

THE DROWNED ONES

WATERY MONSTERS FOR YOUR SHADOW OF THE DEMON LORD OR GODLESS GAME

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Beneath The Waves

Should coastal and watery endeavors arise within your games, this small collection of monsters should serve you well. We made it as a companion for *Salt and Sacrifice*, but also simply because the ocean is terrifying. We opted for mostly physical descriptions and took it easy on the lore so you can mostly make these your own! We hope you enjoy these baddies and hope they get some game time at your table!

Blivic

Lurking in abandoned coves, near shipwrecks, or dreary coastal settlements, blivic's sole directive is to kill and multiply. Cousins to gleran, blivics are another bipedal fishlike horror with emaciated bodies covered in thin translucent skin. Their faces are equipped with a bifurcated jaw like that of a snake, and a swordfish-like appendage between its eyes that acts both as a weapon and a reproductive organ. A blivic's forearms end in pointed barbs and on average they stand around 5' tall on webbed talons.

Blivics carry eggs in their bellies and inject them through a tube that runs through its pointed facial appendage. Beneath their thin frames, photophores beneath the skin glow hues of pink or purple. When threatened or hunting, these bioluminescent organs flare brightly, emitting pulsating light that can either act as a lure, or disorient attackers making for an easier escape.

BLIVIC

DIFFICULTY 25

Size 1 frightening amphibious monster

Perception 13 (+3); darksight

Defense 14; **Health** 24

Strength 12 (+2), **Agility** 14 (+4), **Intellect** 11 (+1), **Will** 8 (-2)

Speed 8; swimmer

Immune gaining insanity

ATTACK OPTIONS

Barbs (melee) +3 with 1 boon (2d6 plus Bleed on attack rolls of 20+)

Bite (melee) +3 (1d6+3)

Bleed If living, the target must make a Strength challenge roll. On a failure, it becomes fatigued for 1 minute or until it heals any damage. At the end of each round while fatigued this way, it takes 1d3 damage.

SPECIAL ATTACKS

Impregnating Sting the blivic makes a Strength attack roll against the target's Agility. On a success, the target takes d6 damage and becomes impregnated.

SPECIAL ACTIONS

Detonate The gestational period of a blivic's eggs can be prematurely accelerated via pheromones to the point of spontaneous, volatile eruption. Any impregnated target within short range of the blivic takes 3d6 damage as the eggs rupture, leaving behind viscous afterbirth dribbling from the wound.

Dazzling Retreat Upon becoming injured, creatures adjacent to the blivic that aren't blind must succeed a Strength challenge roll of become dazed for 1 round. The blivic then moves up to ½ its speed away as a free action.

Blutwog

Found in the most brackish water wherever the sea meets still pools, ponds, and swamps – you'll often find blutwogs devouring whatever creatures they can catch and slaking their thirst with its blood.

This half-evolved mistake of nature has 3 eyes on its dome-like head, 2 smaller ones on each side and a large central eye taking up a majority of its face. Small orifices for nostrils and ears can barely be made out beneath the gooey slime that coats it, dripping over a maw of needle-like teeth. Half-man, half fish, its torso has strong pectorals that sprout bulbous arms that give it a crawling posture. It drags its lower fish-like half across land, which resembles that of a tadpole or fish and is lined with several sharp spines.

Blutwogs have an insatiable thirst for blood, consuming it allows them to grow larger and stronger. They use their bulky muscles to take hold of victims and then devour them, drinking their insides. Their tails serve as a primary defense mechanism and their massive eye makes them extremely perceptive. Blutwogs prefer to lurk before striking, hiding under objects or climbing high above them using their superb upper body strength.

BLUTWOG

DIFFICULTY 25

Size 1/2 amphibious monster

Perception 15 (+5); darksight

Defense 13; **Health** 21

Strength 14 (+4), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 10 (+0)

Speed 6; climber, swimmer

Immune gaining insanity

ATTACK OPTIONS

Bite (melee) +4 with 1 boon (2d6+2)

Claws (melee) +4 with 2 boons (1d6) plus Clasp on attack roll 20+

Clasp Make a Strength challenge roll as a free action, if successful the target is grabbed.

Tail (melee; reach +1) +4 (1d6+3)

SPECIAL ACTIONS

Backlash When a creature within the blutwog's reach hits it with a melee attack, the blutwog can use a triggered action to attack that creature with its tail.

Depth Spitter

Not all creatures that terrorize the deep are terrifying in their true form. The depth spitter in its normal form resembles a worm with a mouth with four pseudopods extending out. However, in order to defend itself it will take over the corpse of a drowned or dead creature and attaches directly to the nervous system.

In appearance, a depth spitter corpse will become bloated and any rotting flesh will hang on instead of falling off as it normally would. The only other indication that a depth spitter has taken control of a body is the worm itself sticking out from the mouth of the corpse. The depth spitter feeds on blood and any excess nutrients it has is used to repair and maintain the corpse it uses as a home.

This corpse will walk along the bottom of the ocean hunting for blood from other dead creatures. Sometimes these creatures will make landfall and attack seaside villages. They feed by lapping up the blood of their victims with a slimy webbing covered in tiny hooks that latches on and tears at the skin, drawing blood to the surface.

DEPTH SPITTER DIFFICULTY 10

Size ½ or 1 frightening humanoid or beast (Aquatic)

Perception 6 (-4); sightless

Defense 12; **Health** 15

Strength 13 (+3), **Agility** 13 (+3), **Intellect** 6 (-4), **Will** 10 (+0)

Speed 10

Immune blinded

Bottom Feeder The depth spitter can walk along the bottom of the ocean floor as if it was normal terrain.

ATTACK OPTIONS

Fangs Spit Attack +3 with 1 boon (1d6+2) and Vampiric Webbing

Vampiric Webbing A thick sticky webbing latches onto the target and begins draining the its blood. The target must make a Strength challenge roll. On a failure the target takes 1d6 damage and the depth spitter heals the same amount.

Sea Arachnid

Of all the creatures that exist, spiders are the most prone to mutations when exposed to magic. The simplest changes are increases in size and strength while others gain preternatural abilities. Of one of the most terrifying transformations are sea arachnids.

With a thick carapace that is covered in tiny hairs, the Sea Arachnid has the disquieting appearance of a spider that is a thousand times its normal size. The hairs on their body can detect disturbances in the water and their multifaceted eyes allow them to hunt prey with unnatural precision. Their preferred targets are humanoids that traverse their waters in small watercraft.

The Sea Arachnid can glide across the top of water with same ease as traveling across land. They will often lie in wait for a prey to travel too close and leap out to wrap the target in sticky webbing. They can also use their webbing to create sacs of air that allow them to dive deep into the water to hunt food that hides beneath the surface.

SEA ARACHNID DIFFICULTY 50

Size 2 frightening beast

Perception 15 (+5); darksight

Defense 15; **Health** 40

Strength 13 (+3), **Agility** 15 (+5), **Intellect** 6 (-4), **Will** 11 (+1)

Speed 12; climber

Immune damage from poison; poisoned

Water Walk The sea arachnid can walk on top of water as if it was solid ground and attack creatures within its reach under water.

Wave Sense The sea arachnid can sense movement in water up to medium range.

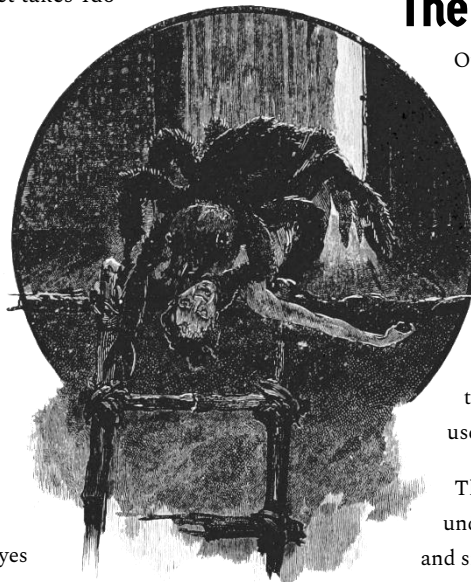
ATTACK OPTIONS

Fangs (melee) +5 with 1 boon (1d6 plus poison)

Poison The target must make a Strength challenge roll with 1 bane. On a failure, it takes 1d6 damage and becomes poisoned for 1 minute. If it is already poisoned, the target instead takes 1d6 extra damage.

SPECIAL ACTIONS

Webbing As a triggered action on the sea spider's turn, a target of equal size or smaller in short range must make an agility challenge roll or become immobilized. The immobilized target may make a strength challenge roll as an action on its turn to break out of the webbing. As a triggered action on subsequent turns the sea spider may pull the immobilized creature into melee range. The sea arachnid may only have one creature webbed at a time.



The Sludgeslinger

Often found burrowing into muddy banks and sandy coasts, this ten-foot-tall brute resembles an ankylosaurus-dog hybrid covered in barnacle-like formations and seashells that serve as natural armor.

Its molar-shaped head holds two rather small eyes and a row of spiny, jagged teeth. The sludgeslinger has poor vision but more than makes up for this in sheer brutality. Its tail is tapered and bulbous at the tip like that of a cudgel used to stun and pulverize its prey.

The dominating feature on this beast's softer underbelly is a large mucus sac used for storing mud and silt it swallows when burrowing. While often used to push mud into the gaps where its natural armor has been chipped away, a threatened or cornered sludgeslinger will spray this concoction of mucus and mud onto threats to slow or smother them.

THE SLUDGSLINGER DIFFICULTY 100

Size 3 monster

Perception 9 (-1); darksight

Defense 17; **Health** 90

Strength 16 (+6), **Agility** 10 (+0), **Intellect** 8 (-2), **Will** 8 (-2)

Speed 8

ATTACK OPTIONS

Tail (melee) +6 with 1 boon (1d6+2)

Headbutt (melee) +6 with 2 boons (1d6)

SPECIAL ATTACKS

Tail Slam the sludgeslinger pounds its tail onto a point on the ground, all creatures in a circle around this point in a 4-yard radius must make an Agility challenge roll with 1 bane. On a failure, it falls prone and cannot stand up for 1 round.

Mudjaculate The sludgeslinger expels a thick rope of mud from its maw and makes an Agility attack roll against the target's Agility. On a success, the target is immobilized for one round. Attack rolls of 20+ also cause Sludged

Sludged the target is buried under a thick pile of sludge and remains immobilized indefinitely. At the end of each round make a Strength challenge roll, this affliction is removed on a success. If the target is a living creature after three failures it suffocates and dies.

SPECIAL ACTIONS

Fill In The sludgslinger uses the reserves from its mud sac to heal 3d6 damage. It cannot use this ability again until completing a rest or spending 1 full round submerged in muddy water.

Qalupalik

Travelers that try to cross frozen waters tell tales of humanoid figures that swim beneath the ice with webbed hands and feet. They are followed by what looks like trails of oil, and sometimes trapped under the ice with these creatures are corpses whose faces remain ever frozen in fear.

The qalupalik is creature with slick green skin and hair that flows like oil. Their faces are featureless save for a mouth filled with three rows of dagger-like teeth and two pitch black eyes.

Their hair is strong like piano wire and can rapidly grow to grab creatures foolish enough to get close to them. They drag these poor souls underneath the water tearing them apart and eating their flesh. Their victim's final moments are often filled with biting pain as their lungs fill with freezing cold water.

QALUPALIK

Size 1 amphibious monster

DIFFICULTY 100

Perception 10 (+0); darksight

Defense 14; **Health** 35

Strength 12 (+2), **Agility** 14 (+4), **Intellect** 10 (+0), **Will** 14 (+4)

Speed 15; swimmer

Slick Skin The Qalupalik gets 2 boons when trying to resist a grab.

ATTACK OPTIONS

Claws (melee) +4 with 2 boons (1d6+2)

Strangling Hair (melee) The qalupalik's hair extends outward to wrap around a single target. Make a grab attack against a target within short range with 1 one boon. The hair can be cut with an applicable item or weapon as part of breaking the grapple giving two boons to the check. While a qalupalik has a creature grabbed in this way it can use Razor Strands as a special action

SPECIAL ATTACKS

Double Strike The qalupalik can make two attacks on its turn, only one of which can be Strangling hair.

SPECIAL ACTIONS

Razor Strands If the qalupalik has a creature grabbed by its Strangling Hair; it can use a triggered action on its turn to deal 3d6 damage to the creature as the strands of hair tighten and cut through flesh.





Still need new ways to haunt, maim, kill, and otherwise drain the sanity from your player characters?

Of course there's plenty, but why not have a few more?

The Drowned ones brings six new foes to use at your table in any Shadow of the Demon Lord or Godless game.

Be sure to keep an eye on www.BlackCandleGames.com and @PlayBlackCandle on Twitter for news on upcoming adventures and other products!

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