's violent attacks and mindless burrowing.

DESIGNER'S NOTE. The timeline presented below is a guideline and should be adjusted to account for the actions of the party. For instance, their escape route may appear sooner due to their actions, such as casting spells that deal thunder damage or to avoid certain death from the rootling. The room should collapse completely when dramatically appropriate, typically between the fourth and sixth rounds.

- ◇ **ROUND 1.** After the rootling's initial attack, a portion of the cavern ceiling collapses and the temple doorway (see area **I**) is blocked.
- ◇ **ROUND 2.** After each of the rootling's attacks, dirt and debris continually fall on the occupants of the room. All ranged attacks suffer a -2 penalty to hit due to the obstructions. PCs may make a DC 12 Intelligence check to realize that the room's collapse is eminent.
- ◇ **ROUND 3.** At the beginning of the third round, the

rumbling intensifies and a gash in the southern wall appears. The PCs can tell, at a glance, that it is an opening to a passageway that extends beyond the temple.

- ◇ **ROUND 4 AND BEYOND.** Any creature beginning its turn within area **K** takes 3d6 bludgeoning damage from falling debris, or half that on a successful DC 12 Dexterity saving throw.

CREATURES. A rootling (*SPCM* 195) guards Ghatanothoa's embryonic nucleus.

L. ACOLYTE QUARTERS

These identical rooms are used by the cultists and acolytes of Ghatanothoa for introspection, study, and communing with their god. There is a simple desk, covered in papers, pamphlets, and other detritus. A brass brazier provides smoky light.

DEVELOPMENT. PCs searching either of these rooms find scattered notes confirming that there is a cult of Ghatanothoa on the island and that the cult has set in motion a series of events that they believe will call forth





the Great Old One. Thoroughly searching the room takes 1d6 minutes.

There is an unsigned note saying, "Ghouls have been fortified and agree to aid the ascension in exchange for adequate provisions and free passage above."

TREASURE. A battered copy of *The R'lyeh Text* (SPCM 137) can be found in one of the rooms. The other room contains a scroll with the following spells: *bane*, *charm person*, and *elder sign* (SPCM 102).

M. HIGH PRIEST'S SANCTUARY

Your gaze immediately settles on the remnants of an arcane ritual that has been performed in the center of the room. Stubs of candles, smudged symbols, circles of protection, and the smell of ozone suggest this room was the site of recent and powerful magic.

The overflowing shelves that line the walls of this room hold an abundance of books, grimoires, material components for eldritch castings, and other arcane paraphernalia.

DEVELOPMENT. At the GM's discretion, PCs can find copies of the notes from Area L by searching through the high priest's belongings in addition to the items below. Thoroughly searching the room takes 2d4 minutes.

TREASURE. A scroll with the following formula spells is mixed in with the paraphernalia: *bind byakhee* (SPCM 93), *contact deep ones* (SPCM 98), and *protective aura* (SPCM 111).

N. ACID PIT

As you step through the hidden door into this tunnel, the air thickens, and the rotten egg smell you've grown accustomed to intensifies dramatically. You find yourself almost retching from the overpowering stench. Your eyes and lungs burn with each step.

The acid pit is the result of millennia of geothermal activity involving volcanic mud, sulfurous rocks, and drainage from the rains overhead. The result is a reservoir of highly concentrated, super-heated sulfuric acid.

DEVELOPMENT. The acidic fumes mimic the effects of a *cloudkill* spell (DC 16) within 20 feet of its edge. Objects that begin or end their turn within the acidic waters take 45 (10d8) acidic damage and 14 (4d6) fire damage.

SCENE 2. RUN!!!

The abominable rootling's indiscriminate thrashing has taken its toll on the nave of the shrine. The walls come crashing down, burying everything within the chamber. The creature burrows its way through the newly fallen rubble, shaking the ground beneath your feet.

The tunnel fills in behind the PCs as the temple of Ghat-anothoa disintegrates. The rootling is tied to the nucleus and cannot pursue into the tunnels. The PCs are left with

GHOUL CITIZENSHIP

Inasmuch as we, the people of Farzeen, have learned that, contrary to the perceptions and opinions of outsiders, the ghouls of this Island have faithfully, diligently, and effectively served the public trust since the signing of the Pact generations ago. Furthermore, the Folk Underneath have toiled in destitution, without the benefits, privileges, and rights of the citizenry of Farzeen. I, as magistrate of Farzeen, decree that henceforth all ghouls will be recognized as citizens of the Island, and welcomed into service above, as they have below for so many years.

Alwigi, Magistrate of Farzeen

a single option: continue along the tunnel and pray that it leads to safety.

Catching your breath in the stifling tunnel is difficult. The floor undulates beneath you from volcanic tremors, wisps of smoke obscure your vision, and irregular walls force you into a single-file formation. The lone bit of encouragement is the upward angle of ascent.

The tunnel eventually leads to the jungles at the base of Kaza.

DEVELOPMENT. PCs moving at half speed can traverse the tunnel safely. Any PC taking the Dash action and/or moving at full speed must succeed on a DC 12 Dexterity check or fall prone and take 1d4 bludgeoning damage. The acrid air, rumbling floor, and oppressive heat foil any attempts at a long rest; however, the PCs are able to gather their wits with a short rest.

SIDETREK. THE JUNGLE

As the party learned in **Act 1**, the jungles of Farzeen are home to all manner of beast. While traveling the jungle back to Farzeen, the PCs face two encounters. They can avoid these encounters with successful group Dexterity (Stealth) checks.

- ◇ **DC 12** – A mated pair of deep one hybrid apes (page 33) ambush the PCs tromping through the jungle.
- ◇ **DC 15** – A giant deep one hybrid constrictor snake (page 36) descends from the canopy looking for a quick meal.

SCENE 3. A CITY CHANGED

Portentous events unfolded while the PCs explored the depths below Farzeen. What the PCs experience upon entering the city depends on their method of ingress; the DM should ask them to describe how they approach. Their method of approach will influence the coming events.

ENTRY VIA THE FRONT GATE

Guards stop the PCs at the gate and tell them to wait for the sergeant on duty. With a successful DC 12 Wisdom (Insight) check, the PCs notice the guards are nervous

and afraid of them. While the PCs wait, they see a guard putting a wanted poster on a nearby building. The poster displays their names and mentions a 10 gp reward for each of them dead or alive.

Five minutes later, a squad of four guards (**veterans**) and a ravager ghoul (page 46) led by Upton (page 48) meets them.

IF UPTON HAS MET THE PCs:

"My friends! Did you find what you were looking for? A pet I believe it was that went missing? Did you find the poor thing?"

That Upton, a ghoul, seems to be in charge should make it immediately clear to the PCs that there has been a monumental change while they were underground. If they seem confused, Upton gleefully crows about his newfound position:

"Haven't you heard? My brethren and I have finally been recognized for our centuries of toil, hardship, and service, and made welcome on the streets! The ghaists, nasty things really, of course choose to stay in the shadows, but I for one cannot wait to make new friends!"

IF UPTON HAS NOT MET THE PCs:

"Ahhh, the missing heroes Lothar has been telling us about! You look.... disheveled. I do hope that you ran into no difficulties doing whatever it is that you do?"

Upton humors the PCs for a time and answers a handful of questions (see **Act 1.4 Sidetrek: Upton, Ghoul about Town**) before ending the conversation:

"This has been entertaining but I must get back to my duties. Momao, my precious, can you take these gentlefolk to the Stockade?"

A grudging Momao (page 42) appears as if by magic to lead the PCs away. A successful DC 12 Wisdom (Insight) check reveals she is disgusted by Upton and the duty he has assigned to her. As she gathers the PCs, Upton calls over two more ravager ghouls and dismisses the human guards back to their duties at the gate.

DEVELOPMENT. Momao and the ghouls lead the PCs toward the Stockade. When they are halfway to their destination, Momao turns, strikes one of the ravager ghouls without warning, and yells to the PCs to finish the ghouls off before they have a chance to run.

When the battle ends, Momao says, "Leave. Now! Lothar will find you when he needs you. You're no help to any us if you're captured." She grabs a blade from one of the PCs, cuts herself across the biceps, and backtracks to the front gate without another word.

CREATURES. 3 ravager ghouls (page 46) escort the party to the Stockade.



CLIMBING THE WALL.

Farzeen is built upon a cliff and surrounded by a 30 ft. wall. Entering the city by climbing requires two successful DC 12 Strength (Athletics) checks to scale the wall and two more DC 10 Strength (Athletics) checks to ascend the bluff into the city proper. In the process of entering, the PCs may or may not see a wanted poster for their capture (see above), per the GM's discretion. (If the GM wants them to be completely surprised when the Watch attempts to arrest them, they should discover a poster only after the encounter below.)

DEVELOPMENT. Regardless of the PCs' ultimate destination, they quickly come across a patrol of ghouls and humans. If the party is stealthy (DC 12 group Dexterity [Stealth] check), they spot the patrol before they are seen. A successful DC 12 Wisdom (Insight) check reveals the humans are uneasy and keeping their distance from the ghouls. If the patrol spots the PCs or if the PCs introduce themselves to the patrol, the ghouls immediately snarl and attack.

CREATURES. The patrol consists of two humans (**veterans**), three ghouls (*SPCM* 325), and a ravager ghoul (page 46). The humans all hold their actions for the first round of the battle and behave as indicated below.

- ◇ **IF THE PCs ONLY ATTACK THE GHOULS.** The human guards make no threatening gestures toward the PCs. After the dust settles, and the PCs have defeated the ghouls, the guards explain the events that have occurred since they went underground, tell them they are wanted criminals and that they need to leave Farzeen as quickly as possible.
- ◇ **IF THE PCs ALSO ATTACK THE HUMANS.** If any human is attacked by a PC, the guards all unleash their held actions and attack the PCs mercilessly. They give no quarter and expect none.



SCENE 4. EXIT... STAGE LEFT

The wanted PCs must escape Farzeen to the nearby jungles without delay. If they haven't already learned of it, they see posters and come to realize they are now wanted, dead or alive, by the magistrate. Their few friends and allies are unable to help them directly, and their options are limited. The GM should ask the players what their plan is to escape from Farzeen.

- ◊ **VIA THE GATE.** Scores of ghouls and patrolmen guard the gate. If the PCs choose this method, they have to fight their way past the guards and Upton. To determine the martial strength of the forces at the gate, roll 3 times on the patrol table below. Upton joins the fray at whatever time is most advantageous to him.
- ◊ **OVER THE WALL.** The PCs may choose to scale the walls surrounding Farzeen. See **Scene 4** for details on climbing down the bluff and scaling the protective fence.

Regardless of the strategy chosen, the party must succeed on 1d3+3 DC 13 group Dexterity (Stealth) checks to safely navigate the streets of Farzeen to their destination. On a failure, they draw the attention of a patrol.

d12	Patrol Composition
1	1 veteran and 5 guards (all are loyal to Lothar)
2–3	1 veteran and 4 ghouls (the human is loyal to Lothar)
4–5	1 ravager ghoul and 3 guards (the humans are loyal to Lothar)
6–7	1 veteran and 2 ravager ghouls (all are loyal to the magistrate)
8–9	3 ravager ghouls (all are loyal to the magistrate)
10–11	5 ghouls (all are loyal to the magistrate)
12	1 crypt lurker (loyal to the magistrate)

GM's Note: A squad wholly loyal to Lothar can be reasoned with and may let the PCs continue on without violence. In a mixed party, the NPCs loyal to Lothar have disadvantage on initiative due to their hesitation to strike the PCs, and they retreat as soon as their ghoul colleagues have been defeated. Forces loyal to the magistrate do not hesitate to attack to kill.

CONCLUSION

Upon emerging victorious from the tunnels beneath the town, the PCs learn their world has been turned upside down. They are no longer visiting sailors, contracted by the Watch to investigate a string of disappearances, but instead wanted criminals actively pursued by order of the magistrate. As astounding as that turn of events is, more confounding is the addition of ghouls to the Watch and citizenry.

Wanted and with their employer nowhere to be found, the PCs' position grows precarious, and they narrowly escape Farzeen. Without a ship, captain, or any allies, their choices are limited. Ghouls and their kin walk the streets, the Cult of Ghatanothoa has awoken something unspeakably powerful, and all of Farzeen is in danger.

EXPERIENCE POINTS

At the end of this episode, all PCs gain sufficient experience to reach 6th level.





ACT 2.2: REPRESSION

A Cthulhu Mythos adventure for four to five 6th-level characters

EPISODE SYNOPSIS

In the PCs' flight from Farzeen, they arrive in the nearby jungles. Weary, bloodied, and in dire need of a respite, they follow the trail of the islanders that have already fled their homes in search of safety. They encounter wild hazards and must rescue a group of refugees from a ravenous byakhee.

The PCs follow the trail to the refugees' tent city, see familiar faces, and learn the extent of the horrors visited upon the folk of Farzeen in the short time they were exploring the subterranean passages. Magistrate Alwigi welcomed the ghouls to the surface with open arms. Not only are they citizens, but they patrol the streets as members of the Watch, enforcing their own particularly vicious brand of justice. Not content with integrating the ghouls into the Watch, the magistrate has disbanded the organization fully now that Lothar's and his guard's loyalty has come into question. Alwigi also outlawed the worship of the Goddess of Light.

The high priestess of the Goddess of Light, Pompea, visits the PCs in their dreams as she festers, imprisoned by the ghouls. The priestess pleads for help, offers forbidden knowledge, and reveals the truth of the atrocities Ghatanothoa and its cult have perpetrated. Legends of the cult's

defeat and disappearance have been greatly exaggerated: for centuries, a small cabal of its most powerful followers have pulled the strings of power in Farzeen, waiting for this time to come.

As if punctuating the need for urgency, an unspeakable abomination from another reality attacks the refugees. The PCs must repel the attack, and after doing so, a motley group of Farzeen natives and a contingent of priests led by Lothar stumbles into camp. The appearance of the captain of the Watch and his second, Momao, instills a sense of hope into the inhabitants of the camp that they can return to Farzeen, and perhaps the strangers from a faraway land can lead them in taking back their home!

The PCs and leaders of Farzeen devise a plan. The PCs will infiltrate the town, blazing a trail of safe passage through the tunnels under the city. Once in the city, the PCs will gather arms and armor for the refugees, while Lothar, Momao, and the guards train the islanders in preparation for an assault to take back the city from the ghouls and the Cult of Ghatanothoa. There is no time to wait, and the PCs delve once more into the lava tubes below the city.

The cavern in the jungle contains its own peculiar ecosystem, troubles, and denizens. Luckily, there are no ghouls this far from the city, and the PCs navigate the



system, discover a safe trail through the tubes, and, after hours of trekking through the passages, they arrive in a familiar cavern under the Stockade of Farzeen. Arising from the privy, they discover the jailhouse occupied by a small contingent of ghouls, led by a frothing giant of a ghoul, Xandru. A raucous battle ensues, from which the PCs emerge victorious. They secure the Stockade, discover a cache of weapons and armor, and see the tide turning in their favor.

SCENE 1. THE JUNGLE

Regardless of their method of escape, the PCs must find a haven to rest, recover, and gather their wits. With their getaway from Farzeen secured, read or paraphrase the following:

With ragged breath and furtive glances to the walled city at your back, you notice a haphazard trail leading from the city into the jungle. Whomever or whatever created the path made no effort to hide its passage.

The magistrate's announcement granting citizenship to the ghouls caused immediate concern to the citizens of Farzeen. In the span of a few days, the islanders have seen their world changed in ways they couldn't have imagined in their worst nightmares.

Now ghouls walk the streets, replacing the men and women of the Watch, and the magistrate seems entirely on their side. The necrophages patrol, dispense lethal justice, and drag bodies back to their subterranean lair for later consumption.

With each atrocity, disappearance, and brazen depravity by the ghouls, the stream of islanders leaving the city grows, from a trickle during the day after the announcement to a flood, as nearly every family and citizen leaves their homes for the wilds of the jungles.

It speaks volumes that the uncertainty and horrors hiding within the jungles are preferable to the terror plaguing their streets.

DEVELOPMENT. The PCs easily find and follow the trail. A successful Wisdom (Survival) check while examining the path reveals additional details.

- ♦ **DC 10** – The trail is recent and heavily used: scores of humanoids have trod upon it, making no efforts to conceal their use of the trail, and all the tracks lead away from Farzeen.
- ♦ **DC 15** – There is a single set of fresh, crablike prints on the trail. They lead away from Farzeen.
- ♦ **DC 15** – A Wisdom (Yog-Sothothery) check identifies the tracks as belonging to a byakhee (*SPCM 287*), presumably stalking the refugees in search of prey.

CREATURE. A byakhee (*SPCM 287*) is following the trail of refugees, looking for an easy meal. The creature has a head start on the PCs and is closing on a group of four refugees (**commoners**). The round after the PCs examine the trail, they hear a scream in the distance as the byakhee attacks. The dense jungle foliage dampens the sound slightly. Any hero with a passive Perception of at least 12

can determine the direction of the sound, and PCs with a passive Perception of 16 or higher realize the creature is close (within 60 feet). If the PCs hurry, they should be able to rescue the refugees before any fatalities occur (see below).

- ♦ **Round 1** – The byakhee chases after the refugees, who are narrowly able to evade its attacks.
- ♦ **Round 2** – The byakhee captures a refugee and begins to devour it. The other 3 refugees cower nearby, paralyzed in terror.
- ♦ **Round 3** – The byakhee continues its meal, and the survivors gather their wits well enough to flee into the jungle.

SCENE 2. TENT CITY

After the encounter with the byakhee, the PCs continue to follow the path and discover the encampment that has formed around the displaced citizens of Farzeen. Dozens of tents cluster around the mouth of an enormous cavern.

The disorganized squalor of the tents surrounding the jungle cavern marks a stark contrast to the clean, ordered streets of Farzeen. You take in the dirty faces, tear-streaked cheeks, and torn clothes of the men, women, and children of Farzeen and see a glimmer of hope in their eyes at your appearance.

A familiar face, Obed the Shipwright (page 43), ambles up to the PCs with the loping stride of man who's spent more time on a ship than dry land. A seasoned sailor who learned long ago to heed an ill wind when it blows, Obed was one of the first to leave Farzeen. His druidic powers keep the refugees safe for the time being, but he is rapidly reaching his limits.

Obed answers any questions asked of him, and when the PCs have exhausted their curiosity, he directs them to an open spot to rest and recover. If the PCs were wounded in their battle against the byakhee, he does what he can to heal them.

DEVELOPMENT. Obed is well-versed in the recent goings on around Farzeen but knows little of its ancient history.

- ♦ **Where did all these ghouls come from?** "Hard to be sure; best bet is they came from other lands. The tribe beneath has always been quiet and satisfied with their lot. Never been too many of them, either. Farzeen's too small to support all these ghouls."
- ♦ **Where did everyone come from?** "Some folks left as soon as they saw the ghouls on the streets. An ill wind blows and a smart islander listens." The PCs can't help but listen in on the conversations around them and hear of ghoul attacks on helpless families, missing pets, and other more disturbing accusations.
- ♦ **The cave behind you.** "It's large enough to shelter the folk what need it, and so long as we stay in the entryway, it's safe enough." If pressed for more information, Obed makes sure that there are no other folk eaves-



dropping on them, then adds: “yonder cave goes deep into the island. A few fools have gone past the entrance and ‘ave heard chittering from deep within.”

◇ **The Watch, Lothar, and/or Momao.** “The Watch were the first to go. No sooner ‘ad the ghouls arose from the depths then they was tagging along on patrols. Cap’n Lothar and Momao can’t be keen on that.” Obed takes a breath and looks at the PCs with a judgmental stare before continuing. “They’re not folk to take an oath lightly. They’ve sworn to protect the people of this island and the people are here.” Obed hopes and believes Lothar will come to the encampment to lead the islanders, and he greets any comments along those lines with grateful enthusiasm.

◇ **What of Captain Censa?** With the mention of Censa, Obed takes a steadying breath. “She was last seen with that uppity ghoul at her heels. She was leading him ‘wards the beach, away from the gate.” Though he doesn’t come right out and say it, Obed doesn’t believe Captain Censa escaped Upton and his ghoulish allies.

◇ **The Jungle.** Obed shakes his head, “It’s a dread day when the jungle is safer than the streets of Farzeen.” The jungle is filled with all manner of danger, both natural and unnatural. It has taken all of Obed’s considerable power to ward the encampment against the creatures of the jungle. He knows it’s not enough.

◇ **Who’s in charge?** “That’s the question, isn’t it?” No one is really in charge; they’re all waiting for a leader. Hopefully, that will be Lothar.

◇ **The Tcho-Tcho.** With a look of shock Obed says, “Where’d you hear tell of those devils? They’ve not been seen for generations—not since the ghouls wiped them out. Nasty folk. Cannibals, if you believe the stories.” Obed believes the Tcho-Tcho of the island are long extinct, and meets any comments to the contrary with skepticism.

TREASURE. If the PCs ask Obed for aid, he provides what healing he can and gives each of them a *potion of greater healing*. “You’ll need it soon enough.”

SCENE 3. DREAM SEQUENCE

Pompea (page 44), the high priestess of the Goddess of Light and a dreamer of substantial power, visits the PCs in their dreams to aid them in their fight against Ghatanothoa and its cult.

A woman in a formless white shift materializes in your camp and sits down beside you. “There is more at stake than the fate of Farzeen and its people,” she says. “An ancient, alien thing of unimaginable power and horror has taken the first crawling steps to ascension and freedom from its imprisonment.”

“Your help is sorely needed if we’re to survive the cataclysm to come. You must know what you’re dealing with. Such knowledge comes with a price, and once learned, it cannot be forgotten”

While her physical body is imprisoned, captive in Farzeen, her dreamself is free to provide assistance to the PCs. Pompea is well-versed on the story of Ghatanothoa, its imprisonment below Mu, and its powers (SPCM 191).

DEVELOPMENT. Pompea knows the following information and shares it freely. This is the GM’s opportunity to fill the PCs in on any details they may have missed or overlooked in their explorations under Farzeen and to set the stage for events to come. The priestess also offers a gift of knowledge (see below).

◇ **The Cult of Ghatanothoa.** Thought long-since banished, the cult has been manipulating events from the shadows for generations. At long last, their machinations are coming to fruition.

◇ **The Priests of Ghat.** There is a connection between the Priests of Ghat and the Cult of Ghatanothoa. “At least some of the followers of Ghat appear to be catspaws of the Cult. Now that the Cult walks the streets of Farzeen openly, their usefulness runs short.”

◇ **The Goddess of Light.** “Worship of the Goddess has been outlawed, my brethren are hunted and killed, and I fear the icon protecting the island will be desecrated or worse yet, destroyed.”

◇ **The Icon.** The Goddesses’ icon protects Farzeen, and the cultists fear its cleansing power. It could be a potent symbol for the natives.





After answering the PCs' questions, Pompea's image falters and dissipates with these final words: "The forces of Light have defeated the Cult before and, with your help, they can do so again." All of the PCs awaken at the same time, having shared the vision, with a sense of purpose and a hope that they've not had previously. Thanks to Pompea's magic, if a PC has any levels of dread, they are removed.

TREASURE. Pompea offers a boon to the PCs, a gift that comes at a price. A single character (chosen by group consensus or at the GM's discretion) receives insight into unknowable secrets, the underpinnings of reality and the true powers behind all things. The PC gains proficiency in the Yog-Sothothery skill; if the adventurer already has proficiency in this skill, they apply double their proficiency bonus for the duration of the *Ghoul Island* adventure path.

SIDETREK. MORNING VICTUALS

The influx of refugees has not gone unnoticed by the predators of the jungle.

A beast—all tentacles, legs, and whistling mouths—appears without warning from the jungle's edge. Its cylindrical body is like nothing you've seen before, except perhaps in your most horrid, feverish nightmare.

The creature's appendages reach out wildly, almost hypnotically, for the nearest islander that they might fill one of its many circular maws full of serrated teeth.

The PCs must succeed on a DC 12 Wisdom saving throw or gain two levels of dread upon encountering the unspeakably loathsome aberration before them.

DEVELOPMENT. The dark young immediately moves to the nearest villager to attack, grapple, and devour. If the PCs do not attack, the dark young will leave the way it came, disappearing into the forest.

CREATURES. An adult dark young (*SPCM* 294) arrives in camp looking for prey. If the creature is reduced to less than half its starting hit points, it retreats into the jungle.

SCENE 4. LOTHAR'S ARRIVAL

On the second day at the camp, evacuees continue to emerge sporadically from the jungles. A mixture of relief, sadness, and outrage plays across the faces of the islanders as they welcome old friends and family to the encampment and, invariably, reminisce about the folks who didn't make it.

A raucous, incredulous cry rises as Lothar, Momao, and a cadre of priests extricate themselves from the thick undergrowth of the jungle. Fresh, oozing wounds mar Momao's exposed flesh, while two of the priests have to carry a third whose legs are a mangled mess of bone and flesh. Almost as surprising is the sight of Lothar: ragged, disheveled, and without his trademark greataxe.

Lothar, Momao, and a dozen loyal **guards** were able to lead a contingent of the Goddess of Light's adherents to the tent city to join the other refugees. Elder Domniku (page 38) leads the squad of clergy, which includes a **priest** and four **acolytes**. The remaining members of the faith have been captured, perished, or disappeared.

The PCs' flight from custody set off a chain of events that culminated with the escape of Lothar and his contingent. Magistrate Alwigi parlayed the inability of the watch to bring the PCs to justice into legitimizing the removal of Lothar from the office of chief of the Watch. Not satisfied with removing the head of the organization, Alwigi immediately dismissed Momao and any members of the Watch that were suspected of being loyal to the deposed captain. To augment the ranks, additional ghouls joined the Watch, and Alwigi installed Upton as its new captain.

By decree of the magistrate, worship of the Goddess of Light has been outlawed, and construction of a new temple to Ghatanothoa has begun where the beacon of the Goddess once stood. Beetles the size of horses pulled the Goddess' shining icon from its pedestal and carried it away toward Kaza. Ghouls, ghosts, and the insectile beasts of burden work feverishly to erect the new temple.

The Farzeen that the adventurers knew from just a few short days ago has all but disappeared. Ghouls patrol the streets of Farzeen unchecked, free to behave as they wish. The few citizens that haven't fled hide in their homes, afraid to leave lest they be captured or worse.

DEVELOPMENT. After the initial shock of Lothar and the priests' appearances wears off, the camp falls back into the tense monotony of the previous days. Lothar excuses himself from the throng of islanders bombarding him with questions and makes his way directly to the PCs, whereupon he asks them of their exploits since their previous encounter. When they've finished, he takes a deep, cleansing breath and asks their help in ridding Farzeen of the Ghatanothoa's cult and their insidious influence on the island.

"I've no right to ask you for aid, again, but here I am. You're the only ones I can be sure aren't with the cult, and if we don't do something soon—very soon—it'll be too late. Are you in?"

If the PCs are reluctant to rejoin the fight against Ghatanothoa's cult, Obed joins the conversation to remind them that they've no way to leave the island just now. It will take time to complete the repairs to the *Folly*, and he can't very well do that if he has other responsibilities to protect the people. However, he'll do the repairs *gratis* if they can successfully repel the cult. Assuming the PCs agree to assist, Lothar takes them to another tent to privately discuss the plan of attack. With no time to waste, Lothar gets to business.

"We've two problems to overcome. First, we've no way into Farzeen that doesn't involve a suicidal march through the front gates. Next, the refugees have no weapons or armor. In their rush to leave, they were more concerned with avoiding the hungry jaws of the ghouls than being armed."



Obed, having been quietly watching from the side, steps forward to address the group:

"The tunnel may help us with both."

Obed believes the great cavern behind them leads to Farzeen, and if the PCs can navigate safe passage through it, the islanders can as well. Once the PCs clear the way, Lothar and the others can use it to launch their counter-strike against the ghouls.

Obed admits he doesn't know exactly where it comes out, but he's confident it's within the city and far enough from the walls that the chances of an immediate response from the ghouls and cultists are low.

With the explanations done, Lothar addresses the PCs and gives them opportunity to ask questions and make suggestions.

- ◇ **WHAT ABOUT THE FRONT GATE?** "You've seen it. It's too well fortified, and the ghouls would just pick us off from the walls."
- ◇ **CLIMBING THE WALLS.** "For adventurers such as yourselves, and even me and Momao, that would be an option. But for the common folk? I'm not so sure we wouldn't lose a sizeable portion just trying get over the wall and the bluffs."
- ◇ **WHERE CAN WE FIND ARMS AND ARMOR?** "The Stockade is the best bet. Beatrice's smithy is close too. What we don't find at the Stockade, we can get from her place."
- ◇ **WHERE'S YOUR AXE?** No sooner is the question out of your mouth than Lothar's countenance darkens and his fists clench in impotent rage. "Upton made sure I left it in my office. When I find that corpse-eating..." He trails off, muttering darkly.
- ◇ **WHAT WILL YOU BE DOING HERE?** "We'll train these folk as best we can in the short time we have. They'll do no good if they chop their own legs off with their first swing."
- ◇ **CAPTAIN CENSA?** If asked about Censa, Lothar corroborates Obed's accounting, that he last saw her apparently fleeing into the forest at the head of ghouls; he adds only that he did not see her actually taken, so the PCs should not give up hope.

Lothar, Obed, and the priests answer any additional questions from the PCs and offer what assistance is within their power. Lothar impresses upon the PCs a sense of urgency and implores the PCs to return to the tunnels immediately.

TREASURE. Prior to leaving the camp, Lothar, Momao, Domniku, and Obed all wish the PCs godspeed and impart a gift upon them.

- ◇ Lothar gives them a set of keys to The Stockade. "I'll be wanting these back!" he says with a rare smile.
- ◇ Momao gives the PCs three *potions of healing*. "Been saving these for a dark day... and it doesn't get much darker than this." She quickly leaves after handing them over.
- ◇ Domniku says, "May the blessing of the Goddess be upon you and yours." He hands over a *spell scroll of bless* (3rd level).

- ◇ Obed is the last to come forward. He carries a battered and well-worn leather sack, a *bag of holding*. "You'll be bringing this back to me, you hear! Grab what you can and we'll come back for the rest."

SCENE 5. SNEAKING BACK INTO (AND OUT OF) THE CITY

The cavern has the following characteristics, unless specifically stated otherwise.

CLIMATE. The air within the tunnels is damp, briny, and there is a faint breeze leading to the jungle exit. The tunnels are cool, but not uncomfortably so.

TUNNELS. Like most of the tunnels under Farzeen, these passageways are the remnants of lava tubes from Kaza's more active past. Ceilings are high enough that Medium creatures do not need to stoop, and the passageways are wide enough that travelers may walk two abreast. The flooring is uneven, and characters who take the Dash action must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

LIGHT. There are no light sources in the tunnels, and characters using a light source to explore are easily identified, regardless of their Stealth checks.

A. CAVERN ENTRANCE

Once past the well-lit entry of the cavern, you see bones, scat, and remnants of abandoned nests from jungle predators. Heavy, black marks of soot mar the roof of the cavern. There are two possible routes, each with a pool of still water at its center.

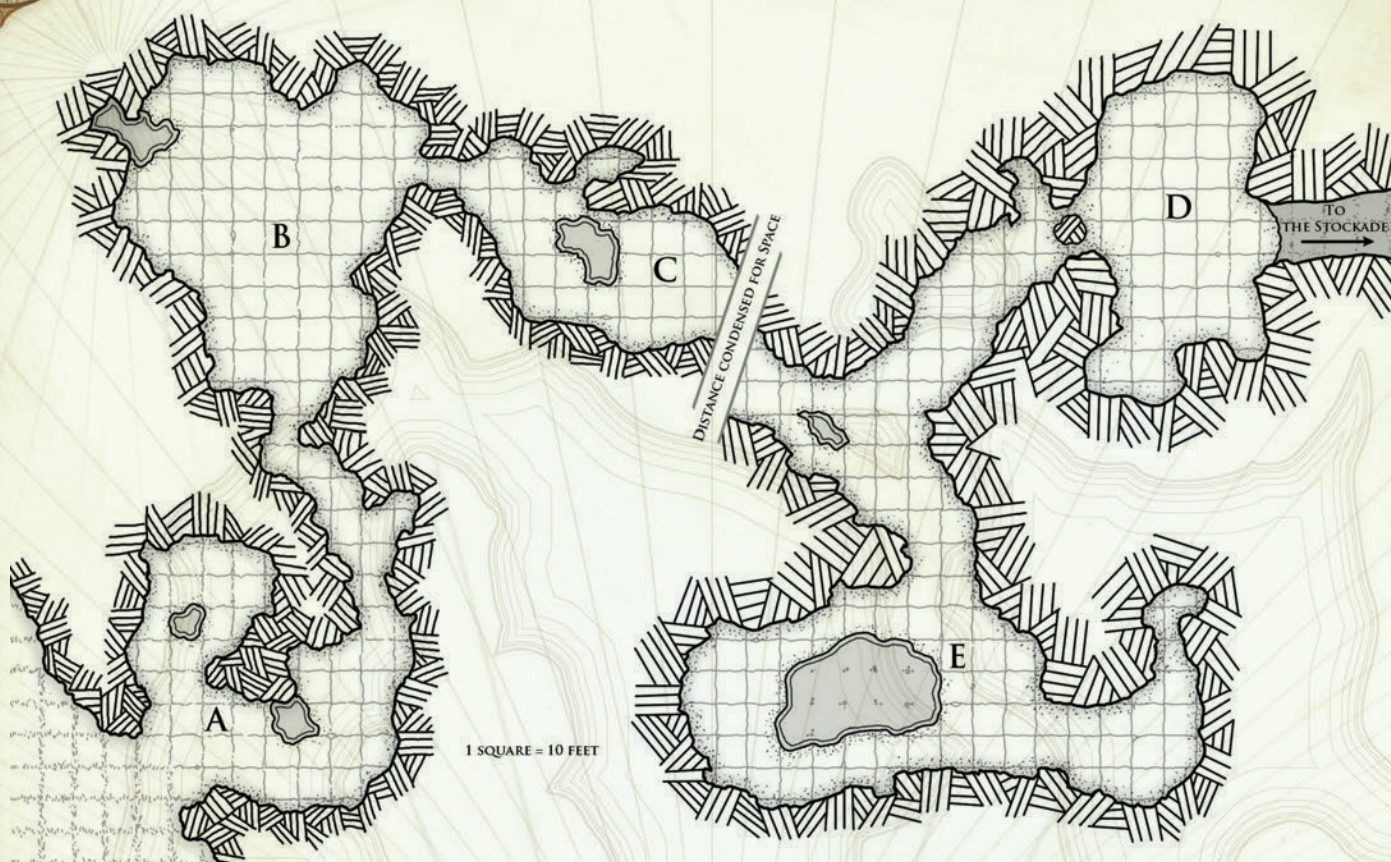
The refugees from Farzeen are not the first to use the grand entrance of the cavern for shelter. All manner of jungle beast, natural and preternatural, has nested on the rocky floor. Soot marks and faint drawings on smooth expanses of the walls suggest that ancient peoples have used the cave too.

Beyond the entrance, the cave divides into an antechamber to the north and a downward passageway to the west. The pools of water are warm, full of sea water, and only a few feet deep. If the water is removed from them, seepage from the surrounding rocks refills them over the following day.

DEVELOPMENT. A successful DC 15 Wisdom (Survival) check made while examining the soot marks reveals that the marks are not as ancient as they may appear and are, in fact, the product of fires no more than a year old.

A successful DC 12 Intelligence (History) check made while examining the pictographs reveals that the peoples who created the images were pre-civilization.

A successful DC 14 Wisdom (Yog-Sothothery) check reveals that the images were created by Tcho-Tcho and tell of their battles with the nearby deep ones.



B. NESTING GROUND

The tunnel opens to a cavern with a floor of sand. Piles of offal lie strewn haphazardly and the air reeks of rotting flesh and fruit. Chittering and buzzing sounds carry from the gloom just beyond your sight.

The ghouls of Farzeen use this and other caverns like it to feed, breed, and house their insectile beasts of burden. The creatures have learned to associate sounds and movement within the cavern with being fed, and if not appeased with offerings of rotting foodstuffs, they quickly leave their warrens to attack trespassers.

DEVELOPMENT. The PCs have one round to decide their actions before the insects attack. A successful DC 12 Wisdom (Animal Handling) check reveals that the creatures are clearly waiting to be fed, and if the party can satisfy their appetites with putrefying victuals, they may be able to avoid violence.

CREATURES. There are a dozen flesh flies (page 39) and two tunneller beetles (page 47) that issue forth from the cracks and crannies of the cavern.

TREASURE. Covered in the refuse being fed to the flies and beetles is a stained *spell scroll of detect poison and disease*.

C. THE LONG WALK

A long cavern stretching several miles leads the PCs to-

ward Farzeen. The only distinguishing features within the passageway are the pools of water that periodically form from seepage in the bedrock. PCs investigating the pools find the water warm, slightly sulfurous, and brackish.

After what feels like hours of walking, the PCs come to the end of this tunnel and are presented with the option of continuing on northward or exploring an offshoot to the southeast. The northern passage leads to area **D** and the other to area **E**.

DEVELOPMENT. The PCs travel past $1d4 + 1$ pools in the journey through the long cavern. The GM should roll or choose from the table below to determine the contents of the pool.

d8	Pool Contents
1	The water acts as <i>metamorphic venom: ignition</i> (SPCM 120). The liquid cannot be harvested or collected safely; however, the PCs may dip their weapons in the pool. The poison loses its potency within 10 minutes of collection.
2	A gibbering mouther has claimed the pool as its home and immediately attacks upon being disturbed.
3	The edges of the pool are covered in countless crabs.
4	A giant octopus hides at the bottom of the pool.
5 – 8	There are no unusual properties to the pool or its contents.



D. POOP CHUTES

An enormous pillar, created from a conjoined stalagmite and stalactite, bars your passage forward. There is an opening on either side of it large enough for a single creature to squeeze through.

When the PCs navigate the pillar, read or paraphrase the following:

Dark wet stains litter the rocky floor, and the accompanying stench causes your stomach to clench in paroxysms of agony. The creature lumbers forward, and it is all gaping maw and serrated teeth and barbed tentacles, and your mind is churning as fast as your gut, rebelling in the face of such hideous malformity.

Countless tons of discarded gobbets from Fuengalo's tannery have been dumped through the natural chutes above to collect on the floor of this cavern. An otyugh stumbled across the smorgasbord of offal, run off by the ghouls who'd claimed it, and has lived in comfort ever since. The otyugh is accustomed to defending its culinary treasure against everything from wandering creatures to infrequent ghoul raids. It defends the room to its last breath.

DEVELOPMENT. Any creature traveling through this room risks contracting sewer plague from the overwhelming filth; they must succeed on a DC 11 Constitution saving throw or become infected. Wounded creatures make this check with disadvantage.

Designer's Note: PCs make the check to resist infection after the encounter with the otyugh and only once per trip through the tunnels.

CREATURE. An otyugh claims this cavern for its home. Due to its constant feeding on the refuse from the tannery, the creature has an additional 24 hit points and its strength has increased such that it has an additional +1 bonus to hit and damage rolls.

DEVELOPMENT. After the battle with the aberration, the PCs are able to examine the room more closely. There are signs of ghoulish burrow tunnels on the eastern wall. The chutes in the ceiling are plentiful but are too small and too slicked with gore for the PCs to use for egress.

The PCs will need to dig through 60 feet of soft earth (see **Act 1.4, Sidebar: Digging**) to reach the cavern below the privy in the Stockade (area **D** from the jail in **Act 1.4**).

E. OCEAN ACCESS

The large cavern grows warmer and damper with each step. Wisps of steam rise off the large pool of still black water that covers nearly the entirety of the grotto. A faint chumpfing sound reverberates through the chamber.

The lava-heated pool in this cavern grants direct access to the ocean outside and has been claimed by a giant saltwater crocodile as her nest.

DEVELOPMENT. The crocodile hides, motionless in the

water, protecting the nest on the southeastern shore of the pool. If any creature comes within 10 feet of the water or 30 feet of the nest, the crocodile attacks from the water without warning.

CREATURE. A giant crocodile lies in wait protecting her clutch. While hiding motionless just below the surface, the crocodile is virtually invisible and can only be detected with a successful DC 19 Wisdom (Perception) check. The crocodile defends the pool viciously, but will not pursue prey much beyond the edge of the water.

TREASURE. The nest contains 6 giant crocodile eggs.



SCENE 6. THE FIGHT WITHIN THE STOCKADE

The PCs come to the cavern directly below area **D** in the Stockade. As soon as they enter it, they recognize it from their first foray into the tunnels below the Stockade.

The Stockade is largely empty, its ghoul attendants out pillaging and terrorizing what's left of the citizenry. It's only manned by a skeleton crew of ghosts and Xandru

DEVELOPMENT. When they burrow into area **D**, the PCs must make a DC 13 group Dexterity (Stealth) check (with advantage); on a success, the ghosts above do not notice them and they may climb up into the cell without reprisal.

If the PCs fail the Stealth check, two ghosts greet them, both outside the cell, when they come out of the tunnel. The remaining two ghosts enter the fray at the end of the first round of battle, and Xandru at the beginning of the second round.

If the PCs have avoided notice, they must make a second DC 13 group Dexterity (Stealth) check if they leave Area **D** or enter a new chamber to avoid the ghosts's notice. If they fail, the ghosts investigate the following round, while Xandru investigates on the round after that. The group check automatically fails if the PCs enter areas **I** or **J** (see room description for details).

For every round of battle, there is a 1 in 6 chance that 1d4 + 1 ghouls from outside of the Stockade will hear the commotion and investigate.

The rooms are as described in **Act 1.4** with the following exceptions.

CREATURES. There are 4 ghosts (*SPCM 323*) within the Stockade. Xandru, a ghoul of enormous size and barbaric countenance (page 49), leads them.



E. SUPPLY CLOSET

The lock on the supply closet door has resisted the ghouls' efforts to open it so far. The GM is encouraged to choose one item from the table below for each player, or have the player roll to determine the item randomly.

TREASURE. The contents of the supply closet have changed since last investigated.

d8	Item
1	Adamantine weapon of the player's/GM's choice
2	2d4 + 1 pieces of <i>ammunition</i> + 1
3	<i>Tcho-Tcho oculus (human eye)</i> *
4	<i>Brazen head</i> (uncommon version) *
5	<i>Metamorphic weapon</i> *
6	<i>Potion of heroism</i>
7	<i>Spell scroll</i> of a 2nd level spell of the player's/GM's choice
8	<i>Potion of hill giant strength</i>

* See *SPCM* for further details.

I. DEBRIEFING ROOM

The cultists and ghouls have confiscated any arms and armor they have found and stored them in this room for safekeeping. If the PCs haven't slain or otherwise dealt with the ghouls, read or paraphrase the following when the PCs enter this room:

You hear an enormous crash as weapons of all kinds fall to the ground from the inward swinging door. Within seconds, you smell and then see four ghouls rushing toward you!

CREATURES. Four ghouls (*SPCM* 323) swarm the PCs. Xandru investigates at the beginning of the second round.

TREASURE. The PCs find dozens of weapons and pieces of armor, more than enough to outfit the refugees at the camp. The GM is free to place any desired items here with the following caveats.

- ♦ Individual weapons should be valued at no more than 25 gp and each armor set should be valued at no more than 200 gp.

J. LOTHAR'S OFFICE

If the PCs haven't slain or otherwise dealt with the Xandru, read or paraphrase the following when the PCs enter this room:

Before the door is fully opened, a primal roar shakes you to your core. The source of the cacophony is a sla-vering ghoul of prodigious size. The creature's bestial nature has overtaken it fully, and it charges at you with Lothar's axe held high.

DEVELOPMENT. Lothar's office and his great axe have been claimed by Xandru, who has been relegated to guard duty and watching the ghouls in the Stockade after consuming one too many islanders on the streets. Impatient for action, he does not hesitate to attack the first creature that opens his door. Xandru's ability to smell magic ensures

that he cannot be surprised by magical disguises or subterfuge.

CREATURE. Xandru (page 49) has readied his howl of lunacy to use it as a reaction to the door opening. He battles to the death, and any remaining ghouls join the fray at the end of the second round (they are scared of him and in no hurry to rush to his aid).

TREASURE. Xandru wields *Sidesplitter* (page 52), Lothar's greataxe, and is wearing an adamantite breastplate.

CONCLUSION

All is not well in the city of Farzeen. Magistrate Alwigi has betrayed the priests of Light, ghouls have taken over the streets, and the walls of the city protect it from siege.

That said, the people of Farzeen have hope and faith in the strangers from a distant land. With each trial and challenge the visitors have prevailed. Despite setbacks, they always come through. And with each victory their strength grows.

The PCs have managed to get back into the city to acquire weapons and protective gear for the islanders. Lothar, Momao, and the remaining guards work tirelessly to train the refugees for the upcoming battle, though the odds are stacked heavily against them. The outlanders will lead the charge to reclaim Farzeen. Lothar, Momao, Obed, the priests of Light, and the citizens of Farzeen rally behind them as they stand poised to take the fight to the ghouls and cultists of Ghatanothoa that invaded their homes.

EXPERIENCE POINTS

At the end of this episode, all PCs gain sufficient experience to reach 7th level.



ACT 2.3: REBELLION

A Cthulhu Mythos adventure for four to five 7th-level characters

EPISODE SYNOPSIS

In the immediate aftermath of the battle with Xandru, a hero experiences a vision from the encampment. Clues from the waking dream lead them to the Albatross, a library of forbidden knowledge, and an eldritch tome of power. After defeating the guardian and securing the ledger, the PCs return to the refugee camp. They learn on their journey back that time waits for no one, and new monstrous arrivals have replaced and augmented the monsters of the lava tunnels, forcing them once again to fight their way through. They emerge at the tent city with news from Farzeen of a path of ingress into the city, and a powerful weapon thought long lost.

The leaders of Farzeen exchange pleasantries and formulate plans with the PCs, having already organized the refugees into militia forces. Lothar's blueprint for reclaiming the city involves a two-pronged attack. To negate the protection afforded by the city's walls, the PCs must return the way they came and, by any means necessary, open the gate for the second contingent, which will be waiting in the nearby jungle. Gates open, a platoon of islanders led by Lothar reclaims the city!

Once again within the city walls, an unexpected encounter with Zakkarija—the proprietor of Kava's Respite—

provides a glimpse into what Farzeen has become. The magistrate's treachery and alliance with the cultists of Ghatanothoa is confirmed beyond any doubt. The cult has taken the statue of the Goddess of Light to their citadel, meaning to destroy it and, symbolically, the islanders' last hope. Time is running short.

The city gates are manned by ghouls, cultists, and guards loyal to the magistrate. With a combination of luck, skill, and determination, the PCs open the gate, signal their hidden allies in the jungle, and initiate the Battle of Farzeen in earnest. The islanders fight with the fury of men and women who have lost their homes. Despite the machinations of Upton and the reveal of an old friend turned enemy, the PCs valiantly overcome the invaders. True to their cowardly nature, the ghouls soon realize the battle is lost, pull back from the gates, and dash for the safety of the citadel, leaving Lothar and the citizens of Farzeen to celebrate their hard-won victory, however briefly.

INTERLUDE. A MESSAGE FROM LOTHAR

The battle with Xandru completed, the PCs must return to camp with news of their successful mission. As soon as



a PC picks up *Sidesplitter*, that character experiences a vision—read or paraphrase the following to that player:

As your hand wraps around the smooth leather handle of Lothar's greataxe, your vision immediately tunnels and goes dark as night. In the blackness, you hear a male voice. "The book can help us! They must go to the Albatross and retrieve it!" Lothar's deep baritone responds: "We've no time for it and no way to get a message to them now." The conversation fades to unintelligible whispers as you regain your senses and find yourself again in Lothar's office.

The strength of *Sidesplitter*'s connection with Captain Wenza is such that it was able, albeit only briefly, to transport the psyche of whomever was holding it to Lothar in the tent city. Additionally, the player also has the option of immediately attuning to the axe.

If the PCs have stayed at the Albatross or met its owner, they recognize the voice as belonging to Kristofru Theuma. If the PCs have not met Kristofru, they recognize the name of the Albatross and recall its location from their explorations upon first coming to Farzeen.



SCENE I. THE ALBATROSS

The Albatross is located near the Stockade, and the PCs can quickly travel there with little risk of discovery by the ghoul patrols.

The three-story home before you is something of an oddity in Farzeen. The walls are painted white, there are shutters on the windows, and unlike virtually every other structure in Farzeen, the roof is tiled. The remnants of three broken chairs squat on the front porch.

The first floor of the building is dominated by a large dining hall off the central hallway. Further exploration reveals a kitchen, washroom, and parlor. The second floor is entirely occupied by guest rooms, of which there are three. The third floor houses the private living spaces of Kristofru and Marju. The front door is locked (DC 12 Dexterity [Thieves' Tools]).

Read or paraphrase the following when the PCs enter the Albatross:

The hallway stretches the length of the home, terminating in a grand kitchen. A few steps down on the right is a sitting room and, just beyond that, the dining room. To the left, you see a set of stairs leading to the second floor. There are no signs of forced entry or damage.

DEVELOPMENT. The PCs must make a DC 11 Wisdom saving throw or gain one level of Dread. There is something about the house that sets those who see it ill-at-ease, which is probably why it remained unmolested by the ghouls. It's as if the chaos of the streets has been halted in its tracks by a force just at the edge of their senses.

GM Note. For additional information on The Albatross, see **Act 1.3**.

A. PARLOR

A large fireplace dominates the eastern wall of this room. Comfortable chairs, a rug crafted from the hide of a jungle beast, and shelves of books and knickknacks complete this room. There is a sliding, partially open door on the northern wall that leads to the dining room.

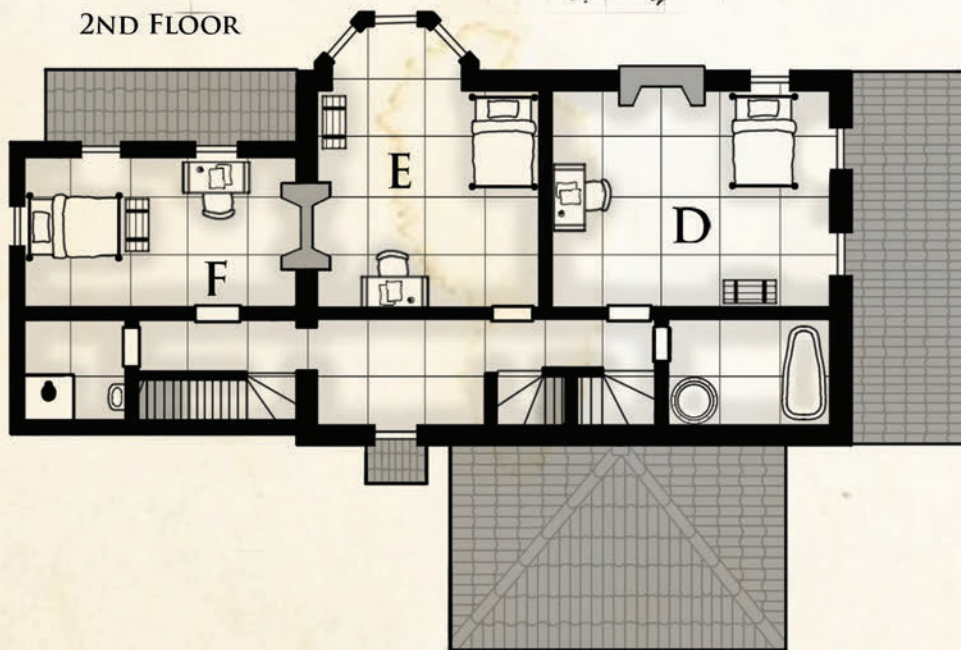
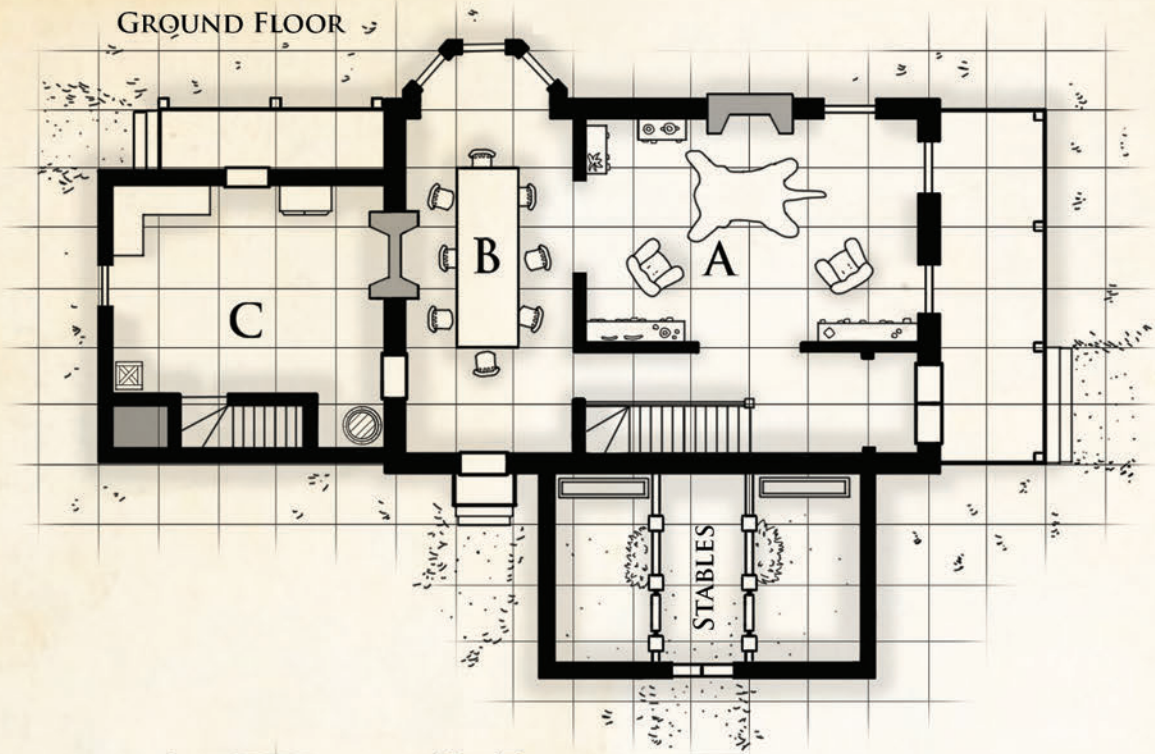
DEVELOPMENT. A successful DC 10 Wisdom (Survival) check identifies the skin of the rug as belonging to a panther. If the check result is 15 or higher, the PC also notices chitinous patches on the edges of the rug.

TREASURE. The books and knickknacks on the shelves are not particularly valuable. At the GM's discretion, a successful DC 14 Intelligence (Investigation) check reveals a *spell scroll of cure wounds* (1st level) hidden within the pages of a book.

B. DINING ROOM

A magnificent teakwood table fills the space within the room. The table is set for eight. The room is well-lit thanks to the sun streaming through the bay windows on the eastern side.

A large banquet table holds multiple sets of tableware, cutlery, eating utensils, and serving pieces. There are four complete sets, all of good quality but none valuable enough to purloin.





C. KITCHEN

A swinging door leads to a well-appointed kitchen. The room shows obvious signs of wear but is spotless nonetheless. A set of stairs to your immediate left leads up to the second floor.

D. GUEST BEDROOM #1

The guest bedrooms are virtually identical and nondescript. The door to each room can be locked (DC 10 Dexterity [Thieves' Tools]) when in use. None of the doors are locked when the PCs investigate. Within each room is a bed, an empty storage chest (no lock), and a writer's desk with a single chair.

E. GUEST BEDROOM #2

See area D.

F. GUEST BEDROOM #3

See area D.

G. KRISTOFRU'S MASTER BEDROOM

A worn chair, the lingering smell of tobacco smoke, and a comfortable bed mark this as the likely bedroom of Kristofru. There are dozens of gilded framed paintings on the walls. Most are seascapes but a few show Farzeen from on high. An ominously dark depiction of the jungle hangs prominently on the southern wall.

The door to the bedroom is locked (DC 16 Dexterity [Thieves' Tools]). The door can be forced open with a successful DC 13 Strength check.

DEVELOPMENT. PCs searching the room find a secret door on a successful DC 16 Intelligence (Investigation) check. The door is not locked, but opening the door immediately summons the book's guardian. This is a magical trap, which can be disarmed only by first detecting, then breaking the spell that binds the hound (see below); this simply summons the hound, however, which is then free to act.

CREATURE. A hound of Tindalos (*SPCM* 334) is bound to the book and serves as its guardian. The fiend attacks the first person through the secret door.

TREASURE. There is a single book on a table in the secret room. The book, Wandolfin's Ledger (page 52), is the tome Kristofru referenced in the overheard conversation with Lothar.



H. KRISTOFU'S LIBRARY

Floor to ceiling shelves line the walls of this room. Books, manuscripts, grimoires, codices, and the like fill every available space. There is a single chair near the window.

DEVELOPMENT. Intelligence-based skill checks made within the library have advantage, if the PC spends at least one hour searching through the tomes of the library for aid. There are no magical tomes or references to magic of any kind within the library.

TREASURE. Individually, the books within the library are not valuable, but as a collection they would be priceless to a sage or historian.

I. MARJU'S BEDROOM

This small, cramped room contains a single pallet for its occupant to rest upon. A battered, coverless book lies next to the pallet, face down so that the floor keeps the reader's place.

DEVELOPMENT. A successful DC 16 Intelligence (Investigation) check reveals a loose floor board under Marju's bed (see Treasure).

TREASURE. The book next to the pallet tells the history of the island from the viewpoint of the indigenous people. The fragmentary book is written in Aklo and identifies the original natives as the Tcho-Tcho. The book's final chapter is a narrative of their unsuccessful war with the ghouls brought to Farzeen by the cult of Ghatanothoa generations ago.

Hidden beneath the flooring under the pallet is a *dagger of venom*. A successful DC 14 Wisdom (Yog-Sothothery) check reveals that the dagger is of Tcho-Tcho construction.

SCENE 2. BACK IN THE TUNNELS

The GM will need to determine how much in-game time has passed since the PCs left the tunnels. If the PCs have made quick work of their tasks on the surface, the occupants of the underground have not had a chance to investigate the newly depleted path from Farzeen to the cavern. However, if the PCs have dawdled or otherwise spent extra time in their mission, the power vacuum created by their activities has drawn in new beasts and horrors.

- ◆ **THE PLAYERS TOOK NO REST** – The deep one mate of the saltwater crocodile is in area **E** and investigates the surrounding tunnels. A deep one warrior (page 37) lies in wait for the PCs when they return to area **D**.
- ◆ **THE PLAYERS TOOK A SHORT REST** – As above, plus a contingent of five deep ones (SPCM 296) is investigating the tunnels in area **C**. They are stealthy and surprise anyone with a passive Perception of less than 15.
- ◆ **THE PLAYERS TOOK A LONG REST** – As above and the insects in area **B** have been fully replenished, are hostile, and attack immediately upon being disturbed. See **Act 2.2** for full details.

THE PLAYERS WANT TO RETURN VIA THE GATE

If the players wish to return to the camp using a different route, they have a few likely options. They may escape stealthily by climbing over the walls, they may fight their way out through the front gate, or they may seek egress through a different set of tunnels.

Regardless of the strategy chosen, the party must succeed on 1d3 + 1 group Dexterity (Stealth) rolls against a DC of 14 to safely navigate the streets of Farzeen to their destination. On a failure, they draw the attention of a patrol (see the table below).

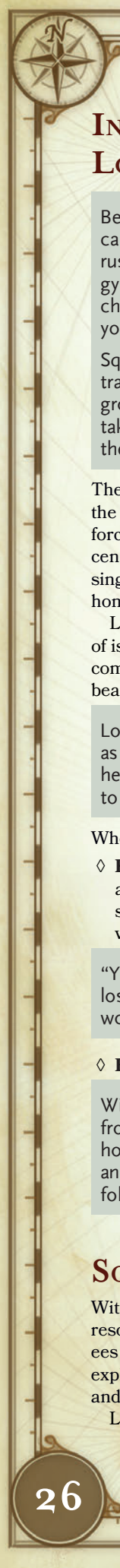
VIA THE GATE. The gate is heavily guarded by scores of ghouls and cultists. If the PCs choose this method, they will have to fight their way through them and Upton. To determine the martial strength of the forces at the gate, roll twice on the patrol table below. The first patrol attacks the PCs on the first round; on the following round, the second patrol joins the fray. Upton will join the battle at whatever time is most advantageous to him, generally using his sneak attack and Disengage actions for maximum effect.

OVER THE WALL. After successfully evading the patrols, the PCs may choose to scale the walls surrounding Farzeen. Further details on climbing down the bluff and scaling the protective fence around the city can be found in **Act 2.2, Scene 4**. The GM is encouraged to review the hill encounters table on SPCM pg. 403 for additional encounters.

VIA A NEW TUNNEL. If the PCs choose to search out and explore new tunnels, their success or failure is at the GM's discretion. The encounter tables on SPCM pgs. 414-416 can serve as a guide for what dangers to expect beneath the city.

d12	Patrol Composition
1	1 priest of Ghatanothoa (page 45) and 2 blessed berserkers (SPCM 404)
2–3	1 veteran and 4 ghouls (SPCM 325)
4–5	1 ravager ghoul (page 46) and 5 ghouls
6–7	1 crypt lurker (SPCM 325) and 2 ravager ghouls
8–9	3 ravager ghouls
10–11	1 charnel whisperer (SPCM 326) and 1 priest of Ghatanothoa (page 45)
12	1 deep one scion priest of Cthulhu (SPCM 299)

Designer's Note. Leaving via the front gate is extremely dangerous and could result in the death of the entire party. If the party is defeated, the scene fades to black as they are captured and mummified by the Cultists of Ghatanothoa. Resume the adventure with **Act 3.3: True Sacrifice**.



INTERLUDE. RETURNING LOTHAR'S AXE

Before exiting the cave, the unmistakable grunts and calls of soldiers fighting reaches your ears, and in your rush to provide aid, you nearly stumble on the craggy ground. You can scarcely believe your eyes! The chaotic camp of refugees has transformed in the time you've been gone.

Squads of villagers, led by the guards, use sticks to train against one another. A few yards away, another group marches in sync to the dictates of Momao. It takes a few breaths before they notice you, but when they do, all eyes in the camp turn to you.

The leaders of Farzeen have been hard at work organizing the refugees of Farzeen into some semblance of a fighting force. They're not likely to be mistaken for hardened mercenaries, but the folk have taken to the training with the single-minded focus of men and women fighting for their home, their children, and their lives.

Lothar, Obed, and Domniku emerge from the throng of islanders, heading straight for the PCs. Lothar's steps come faster when he sees *Sidesplitter*. He addresses the bearer of *Sidesplitter*,

Lothar's eyes blaze with an almost desperate intensity as he sees *Sidesplitter* in your possession. "You found her! We've been through more tough times than I care to remember."

Whoever is carrying *Sidesplitter* has a choice to make.

- ♦ **KEEP SIDESPLITTER.** Lothar is unable to hide the disappointment on his features: his shoulders perceptibly slump and in a meek voice, entirely out of character with the man you've come to know, he says:

"You've earned it... many times over. I shouldn't 'ave lost it in the first place. I'm just grateful that she has a worthy wielder."

- ♦ **RETURN SIDESPLITTER.**

With eager hands, Lothar veritably rips *Sidesplitter* from your grip. Axe in hand, he appears larger somehow. His thanks are effusive, almost embarrassingly so, and when finished he strides away, ready to lead the folk of Farzeen against whatever may come.

SCENE 3. PLAN OF ATTACK

With pleasantries exchanged, ownership of *Sidesplitter* resolved, and time of the essence, the leaders of the evacuees from Farzeen meet with the adventurers so Lothar can explain their plan for taking the city back from the cultists and the necrophages.

Lothar plans a two-pronged invasion of the walled city.

The first group will follow the subterranean path the PCs have cleared through the cavern and tunnels to emerge inside the Stockade. Once they have established a position of strength within the city walls, that group will infiltrate Farzeen with their ultimate goal of opening the front gate to allow the bulk of the force to swarm the ghouls.

The second group will consist of the newly trained islanders and the leaders of the encampment. This contingent will trek through the jungle, lie in wait for the gates to be opened, and strike with overwhelming force through the newly opened front gate.

Lothar suggests the PCs take the role of the first group, while he leads the contingent bound for the jungle. If pressed, Lothar will relent and switch spots with the PCs, allowing them to go to the front gates via the jungle.

PLAN A. THROUGH THE TUNNELS

Returning once again to the tunnels, the PCs retrace the now familiar route through the cavern to the Stockade. Physically, the caves are the same as they have been on the PCs' previous excursions, but the ghouls have discovered the carnage at the prison and called their deep one allies for support. The deep ones lie in wait for subsequent incursions in the flooded tunnels that riddle the caverns.

SCENE 4A. BUG BE GONE

When the PCs enter area **B**, read or paraphrase the following:

You hear the now familiar sounds of chittering insects, but there's something different this time, an odd quality to the scuffling noises, as though something is moving in water. A flicker of movement is all the warning you have as bony tentacles extend menacingly from the crevices.

DEVELOPMENT. A nightmare from the deep has used the nearby pool to gain access to this grotto. Having devoured the previous inhabitants, it anxiously awaits the arrival of new prey. The beast lies motionless in the crannies, hoping to ambush the unwary.

CREATURES. A monstrous vigintipod (page 51) lies in wait for the PCs and attacks any creature that comes within 20 feet of its hiding spot. Due to its alien physiology and ability to hide in the irregular spaces within the walls, it is able to surprise any PC with a passive Perception of less than 17.

SCENE 5A. ANGRY PARENTS

For a full description of Area **C**, including the pools, see **Act 2.2, Scene C: The Long Walk**. When the adventurers come to the large body of water at the end of the tunnel, read or paraphrase the following:

Echoes fill the silence of the cavern, like rain bouncing off gravestones. The eerie acoustics amplify the reverberations of your steps, the drip of water into

the inky blackness of the basin, and the thud of your heartbeats. Hearing the soft pop of bubbles rising to the surface of the water, your hackles rise and hearts race in response.

DEVELOPMENT. The giant crocodile's deep one mate has returned to the nest to ensure the safety of their clutch of eggs. The deep one and his companion lie in wait within the pool of water at the junction of the pathways to areas **D** and **E**. PCs with a passive Perception of 14 or higher are not surprised when the creatures burst from the still waters.

CREATURES. A deep one warrior (page 37) and a **giant crocodile** lie in wait for the PCs. If the giant crocodile has been previously defeated, replace her with four deep ones (SPCM 296).

SCENE 6A. THE STOCKADE

Upton and the cultists took note of Xandru's disappearance from the Stockade.

All is quiet as you slither up from the privy into the now familiar cell.

When the PCs try to open the cell, read or paraphrase the following:

Try as you might, the key no longer works. The interior mechanism is obstructed. While you fiddle with the lock, a snake hisses at your feet.

Realizing what had likely occurred, Upton sabotaged the lock in the cell and left a present for anyone attempting to infiltrate the Stockade via the privy again. The snake is easily recognized as poisonous (DC 10 Intelligence [Nature]).

DEVELOPMENT. The snake within the cell is hostile and attacks the first person that comes close to the door. Motionless and partially hidden by the debris in the cell, it is undetectable until it moves to strike.

CREATURE. The **poisonous snake** is, in fact, a formless spawn (SPCM 320) that has been transformed via the eldritch power of Ghatanothoa into a poisonous snake. The creature immediately resumes its native form when the snake has been dispatched. All PCs witnessing the transformation must succeed on a DC 15 Wisdom saving throw or gain two levels of dread.

SCENE 7A. VIGILANTE'S RESPITE

The PCs must succeed on 1d3 + 1 group Dexterity (Stealth) rolls against a DC of 14 to safely navigate the streets of Farzeen to their destination. On a failure, they draw the attention of a patrol (use the table in **Scene 2**). If they are defeated by one of these patrols, they have failed in their mission but are not necessarily killed. At the GM's discretion, the scene fades to black as they are captured and mummified by the Cultists of Ghatanothoa. Resume the adventure with **Act 3.3: True Sacrifice**.



On their first Stealth failure or at the GM's discretion, the PCs come across Zakkarija from Kava's Respite, who greets them with bemusement. Read or paraphrase the following:

"Well, well, well. What do we 'ave here? You seem a bit... what's the word I'm looking for? Lost? No, 'at's not it." He feigns a look of contemplation and smiles faintly. "Resolute, perhaps, with a side of 'I'm probably gonna die soon'."

Due to their inhuman nature, Zakkarija and a number of his patrons have been spared the brunt of the cultists' attention—for the time being, at least. For their part, they have no interest in the destruction of the island or in the ghouls' new position as citizens: the status quo has served them well, and they do not wish it to change. They are patrolling the streets ostensibly to enforce the magistrate's will, but, in reality, they seek to alleviate their boredom and satisfy their curiosity regarding unfolding events.

DEVELOPMENT. The confrontation with Zakkarija should play as a tense negotiation. He and his retinue are purely selfish and interested in nothing other than their own welfare. Prior interactions, if there have been any, should be taken into account during social encounters, such as if the PCs befriended or insulted Zakkarija.

Zakkarija starts the conversation with the PCs as hostile. If he can be made indifferent via Charisma-based skill checks or roleplaying, he is willing to look the other way and let the PCs carry on unmolested.

If Zakkarija can be made friendly, and the PCs come up with a plan that allows him to aid them while simultaneously keeping him out of harm's way, he will entertain requests for aid. If the players are having trouble with such a plan, Zakkarija suggests creating a diversion of some kind, in the hopes of drawing a portion of the guards away from their path. He also has the following information to share.

♦ **Magistrate Alwigi.** "Tha' slimy prat is parading around like 'e owns the city." With a furtive look Zakkarija adds, almost under his breath, "Tha' may be right I suppose..." Alwigi has emerged as the face of the Cult of Ghatanothoa and no longer hides his affiliation to that dread discipleship.



- ♦ **The Priests of Ghat.** “I still see some o’ them around. Not as many though.” Zakkarija doesn’t offer up that the Priests of Ghat are in league with the Cult of Ghatanothoa, but if asked specifically, he does admit that there are some that appear to have converted.
- ♦ **Ghatanothoa.** “That one craves destruction and chaos. Nothing else. Those fools don’t realize that yet, but they will.” After a moment, he adds, “Powerful, that one is. You don’t ‘ave t’look at ‘im to turn to a mummy. Even a picture’s enough.”
- ♦ **The Goddess of Light.** He confirms that the Goddess’ statue has been magically shrunk and taken to the newly constructed citadel. “They’s beating on it something terrible, but gave up as a lost cause. The Light seems to protect it.” If pressed, he suspects they’re looking for a new, effective means of destroying the statue.
- ♦ **Captain Censa.** Though Zakkarija and his crew recognize Censa’s name, they know nothing of her current whereabouts or fate.
- ♦ **The Citadel.** “I stay as far from tha’ place as I can.” He knows that the newly-grown citadel is the base of operations for the cultists of Ghatanothoa.

CREATURES. Zakkarija (CN, Leng Folk, *Obsessed Artist*, SPCM 406) is accompanied by Fonzu and Fawstina, a mated pair of gnorri hunters (SPCM 330), and Pina, a leng folk thief (SPCM 338).

SCENE 8A. GETTING TO THE GATE

When the PCs successfully navigate their way to the gate, read or paraphrase the following:

From your vantage, you are able to see that the gate is closed, its spiked logs firmly anchored into the wide pathway leading from the city. You identify nearly a dozen different figures patrolling the gate: a mix of ghouls, guards, and cultists.

Once the PCs arrive at the gate, it’s time to come up with a plan on how they wish to open it. The GM is encouraged to reward ingenuity and out of the box thinking. Below are a few tactics the players may devise.

DEVELOPMENT. If the PCs succeed on a DC 14 Wisdom (Perception) check or ask specifically how the gate is opened/closed, they notice an elaborate set of ropes, cantilevers, weights, and pulleys. The mass of ropes that wind through the mechanism can be manipulated to cause the gate to rise automatically or have it drop without hope of rising again.

- ♦ **Direct assault.** The gate is heavily guarded by scores of ghouls and cultists. The PCs will have to fight their way through them. See **Creatures** below to determine who is manning the battlements.
- ♦ **Stealth.** Sneaking past the gate’s guards requires a successful DC 15 Dexterity (Stealth) check.
- ♦ **Opening the gate.** Interacting with the pulley system to

DISTRACTING THE GUARDS

If Zakkarija has agreed to aid the PCs, he is able to create a distraction of sufficient magnitude that half the guards at the gate leave for 1d4 rounds to investigate.

activate the gate requires an action (no skill check) and draws attention to any characters doing so. Unless they are invisible, the guards notice them automatically, and an invisible character must make an opposed Dexterity (Stealth) check against their Wisdom (Perception) checks to avoid being found. Opening the gate takes three full rounds. The PC should make the Stealth check each round.

- ♦ **Disabling the pulleys.** The pulley system has 10 HP and AC 11. A successful DC 12 Intelligence (Investigation) check reveals how to disable the pulley systems to raise the gate. On a failure, there is a 50% chance the gate will rise or fall when the pulleys are destroyed. If the gate falls, it cannot be opened and must be destroyed. The gate has 45 HP, AC 15, damage threshold 6, immunity to poison and psychic damage, and resistance to bludgeoning damage.

CREATURES. To determine the martial strength of the forces at the gate, roll twice on the patrol table from **Scene 2**. The first patrol attacks the PCs on the first round, and the second patrol joins the fray on the following round. Upton will join the battle at whatever time and position is tactically advantageous to him, generally using sneak attack and Disengage for maximum effect.

PLAN B. THROUGH THE JUNGLES

If the PCs insist on the jungle mission, they receive considerable help: a dozen guards, one priest, four acolytes, and three dozen newly trained villagers (as bandits, but only a third have ranged weapons). Lothar, Obed, and the other named NPCs will travel through caverns, the Stockade, and to the front gate. None of them perish, but they suffer some scars and psychological wounds after the ordeal that should drive home to the players the sacrifices they have had to make.

SCENE 4B. DEEP ONE PATROL

With the roar of a small army marching at your backs, you barely make out the throaty, frog-like sounds before it’s too late. Four hunched humanoids bar your path, their weapons held ready; their lidless, bulging eyes fix on you, alien and menacing. Dense, squamous skin and pulsating gills mark these creatures as deep ones.

The PCs must succeed on a DC 10 Wisdom save or gain one level of dread, as they realize that not only are they facing the cultists of Ghatanothoa but also the grotesque deep ones from the surrounding sea. There is no safe harbor, and their chances for escape have receded like the tide.

AID FROM NPCs

Lothar and the other refugees are concerned primarily with freeing their home from the clutches of the Cult of Ghatanothoa and the ghouls. As such, their actions during any confrontation will take that motivation into account.

NPCs take the Dodge action on the first and second rounds of battle. On the third round, they attack from range if able; otherwise, they take the Dodge action. On the fourth and subsequent rounds, they continue as before, unless they have been targeted by an attack, in which case they will engage the attacker in battle with melee weapons if they cannot escape to use ranged attacks.

DEVELOPMENT. The cultists have called in the aid of their deep one allies to patrol the surrounding jungles in search of dissidents and evacuees.

CREATURES. Four deep one warriors (page 37) patrol the jungles.

SCENE 5B. DEEP ONE PACKMASTER

The throaty roar of apes shatters the plodding monotony of the march through the dense, mosquito-infested jungles. Canopy still quaking, four boulders, each large enough to crush a human, hurtle toward you.

Make four attacks, determined randomly among whoever is taking the leader, at +5 to hit, inflicting 6 (1d6+3) bludgeoning damage on a hit.

A tetrad of armored apes, led by a shuffling, batrachian humanoid materializes from the foliage. The creature—covered in necklaces, bracelets, and piercings of bone and teeth—lopes forward on ranine legs. With a croaking battle cry, the deep one joins the fray.

DEVELOPMENT. The deep one and its beasts lie in wait for troops to pass within range of their rocks. The players may be stealthy enough to pass unmolested, requiring opposed Dexterity (Stealth) vs. Wisdom (Perception) checks, but their charges are not so lucky and will be targeted in their place. Clever and/or sneaky PCs might be able to keep their forces back out of range while they go deal with the ambush party.

CREATURES. A deep one packmaster (page 34) and four deep one hybrid apes (page 33) wait to ambush the PCs.

SCENE 6B. VIGILANTES FROM KAVA'S RESPITE

The PCs encounter Zakkarija and his retinue as outlined in **Sidetrek – Vigilante's Respite**.





THE BATTLE FOR FARZEEN

Designer's Note. The battle for Farzeen is intended to be primarily cinematic in nature and can be adjudicated partly or entirely as such at the GM's discretion. The events described below keep the PCs a key part of the action while allowing the assault to unfold around them.

When the PCs raise the gate, or see it being opened if they are in the jungle, read or paraphrase the following:

The looks of amazement and bewilderment on the faces of the ghouls and cultists at the gate tell you everything you need to know: Lothar's plan has worked, and there is hope. The portal to Farzeen rises unbidden, and without hesitation the refugees storm the battlements to take their home back from the foul creatures that drove them from it.

True to their training, the islanders work in lethal packs, each with a guard taking point and dictating the tactics. The priests of Light provide support, healing wounds as soon as they are inflicted, impeding their foes, and calling upon the favor of their divine powers so that each blade strikes true.

The frenetic chaos, sheer numbers, and righteous fury of the refugees has given them the advantage, and within moments they gain the upper hand.

DEVELOPMENT. The PCs have their own enemies to contend with. The battle rages around them, unfolding as outlined below.

- ◇ **Round 1.** At the end of this round, Upton joins the fray if he has not already.
- ◇ **Round 2 through 4.** At the beginning of the round, Censa now barely recognizable as a deep one hybrid mentacidist (page 31), appears and makes her new allegiance known. Seeing Censa this way prompts the PCs to make a DC 13 Wisdom saving throw or gain 1 level of dread that lasts for one hour; a PC who had a close relationship with Censa makes this save with disadvantage. Censa doesn't hesitate to join the fight, casting *eyebite* on the party's bard/sorcerer/wizard and choosing the sleep effect. If the party does not include such a character, she instead chooses the strongest warrior. She maintains her distance from the group and retreats the following round, maintaining concentration on the effect and selecting another target. She has no intention to fight to the death and will flee if threatened with defeat.

The face of Captain Censa appears, but it is only vaguely familiar. Her features are much changed since last you saw her. Her face is rounder, her eyes—now black pits of the void—protrude, and her body crackles with barely contained eldritch power.

- ◇ **Round 5.** If the PCs are still battling their adversaries, they are joined by the remaining forces, who make short work of the now retreating ghouls and cultists. If Upton is still alive at this point, he is born down under the weight of the islanders, who finally put an end to his crassness.

When the PCs vanquish their last foe or five rounds have passed, the remaining ghouls and cultists sense that the tide has turned and retreat. Read, or paraphrase the following:

Lothar's sonorous baritone reverberates through the battlefield. "They're breaking ranks! They flee like the craven dogs they are!" The captain of the Watch gathers his troops, the remaining islanders, and the priests of Light before turning to you all. "We've won this battle, my friends! You're heroes of Farzeen!" And with this last statement, cries of "huzzah!" fill the air.

CREATURES. PCs inside the city continue to battle the forces as determined in **Scene 7a**. If the PCs came to Farzeen via the jungle, roll twice on the table from scene 2 to determine the forces they must battle. The raiding islanders battle a contingent of ghouls and **acolytes** loyal to the cultists.

CONCLUSION

Through trials, tribulations, and countless battles, the PCs have taken the first steps in reclaiming Farzeen from the clutches of the Cult of Ghatanethoa. The PCs have learned that the cultists' allies include the nearby deep one colony, that there are forces at work that threaten to shake their understanding of reality, and that a friend and ally has betrayed them. They are uncertain what happened to Captain Censa, or if she was corrupt all along.

The day is won. The folk of Farzeen are made of stern stuff, and with the aid of the PCs, Lothar, and the priests of the Goddess of Light, they rally to retake what is theirs. An epic battle ensues, fortune shines on the refugees, and the invaders must flee before their righteous fury. They retreat into the city to their source of strength, the newly constructed Citadel.

EXPERIENCE POINTS

At the end of this episode, all PCs gain sufficient experience to reach 8th level.



APPENDIX: NPCs, SPELLS, AND ITEMS OF INTEREST

CENSA, DEEP ONE HYBRID MENTICIDIST

Censa's inauspicious encounter with deep ones shortly before her first steps on the shores of Farzeen awoke within her a longing that she had previously been able to suppress. In their lidless eyes and batrachian rumbles, a disquieting kinship awoke, and after securing repairs for the *Folly*, Censa answered the call of the ocean.

In her transformation, Censa has embraced her deep one heritage and her role as a subjugator of their enemies. Bolstered by her alien heritage, pact with Ghatanothoa, and considerable personal power, Censa has become the de facto leader of the deep one incursion of Farzeen.

PLAYING CENSA, PROPHETESS: Censa relishes her role within the Cult of Ghatanothoa with the gusto of a newly converted zealot. She will do anything to further the agenda of her patron and her newly found family.

Censa's favored tactic is to appear at a distance, enchant a powerful foe, and have them do her bidding while she watches from safety. She will not hesitate to use her *plane shift* or *teleport* abilities to escape danger.





CENSA, DEEP ONE HYBRID MENTICIDIST

Medium humanoid (deep one, human), neutral evil

Armor Class 19 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	18 (+4)	15 (+2)	10 (+0)	20 (+5)

Saving Throws Cha +10, Con +9, Wis +5

Skills Acrobatics +7, Nature +7, Perception +5, Persuasion +10, Survival +5, Yog-Sothothery +10

Senses darkvision 90 ft., passive Perception 15

Languages Common, Aklo, Deep Speech

Challenge 13 (10,000 XP)

Agonizing Blast. When casting eldritch blast, Censa adds her Charisma modifier to the damage it deals on a hit.

Born of the Sea. Censa has advantage on all skill and ability checks related to sailing, swimming, and the like.

Unearthly Mutation. Censa can breathe air or water.

Magical Adept (1/Day). Censa can regain an expended spell slot as a bonus action.

Magic Resistance. Censa has advantage on saving throws against spells and other magical effects.

Mummifying Gaze (3/day). When a creature that can see Censa's eyes starts its turn within 60 feet of her, she can force it to make a DC 15 Constitution saving throw if she isn't incapacitated and can see the creature. A creature that fails the save begins to mummify and its Dexterity score is reduced by 1d4. If this reduces its Dexterity score to 0, it is mummified as if by Ghatanothoa's Mummification.

Unless surprised, a creature can avert its eyes to avoid this effect at the start of its turn. If the creature does so, it can't see Censa until the start of its next turn, when it can avert

its eyes again. If the creature looks at her in the meantime, it must immediately make the save.

Innate Spellcasting. Censa can cast the following spells (spell DC 18, +10 to hit with spell attacks):

At will: *detect thoughts, false life*

1/day: *eyebite, mass suggestion, pipes of madness (SPCM 110), plane shift or teleport*

Secret of Time's End. When Censa reduces a creature to 0 hit points, she gains 5 temporary hit points. Whenever Censa deals damage with a warlock spell, the target's hit point maximum is reduced by the damage dealt until they take a short rest. If the target's hit point maximum reaches 0, it dies.

SPELLCASTING. Censa is a 15th-level spell caster and Charisma is her spellcasting ability (spell DC 18, +10 to hit with spell attacks). She knows the following spells:

Cantrips (at will): *eldritch blast (3 bolts), mending, minor illusion, prestidigitation*

1st–5th (Four 5th-level slots): *banishment, confusion, compulsion, counterspell, dominate person, enthrall, hold monster, hypnotic pattern, kiss of Dagon (SPCM 106), lethargy of Tsathoggua (SPCM 106), melt flesh (SPCM 107)*

Designer's Note: The GM is encouraged to add an additional 2-4 spells as appropriate for the campaign.

ACTIONS

Multiattack. Captain Censa makes three melee attacks: two with her shortsword and one with her bite.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage

Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. Hit: 3 (1d4 + 1)

REACTIONS

Magical Defiance. When a creature hits Censa with an attack, she casts a cantrip on the attacker if it is within range.



DEEP ONE HYBRID — APE

Interbreeding between deep ones and the beasts of Far-zeen's coastal jungle has produced some horrific monstrosities, but few more terrible than the deep one hybrid apes. These shaggy, man-sized apes have begun to show signs of their abyssal transformations: their eyes are milky and bulging, their skin slimy, their hands and feet webbed.

Primordial Armor. Thick chitinous plates and hard scales have erupted from the apes' matted fur, giving them the appearance of primordial sea monsters or squamous horrors of the deep.

Shrewd Predators. Hybridization with the deep ones has uplifted these apes to a level of sapience unseen among the baser beasts of the jungle. They study their opponents with an unnerving alien intelligence and even seem to understand humanoid speech.



DEEP ONE HYBRID — APE

Medium beast (deep one), chaotic evil

Armor Class 19 (natural armor)

Hit Points 39 (6d8+12)

Speed 20 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	9 (-1)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3,

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak

Challenge 1 (200 XP)

Hold Breath. The deep one hybrid ape can hold its breath for 1 hour.

Sea Longing. The deep one hybrid ape has advantage on Strength (Athletics) checks made to swim. However, every week that it spends more than 10 miles from the sea, it must succeed on a DC 10 Wisdom saving throw or its Wisdom score is reduced by 1 until it travels to the sea.

ACTIONS

Multiattack. The deep one hybrid ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, ranged 25/50 ft., one target. Hit: 6 (1d6+3) bludgeoning damage.



DEEP ONE — PACKMASTER

This foul batrachian humanoid seems more at ease in the jungle than other deep ones. It has decorated its slimy hide with necklaces and bracelets of bone and teeth, and it wears a cloak of mud-spattered furs.

Surf and Turf. The evidence of this deep one's frequent forays onto land gather around it in the form of its hybrid progeny. Mighty apes of the jungle, corrupted and transformed by the deep one's abyssal influence, gambol and hoot in response to every passing noise. The packmaster's hideous brood is a physical expression of the unspoken truth of the deep ones: all life comes from the sea, and to the sea shall it all return.

DEEP ONE — PACKMASTER

Medium humanoid (deep one), chaotic evil

Armor Class 16 (natural)

Hit Points 90 (12d8 + 36)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	14 (+2)	17 (+3)	13 (+1)

Saving Throws Dex +3

Skills Animal Handling +5, Nature +4, Perception +5, Religion +4, Stealth +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 15

Languages Common, Deep Speech

Challenge 4 (1,100 XP)

Amphibious. The deep one can breathe air and water.

Deep Dweller. The deep one has advantage on Stealth checks while underwater. In addition, it can't be harmed by water pressure.

Use Magic Device. The deep one ignores all class requirements on the use of magic items.

Spellcasting. The deep one packmaster is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following ranger spells prepared:

1st level (4 slots): *cure wounds*, *hunter's mark*

2nd level (2 slots): *pass without trace*, *silence*

Bolster Hybrids. All beasts with the deep one tag within 60 feet of the deep one packmaster gain a +2 bonus on initiative rolls and saving throws. They also gain the Pack Tactics ability if they do not already have it.

Pack Tactics. The deep one packmaster has advantage on attack rolls against a creature if an ally is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The deep one makes two attacks: two with its claws, or two with its trident, or one with each.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Net. *Ranged Weapon Attack:* +5 to hit, range 5/15 ft., one creature. *Hit:* Target is restrained until freed. A DC 10 Strength check or 5 slashing damage dealt to the net (AC 10) frees the restrained creature.

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

REACTIONS

Command Hybrid. When a beast that has the deep one tag within 30 feet of the deep one makes an attack, the deep one goads it into making one additional attack against the same target, regardless of whether or not the beast has Multiattack.





DEEP ONE HYBRID — CONSTRUCTOR SNAKE

The fecundity of the deep ones knows few limits, and the tropical snakes of Farzeen are no exception to that rule. The deep one hybrid constrictor snakes of Farzeen have developed shark-like teeth, a powerful tail attack, and the armor plating of their primordial ancestors.

DEEP ONE HYBRID — CONSTRUCTOR SNAKE

Huge beast (deep one hybrid), chaotic evil

Armor Class 19 (natural)

Hit Points 76 (8d12 + 24)

Speed 30 ft., climb 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	16 (+3)	9 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common

Challenge 3 (700 XP)

Hold Breath. The deep one hybrid constrictor snake can hold its breath for 1 hour.

Sea Longing. The deep one hybrid snake has advantage on Strength (Athletics) checks made to swim. However, every week that it spends more than 10 miles from the sea, it must succeed on a DC 10 Wisdom saving throw or its Wisdom score is reduced by 1 until it travels to the sea.

ACTIONS

Multiattack. The deep one hybrid snake makes two attacks: one bite and one tail slam.

Bite. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage

Tail Slam. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a medium or smaller creature, it is grappled and restrained, and the snake can't grapple another target. A grappled creature automatically takes 14 (2d8 + 5) bludgeoning damage at the beginning of its turn from constriction.





DEEP ONE – WARRIOR

Far more hideous even than the typical deep ones, which combine all the ugliest elements of fish and frog into a sinister humanoid form, deep one warriors are hulking brutes with gaping, jagged maws and thick, bulky hides.

Bred for Battle. Deep one warriors are as variable in form as other denizens of the oceanic abyss. Some are protected by crustacean carapaces while others grow thick bony plates like the primordial fish of the ancient oceans. One warrior might have the needle-toothed mouth of an angler fish while another may have a shark's jaws. These monstrosities are reflections of all the untold terrors that lurk in the stygian depths.



DEEP ONE – WARRIOR

Medium humanoid (deep one), chaotic evil

Armor Class 17 (natural)

Hit Points 67 (9d8 + 27)

Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	11 (+0)	16 (+3)	12 (+1)

Skills Athletics +5, Perception +5, Religion +2, Stealth +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 15

Languages Common, Deep Speech

Challenge 3 (700 XP)

Amphibious. The deep one can breathe air and water.

Deep Dweller. The deep one has advantage on Dexterity (Stealth) checks while underwater. In addition, it can't be harmed by water pressure.

Use Magic Device. The deep one ignores all class requirements on the use of magic items.

ACTIONS

Multiattack. The deep one makes three attacks: one with its bite and two with its claws or trident.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.



DOMNIKU – ELDER PRIEST OF LIGHT

As a child, Domniku was remanded into the care of the priests and priestesses of Light to be raised in their traditions. His parents—his father, a sailor lost at sea, and his mother, a victim of unfortunate circumstance—were unable to care for him, and in their absence a young priestess, Pompea, took the child as her ward and surrogate son. Domniku is a brilliant priest with an encyclopedic knowledge of rites and traditions of the Goddess of Light. His devotion to the Goddess of Light is only surpassed by his loyalty to Pompea.

Domniku is something of an oddity on the island of Farzeen. His often sun-burnt fair skin, towering height, and pale blonde hair speak of ancestors from far to the north. The priest spends much of his time sequestered in the archives of his order and overseeing the liturgical duties of less senior clergy.



DOMNIKU – ELDER PRIEST OF LIGHT

Medium humanoid (human), neutral good

Armor Class 13 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	18 (+5)	18 (+4)	14 (+2)

Saving Throws Wis +6, Cha +4

Skills Insight +6, Religion +9, Yog-Sothothery +6

Senses passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

Searing Radiance. When casting *sacred flame*, Domniku adds his Wisdom modifier to the damage dealt on a hit.

Spellcasting. Domniku is an 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, spare the dying*

1st level (4 slots): *bless, cure wounds, detect poison and disease, faerie fire, healing word, lethargy of Tsathoggua^{SPCM}, protection from evil and good, shield of faith*

2nd level (3 slots): *aid, enhance ability, lesser restoration, prayer of healing*

3rd level (3 slots): *beacon of hope, create food and water, daylight, green decay^{SPCM}, mass healing word, remove curse, sending*

4th level (2 slots): *death ward, divination, guardian of faith*

ACTIONS

Morningstar. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.



FLESH FLY

This horrid fly is the size of a cat, with a hairy brownish carapace and bulging, multifaceted eyes. It flits in erratic spirals, emitting a maddening buzzing sound. These vermin transmit debilitating diseases with their filthy mouthparts.

Ghoulish Familiars. With their morbid attraction to decay and immunity to diseases, ghoulish spellcasters sometimes keep flesh flies as pets. A ghoul of 3rd level or higher who casts the *find familiar* spell can choose to gain the service of a flesh fly in place of the other choices of familiar.

FLESH FLY

Tiny beast, unaligned

Armor Class 13

Hit Points 3 (1d4+1)

Speed 10 ft., climb 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Condition Immunities disease

Senses blindsight 30 ft., passive Perception 8

Languages –

Challenge 1/8 (25 XP)

Spider Climb. The flesh fly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must make a DC 11 Constitution saving throw against disease or contract fast-acting leprosy (see sidebar).

REACTIONS

Avoid the Swatter. The flesh fly abruptly flies away from an attack that would otherwise hit it, moving up to its fly speed without provoking opportunity attacks.

FAST ACTING LEPROSY

Leprosy is a skin disease that causes permanent damage to the nerves, inhibiting natural healing and often leading to disfigurement. Because the disease has no natural cure and presents such obvious and unpleasant physical symptoms, lepers are often shunned and isolated by society.

Under normal circumstances, leprosy is not as contagious as often feared: any humanoid creature must succeed on a DC 5 Constitution saving throw once every 24 hours they are in close contact with an infected individual or a carrier of leprosy, with failure resulting in infection. Leprosy manifests slowly, with the infected showing no symptoms of the disease for 2d6 years. Some creatures, such as the flesh flies of Farzeen, spread a fast-acting form of leprosy that can manifest in as little as 1d4 days.

SYMPTOMS of leprosy include skin lesions, numbness, thickened skin, wounds that don't heal, and deformity of joints and extremities. The infected creature has disadvantage on all saving throws made to avoid exhaustion, regains only half the normal number of hit points from spending Hit Dice, and regains no hit points from finishing a long rest. In addition, their hit point maximum is reduced by 1d8 hp until the disease is cured.

TREATMENT. Once a humanoid is infected with leprosy, it can only be cured through magical means, such as the spell *lesser restoration*.





FLESH GOLEM, TCHO-TCHO

This shambling brute is expertly stitched together from the bodies of dozens of individuals, forming a grotesque specimen of Tcho-Tcho flesh-crafting. A shrunken head sits above its incongruously broad shoulders, its eyes and mouth stitched shut with sinew.

Bio-Magic Weapon. The Tcho-Tcho are experts in modifying and weaponizing their own bodies, but when working with dead flesh, they push their craft beyond the limits of the mortal form. This golem bristles with sharpened bone spurs that ooze venomous ichor, spreading foul toxins with every blow. Its internal organs have been converted into a bio-factory that extrudes acidic webbing, which it launches from a concealed incision in its chest. Each flesh golem is unique, and Tcho-Tcho society views these constructs more as works of art than as weapons.

Eternal Service. While the flesh of its body may come from any number of sources, the shrunken head that guides this monster is always fashioned from one of its creator's fallen kin. Sometimes the head comes from a renowned chieftain who wished to continue serving the tribe after death. Other times it is the head of a rogue family member who rejected the Tcho-Tcho way of life, only to be bound to it eternally in a sort of posthumous penance. Among the Tcho-Tcho, all must serve as they are required.

FLESH GOLEM, TCHO-TCHO

Medium construct, neutral

Armor Class 14 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities acid, lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (naturally blind), passive Perception 10

Languages understands Tcho-Tcho but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can sense. If no creature is near enough for the golem to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to follow this pattern of behavior until it is destroyed or it regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem calms. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two bone spur attacks.

Bone Spurs. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one.

Caustic Web (1/Day). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one creature. *Hit:* 10 (3d6) acid damage and the target is restrained by webbing. At the start of each of the target's turns until it is freed, it takes another 10 (3d6) acid damage. As an action, the restrained target or another creature within reach can make a DC 13 Strength (Athletics) check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, hp 5, vulnerability to fire damage, immunity to acid, bludgeoning, poison, and psychic damage).





MOMAO

Momao is a lifelong resident of Farzeen and an islander to the core of her being. She is fiercely loyal to the people of Farzeen, exercises limited self-control, and has a tendency to react impetuously and vociferously to perceived slights to those she cares about. These traits have brought her to the attention of the magistrate more than a few times since she joined the Watch upon reaching adulthood.

Momao is beloved by her neighbors and serves the dual purpose of surrogate daughter and second-in-command for Captain Wenza. Momao will not hesitate to sacrifice her well-being to protect an innocent or a cause that she believes in.

Momao is statuesque, taller than most of the men in the Watch, and has the powerful build of a lifelong swimmer. She proudly bears the scars of her previous fights on her dark skin. Dark brown dreadlocks ring her face when they are not held back by a leather cord.



MOMAO

Medium humanoid (human), neutral good

Armor Class 18 (breastplate and shield)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	15 (+2)	10 (+0)

Skills Athletics +5, Insight +6, Investigation +4, Perception +6

Senses passive Perception 16

Languages Common

Challenge 3 (700 XP)

ACTIONS

Multiattack. Momao makes two melee or ranged attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Javelin. *Ranged Weapon Attack:* +5 to hit, ranged 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

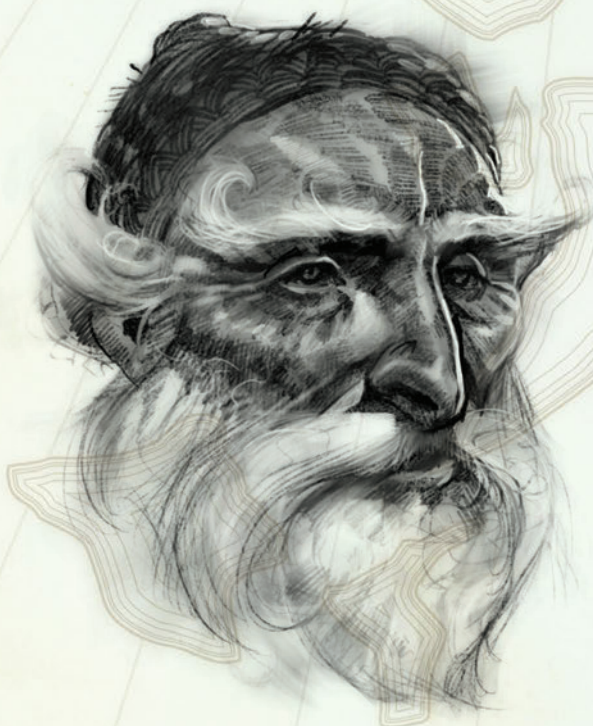


OBED VOLT

Obed Volt has been a staple of life on Farzeen since he arrived in port decades ago, as the only survivor from the disastrous final voyage of the *Dark Maiden*. Quickly getting his bearings in the port city, Obed opened for business as a shipwright. He was initially one of many, but due to his skill, efficiency, and cutthroat prices, he quickly became the only shipwright in town.

Islanders know what to expect in their dealings with Obed: he will be gruff, fair, impatient, and true to his word. He never makes a promise he cannot keep and expects the same of others. He has little time for or interest in dishonesty or taking advantage of those unable to defend themselves.

The islanders are unclear on Obed's age. His heavily-wrinkled, perpetually-sunburned face and his wild, snow-white hair and beard seem like those of a man with decades on the sea, and yet his spry step and obvious physical strength resemble those of a man in his prime. Obed's preternatural affinity for the ocean is no secret, but the true scope of his druidic powers is not widely known by the folk of Farzeen.



OBED VOLT

Medium humanoid (human), neutral good

Armor Class 13 (studded leather) or 16 (with *barkskin*)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	11 (+0)	16 (+3)	9 (-1)

Saving Throws Int +2, Wis +5

Skills Athletics +3, Nature +2, Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Druidic

Challenge 2 (450 XP)

Spellcasting. Obed is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *shillelagh*

1st level (4 slots): *animal friendship*, *create or destroy water*, *cure wounds*, *speak with animals*, *thunderwave*

2nd level (3 slots): *barkskin*, *enhance ability*, *gust of wind*, *spike growth*

3rd level (2 slots): *water breathing*, *wind wall*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit (+5 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, 5 (1d8+1) bludgeoning damage if wielded with two hands or 7 (1d8+3) bludgeoning damage with *shillelagh*.

Aquatic Wild Shape. Obed assumes the shape of any beast with a swimming speed that has a challenge rating of 1 or lower. He can remain in this shape for up to 2 hours. This is otherwise identical to the druid's wild shape ability.



POMPEA – HIGH PRIESTESS OF LIGHT

Pompea assumed the role of high priestess of Light when the former leader of the order stepped down from the position a generation ago. Her life as the high priestess was uneventful until her dreams were invaded by dark, ominous portents months ago. Unsure of the meaning behind the dreams, Pompea relinquished many of her duties to her trusted aide, Domniku, and began her explorations of the Dreamlands in earnest, searching for answers and meaning in her visions.

Pompea's unlined brown skin and smooth pate contribute to her seeming agelessness. Aside from a few laugh lines, she appears virtually the same as the young woman she was decades ago. Gone, however, is the woman who

was once quick to laugh, lend a helping hand, and answer any call for aid, for Pompea's visions have stolen her joviality, replacing it with thoughtful sobriety.



POMPEA – HIGH PRIESTESS OF LIGHT

Medium humanoid (human), neutral good

Armor Class 12

Hit Points 72 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	12 (+1)	20 (+5)	17 (+3)

Saving Throws Wis +8, Cha +6

Skills Arcana +4, Insight +8, Perception +8, Religion +7, Yog-Sothothery +8

Damage Resistances psychic

Damage Immunities radiant

Condition Immunities blinded

Senses passive Perception 18

Languages Common

Challenge 6 (2,300 XP)

Master Dreamer. Pompea can knowingly travel in her sleep to the Dreamlands. She can bring only miniscule mundane items without value between the waking world and the Dreamlands. She has access to all her dream form's memories, and her dream form has access to all her waking memories. She can wake herself up at will in the Dreamlands. She can will herself to appear in the dreams of sleeping creatures known to her within 10 miles of her physical form, and at her discretion she can cause those creatures to remember her visit when they wake.

Searing Radiance. When casting *sacred flame*, Pompea adds her Wisdom modifier to the damage dealt on a hit.

Spellcasting. Pompea is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +9 to

hit with spell attacks). She has the following cleric spells prepared (all listed spells are cleric spells for Pompea):

Cantrips (at will): *guidance*, *light*, *dancing lights*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bless*, *command*, *cure wounds*, *faerie fire*, *lethargy of Tsathoggua*^{SPCM}, *protection from evil and good*, *sanctuary*, *sleep*

2nd level (3 slots): *aid*, *blindness/deafness*, *continual flame*, *dream guide*^{SPCM}, *spiritual weapon*, *suggestion*

3rd level (3 slots): *beacon of hope*, *clairvoyance*, *daylight*, *dispel magic*, *hypnotic pattern*, *major image*

4th level (3 slots): *confusion*, *conjure dream-dwellers*^{SPCM}, *divination*, *guardian of faith*

5th level (2 slots): *dream*, *modify memory*, *scrying*

6th level (1 slot): *true seeing*, *wave of oblivion*^{SPCM}

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if wielded with two hands.

Dream Visions. Pompea briefly connects a waking creature's mind with their dream form, flooding their mind with confusing dream-memories. One enemy within 30 feet must make a DC 16 Wisdom saving throw, becoming stunned for one round on a failure. Creatures without a dream form and creatures whose dream forms and waking forms are the same are unaffected by this ability.

Dawn's Caress (1/day). Pompea presents her holy symbol, calls on the Goddess of Light for her healing touch, and creatures of her choosing that are within a 30-foot radius regain 6d8 hit points. Additionally, each target is allowed an immediate saving throw against any negative conditions that are affecting them.



PRIEST OF GHATANOTHOA

This priest is clad in heavy brown robes adorned with fiery orange eldritch symbols of Ghatanothoa. The studded leather and sheathed sword peeking out from beneath the robes suggest that these cultists are ready to fight for their faith.

Underground Cultists. The hidden power behind the Priesthood of Ghat, priests of Ghatanothoa are fanatic cultists of the Great Old One of natural disasters and living sacrifices. Since the dread mummifier moved from its prison overlooking the sunken land of Mu to its new home deep beneath Kaza, these devotees of destruction have secretly worked to bring about Ghatanothoa's return.



PRIEST OF GHATANOTHOA

Medium humanoid (any), any evil

Armor Class 14 (studded leather)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	16 (+3)	12 (+1)

Skills Intimidation +3, Perception +7, Religion +2

Senses passive Perception 17

Languages Common

Challenge 3 (700 XP)

Dark Devotion. The priest has advantage on saving throws against being charmed or frightened.

Magical Adept (1/day). As a bonus action, the priest may regain an expended spell slot.

Spellcasting. The priest is a 5th-level spell caster and Wisdom is their spellcasting ability (spell DC 14, +6 to hit with spell attacks). The priest knows the following spells:

Cantrips (at will): *chill touch*, *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *command*, *inflict wounds*, *lethargy of Tsathoggua* (SPCM 106),

2nd level (3 slots): *enhance ability*, *hold person*, *silence*

3rd level (2 slots): *song of Hastur*, *spirit guardians*

ACTIONS

Multiattack. The priest makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.



RAVAGER GHOUL

Pallid grey skin barely contains the bulk of this muscular, ghoulish brute. Grown strong and powerful after subterranean feasts, this ghoul has become bold and aggressive. It advances menacingly with bared teeth and extended claws, ready and eager to kill again.

RAVAGER GHOUL

Medium monstrosity, chaotic evil

Armor Class 16 (breastplate)

Hit Points 85 (10d8+40)

Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	8 (-1)	12 (+1)	7 (-2)

Skills Athletics +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Ghoul

Challenge 3 (700 XP)

Psychic Feast. The ghoul can feed for 1 minute on the corpse of a humanoid or monstrosity with flesh at least 24 hours dead to absorb some of the lingering traces of memory and knowledge that the creature possessed in life. This adds a +1 bonus on a skill of the ghoul's choice that the creature was proficient in. The ghoul gains only one bonus from any given corpse. At the GM's discretion, a particularly ancient corpse might grant a larger bonus or a bonus to more than one skill. The ghoul can maintain three separate bonuses. If it uses this trait when it already has the maximum number of bonuses, it must forget one of the current bonuses in order to replace it with one from the new corpse.

Grave Nose. The ghoul has advantage on Wisdom (Perception) checks that rely on smell to notice or recognize corpses, decaying things, meat, and undead creatures.

Inured to Disease. The ghoul is immune to nonmagical diseases and has advantage on saving throws against magical diseases.

Reckless. At the start of its turn, the ravager ghoul can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Scrounger. The ghoul has advantage on Wisdom (Perception) and Intelligence (Investigation) checks to find objects in rubble or undergrowth, buried, or otherwise hidden from view.

ACTIONS

Multiattack. The ravager ghoul makes two attacks: one with its bite and one with its claws or two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the ravager ghoul hits with both claw attacks, it may use a bonus action to make a bite attack on the target.





TUNNELER BEETLE

This stout, thickly armored beetle is the size of a cow. It has a pair of powerful, chitinous mandibles that it uses equally well to bore through soil or slice its prey. The ghouls of Farzeen use these giant beetles as pack animals and tunnel diggers in their subterranean warrens, sometimes referring to them as “corpsegrinders.”

TUNNELER BEETLE

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 32 (5d10+5)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	4 (-3)

Senses blindsight 30 ft., passive Perception 8

Languages –

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 13 (3d6+3) slashing damage.



UPTON

Two months before the PCs washed ashore onto fair Far-zeen, the ghoul known only as Upton debarked the cargo ship *Fowl Misgivings* and disappeared into the tunnels below the island. Upton's history beforehand is not known, but his skills with deception, thievery, and obfuscation cannot be denied.

Upton is a narcissist of the highest order. He has never met his equal, and he sees everyone as objects to be ridiculed, manipulated, and discarded when their usefulness is at an end.

Despite his bestial countenance, Upton's clothing, bearing, and grooming are always impeccable. The dichotomy of his mannerisms and physicality can be disconcerting to less worldly travelers, and he is quick to take advantage of their discomfort and confusion.



UPTON

Medium monstrosity (ghoul), chaotic evil

Armor Class 16 (studded leather)

Hit Points 78 (12d8+24)

Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	14 (+2)	12 (+1)	16 (+3)

Skills Acrobatics +7, Deception +9, Perception +7, Sleight of Hand +7, Stealth +7, Yog-Sothothery +4

Senses darkvision 60 ft., passive Perception 17

Languages Common, Ghoul, thieves' cant

Challenge 5 (1,800 XP)

Cunning Action. Upton can use a bonus action to Dash, Disengage, or Hide.

Grave Nose. Upton has advantage on Wisdom (Perception) checks that rely on smell to notice or recognize corpses, decaying things, meat, and undead creatures.

Inured to Disease. Upton is immune to nonmagical diseases and has advantage on saving throws against magical diseases.

Psychic Feast. Upton can feed for 1 minute on the corpse of a humanoid or monstrosity with flesh at least 24 hours dead to absorb some of the lingering traces of memory and knowledge that the creature possessed in life. This adds a +1 bonus on a skill of Upton's choice that the creature was proficient in. Upton gains only one bonus from any given corpse. At the GM's discretion, a particularly ancient corpse

might grant a larger bonus or a bonus to more than one skill. Upton can maintain three separate bonuses. If he uses this trait when he already has the maximum number of bonuses, he must forget one of the current bonuses in order to replace it with one from the new corpse.

Scrounger. Upton has advantage on Wisdom (Perception) and Intelligence (Investigation) checks to find objects in rubble or undergrowth, buried, or otherwise hidden from view.

Sneak Attack (1/Turn). Upton deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and Upton doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Upton makes three attacks: one with his bite and two with his claws or three attacks with his shortsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Uncanny Dodge. Upton halves the damage that he takes from an attack that hits him. He must be able to see the attacker.



XANDRU

Xandru is the enforcer of the necrophages of Farzeen and universally feared by all who have had the misfortune of meeting him. He is quick to anger, unable and uninterested in tempering his actions, and responds to slights and troubles with the mindless fury of a hurricane. There is no reasoning with Xandru: if you have something he wants, he will take it as violently and with as much bloodshed as possible. All problems have a solution and that solution is the frenzied application of sheer, unadulterated violence.

Xandru is an impressive hulk: seven feet tall and covered in slabs of muscle. A patchwork of scars, old and new, laces every visible inch of his body. Xandru bears the marks of past battles with pride: an ear partially amputated by the jaws of a foe; gaps in his ghastly bite from missing and broken teeth; and swaths of burn marks across his face and head that prevent hair from growing. Each disfigurement serves as a reminder of a creature he has fought, overcome, and devoured.





XANDRU

Medium monstrosity (ghoul), chaotic evil

Armor Class 16 (adamantine breastplate)

Hit Points 127 (15d8 + 60)

Speed 40 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Str +8, Con +7; -1 on saving throws against confusion, insanity, and madness

Skills Athletics +8, Perception +4, Yog-Sothothery +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Ghoul

Challenge 5 (1,800 XP)

Dark Devotion. Xandru has advantage on saving throws against being charmed or frightened.

Psychic Feast. Xandru can feed for 1 minute on a humanoid or monstrosity corpse with flesh at least 24 hours dead to absorb some of the lingering traces of memory and knowledge that the creature possessed in life. This adds a +1 bonus on a skill of Xandru's choice that the creature was proficient in. Xandru gains only one bonus from any given corpse. At the GM's discretion, a particularly ancient corpse might grant a larger bonus or a bonus to more than one skill. Xandru can maintain three separate bonuses. If he uses this trait when he already has the maximum number of bonuses, he must forget one of the current bonuses in order to replace it with one from the new corpse.

Grave Nose. Xandru has advantage on Wisdom (Perception) checks that rely on smell to notice or recognize corpses, decaying things, meat, and undead creatures.

Inured to Disease. Xandru is immune to nonmagical diseases and has advantage on saving throws against magical diseases.

Reckless. At the start of his turn, Xandru can gain advantage on all melee weapon attack rolls during that turn, but attack

rolls against him have advantage until the start of his next turn.

Scrounger. Xandru has advantage on Wisdom (Perception) and Intelligence (Investigation) checks to find objects in rubble or undergrowth, buried, or otherwise hidden from view.

Smell Magic. Xandru automatically notices magic items and spells within 60 feet. He has advantage on Wisdom (Perception) checks to notice magic traps.

Adamantine Armor. While wearing his adamantine breastplate, Xandru is immune to critical hits.

ACTIONS

Multiattack. Xandru makes three attacks: one with his bite and two with his weapons. He can use his Cannibalize or Howl of Lunacy in place of his bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) piercing damage.

Greataxe (aka Sidesplitter). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (1d12 + 6) slashing damage. *Sidesplitter* does an additional 3 (1d6) slashing damage to monstrosities.

Cannibalize (1/Day). Xandru consumes a portion of humanoid flesh he carries or from a humanoid corpse within 5 feet. When he does so, he gains 5 temporary hit points that last for 1 hour. As long as he has these temporary hit points, he has advantage on Constitution saving throws.

Howl of Lunacy. Xandru unleashes a terrifying howl. Up to four creatures of his choice within 60 feet that hear it must each succeed on a DC 14 Wisdom saving throw or become magically frightened for 1 minute. Each frightened creature makes another saving throw at the end of each of its turns, ending the condition on itself on a success. Xandru can't choose the same creature again until he finishes a long rest.

REACTIONS

Vengeful Strike. When Xandru takes damage from a creature that is within 5 feet of him, he can use his reaction to make a melee weapon attack against that creature.



VIGINTIPOD

This tentacled horror was ripped out of a fevered nightmare, resembling the unholy amalgamation of an octopus and a monstrous sea worm. It has an array of ten tentacles on each end of its thick, tubular body, and it moves by arching and lengthening itself like a gigantic inchworm. It can firmly grip a solid surface with its hind-tentacles, allowing it to lash out with its full body length in any direction. Its fore-tentacles surround a circular mouth of grinding bony plates.

Rolling Retreat. These benthic abominations typically live in the darkest ocean depths, but they can wash up near shores to prey on land-dwelling creatures. When its prey is firmly in its grasp, the vigintipod forms its body into an upright hoop and quickly rolls back into the sea, where it drowns and devours its meal at its leisure.



VIGINTIPOD

Large aberration, neutral

Armor Class 16 (natural)

Hit Points 114 (12d10 + 48)

Speed 10 ft. (80 ft. when rolling), climb 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	6 (-2)	14 (+2)	7 (-2)

Saving Throws Con +7

Skills Perception +5, Stealth +4

Damage Resistances bludgeoning

Condition Immunities charmed, frightened

Senses darkvision 120 ft., tremorsense 90 ft., passive Perception 12

Languages –

Challenge 6 (2,300 XP)

Eldritch Physiology. Due to the vigintipod's malleable and alien nature, any critical hits against it become normal hits.

Hold Breath. Out of water, the vigintipod can hold its breath for up to 4 hours.

Water Breathing. The vigintipod can only breathe underwater.

ACTIONS

Multiattack. The vigintipod makes four attacks: three with its tentacles and one with its bite.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14) and restrained until the grapple ends. The vigintipod can only grapple one target at a time, and grappling a target does not reduce the number of tentacle attacks it can make.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Ouroboros Roll. Curling its body into a hoop and grasping its tentacled ends together, the vigintipod rolls rapidly away, moving up to 80 feet in a straight line. This movement does not provoke opportunity attacks. The vigintipod can take one grappled creature with it without suffering a reduction in its move speed. If this movement passes through another creature's space or an area of difficult terrain, the vigintipod (and any creature in its path) must make a DC 10 Dexterity saving throw or immediately stop its movement and fall prone.



MAGICAL ITEMS

DAGGER OF THROWING

Weapon (dagger), uncommon

The *dagger of throwing* immediately flies back to your hand after being used as a ranged weapon. The dagger is considered magical for the purpose of overcoming resistance.

SIDESPLITTER

Weapon (greataxe), legendary (requires attunement by a humanoid)

PHYSICAL DESCRIPTION. The leather grip wrapping of the greataxe shows the discoloration of heavy, frequent use. The exposed portions of the haft bear the unmistakable appearance of Farzeen's ebon-hued hardwood, the M'bya tree. The weapon's heft speaks to use by wielders of immense, ogre-like size and strength.

The most distinct feature of the weapon is its blade. The meteoric alloy used to fabricate the head defies all attempts at identification. Its surface reflects images with an oily distortion, and yet, it is always dry and cool to the touch. A lidless, hircine eye is inscribed on the face of the blade, which bears a remarkable resemblance to the serrations of a selachian predator from the depths.

You gain a +1 bonus to attack and damage rolls made with this magical weapon. Additionally, *Sidesplitter* inflicts an additional 1d6 necrotic damage to monstrosities. *Sidesplitter* has the following additional properties.

SOUL STRIKE. *Sidesplitter's* most feared power is its ability to channel its wielder's inner strength, in the form of hit dice, into strikes of magnificent destructive capability. When successfully striking a creature, you may expend a number of hit dice up to your Charisma modifier (minimum of 1) to deal additional necrotic damage. Roll the dice expended, and the attack inflicts that much additional necrotic damage.

The die for the additional damage is the same as the wielder's hit die. For example, a barbarian using this feature would roll a d12, while a rogue would roll a d8. The wielder cannot be taken to negative hit dice in this manner; if they have no more hit dice to spend, the ability cannot be used.

BLOODY THIRST. If the wielder of *Sidesplitter* inflicts a critical hit on a monstrosity, the wielder must use the greataxe's *soul strike* feature or initiate a conflict. If the conflict is failed, *Sidesplitter* forces the wielder to expend 1d4 hit dice with a *soul strike*.

SENTIENCE. *Sidesplitter* is a sentient lawful neutral weapon with an Intelligence of 11, a Wisdom of 8, and a Charisma of 15. It has hearing and normal vision out to 30 feet. The weapon can understand Common and communicates with its wielder by transmitting emotions empathically.

PERSONALITY. *Sidesplitter's* purpose is to destroy monstrosities, and it pursues that goal with the single-minded determination of a construct. In any encounter with a

monstrosity—social, combat, or otherwise—it transmits its desire for the destruction of the foul creature(s) above all things. If the wielder does not satisfy the weapon, a conflict may arise.

WANDOLFIN'S LEDGER

Text, rare

Ability Check DC 20

Ability Checks +2 History, +2 Yog-Sothothery

Save DC 15

The fragmentary bundle of handwritten notes, illustrations, and diagrams comprising the Wandolfin Ledger details the author's journey through the Dreamlands. Wandolfin meticulously recorded his explorations of the surrounding dreamscape. Interpretation of the writings is made more challenging due to the author's intermingling of events in Farzeen, the Dreamlands, prophetic visions, and suppositions on the island's eldritch history. With enough time, patience, and study, many secrets of Farzeen's past can be uncovered within the ledger.

FORMULA. The book contains the formula for *elder sign*. You get a +2 bonus on ability checks made to cast this spell as a formula while consulting the text.

OTHER SPELLS. This book contains the following spells: *sleep*, *dream guide* (SPCM 101), and *dream*. If one of these spells is on your class list, you can learn a spell in this book in place of one of your spells known of the same or higher level by succeeding on an Intelligence (Arcana) check to research the new spell.

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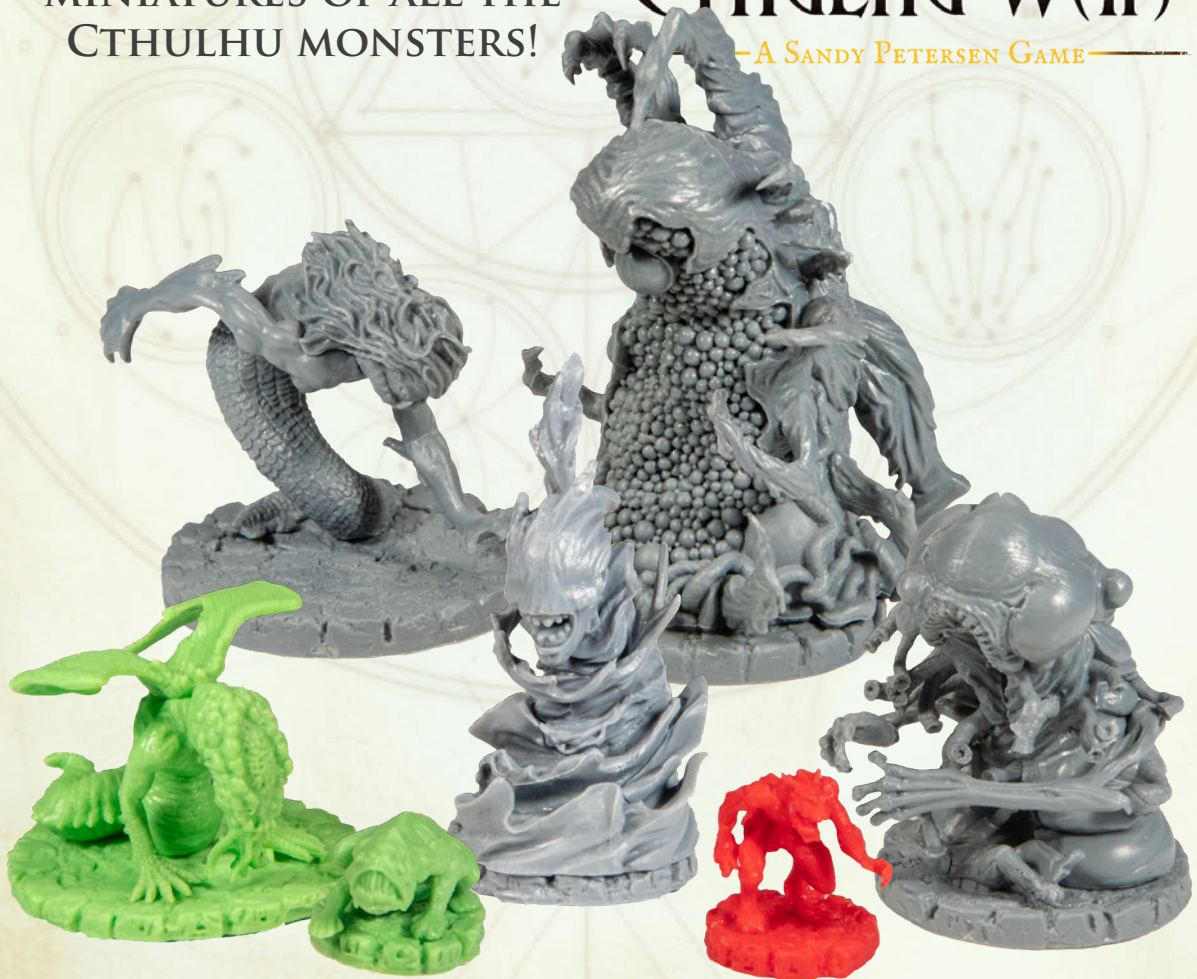
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