



“This game references the *Savage Worlds* game system, available from Pinnacle Entertainment Group at www.peginc.com. *Savage Worlds* and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.”

By David M. Garrett – My Philosophy: I’m a huge fan of Savage Worlds the game, the fantastic creators who dream up the awesome materials for Savage Worlds, and the die-hard fans who make up the community of Savages. I’m sharing by experiences of how I run my games and settings for free in the hopes that someone else out there might enjoy the kinds of pulpy stuff I’m running.

If you find errors, mistakes, or have feedback: davidgarrett69@gmail.com

D2 Shrine of the Koi Toa

It would be very beneficial to read the previous documents in this campaign, *Call of Kungfulhu Underdark Campaign*, *G1 The Steading of the Quanch Giant Chief*, *G2 The Glacial Rift of the Frost Giant Jarl*, *G3 Hall of the Fire Giant King*, *D1 Descent into the Depths of the Earth*, and all of the other documents I've posted so that you understand my methods of converting from classic D&D to Savage Worlds. Also, I should mention that you'll need the original modules.

I'll reiterate that this is really two conversions: one more true to the pulpy, Savage Worlds of CoK and one more true to the original module. I've converted every magic item at the end of the document for those who want to run it truer to the original module.

I should also send a shout out to Steven Trustrum and Misfits Studios for a killer document I bought from their store on The Dark Elf. It is what I cross referenced with the D&D stats on Drow to make my own and I'll be drawing heavily from the New Edges and side bar on Dark Elf Poisons as we go along in our campaign. You'll need to spend the few bucks to get this document in order to learn the details presented therein.

A shout out should go to Richard Woolcock for his Zadmar conversions. I've found myself going back to his D&D conversions for monsters over and over again.

SHRINE OF THE KOI TOA

The first thing you might notice about my conversion is that I've changed the name of the Kuo Toa to Koi Toa. This is because I've given these fish-men an oriental flavor by modeling them on the Koi, a fish first bred for domestication in China and later becoming a fashionable Japanese pet. This is simply to fit them into my ongoing CoK campaign. If you want to stay true to D2, however, just keep their name Kuo Toa.

I've also changed the temple from one dedicated to Blibdoolpoolp to a temple dedicated to the worship of Mother Hydra. This fits better with the overall Cthulhu Mythos theme of CoK. The Koi Toa worship Father Dagon predominantly, but also worship Mother Hydra. This particular temple just happens to be dedicated to Mother Hydra, which, incidentally, bears no resemblance to the monster of Greek Mythology other than the name.

The Encounter Tables are almost identical with D1 and use all of the Bestiary from D1. I did have to add a couple of Giant Snakes below.

Otherwise, the module picks up immediately after D1 with virtually no need for any further setup.

ENCOUNTER AREA W27

Thoopshib is Wild Card and his stats are given below. Note the Drow medallion amongst Thoopshib's treasure. If using SWFC, use a treasure of Rich (SWFC page 48).

ENCOUNTER AREA A²31

Trosli is a Wild Card and his stats are given below.

SHRINE OF THE KOI TOA PEOPLE

Room 1: Entrance to the Low Cavity – The idol should be changed to resemble Mother Hydra. She looks like a huge Deep One from the Cthulhu Mythos. There are a couple of ways to game this entire module and this room sets the stage for how the rest will go. Will the characters be friendly or hostile to the Koi Toans? Will the Koi Toans be friendly or hostile to the party? One method to help keep the encounter more friendly is to include a human Lightning Thrower I created named Tei Zu La who has journeyed from Kurla'ab to study the mysterious lightning powers of the Koi Toa. He is a diplomat and can act as a key NPC and interpreter for the party if the Sifu so wishes. (see the attached document on the Lightning Throwers.) Tei Zu La greets the party in Room 1 having learned of their approach from Koi Toan scouts. He may be used as a Player Character, too, if the Sifu and players decided to go that route.

Room 4: Idol of Blibdoolpoolp, Sea Mother – Change to Idol of Mother Hydra.

Room 8: Private Wing – Priest-Prince Va-Gulgh is a Wild Card. His stats are listed below. Note the brooches of Drow houses Everhate and Despana and the three pairs of those cool contact lenses. Va Gulgh's treasure should be Treasure Trove (SWFC page 48).

Room 9: Passage to the Slave Quarters – Note the brooch from the Puffball Clan which can be used in D3.

Room 34: Chamber of the Chief Whip – Quolp-Ool is a Wild Card. His stats are below. Treasure should be Rich, SWFC page 48.

Room 35: Locked Room – Derinnil is a Wild Card. Her stats are below. She also possesses a brooch of her house, useful in D3.

Bestiary

Deep Gnome

Deep Gnomes are Gnomes that have evolved to live deep underground.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Healing d6, Repair d6, Survival d8, Tracking d8, Notice d6, Stealth d10, Shooting d6, Faith d6

Pace: 4; **Parry:** 5; **Toughness:** 5

Gear: Heavy pick (Str+d6), light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Special Abilities

- **Arcane Resistance:** +2 to resist opposed magic, and +2 armor against offensive magic.
- **Darkvision:** No vision penalties for darkness (range 24").
- **Endurance:** +2 to Soak rolls.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Obscure:** Deep Gnomes inherently can cast Obscure.
- **Shape Change:** Once per day a Deep Gnome may Change Shape as per the Power.
- **Size -1:** Reduces Toughness by -1.

[WC] Derinnil - Drow Fighter

Derinnil is of Drow house Noquar.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d10, Intimidation d6, Knowledge (Poison) d6, Notice d6, Persuasion d6, Riding d4, Shooting d8, Stealth d8, Survival d6, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (3)

Edges: Combat Reflexes, Block

Gear (she is unequipped while captured)

- Chain Hauberk +3 Toughness
- Longsword +1 Damage (Str+d8+1)
- Dagger +1 Damage (Str+d4+1)
- Hand Crossbow with poisoned arrows (Range: 16/32/64, Damage: 2d6, AP 2, 1 action to reload)

Special Abilities

- **Elemental Manipulation:** Drow innately can create faerie fire, a violet glow that illuminates all objects in a MBT around their person. This gives Drow a +1 in combat to trait tests because it helps them to target their opponents.
- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infravision:** Drow suffer no penalties for darkness and dim lighting due to their eyes having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.
- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2

to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.

- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power. Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can't be used for this power. This ability uses Smarts as its Arcane Skill.
- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.

Koi Toa - Cleric

These creatures are humanoid in size and shape, but their features are decidedly fish-like. Koi Toa Clerics serve in the temple.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Faith d8, Fighting d6, Notice d8, Stealth d8, Swimming d12

Pace: 6; **Parry:** 6 (7 if using Shield); **Toughness:** 7(2)

Powers (any 2 of the following): Analyze Foe, Beast Friend, Bless, Detect Arcana, Entangle, Healing, Obscure

Power Points: 10

Gear

- **Dagger:** Str+d4
- **Shield:** +1 Parry

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.
- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.
- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).
- **Low Light Vision:** Koi Toa ignore any penalties for Dim and Dark lighting.
- **Resistance (Lightning):** Koi Toa take half damage from lightning-based attacks.

Koi Toa - Fighter

These creatures are humanoid in size and shape, but their features are decidedly fish-like. Fighters serve in the temple as security.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Notice d8, Stealth d8, Swimming d12

Pace: 6; **Parry:** 6 (7 if using Shield); **Toughness:** 8(2)

Gear (some combination of the following)

- **Dagger:** Str+d4

- **Harpoon or Spear:** Range 3/6/12; Str+d6.
- **Pincer Staff:** Str+d6; Reach 1; Grapple
- **Shield:** +1 Parry
- **Short Bow:** Range 12/24/48; 2d6; ROF 1.

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.
- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.
- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).
- **Low Light Vision:** Koi Toa ignore any penalties for Dim and Dark lighting.
- **Resistance (Lightning):** Koi Toa take half damage from lightning-based attacks.

Koi Toa - Monitor

These creatures are humanoid in size and shape, but their features are decidedly fish-like. Monitors are the leaders of the Koi Toa Fighters and will be more powerful.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d10, Notice d8, Stealth d8, Swimming d12

Pace: 6; **Parry:** 7 (8 if using Shield); **Toughness:** 8(2)

Gear (some combination of the following)

- **Dagger:** Str+d4
- **Net:** Grappling
- **Pincer Staff:** Str+d6; Reach 1; Grapple
- **Shield:** +1 Parry
- **Trident:** Str+d8; Reach 1

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.
- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.
- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).
- **Low Light Vision:** Koi Toa ignore any penalties for Dim and Dark lighting.
- **Resistance (Lightning):** Koi Toa take half damage from lightning-based attacks.

Koi Toa - Pilgrim

These creatures are humanoid in size and shape, but their features are decidedly fish-like. Pilgrim Koi Toa are untrained in combat and will usually only fight when cornered.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Notice d6, Stealth d6, Swimming d10

Pace: 6; **Parry:** 4; **Toughness:** 7(2)

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.
- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.
- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).
- **Low Light Vision:** Koi Toa ignore any penalties for Dim and Dark lighting.
- **Resistance (Lightning):** Koi Toa take half damage from lightning-based attacks.

Koi Toa - Whip

These creatures are humanoid in size and shape, but their features are decidedly fish-like. The Whip is a fighting Koi Toa that specializes in stealth attacks similar to an Assassin.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Notice d8, Stealth d10, Swimming d12

Pace: 6; **Parry:** 6; **Toughness:** 8(2)

Edge: Assassin

Gear (some combination of the following)

- **Dagger:** Str+d4
- **Garrote:** Grapple
- **Spear:** Range 3/6/12; Str+d6.

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.
- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.
- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).
- **Low Light Vision:** Koi Toa ignore any penalties for Dim and Dark lighting.
- **Resistance (Lightning):** Koi Toa take half damage from lightning-based attacks.

Giant Constrictor

Anacondas, boas, and many other constrictor snakes are big to begin with; this version is large enough to swallow a cow!

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+4, Vigor d10

Skills: Climbing d8, Fighting d6, Guts d8, Intimidation d10, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 13

Special Abilities

- **Bite:** Str+d10. When they get a raise on their Fighting roll, they constrict instead of biting.
- **Constriction:** A constrictor can grab a target and squeeze. It does Str+d8 that round, and each round after, until the victim gets a raise on an opposed Strength roll.
- **Large:** Opponents get a +2 to attack rolls.
- **Size +6**

Giant Gar

Giant Gar are huge fish capable of swallowing humans whole.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d12+2

Skills: Fighting d6, Swimming d12+1, Notice d10

Pace: -; **Parry:** 5; **Toughness:** 20 (3)

Special Abilities

Armor +3: Bony scales.

- **Bite:** Str+d8; Grab.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Grab:** Pin opponent if hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Aquatic:** Swimming Pace of 13", and cannot drown.
- **Size +8:** Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Giant Venomous Snake

These are supersized versions of cobras, rattlesnakes, cottonmouths, and other venomous snakes. They're usually 20-30' long.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d10, Notice d10, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 10

Special Abilities

- **Bite:** Str+d6.
- **Large:** Opponents get a +2 to all attack rolls.
- **Size +4**
- **Venom (-2):** if the giant snake gets at least a Shaken result with his Bite, it injects the target with its poison. Make a Vigor roll at -2; if you fail, you take 2d8 damage and a

level of Fatigue. If you succeed, you only take the Fatigue level, or none with a Raise. Lost Fatigue returns at 1 level per day of rest.

[WC] Priest-Prince Va-Guulgh

Monitors are the leaders of the Koi Toa Fighters and will be more powerful. Va-Guulgh is the most powerful Koi Toa in the Shrine.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d8, Vigor d10

Skills: Climbing d6, Fighting d10, Notice d8, Stealth d8, Swimming d12

Pace: 6; **Parry:** 7; **Toughness:** 9(2)

Gear

- **Dagger:** Str+d4

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.
- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.
- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).
- **Low Light Vision:** Koi Toa ignore any penalties for Dim and Dark lighting.
- **Resistance (Lightning):** Koi Toa take half damage from lightning-based attacks.

[WC] Quolp-Ool – Chief Whip

These creatures are humanoid in size and shape, but their features are decidedly fish-like. The Whip is a fighting Koi Toa that specializes in stealth attacks similar to an Assassin. Quolp-Ool is the leader of the Koi Toan Whips.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d10

Skills: Climbing d6, Fighting d10, Notice d8, Stealth d10, Swimming d12

Pace: 6; **Parry:** 7; **Toughness:** 9(2)

Edge: Assassin, Improved Counterattack

Gear (some combination of the following)

- **Dagger:** Str+d4
- **Garrote:** Grapple
- **Spear:** Range 3/6/12; Str+d6.

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.
- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.
- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).

- **Low Light Vision:** Koi Toa ignore any penalties for Dim and Dark lighting.
- **Resistance (Lightning):** Koi Toa take half damage from lightning-based attacks.

[WC] - Thoopshib

These creatures are humanoid in size and shape, but their features are decidedly fish-like. Monitors are the leaders of the Koi Toa Fighters and will be more powerful.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d10, Notice d8, Stealth d8, Swimming d12

Pace: 6; **Parry:** 7 (8 if using Shield); **Toughness:** 8(2)

Gear (some combination of the following)

- **Shield:** +1 Parry
- **Trident:** Str+d8; Reach 1

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.
- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.
- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).

[WC] – Trosli Garnetgetter

Deep Gnomes are Gnomes that have evolved to live deep underground. Trosli is a Deep Gnome leader called a Burrow Warden.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d10

Skills: Fighting d8, Healing d6, Repair d6, Survival d8, Tracking d8, Notice d6, Stealth d10, Shooting d8, Faith d6

Pace: 4; **Parry:** 6; **Toughness:** 6

Gear: Heavy pick (Str+d6), light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Edges: Command, Hold the Line, Inspire

Powers: Summon Ally (Earth Elemental)

Power Points: 10

Special Abilities

- **Arcane Resistance:** +2 to resist opposed magic, and +2 armor against offensive magic.
- **Darkvision:** No vision penalties for darkness (range 24").
- **Endurance:** +2 to Soak rolls.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Obscure:** Deep Gnomes inherently can cast Obscure.
- **Shape Change:** Once per day a Deep Gnome may Change Shape as per the Power.
- **Size -1:** Reduces Toughness by -1.

- **Tablets:** Small tablets that have been created by Deep Gnomes to do the following: Tablet of Healing as per the Power (1 for himself and each Deep Gnome under his command), Tablet of Obscuring Gas as per Power Obscure, Tablet of Poisonous Gas as per the SWDE Knockout Poison.

Magic Items

Boots, Speed – Boots of Speed, SWFC page 59.

Gauntlets, Swimming and Climbing – The wearer of these gauntlets may move at normal Pace while swimming and makes Climbing rolls at +2.

Grim Grimoire (in Koi Toan) – This strange tome causes the reader to lose one random Edge unless they are an Assassin, in which case, they gain one Assassin-related Edge.

Helm of Underwater Vision – This helm creates a magical pocket of air around the head of the wearer as well as giving the person normal visibility regardless of the murkiness of the water.

Manual of Gainful Exercise (in Koi Toan) – Spending 2 weeks studying the runes and symbols in this magical tome has the effect of giving the character a +1 to Strength.

Necklace of Missiles/Fireballs – Necklace imbued with Bolt Power, SWFC page 31.

Poisonous Cloak – This cloak can be handled without any adverse effect, but when donned, it poisons the wearer. The victim must make a Vigor roll or die.

Potion, Extra Healing – Potion of Healing With Raise (WR), SWFC page 79.

Potion, Water Breathing – Potion of Elemental Protection (Water), SWFC page 79.

Ring, Invisibility – Ring of Invisibility, SWFC page 80.

Ring, Protection +3 – Ring of Protection +3, SWFC page 80.

Scroll, Lower Water – Scroll of Elemental Manipulation, SWFC page 84.

Scroll, Restoration – This spell restores any lost levels of Attributes, Skills, or Power Points due to magical means.

Scroll, True Seeing – This spell allows the caster to see through darkness as well as see anything obscured, disguised, or hid by any Arcane method.

Tome of Understanding (in Koi Toan) – Spending 2 weeks studying the system of logic in this magical tome has the effect of raising the character's Smarts by 1 die type.

Trident of Submission – As a trident with the Power of Beast Friend (Aquatic Animals Only). The Trident has 12 Power Points and regains 1d12 Power Points each day.