

# The Breeding Pools

by Thom Wilson

An adventure for 3-5 moderately experienced adventurers.

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*Stretch Goal for Island of Blight KS*

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Walhall, *used with permission*.

## Introduction

*The Breeding Pools* is an add-on adventure for the Kickstarter adventure book, *Island of Blight*. Although the two adventures are unrelated, this short 4-page excursion can be added anywhere in the jungles of Nolgur-Wul or the locale of your choosing.

Enjoy!

*Thom Wilson*

## Adventure Background

Some years ago, a large meteorite landed deep within the jungles of Nolgur-Wul and laid quietly buried until recently. The effects of the Blight from the nearby island of Kahleemaar has awakened the dormant spacefaring beings within the broken meteorite, stirring their instincts to feed and propagate. Strange fish-headed beings, known as Deep Ones to sages and wizards, have emerged from the three sections of the space rock and have been building a shrine to their queen-mother, Quiblipotoop, "She of Many Spawnlings".

The location of the crash site is remote and not well-traveled, giving the Deep Ones ample room and time to establish a small stronghold and temple for their goddess. Each of the three remaining portions of the meteorite has been given a purpose: Deep One workers have been tasked to complete the underwater lairs, temple and breeding pools for the impatient queen-mother. The otherworldly fish-men are hard-working and tireless in their pursuit of a perfect environment for their goddess and have nearly completed the complex (found on page 2).

Unfortunately for the distant villages and their residents, the goddess has taken a liking to human flesh,

especially that of young children. Her warriors have raided settlements and lone dwellings to capture defenseless infants and toddlers—killing their parents and protectors. The goddess has grown fat and fertile from flesh-feasting, producing hundreds of spawnlings in her breeding pools. Within several weeks, the spawnlings will mature into young Deep Ones, ready to venture out into the jungles of Nolgur-Wul and conquer its residents in the name of their queen-mother.

## Adventure Hooks

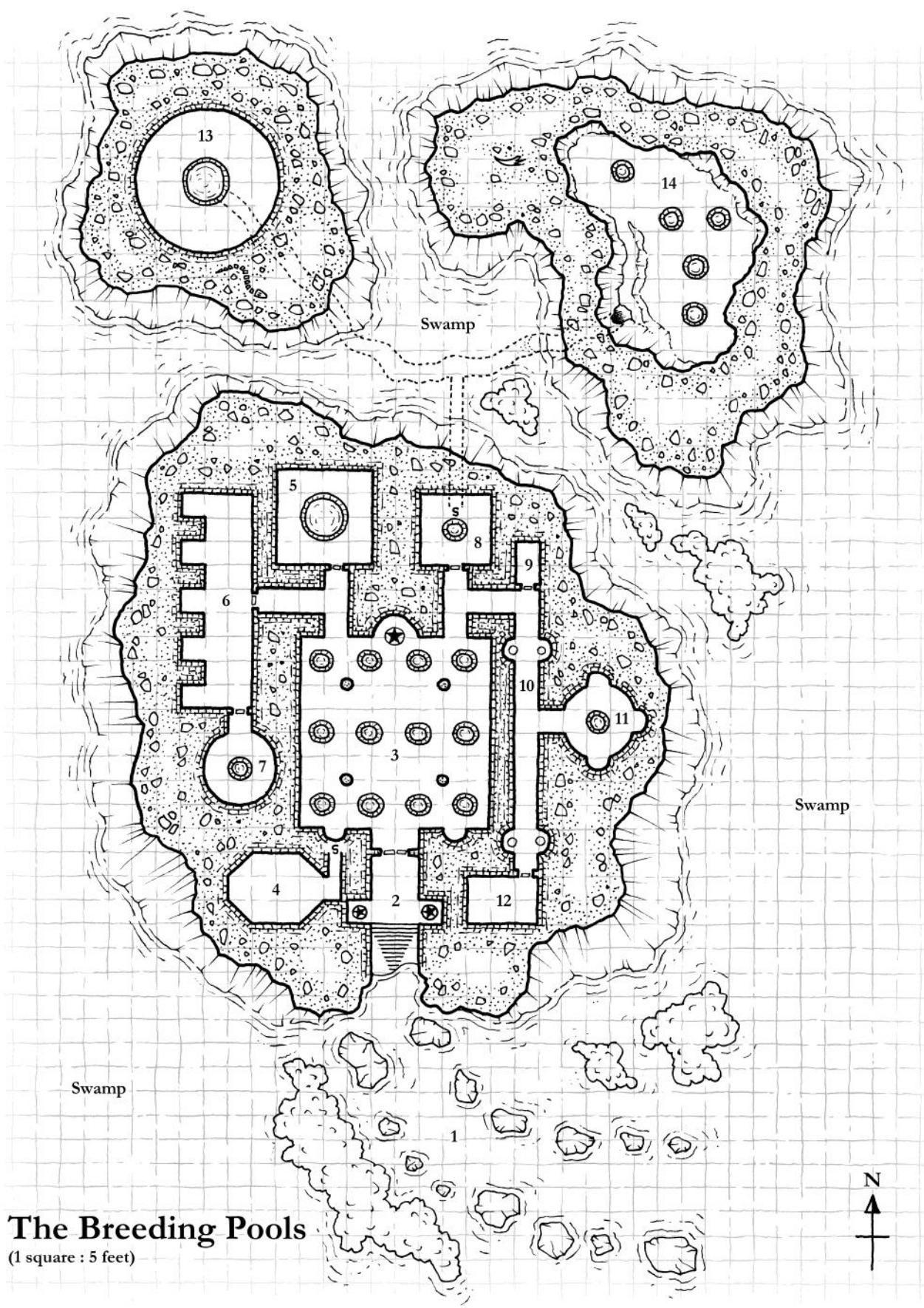
In addition to looking for help to rid the blight affecting the region, villagers will beg adventurers for assistance in eliminating the raids of the fanatical fish-men. Although most surviving jungle-dwellers will be able to pinpoint the general direction whence the raiders came, none have dared venture too close to the area where they believe the foreign creatures reside. The adventurers will be seen as the villagers' best hope to stopping the slaughter.

If the GM wishes, the adventurers may also just stumble upon the new meteorite stronghold, encountering the evil fish-folk firsthand.

## Meteorite Stronghold

The swamp around the broken meteorite is thick and barely passable. However the southernmost portion of the stronghold has been cleared to allow Deep One warriors to move to nearby jungle paths and trails with ease. The approach to the largest portion of the meteorite has been lined with smaller fragments, creating a distinct path to the mouth of the main entrance.

Typically **1d6 Deep Ones** stand guard outside the front entrance, protecting the temple beyond the ascending stairs.



## The Breeding Pools

(1 square : 5 feet)

## Area 1: Temple Entrance

Waist-deep, stagnant water stands before the entry into the main temple. Deep One Guards stand watch before the stairs into the meteorite, ever watchful for trouble.

**[Deep One Warriors (1d6) - SRS:** PR 18, DR 3, Init 3, TH +/-, Dam: 1 DP, MS3 IN3 QU3 CO3 HE3 PS3, DP: he4 ch3 la1 ra1 lh1 rh1 st3 ll2 rl2, spec: n/a; **1E:** AC4 HD 2 HP 2d8 MV 9"/18" (swim) Dam 2-5 or weapon (spear), Special: n/a; **5E:** AC 13 HP 18 (4d8) Speed: 30' or Swim 30', STR 13 (+1) DEX 10 CON 11 INT 11 WIS 10 CHA 8 (-1) Skills: Perception +4, Passive Perception 14, Otherworldly Perception; Challenge: 1/4 (50 XP)]

All Deep One Warrior statistics match these above.

## Area 2: Entry Chamber, First Look at the Queen

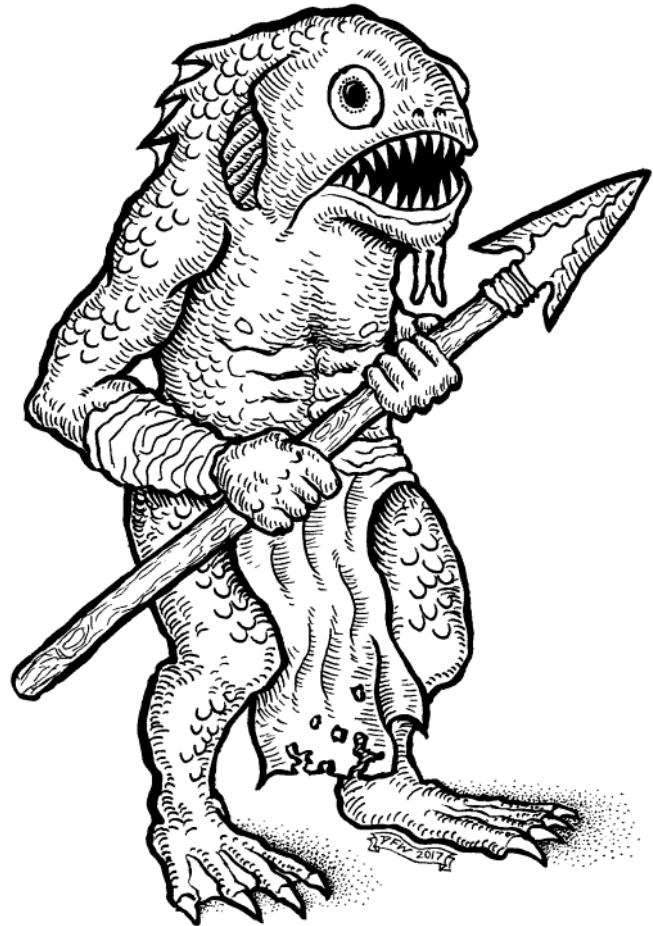
A short hallway—slippery from many wet Deep One feet—leads to a set of simple jungle-vine doors. Two statues of Quiblipotoop, the Deep One goddess, rest upon crude meteorite pedestals on either side of the stairs. Those that look into the wide-set, large eyes of either statue may succumb to her madness (see Area 13, "Horrific Gaze").

## Area 3: The Temple of the Goddess

The center of the main meteorite fragment has been carved into square temple, with a massive statue of the goddess erected at the north end and a dozen prayer-pools dug into the floor for those wishing to commune with their queen. Four urns filled with remains of jungle vermin, larvae, and fish eggs provide sustenance for worshipers planning to spend lengthy periods in prayer.

Two to three **Deep One Acolytes** are often here, tending to temple duties and worshipers. There is a 50% chance that 1d6 Deep One warriors are slumbering in prayer within the small pools.

**[Deep One Acolytes (2-3) - SRS:** PR 20, DR 4, Init 3, TH +/-, Dam: 1 DP, MS4 IN4 QU3 CO3 HE3 PS3, DP: he4 ch3 la2 ra2 lh1 rh1 st3 ll2 rl2, spec: Blessed Arts; **1E:** AC3 HD 2+2 HP 2d8+2 MV 9"/18" (swim) Dam 2-5 or weapon (knife), Special: Spells: (Cause Light Wounds, Darkness, Hold Person); **5E:** AC 11 HP 33 (5d8+10) Speed: 30' or Swim 30', STR 14 (+2) DEX 10 CON 14 (+2) INT 14 (+2) WIS 10 CHA 11 Skills: Perception +6, Religion +4, Passive Perception 16, Otherworldly Perception, Spellcasting (2nd Level); Challenge: 1 (200 XP)]



The eyes of the goddess statue have the same effect as those found in area 2. Any adventurer that submerges themselves in one of the prayer-pools may fall into a deep, catatonic slumber for 1d6 hours—a successful check avoids succumbing to the slumber and its horrific nightmares [**SRS:** DR: Moderate, 3 – MS, **1E:** save versus Spell; **5E:** DC Medium, 15 – Religion].

## Area 4: Secret Treasure Chamber

An alcove in the temple hides a secret door to this area [**SRS:** DR: Moderate, 4 – MS, **1E:** As find secret doors; **5E:** DC Medium, 15 – Investigation]. Deep Ones are fond of their scrolls and books, hiding them in this area for safe-keeping. The history of their race and religions are found within these alien writings, their unique works numbering in the hundreds.

Additionally, foreign gems from the Deep Ones' home world are stashed in a strange, metallic pod. Each of the five-hundred, multi-colored gems is worth 25 gp. Gem merchants may pay up to two to three times their value for the uniqueness and color of the foreign stones.

## Area 5: Communal Bathing Pool

Deep Ones, desiring to clean themselves of the putrid jungle-water, bathe in the blessed pool waters in this area. There is a 50% chance that one to two Deep One Warriors are found here.

## Area 6: Prisoner Pens

Captured children or villagers found too close to the Deep Ones' stronghold are brought here to await their fate. Five pens with shackles for prisoners line the west wall of the long hallway.

Area 6: Prisoner Pen Occupants

Pen	Occupant
1	Dead villager, missing arms and legs
2	Unconscious child, chained to wall
3	Empty
4	Two dead villagers in a final embrace
5	Three small children, starving and exhausted

Guards are rarely in the hallway, instead preferring to relax in their guardroom to the south (area 7).

## Area 7: Guardroom

A small pool in the center of the guard room is often (1-5 on a d6) occupied by two Deep One guards. A stockpile of crude spears, knives, and bark helms can be found in a pile at the southernmost part of the room.

## Area 8: High Priest's Chamber

The queen-mother allows but a single priest to tend to her needs – other Deep Ones are prohibited from entering her chamber (area 13). The high priest is either studying old texts (1-2 on d6), reclining in his pool (3 on d6) or assisting the goddess in her chamber (4-6 on d6).

**[Deep One High Priest - SRS: PR 24, DR 4, Init 3, TH +/-, Dam: 1 DP, MS5 IN5 QU3 CO4 HE4 PS3, DP: he6 ch4 la2 ra2 lh1 rh1 st4 ll2 rl2, spec: Blessed Arts; 1E: AC3 HD 3 HP 3d8 MV 9"/18" (swim) Dam 2-5 or weapon (knife), Special: Spells: (Cause Light Wounds, Command, Darkness, Hold Person, Prayer); 5E: AC 11 HP 65 (10d8+20) Speed: 30' or Swim 30', STR 14 (+2) DEX 10 CON 14 (+2) INT 14 (+2) WIS 10 CHA 11 Skills: Perception +6, Religion +4, Passive Perception 16, Otherworldly Perception, Spellcasting (3rd Level); Challenge: 3 (70 XP)]**

The high priest wields a *Staff of Drowning*, a magical device that fills the target's lungs with water. Each charge expended beyond the first increases the amount of water, making the target feel like they are deep underwater and drowning [SRS: DR: Moderate, 4 - HE, 1E: roll under Constitution; 5E: DC Medium, 15 - Constitution] - a successful check is needed for each charge. No more than three charges may be expended at once. Each failed check results in the target being momentarily incapacitated or worse, damaged (if checks are failed) [SRS: DP: 1 - HE, 1E: 1d6 damage; 5E: 1d8 damage]. The staff has 3d6+3 charges. Note that this staff is considered a Staff of Healing for Deep One targets.

Five ancient texts are found on the high priest's rock desk. Each text is written in the Deep One language and is worth 100 gp.

A secret passage at the bottom of the pool leads to a submerged tunnel. The tunnel is the only access to the two other meteorite fragments and the queen's chambers and the breeding pools. The secret door at the bottom of the pool is tough to find [SRS: DR: Hard, 5 - MS, 1E: As find secret doors; 5E: DC Medium, 18 - Investigation]. The swim to the other meteorite fragments is very challenging and should be attempted only by those able to hold their breath for a lengthy period (or those with water-breathing capabilities).

## Area 9: Storage Room

Temple supplies are piled in the back of this small room. Amidst the disorganization, a box of water vials may be found. Each of the twelve vials contains "blessed" water from the queen-mother. Non-Deep Ones who drink this water are dealt automatic damage [SRS: DP: 1 - random location, 1E: 1d6 damage; 5E: 1d8 damage].

## Area 10: Hallway Trap

Deep One guards have set up a simple yet effective trap in this hallway. A nearly invisible, magical trip-wire extends across the hallway [SRS: DR: Moderate, 4 - Traps, 1E: As Find Traps; 5E: DC Medium, 18 - Perception]. If activated, the device sends electricity through the wet hallway, affecting any within 15' of its location, injuring any who have their feet within the ankle-deep water [SRS: DP: 1 to each foot, 1E: 2d6 damage; 5E: 2d8 damage].

### Area 11: Maturation Chamber

The first batch of spawnlings (from area 14) have been brought here to mature. 2d6 Deep One Spawnlings swim in the large pool within the room. They are unable to breathe air yet and must remain within the water. However, seeing intruders will agitate them, causing them to thrash and splash within the pool, flooding the floor of the room further. If the adventurers are intent on killing the spawnlings, treat them as single hit point (or DP) creatures.

### Area 12: Discarded Belongings

The belongings of captured villagers and defeated adventurers are stashed in this out-of-the-way chamber, carelessly thrown into piles for later sorting. Leather pants and shirts, spears, knives, swords, bows, and backpacks sit in a heap in the southern end of the room. A thorough search may reveal 1d6 useful, unbroken items and one or two magical items.

### Area 13: Quiblipotoop's Chamber

The entire second meteorite fragment is reserved for the queen-mother, the goddess Quiblipotoop. She is unable to leave her lair, immobile due to her bloated, engorged state. The high priest constantly brings her flesh to feast upon, hoping to increase her spawnlings output. The bones of jungle creatures, including humans of various sizes, litter the floor of the chamber. The queen herself is almost always resting in the large pool, often watching over her most recent brood of spawnlings as they take their first underwater breaths.

**[Quiblipotoop, Deep One Goddess - SRS: PR 36, DR 6, Init 4, TH +/-, Dam: 1 DP, MS6 IN6 QU2 CO6 HE8 PS8, DP: he6 ch7 la4 ra4 lh3 rh3 st8 ll2 rl2, spec: Horrific Gaze; 1E: AC2 HD 8 HP 8d8 MV 3"/9" (swim) Dam 2-12 (acid spit), Special: Horrific Gaze; 5E: AC 18 HP 135 (15d10+60) Speed: 10' or Swim 20', STR 16 (+3) DEX 10 CON 18 (+4) INT 19 (+4) WIS 17 (+3) CHA 4 (-4) Skills: Perception +7, Religion +6, Passive Perception 20, Otherworldly Perception, Horrific Gaze; Challenge: 8 (3,900 XP)]**

Note that the high priest from Area 8 may also be here tending his queen (if not previously encountered).

Quiblipotoop will use her Horrific Gaze ability as soon as intruders enter her lair. Any who look directly into her eyes may be affected with horrible visions and maddening thoughts, preventing them from attacking.

**Horrific Gaze (used once per round) - SRS:** pass a DR check of Hard, 5 – MS; **1E:** Save versus Breath Weapon; **5E:** DC Hard, 18 – Wisdom]. Failure to save results in a single round of defenseless and frozen behavior as the affected target struggles with horrific madness. Failing to save by half or less results in two consecutive rounds of the effects.

In addition to her Horrific Gaze, she can spit a mucous acid that burns warm-blooded flesh. She can spit up to 20' and target one or two targets in adjoining spaces (e.g. two adventurers standing side by side). **[SRS: DP: 2 – random location, 1E: 2d6 damage; 5E: 2d8 damage]**

Several dozen Deep One eggs have been laid along the outer edge of the pool. Each will hatch in 1d6 days. These eggs may be valuable to wizards and merchants – each is worth roughly 3-5 gp.

### Area 14: Breeding Pools

Five deep pools holds various sized spawnlings, each pool carefully monitored for the growth of its inhabitants each day. The high priest and his acolytes move growing spawnlings from pool to pool and when fully grown, to area 11 to finish their maturation. Between the five pools, there are nearly five hundred spawnlings of various sizes. Each spawnlings is defenseless and without proper care and feeding, will likely die in 2d6 days.

## Adventure Conclusion

If left unchecked, Quiblipotoop and her group of Deep Ones will begin creating a small army of warriors and acolytes. Her desire for human flesh will force raiding Deep Ones to venture further into the jungle in larger numbers, eradicating bigger settlements and capturing dozens of hapless villagers. Within months, the area within one mile of the queen-mother's stronghold will be desolate. After a few years, over five miles of the Nolgur-Wul jungles around the meteorite will be cleared of all life.

If the adventurers destroy the goddess, her Deep Ones and her spawnlings in the meteorite fragments, they will have directly contributed to preventing another a major menace from threatening the residents within the dangerous jungles of Nolgur-Wul.