Sanctum Secorum

Episode #09

Two From H. P. Lovecraft

Compatible With DCC RPG

Sanctum Secorum Podcast
Episode #09 Companion

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Table of Contents

The Sinister Schooner Sketch [Illustration]	Troy Tucker	page 4
Character Backgrounds		
Born of the Old Ones	Daniel J. Bishop	page 5
Character Classes		
Deep One Hybrid	Bob Brinkman	page 6
Moonlight Vigil [Photo]	Joel Harlow	page 6
Innsmouth Vagrant [Photo]	Joel Harlow	page 7
More Advanced Innsmouth Taint [Photo]	Joel Harlow	page 9
Featured Adventure		
Escape from Innsmouth	David Baity/Bob Brinkman	page 10
Innsmouth Waterfront [Illustration]	Mihail Bila	page 10
Innsmouth [Map]	David Baity	page 16
Magic Items		
Crown of Dagon	Bob Brinkman	page 17
The Monolith	Bob Brinkman	page 17
Vigelandsparken Monolith 6 [Image]	Bjarne Henning Kvaale & Bob Brinkman	page 17
Weapons		
Barbed Mace	Bob Brinkman	page 18
Hooked Net	Bob Brinkman	page 18
Shell-headed Club	Bob Brinkman	page 18
Strange Dreams of Innsmouth [Illustration]	Joel Harlow	page 18

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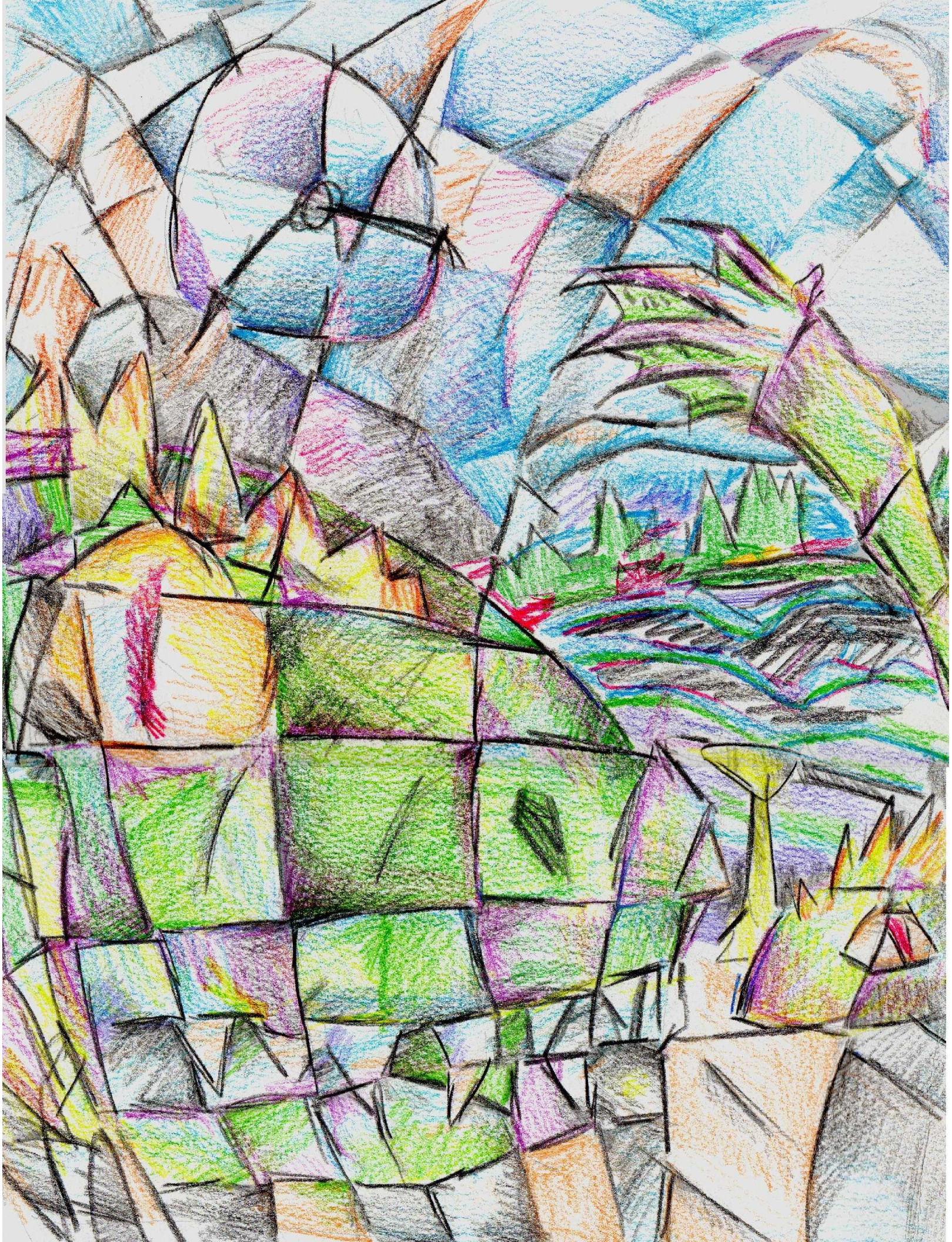


Character Backgrounds

Born of the Old Ones

By Daniel J. Bishop

In *The Shadow over Innsmouth*, H.P. Lovecraft's protagonist discovers himself to have the blood of the Deep Ones running through his veins. This isn't an uncommon occurrence in a Lovecraft story, and it can be leveraged in DCC. The important consideration is that the judge should be offering her players interesting choices, rather than seeking to take over their character.

For instance, when running *The Portsmouth Mermaid*, which takes *The Shadow over Innsmouth*, *Dagon*, and *The Festival* as primary inspirations, the judge may decide to have one or more characters related to the Deep Ones through distant blood. Characters whose names or starting occupations suggest a "fishy" past are prime candidates. The judge can then make a simple table of temptations, rewards, and side effects based on the adventure.

It is important that the judge inform the player of both the temptation and the reward. For a Lovecraftian feel, the judge should not indicate what side effect may occur until it is too late. Temptations must be accepted in the order given in order to have any game effect, but the player need not be told that. For instance, a PC may offer a human sacrifice to Dagon, but only gain the effect of offering a blood sacrifice.

	Temptation	Reward	Side Effect
1	Offer a blood sacrifice to Dagon or Cthulhu.	Gain the ability to swim using a +1d bonus on the dice chain.	None.
2	Swear an oath of fealty, binding your soul to Dagon or Cthulhu.	Gain the ability to breathe underwater for up to 30 minutes.	Develop the "Innsmouth look". If you have access to ***The Portsmouth Mermaid***, roll 1d3 times on the "Deformities" chart on page 15.
3	Successfully mate with a Deep One.	Gain the ability to breathe underwater indefinitely.	Suffer 1d3 temporary Stamina damage every third day without complete immersion for at least 1 hour.
4	Offer a human sacrifice to Dagon or Cthulhu.	Aging process slows to half normal.	Suffer 1d3 temporary Stamina damage every day without complete immersion for at least 1 hour; this stacks with the Stamina damage described above. The "Innsmouth look" becomes more pronounced (if you have ***The Portsmouth Mermaid***, roll on page 15 for 1d3 additional deformities).
5	Offer the sacrifice of at least three humans to Dagon or Cthulhu at a site sacred to them (such as Devil's Reef).	Become immortal barring accidents or injury.	Become a Deep One. The judge may declare the character an NPC.

Character Classes

Deep One Hybrid

"I think their predominant colour was a greyish-green, though they had white bellies. They were mostly shiny and slippery, but the ridges of their backs were scaly. Their forms vaguely suggested the anthropoid, while their heads were the heads of fish, with prodigious bulging eyes that never closed. At the sides of their necks were palpitating gills, and their long paws were webbed. They hopped irregularly, sometimes on two legs and sometimes on four. I was somehow glad that they had no more than four limbs. Their croaking, baying voices, clearly used for articulate speech, held all the dark shades of expression which their staring faces lacked.

But for all of their monstrousness they were not unfamiliar to me. I knew too well what they must be—for was not the memory of that evil tiara at Newburyport still fresh? They were the blasphemous fish-frogs of the nameless design—living and horrible—and as I saw them I knew also of what that humped, tiaraed priest in the black church basement had so fearsomely reminded me. Their number was past guessing. It seemed to me that there were limitless swarms of them—and certainly my momentary glimpse could have shewn only the least fraction. In another instant everything was blotted out by a merciful fit of fainting; the first I had ever had."

-H. P. Lovecraft, 'The Shadow Over Innsmouth'

Along the coast, hidden within decaying fishing ports, the worship of Dagon and Cthulhu flourishes amongst a depraved and alien populace. Performing strange rites and making dark sacrifices in honor of their aquatic lords, the human followers of Dagon interbreed with his servitor race, the deep ones, often creating twisted hybrids. Those who are not stillborn slowly transform and change, becoming more and more like their water-breathing parent and becoming less and less human.

Deep one hybrids start life fairly normal although they have a chance of having some form of physical deformity. As they age and gain experience their transformation begins and, as their body evolves, their strength and power rapidly increases. Because of their human heritage, deep one hybrids may also take on any class available to their human kin. While still enjoying the benefits of being a hybrid, the stress of forcing themselves to maintain their humanity wrecks havoc with their physiology. In such a case, the human class benefits (mighty deeds of arms, spell casting, etc) are gained as per the human class while other class details remain as listed below.

Hit Points: A deep one hybrid gains 1d8 hit points per level. For 0-level funnels use 1d4 for hp. Deep one hybrids who have chosen to embrace a human class use the appropriate class hit die divided by 2, halving their hit points at each level. While there are a number of hybrid clerics to Dagon, understandably, war-wizards are most often found amongst the pure-bred deep ones.

Weapon Training: Deep one hybrids are versed in the use of a small number of specialty weapons: barbed mace, hooked net, and shell-headed club. The hybrids are also capable of using other simple

weapons such as daggers, clubs, and short swords. They do have a preference for their specialty weapons though, and will use them at every opportunity. Deep one hybrids are able to use leather, studded leather, or hide armor and often use custom created versions of those armor incorporating aquatic elements such as shark skin or the hide of sea serpents.

Alignment: While, by birth and upbringing, it is possible for a deep one hybrid to begin play being of any alignment, they inevitably become chaotic. The alignment of a non-chaotic hybrid inexorably shifts one step towards chaotic beginning at second level and again at third.

Call of Dagon: All deep one hybrids, should they survive long enough, eventually become deep ones subject to the call of the sea. Upon earning enough experience to achieve 7th level, the hybrid is no longer able to resist the lure of the depths and must descend into the fathomed wastes. Such a journey may take several months (judge's discretion) and should the character return they may never again stray from the sea for more than 24 hours before beginning to dry out and take 1d10 damage per day. This damage may only be healed upon returning to the sea.

Movement: A deep one hybrid has a base land movement speed of 30'. They can swim 20' + 10' per level.

Patron Bond: Upon achieving 1st level, deep one hybrids automatically receive a check to be bonded with Dagon. Deep one hybrids may have no other patron. Successfully bonded deep one hybrids who have chosen to be clerics or wizards gain the full benefits of the patron bond as shown in *FT2 – The Portsmouth Mermaid* from Purple Duck games.

Rubbery Hide: As the hybrid grows in power, their skin begins to toughen, giving them an increasing boost to their armor class. This may manifest as hardening scales or a thickening of their skin.

Voice of the Deep: For reasons inexplicable via normal physiology, deep one hybrids can communicate unfettered while underwater. Whether it is some form of sub-vocalization undetectable to normal hearing, or a form of oceanic telepathy is left to the judge's discretion. The hybrids also have the ability to communicate with marine life, although they cannot exert any form of unnatural control over them using this method.

Deformity: Twisted at birth, deep one hybrids often show signs of their inhuman parentage. There is a 25% chance that any hybrid carries a deformity from birth. Should the hybrid have a deformity, consult the following table. Such hybrids are considered "blessed by the Old Ones" and gain a point of permanent Luck.

Die Roll (1d6)	Deformity
1	The look: The character has large, staring eyes that rarely blink, and a wide, gaping mouth with rubbery lips. Unless these traits are somehow concealed the hybrid suffers a -1 penalty to all checks involving Personality.
2	The mark: The hybrid has a deformed arm that is flipper-like and near-useless for normal tasks. If the hybrid must use the limb for a task, rolls are made at -2d on the die chain and the hybrid suffers a -1 penalty to all checks involving Personality.
3	The mark: The hybrid has a deformed leg that is misshapen and fluke-like, making movement difficult and slightly painful. The hybrid's movement is reduced by 10' and running is not possible. The wearing of armor is difficult and any armor must be custom-made at double the regular cost (this cost does not increase if both legs are affected). Unless concealed via robes or the like, this deformity causes the hybrid to suffer a -1 penalty to all checks involving Personality.
4	The touch: The skin of the hybrid is strange and inhuman, ranging from mildly scaly to the rubbery hide of a whale. The hybrid gains an additional +2 to their AC but unless totally covered the hybrid suffers a -4 penalty to all checks involving Personality.
5	The kiss: The deep one hybrid has partially formed gills that allow them to breathe under water for one turn per character level. If these are left uncovered the hybrid suffers a -2 penalty to all checks involving Personality.
6	The curse: Roll twice. Duplicates are possible and crushingly awful as penalties stack up.

Level	Attack	Crit die/ Table	Action Dice	Ref	Fort	Will	AC Bonus
1	+1	1d10/III	1d20	+1	+1	0	0
2	+2	1d12/III	1d20	+1	+1	0	0
3	+2	1d14/III	1d20	+1	+2	+1	+1
4	+3	1d16/III	1d20	+2	+2	+1	+1
5	+3	1d20/III	1d20+1d14	+2	+3	+1	+2
6	+4	2d10/III	1d20+1d16	+2	+3	+2	+2
7	+4	1d24/III	1d20+1d20	+3	+4	+2	+3
8	+5	2d12/III	1d20+1d20	+3	+4	+2	+4
9	+5	1d30/III	1d20+1d20	+3	+5	+3	+5
10	+6	1d30+2/ III	1d24+1d20	+4	+5	+3	+6

Level	**Title by Alignment**		
	Lawful	**Neutral**	**Chaotic**
1	Heretic	Disfavoured	Chosen
2	-	Disfavoured	Blessed
3	-	-	Favoured
4	-	-	Squamite
5	-	-	Deep One

Featured Adventure

Escape From Innsmouth

A 0-level funnel

This is a funnel adventure suitable for one night of play, or a Con session. Most funnels center around a group of meddling peasants trying to find their way through some perilous dungeon, or quest that will leave them with heavy pockets filled with coin, and the privilege of choosing a new 1st level class.

Escape from Innsmouth is a twist on the typical funnel! You begin the adventure as a faithful follower of Dagon, Lord of the Deep. Being a faithful servant of Dagon has many benefits. You never go hungry, as Dagon always keeps the nets you and the fellow villagers cast filled with the ocean's bounty, including sunken treasure from time to time. The true favor of the Lord of the Deep is the promise of immortality, and the privilege to spend eternity amongst your Brothers and Sisters. The process of immortality takes several decades, as the body needs to be changed to a form more favorable to life beneath the dark tides. Strange mutations appear randomly through the years, until finally the faithful servant is ready to waddle to the shore, and begin his swim to Devil's Reef.

You and your fellow players will assume the role of a small group of faithful on the cusp of finally being ready to cast aside your human shells and make the swim to join your true family. Unfortunately, one too many of the neighboring villagers has gone missing. Your village tries to keep the human sacrifices limited to strangers traveling down the coast, but occasionally one "slips through the net" and has family in one of the neighboring communities. On this fateful night under a low hanging blood moon, your little town is plunged into a state of chaos. Villagers from two neighboring communities have stormed the area with the intent of killing you and all those who kneel to your gilled savior.

Your only means of escape is to make it to the shores of Innsmouth where you can find safety amongst your siblings. Once in the dark ocean you will be safe, as no one dares enter the waters during the black of night.

Judges: This is a fun twist for you to run for a group of 18-20 zero-level characters. They will begin their adventure in the upper levels of the Church of Dagon, where they have been awaiting their final changes to be fully prepared to join those who have gone before them to join Dagon. Have the players roll in standard fashion for their ability scores and hit points, but use the included occupation tables to determine the trade of the characters. Once your players have rolled their characters, have them roll twice on the table of gifts to determine what strange changes their bodies have developed over the years. Keep in mind that characters average in age from 30-50 years of age, as the changes develop over time. Once the changes begin to manifest, the "gifted" are taken to the church where they are allowed to stay until the change is complete.

Innsmouth Occupation Table

Die Result	Innsmouth Occupation	Random Equipment
1	Net maker	Needle & twine
2	Fisherman	Gaff (1d4)
3	Butcher	Cleaver (1d6)
4	Sail maker	Large bundle of cloth
5	Inn keeper	Ring of keys
6	Sailor	Dagger
7	Cook	Iron pot
8	Lighthouse attendant	Lantern
9	Clergyman	Holy symbol (Dagon)
10	All-spice	Large seabass
11	Hermit	Bottle of cheap whiskey
12	Apothecary	Healing salve (1d4, one use)
13	Barber	Straight razor (1d4)
14	Baker	Rolling pin
15	Cartographer	Ink and quill
16	Blacksmith	Hammer (1d4)
17	Carpenter	Saw (1d4)
18	Cooper	Small barrel
19	Legger	Boat oar (1d5)
20	Merchant	Spices

Gifts of Dagon (roll twice ignoring the same result if rolled twice.)

Die Roll (1d20)	Gift	Game Effect
1	Character has large flippers instead of feet, causing him to waddle and walk uneasily.	Character must treat all ground movement as difficult, but gains a slap attack (1d6 damage) and may swim at his normal movement rate.
2	Character's eyes have grown wide apart, giving him an unsettling appearance.	Character is immune to surprise attacks, and may startle normal humans with his unsightly unblinking eyes. Targets must pass a DC 10 Will save, or flee for 2 rounds.

3	Scales replace skin, giving the character a fishlike appearance.	Character gains a natural armor class of +3, but must immerse himself for one hour each day, or suffer -1 Stamina per day, accumulatively.
4	The character's mouth grows to gigantic proportion, giving it a fishlike appearance.	The character loses all normal teeth, and instead develops sharp piranha-like teeth. The character is unable to speak, and can only make weird fishlike gurgles, but gains a vicious bite attack (1d8).
5	The character's eyes are lost, replaced by crab-like stalks with dark orbs at the end.	Character is repulsive to look at, but gains a unique 360-degree vision. All reaction rolls are at -1 die on the chain.
6	Tentacles replace the character's legs, covered with slime and suckers.	The character must treat any land movement as difficult terrain, but gains the ability to climb walls, and a constriction attack (1d6). All reaction rolls with non-worshippers of Dagon are at -1 die on the chain.
7	An ink gland grows under the chin of the character, giving him a tumorous bulge where the Adam's apple would normally be.	The character is repulsive to those not loyal to Dagon, but gains the ability to vomit an ink cloud. The cloud covers everything in a 10' area, blinding any who fail a DC 12 Reflex save for 1d4 rounds. All reaction rolls with non-worshippers of Dagon are at -1 die on the chain.
8	Character grows a large bone carapace upon his back, giving him the look of a sea snail.	Character is only able to crawl 10' due to the large shell on his back. The shell grants +5 to AC and the character may retreat into the shell when threatened, adding a total of +7 to natural AC. All reaction rolls with non-worshippers of Dagon are at -1 die on the chain.
9	Character's mouth is filled with tendrils that constantly hang. The tendrils resemble that of the jelly fish, and are capable of stinging.	Character loses the ability to speak, but gains a grapple attack. Should the character win the grapple his opponent must pass a DC 11 Fortitude save or become paralyzed for 1d3 rounds in addition to suffering 1 point of damage. All reaction rolls with non-worshippers of Dagon are at -1 die on the chain.
10	Character's arms are replaced by flippers, while his nose elongates and he grows a row of serrated teeth.	Character is unable to grasp or manipulate items. He may swim at the rate of 60' and gains a vicious bite attack (1d8). All reaction rolls with non-worshippers of Dagon are at -1 die on the chain.
11	Thousands of spines protrude from the character's body, giving him the appearance of a sea urchin.	Unable to wear clothes, the character does gain a spine attack. Upon a successful hit, roll 1d3 to see how many spines are left in the victim. Each spine inflicts 1d3 damage. All reaction rolls with non-worshippers of Dagon are at -1 die on the chain.
12	The character's neck elongates like that of an eel.	Character is reviled by anyone not loyal to Dagon, but gains the ability to extend his neck 3' in any direction. All reaction rolls with non-worshippers of Dagon are at -1 die on the chain.
13	Character loses all legs and arms, growing six tentacles just below the torso instead.	Considered an abomination by anyone not loyal to Dagon, the character will be attacked on sight. Movement is halved, but the character can cling to sheer surfaces and climb walls. He also gains a constriction attack (1d6). All reaction rolls with non-worshippers of Dagon are at -1 die on the chain.

14	Character loses all his human teeth and finds them replaced with row upon row of shark teeth.	Character suffers -1 die on the chain to all reaction rolls, but gains a bite attack for 1d8 damage and can track by the scent of blood.
15	Character loses his human hands and finds them replaced by webbed claws.	Character can no longer manipulate items or open doors, but gains a claw attack (1d6) and may swim at the rate of 40'. All reaction rolls with non-worshippers of Dagon are at -1 die on the chain.
16	Gills sprout just below the character's jaw line.	The character may breathe normally, or while underwater through the gills.
17	Character's arms are replaced with crab-like legs and pincers.	Character no longer has hands, but has two large crab claws giving him a pincer attack (1d6). All reaction rolls with non-worshippers of Dagon are at -1 die on the chain.
18	Character's face is replaced by one large circular mouth, filled with razor-sharp teeth like those of a lamprey.	The character can still see, but at a reduced range of 10' due to his eyes shrinking. He develops a horrific bite attack capable of inflicting 1d10 damage. All reaction rolls with non-worshippers of Dagon are at -2 dice on the chain.
19	Character's entire body is transformed into that of a fish, with only his head remaining.	Character is only capable of moving by flopping around at the rate of 15' a round. He gains a natural +5 bonus to AC and may breathe normally, or under water through gills. The character may also use his tail for a slap attack (1d6). The character's head remains and he may communicate normally. All reaction rolls with non-worshippers of Dagon are at -1 die on the chain.
20	Truly chosen, the character becomes a deep one.	Character is transformed into the classic Lovecraftian deep one. Skin is replaced by hard scales granting a +3 AC bonus, while webbed claws replace hands, granting a claw attack (1d6). The character may also breathe under water. The deep one may also communicate with fish. This gift replaces any other rolled in succession with it. All reaction rolls with non-worshippers of Dagon are at -1 die on the chain.

Using the Map

The goal of your players is to escape by way of sea. Unfortunately, they start the adventure at the furthest point from those dark depths. Feel free to print out the map to show the players and allow them to devise the best route for escape. Each block or "square" is a generic representation of the village of Innsmouth. The village overflows with small shacks and run-down cottages. Multistory buildings lend plenty of shadows to the alleys at night, some still functioning as businesses out of necessity, while most lie abandoned. Feel free to let your imagination fly with your descriptions of the area, and remember to describe each square foot as eroded by salty winds blowing inward from the sea, and seemingly abandoned. The only thing out of the ordinary for your characters in this remarkably dank town are the torch-bearing villagers storming the streets, shouting for the heads of any "Innsmouth-devils" they find. It's these cretins that have disrupted the little cult town by the sea, and now your characters must escape, while possibly taking a few pesky non-believers out in the process. Once characters reach the sands just past Water St. they have only 60' to reach freedom.

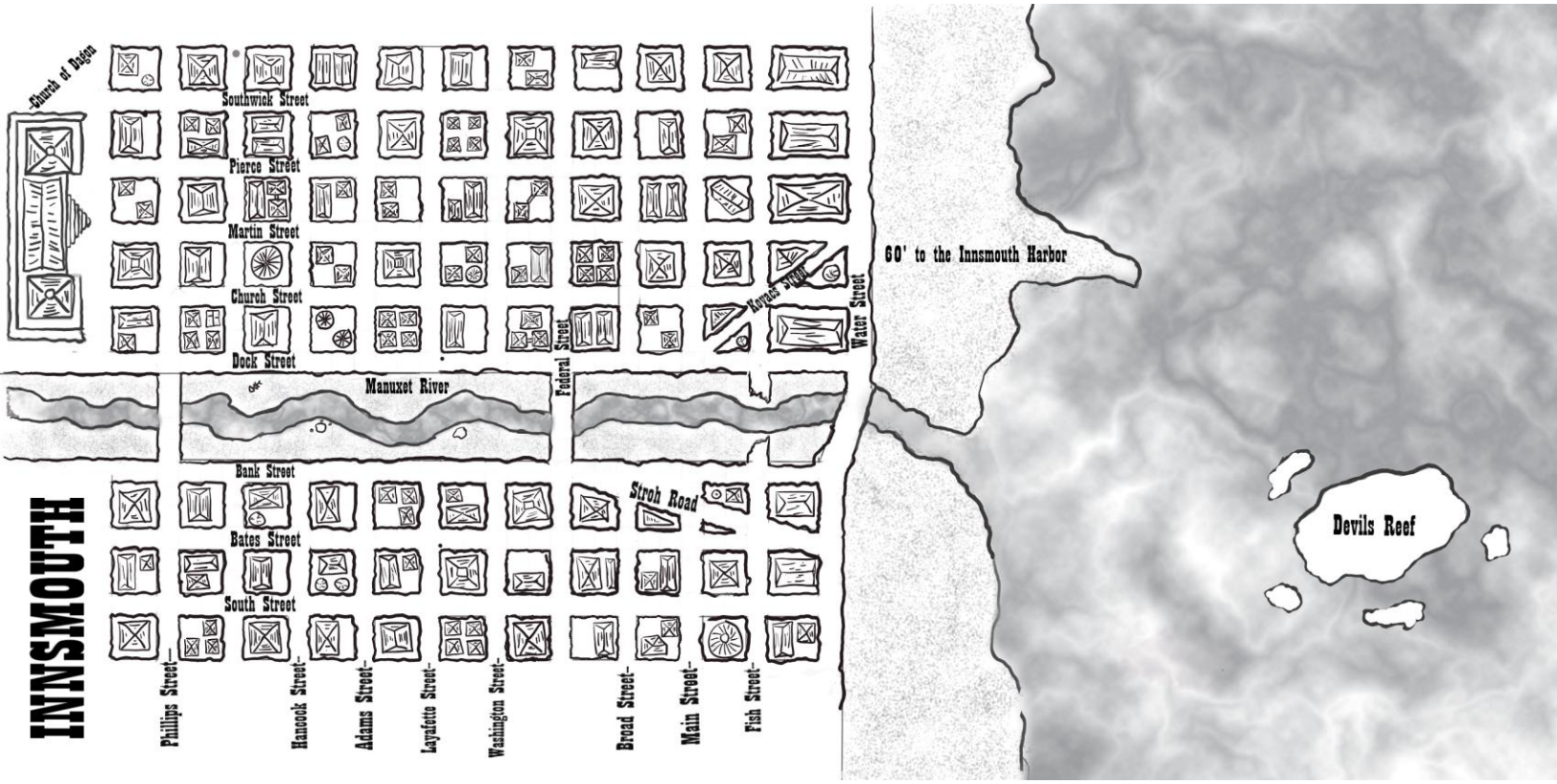
Any characters wishing to try and take the cowardly way out by jumping in the Manuxet River will probably perish in the jump from the wall to the river bank below. The fall is 20' and the water is too shallow to aid in the landing. Characters jumping will suffer 2d6 damage – and remember, any roll of a "6" means a bone has been broken.

Encounters
Unlike most published adventures, Escape from Innsmouth is run entirely by rolling on the random encounters table. Characters will try to duck and dodge by way of shadow and stealth through the alleys and dark streets of Innsmouth. Each square, or block, represents 60'. With each block, roll on the encounter table to see what – or who – the characters discover. Should you roll the same encounter twice, reroll until you have an encounter your characters have yet to run through.

Die Roll (1d16)	Encounter Result
1	A raging group of angry villagers crowds the street with two of Dagon's tadpoles. They're dousing them with oil and about to set them afire. Characters can try and sneak past using the shadows, or intervene by attacking the villagers. Sneaking past the mob requires a DC 12 Agility check. Any characters failing the roll are discovered and must be put to the flame as well! **Angry villagers** (6): Init +2; Atk club +1 melee (1d4); AC 11; HD 1d6; hp 3 each; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +0, Will +1; AL L.
2	The characters' scents have been picked up by hounds brought in by the neighboring villagers. Two hounds accompanied by four villagers will pursue and attack. Trying to escape is pointless unless the characters can come up with a way to throw the hounds off of their scent. **Hounds** (2): Init +2; Atk bite +2 melee (1d4); AC 12; HD 1d6; hp 4, 3; MV 40'; Act 1d20; SP track by scent (DC 10 to remain on the trail); SV Fort +2, Ref +1, Will +0; AL N. **Angry villagers** (6): Init +2; Atk pitchfork +1 melee (1d6) or club +1 melee (1d4); AC 11; HD 1d6; hp 3 each; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +0, Will +1; AL L.
3	Strange sounds come from one of the dark alleys the group is passing by. A child of Dagon lies floundering, having made his change too soon. The poor soul is complete fish, with the exception of his fat human face. The fish-man will plead that his Brothers help him get to the shore. Unknown to the characters, should they help him they will all benefit from a strange power granted to the fish-man. While in the poor soul's presence, each member gains +1 to all rolls.
4	A large mob of children are bullying a fellow Dagonite. The poor soul has changed into something resembling a harmless jellyfish, amounting to no challenge for the neighboring children. The characters may stop and attack the bullies, or sneak past while they hear the gurgling screams of their doomed Brother as he's torched to the cackling glee of the kids. **Bullying Kids** (10): Init +2; Atk rocks +1 ranged (1d3); AC 9; HD 1d3; hp 2 each; MV 30'; Act 1d20; SV Fort +0, Ref +1, Will +0; AL L.
5	A large net is cast from the roof of a tall building the characters are passing. Characters must pass a DC 12 Agility check or become entangled by the rope net. The attacker will then begin yelling for nearby mobs to come finish them off. Characters may cut themselves free by doing 10 points of damage to the net, or passing a DC 18 Strength check. An angry mob will appear in 1d4 rounds and gain +1d for attacks while characters are still under the net. **Angry mob** (4): Init +2; Atk club +1 melee (1d4); AC 11; HD 1d6; hp 3 each; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +1; AL L.

6	Characters stumble upon a gruesome scene. Some of their Brothers have been slain, but in the process they took out the villagers who had initiated the attack. The hounds that led the villagers to the Dagonites are enjoying some "sushi", devouring the dying corpse of a man-tuna hybrid. The dogs turn on the party and attack! **Hounds** (3): Init +2; Atk bite +2 melee (1d4); AC 12; HD 1d6; hp 4, 3, 5; MV 40'; Act 1d20; SP track by scent (DC 10 to remain on the trail); SV Fort +2, Ref +1, Will +0; AL N.
7	Springing from an alleyway come a weathered-looking whaler captain and a few of his crewmen, all armed with harpoons. Long jealous of the oceanic riches off the shore of Innsmouth, they've come looking to even a few scores. **Captain**: Init +2; Atk harpoon +1d3 melee (1d8+1d3); AC 12; HD 1d10; hp 8; MV 30'; Act 1d20; SP Mighty Deed of Arms; SV Fort +1, Ref +0, Will +1; AL L. **Whalers** (3): Init +2; Atk harpoon +1 melee (1d8+1); AC 12; HD 1d6; hp 4 each; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +1; AL L.
8	Characters pass by a general sundry shop that has been pillaged by the marauding band of villagers. Entering and searching they will find a few weapons to help them make the remaining journey more safely. Characters will find 50' rope, 2 flasks of lantern oil, 1 pitchfork (1d6), 1 short sword, 4 darts.
9	The glimmer of torchlight rounds the corner and a small portion of the roving mobs has come upon the characters. The slapping sounds of boot leather on cobblestone can clearly be heard as the mob gives chase. If the party attempts to flee, the mob will not catch the party until they stop for a subsequent encounter. In addition, pursuit may be lost via a successful Luck check made by the character with the lowest Luck. This check may be made only once. **Angry mob** (3): Init +2; Atk pitchfork +1 melee (1d8); AC 10; HD 1d4; hp 2 each; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +1; AL L.
10	A disheveled figure reeking so strongly of vomit, urine, and cheap wine that it can be smelled even from a distance, stumbles from an alleyway, the neck of a broken bottle clenched in each fist. Only one man smells so repugnant: Zadock Allen. He has long hated the Dagonites, and now, fueled by the last of his rotgut courage, he seeks to slay as many as he can before he falls. **Zadock Allen**: Init +4; Atk broken bottle +1 melee (1d4); AC 12; HD 1d6; hp 5; MV 30'; Act 2d16 or 1d20; SP two-weapon fighting (as halfling); SV Fort +1, Ref +3, Will -1; AL C.
11	The smell of burned flesh hangs in the air as one of the most elevated amongst Dagon's followers, a fully-transformed deep one, clutches at its face and strikes out wildly. The creature's eyes are blackened and burst from the flames of villager's torches and, driven mad by fear and pain, it attacks. **Blind Deep One**: Init -1; Atk claw (1d5+1) -8 melee; AC 13; HD 1d8+2; hp 3; MV 20' or swim 40'; Act 1d20; SP blind; SV Fort +3, Ref -2, Will +3; AL C.
12	The sounds of screams trail off into the wet ripping of flesh. A group of Dagonites and deep ones are finishing the massacre of several villagers. They pause to feast on the flesh of their victims, enrapt in what they have accomplished. They wave the characters on, moving to block any pursuit. Characters gain +1 Luck and any pursuing encounters are lost.

13	Cries of alarm and the flicker of approaching torches can be seen in the not-so distant night. A large crowd of villagers spots the party and gives pursuit. If the party attempts to flee, the mob will not catch the party until they stop for a subsequent encounter. In addition, pursuit may be lost via a successful Luck check made by the character with the highest Luck. This check may be made only once. **Angry mob** (8): Init +2; Atk pitchfork +1 melee (1d8); AC 10; HD 1d4; hp 2 each; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +1; AL L.
14	Flaming rubbish and debris block the street here, making the way impassable. The characters must backtrack and find a new route.
15	Innsmouth residents attack from above, lashing out at the Dagonites that have kept them living in fear for so long. A rain of bottles, vases, plates, and anything else the locals can lay hands on come showering down from the windows of the two tenements that line this part of the street. All characters must make a DC 13 Reflex save or suffer 1d3 damage.
16	The corpse of a villager lies in the street, roughly bisected by what could only have been the claws of a deep one. Lying on the ground next to him is a harpoon (treat as a spear).



Magic Items

Crown of Dagon

"Even now I can hardly describe what I saw, though it was clearly enough a sort of tiara, as the description had said. It was tall in front, and with a very large and curiously irregular periphery, as if designed for a head of almost freakishly elliptical outline. The material seemed to be predominantly gold, though a weird lighter lustrousness hinted at some strange alloy with an equally beautiful and scarcely identifiable metal. Its condition was almost perfect, and one could have spent hours in studying the striking and puzzlingly untraditional designs—some simply geometrical, and some plainly marine—chased or moulded in high relief on its surface with a craftsmanship of incredible skill and grace."
-H. P. Lovecraft, 'The Shadow Over Innsmouth'

Worn by priests and high priests among the deep ones and their hybrid offspring, this tiara imbues its wearer with increased magical abilities and favor with their dark and strange gods. Once attuned to the headpiece – requiring at least an hour of wear – the priest may ignore the first failed spell check resulting in deity disapproval once per day.

The Monolith

"Across the chasm, the wavelets washed the base of the Cyclopean monolith; on whose surface I could now trace both inscriptions and crude sculptures. The writing was in a system of hieroglyphics unknown to me, and unlike anything I had ever seen in books; consisting for the most part of conventionalised aquatic symbols such as fishes, eels, octopi, crustaceans, molluscs, whales, and the like. Several characters obviously represented marine things which are unknown to the modern world, but whose decomposing forms I had observed on the ocean-risen plain."
-H. P. Lovecraft, 'Dagon'

This ancient and massive monolith serves to focus the efforts of the followers of Dagon. A circle of casters working ritual magic around the monolith grant three-quarters of their spell check totals to the primary caster (rather than half). In addition, clerics of the Old Ones (Dagon, Cthulhu, et al.) who spend one hour in physical contact with the monolith and praying to their dark god absolve themselves of all disapproval.

Monoliths such as this are normally found far beneath the waves but the ground on which they lay has been known to surface on rare occasions, as if rejected by all that is good beneath the waters. In such places there is a cumulative chance of 10% per day that a deep one will visit the site. Such locations remain above the water for 2d12 days before sinking back to the bottom of the sea floor.

Weapons

Barbed Mace
Damage: 1d6+2
This weapon is covered with wicked barbs meant to catch and tear flesh upon a strike. The crushing blow of the mace itself is enhanced by 2 additional points of damage as the weapon rends skin and sinew. So great is the damage from this weapon that those so struck must make a DC 10 Fort save else begin to bleed at a rate of 1 hit point per turn until such time as a full round can be taken to staunch the wound.

Hooked Net
Range: 20'
Damage: 1d3 (subdual)
The hooked net is meant more as a means of capture than of harm, and only inflicts damage in subsequent rounds should the target struggle to free themselves. Upon scoring a hit, the victim is entangled within the net and is at a -1d penalty on all actions until they can free themselves. Freeing oneself requires a Strength check vs. DC 15 or cutting the net for a total of 8 points of damage. Because of the constriction of the net, only small weapons (such as daggers or short swords) may be used to cut free from within, although no attack roll is required.

Each round the target takes any action other than remaining still, they are subject to the damage of the net. These nets are greatly feared and are used for the gathering of slaves. The hooks are not long enough to cause damage but instead cling to flesh and clothing to aid the tightening of the net. The longer a person struggles against the net the tighter it becomes, eventually squeezing the air from their lungs and leaving them unconscious.

Shell-headed Club
Damage: 1d5
This club is tipped with pointed shells and razor-like pieces of coral, wedged into an otherwise normal club. Victims struck with this preternaturally sharp weapon must make a DC 8 Fort save else begin to bleed at a rate of 1 hit point per turn until such time as a full round can be taken to staunch the wound.

Barbed Mace	Damage: 1d6		Cost: 10 gp
Hooked Net	Damage: 1d3	Range: 20'	Cost: 20 gp
Shell-headed Club	Damage: 1d5		Cost: 5gp

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