

Real Name:
Dagon

Aliases:
Father Dagon

Threat Level:
Epsilon-A

Age:
Millions of years

Height:
24 feet, 8 in.

Weight:
6 tons

Native Language:
Deep One

Whether a minor god of Cthulhu's pantheon or merely a deep one that is so old and wizened that it has acquired incomparable power among its kind (save by that of his female counterpart, who is exactly the same game mechanics-wise), the entity known as Dagon is worshipped by the Esoteric Order of Dagon and is accompanied by his consort, Hydra. Dagon leads the deep ones in their worship of Cthulhu and performs the horrible rites that will one day ready the world for their god's return.

See **Misfits & Menaces: Tricks & Treats** for game statistics on both Cthulhu and the deep ones.

Appearance: Possessing bulging, dark eyes that sit astride a lizard- or fish-like face with ridges running down his back like a scaled mane, Dagon's flesh is a mottled, grayish-green hue except for the front of his torso and belly, which is a spotted white. His gilled neck allows him to breathe underwater, and his

massive, clawed hands are similarly webbed to aid in swimming. He hunches over when he moves, sometimes hopping or loping on all four limbs—a rather frightening sight given Dagon's size.

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CAPER IDEAS

The following may give Gamemasters ideas on how to incorporate Dagon into their game.

CITY OF THE DEEP

While laying pipe for an intercontinental oil exchange on the ocean's floor, a city of deep ones has been disturbed and Dagon has stirred them on to wage war upon the surface. At first deaths and disappearances amongst divers will be the only sign something is wrong, but

soon entire supply craft never return, followed by attacks against nearby shipping lanes resulting in entire cargo ships vanishing without a trace.

How the heroes get involved will be up to the Gamemaster (perhaps one has powers suited to an aquatic adventure, or if one of the player characters is rich he may be an investor in the pipeline and is concerned for his employees), but they will quickly learn that something far more dire than bad weather is causing the disappearances. If the heroes aren't able to find and deal with Dagon and his deep ones quickly, things could escalate into all-out war, something that would be catastrophic to a world that has no idea how saturated the deep one cities are throughout the seas and how easily they could bring all oceanic trade to a total halt.

DAGON ENSORCELLED

Someone has found an antediluvian artifact that came from wherever Cthulhu and Dagon originated and is using it to control the latter, bypassing his normal immunity to mental control. Whoever has used this lost artifact to control Dagon isn't concerned with the usual subtleties associated with his cult, instead employing the ancient creature like a blunt instrument to murder and steal, relatively petty acts that would seem to indicate whoever the master is does not know the full extent of what he has gotten his hands upon.

Although such evils are reason enough in their own right for the heroes to intercede and try and recover the mystic object (ironically returning Dagon's freewill out of necessity), the possibilities for what such

control may mean for the future is all-important. After all, what happens when the puppetmaster realizes the full measure of what he can do with a veritable god at his beck and call?

Dagon				PL 19	
STR	DEX	CON	INT	WIS	CHA
+9	-1	+5	+7	+4	+9
28	9	21	24	18	29
TOUGH	<p>Skills: Acrobatics 13 (+12), Concentration 21 (+25), Diplomacy 2 (+11), Handle Animal 18 (+27), Knowledge (arcane lore) 20 (+27), Notice 12 (+16), Search 20 (+27), Sense Motive 10 (+14), Stealth 24 (+15), Swim 28 (+29)</p> <p>Feats: Animal Empathy, Attack Focus (melee) 4, Attack Specialization (claws) 2, Favored Environment (water), Improved Imitative, Power Attack, Reliable Attack (unarmed) *, Ritualist, Specialization (Acrobatics: tumbling) *, Tough 14 **</p>				
+19	<p>Powers: Comprehend 1 (Languages) Confuse 7 (<i>Insanity</i>; <i>Power Feats:</i> Incurable, Progression [area 2; <i>Extras:</i> Burst, Continuous [Lasting]; <i>Flaws:</i> Permanent, Touch, Vision-Dependent) Emotion Control 6 (<i>Divine aura</i>; <i>Extras:</i> Burst, Continuous; <i>Flaws:</i> Permanent, Touch, Uncontrolled [reflects Dagon's mood and actions]) Enhanced Notice 1 * (<i>Power Feats:</i> Critical Skill; <i>Flaws:</i> Only in water) Enhanced Stealth 1 * (<i>Power Feats:</i> Critical Skill; <i>Flaws:</i> Only in water) ESP 9 (<i>Remote sensing</i>, all senses, 4 PP/rank; <i>Power Feats:</i> Dimensional, Subtle; <i>Extras:</i> No Conduit, Simultaneous; <i>Flaws:</i> Medium [a worshiper, holy site or object, or someone continuously chanting one of the being's names for a long period]) Extra Attacks 2 ** (<i>Power Feats:</i> Combo [melee weapon, unarmed, bite] 2) Growth 8 (<i>Huge</i>; <i>Power Feats:</i> Innate; <i>Extras:</i> Continuous; <i>Flaws:</i> Permanent) Immunity 39 (Life Support, Aging, Cold Damage, Electrical Damage, Acid Damage, Mental Effects, Paralysis, Stunning) Immutable 10 Protection 7 (<i>Damage reduction</i>; <i>Extras:</i> Impervious; <i>Flaws:</i> Not versus magic) Protection 5 (<i>Fire resistance</i>; <i>Power Feats:</i> Innate; <i>Extras:</i> Impervious; <i>Flaws:</i> Only versus fire) Power Resistance 24 (Magic; <i>Flaws:</i> Spells and similar invoked effects only) Speed 2 Strike 5 (<i>Bite</i>; <i>Extras:</i> Penetrating) Strike 3 (<i>Claws</i>; <i>Power Feats:</i> Improved Critical, Mighty) Super-Senses 18 (Auditory [extended 4], Darkvision [extended 4], Olfactory [extended 4], Normal Sight [extended 4]) Super-Strength 3 Stun 6 (<i>Divine aura</i>; <i>Extras:</i> Alternate Save [Will], Burst; <i>Flaws:</i> Daze, Limited to those affected by Emotion Control) Swimming 1 Telepathy 10 (<i>Extras:</i> Move Action) Variable Power 10 * (<i>Magic</i>, any combination of traits adding up to 50 PP, 8 PP/rank)</p>				
FORT					
+18					
REF					
+12					
WILL	<p>Equipment: May sometimes be armed with an enchanted spear or similarly crude weapon that functions underwater</p>				
+17	<p>Combat: Attack +18 (-2 size; +22 melee, +26 claws), Damage +12 (19-20; claws), +5 (bite), Defense +23 (-2 size), Initiative +3</p>				
<p>Abilities 45 + Skills 42 (168 ranks) + Feats 27 + Powers 354 + Combat 90 + Saves 39 = 597</p>					

* See *Better Mousetrap*

** See *Misfits & Menaces: DOOM*

THE RISING TIDE

Wanting to winnow down humanity a bit before Cthulhu's return, Dagon has sent the many deep one cities' denizens on a collective mission: melt the polar ice in order to cause titanic floods that will kill millions of people by drowning entire coastlines. How to go about doing this, you ask? With ancient magic that has, fortunately for humanity, been broken up into components and seques-

tered in secret locations around the world. The heroes will have to find the various pieces and keep them out of the deep ones' clutches, but doing so will almost certainly raise Dagon's ire and force him into a direct confrontation with the player characters (something that won't be avoidable if these monsters get their hands on the magic artifacts anyway, however.)