

ASTONISHING SWORDSMEN AND SORCERERS OF

HYPERBOREA™



THE MYSTERY AT PORT GREELY

BY JEFFREY P. TALANIAN



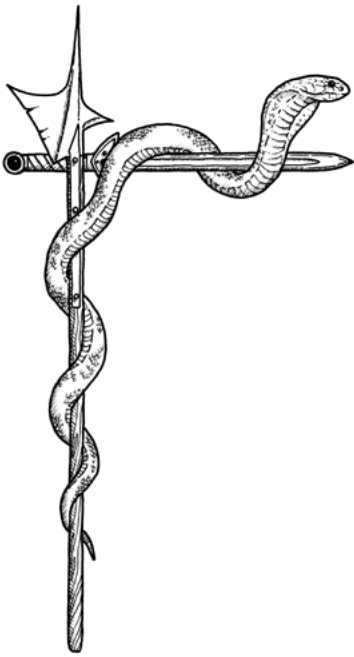
ASTONISHING SWORDSMEN AND SORCERERS OF **HYPERBOREA**TM

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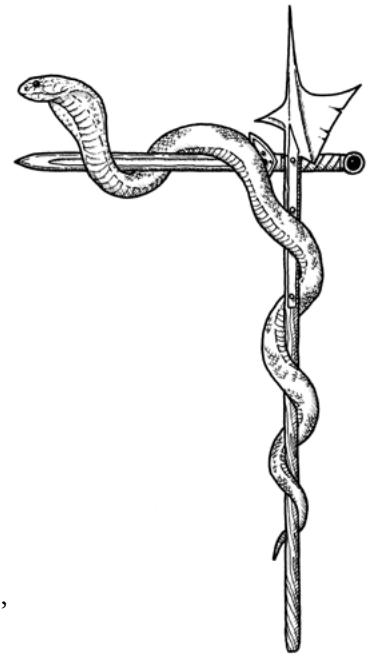
*An adventure in Hyperborea
designed for from four to six characters of 4th through 6th level*

by Jeffrey P. Talanian





ASTONISHING SWORDSMEN AND SORCERERS OF HYPERBOREA
THE MYSTERY AT PORT GREELY



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The Mystery at Port Greely™ takes players into an action-packed realm of adventure: the mythical world of Hyperborea, a sword-and-sorcery campaign setting inspired by the fantastic fiction of Robert E. Howard, H.P. Lovecraft, Clark Ashton Smith, and others. This adventure is designed for *Astonishing Swordsmen & Sorcerers of Hyperborea™* (AS&SH™), a role-playing game descended from the original 1974 fantasy wargame and miniatures campaign rules as conceived by E. Gary Gygax and Dave Arneson. Therefore, AS&SH is compatible with most traditional fantasy role-playing games (c. 1974 to 1999) and their modern simulacra, such as *OSRIC™* and *Swords & Wizardry™*.

For more information about AS&SH, please visit us at hyperborea.tv.



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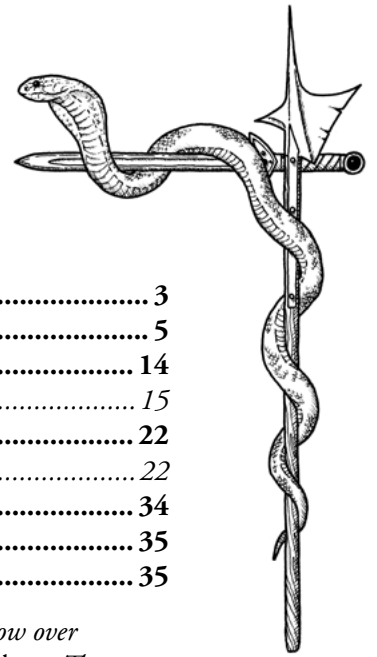
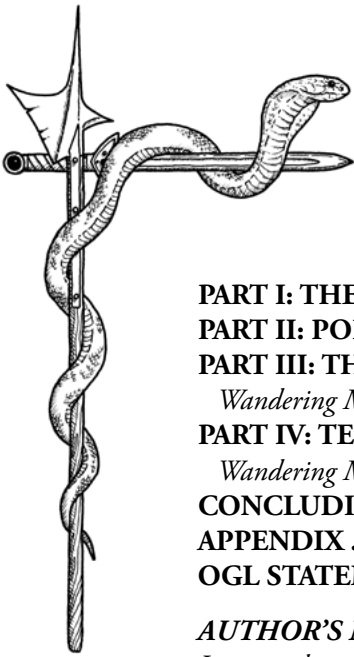


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AUTHOR'S NOTE: This adventure, inspired by H.P. Lovecraft's novella *The Shadow over Innsmouth*, originally was played with my home group in 2010. In fact, I wrote and ran *The Mystery at Port Greely* at the same time I wrote and ran the well-received *Rats in the Walls*[™] adventure. What can I say? I was on a serious Lovecraft kick at the time, and my tastes have not changed since.

PART I: THE ADVENTURE BEGINS

INFORMATION FOR THE PLAYERS

Read aloud or paraphrase "The Mystery at Port Greely" to the players:

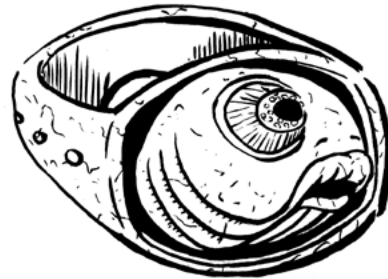
Until about three years ago, the peculiar town of Port Greely was renowned as a prolific exporter of crustaceans. Then the Greely lobstermen severed all ties with outside partners. Subsequent attempts at renegotiation were shunned.

More recently, a small group of Fishmongers' Guild representatives from the City-State of Khromarium has gone missing in Port Greely, and answers have been less than forthcoming. At present, the Guild seeks answers. It wants to know what became of its representatives, and it wishes to re-establish its lucrative partnership with the Port Greely lobstermen. Your party have been contracted to help resolve *The Mystery at Port Greely*.

The three representatives of the Fishmongers' Guild have been missing for two weeks. Each man is said to wear a silver signet ring that identifies him as a Fishmongers' Guild member. Such a ring portrays a round eye socket and three gill slits¹. The men have been named and described as follows:

- ★ **Dill Vanntose:** portly man, 5'4", of mixed ancestry, with dark, curly hair and blue eyes.
- ★ **Azos Zaimorros:** narrow-shouldered man, 5'10", with hazel eyes, black hair, and a lugubrious face; of mixed ancestry, though with pronounced Ixian traits.
- ★ **Flann Macc Brocc:** balding, red-bearded Kelt, 5'9", with a bulbous nose and close-set eyes.

The reward for the representatives' safe rescue and return is **5,000 gp**. Proof of their unfortunate demise will yield half that amount. If the party can re-establish partnership with the Greely lobstermen, they will be rewarded ownership of the *Andromeda*, the very ship on which they sail; too, the Guild will pay the ship's crew for a year of service. Achieving this objective is unlikely, but not impossible.



1. See **PLAYERS' HANDOUT #1**.

INFORMATION FOR THE REFEREE

BACKGROUND: For the past century, the people of Port Greely have exhibited strange physical deformities: bulging eyes, baldness (in males and females alike), jaundice, and thickly folded necks. These abnormalities have corresponded with increasingly antisocial behaviour. **Ktugogu** (“Mother Hydra”), an **aboleth** that dwells at an offshore island, is the progenitor of this widespread affliction. This alien monster begets **fish-men** (*deep ones, deep dwellers*); indeed, its touch in subtle degrees has all but transformed the entire town into **fish-man hybrids**. Now the situation is dire; current population estimates of Port Greely include 75 fish-men, 750 hybrids, and some 200 untainted humans, the last of whom largely live in hiding.

The fish-men of Port Greely and their most dedicated sycophants aver that theirs is a superior way of life, pure and unadulterated by the corrupt ways of city men (particularly those who call Khromarium home). The fish-men claim to be an advanced species—the chosen ones—and that the filthy, decadent ways of Khromarium never again will be abided. In sooth, Khromarium maintains a loose umbrella of authority over Port Greely; the town pays its taxes in full and on time so as not to draw undue attention.

Port Greely’s populace principally worship Kthulhu; Ktugogu (“Mother Hydra”) is an avatar of that dread, slumbering god. A **fish-man shaman** called **Merlokk** oversees the town’s political and religious affairs, as well as its continued metamorphosis through selective breeding. Indeed, when a Port Greely child is born with preferred traits, it is nurtured; otherwise, it may vanish. Such wickedness has persisted for so long that even the destruction of the aboleth and the fish-man priest may not save the people of Port Greely.



MONSTER STATISTICS: All monsters and non-player characters (NPCs) have the following statistics, abbreviated as noted:

AL = Alignment
SZ = Size
MV = Movement
DX = Dexterity
AC = Armour Class
HD = Hit Dice
hp = Hit Points
#A = Number of Attacks
D = Damage
SV = Saving Throw
ML = Morale
XP = Experience Points
Special = Special Abilities

NPC STATISTICS: Non-player character statistics also may include the below abbreviations:

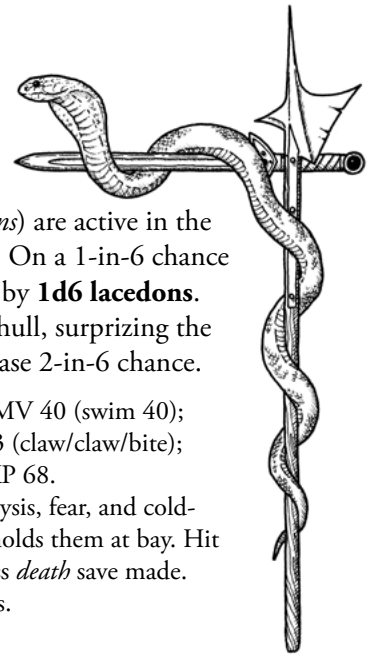
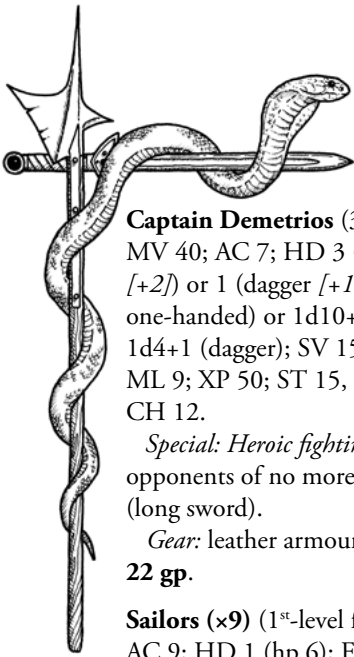
FA = Fighting Ability
TA = Turning Ability
CA = Casting Ability
ST = Strength
CN = Constitution
IN = Intelligence
WS = Wisdom
CH = Charisma

Attack roll bonuses are noted for each weapon in the *Number of Attacks* (#A) entry. *Armour Class* (AC) and *Damage* (D) figures are calculated to include all pertinent modifiers from attribute scores, magic items, *weapon mastery*, and the like.

JOURNEY TO PORT GREELY

Unless the referee wishes to play out the meeting with the Khromarium Fishmongers’ Guild (which likely would happen at a dockside inn, tavern, or warehouse), this adventure begins at sea with the party en route to Port Greely, about 120 miles west along the coast from Khromarium.

THE SHIP: The *Andromeda* is a newly built Amazon-style **coaster** (small sailing ship), clinker built with steep sides, a flat bottom, and a single mast with a square-rigged sail. A small aft cabin sleeps six. She has a 10-man crew, including **Captain Demetrios** and his **9 sailors**.



Captain Demetrios (3rd-level fighter): AL CG; SZ M; MV 40; AC 7; HD 3 (hp 20); FA 3; #A 3/2 (long sword [+2]) or 1 (dagger [+1 *melee*]); D 1d8+2 (long sword, one-handed) or 1d10+2 (long sword, two-handed) or 1d4+1 (dagger); SV 15 [*death* +2, *transformation* +2]; ML 9; XP 50; ST 15, DX 12, CN 13, IN 9, WS 12, CH 12.

Special: *Heroic fighting* (double normal melee attacks vs. opponents of no more than 1 HD). *Weapon mastery* (long sword).

Gear: leather armour, long sword, dagger, **8 cp, 11 sp, 22 gp**.

Sailors (×9) (1st-level fighters): AL CG; SZ M; MV 40; AC 9; HD 1 (hp 6); FA 1; #A 3/2 (short sword [+1]) or 1 (dagger); D 1d6+1 (short sword) or 1d4 (dagger); SV 16 [*death* +2, *transformation* +2]; ML 9; XP 20; ST 11, DX 11, CN 11, IN 9, WS 10, CH 9.

Special: *Heroic fighting* (double normal melee attacks vs. opponents of no more than 1 HD). *Weapon mastery* (short sword).

Gear: short sword, dagger, **2d4 cp, 2d4 sp**.

Captain Demetrios has further orders. The party are to be dropped off at Port Greely and picked up in one week. If the PCs fail to make the rendezvous, the *Andromeda* will return a week later. If the second rendezvous fails, the worst will be assumed.

If questioned about Port Greely, neither the captain nor any of his crew has been there for at least a few years. They say the people of Port Greely are a strange, inbred lot. Some sailors joke that the town sports some of the ugliest women they have ever seen.

RANDOM ENCOUNTERS AT SEA: Check for random encounters four times during the 120-mile journey: once on the day of departure, twice overnight, and once more on the following day. During daylight hours **great white sharks** are active in the waters surrounding Port Greely. On a 1-in-6 chance the *Andromeda* will be attacked by **1d4+1 sharks**. These predatory fish will attempt to rip apart the ship and eat the humans on board.

Shark, Great White: AL N; SZ L; MV 0 (swim 60); DX 14; AC 4; HD 6 (hp 26); #A 1 (bite); D 4d8; SV 14; ML 8; XP 300.

Special: Successful hit followed by 2d8 hp damage per round from ripping prey.

By dark **aquatic ghouls** (*lacedons*) are active in the waters surrounding Port Greely. On a 1-in-6 chance the *Andromeda* will be attacked by **1d6 lacedons**. Sneakily they will crawl up the hull, surprising the PC party and ship's crew on a base 2-in-6 chance.

Ghoul, Lacedon: AL CE; SZ M; MV 40 (swim 40); DX 11; AC 6; HD 2 (hp 10); #A 3 (claw/claw/bite); D 1d3/1d3/1d6; SV 16; ML 10; XP 68.

Special: Immune to poison, paralysis, fear, and cold-based attacks. *Protection from evil* holds them at bay. Hit causes paralysis for 2d6 turns unless *death* save made. Slain victims later become lacedons.

PART II: PORT GREELY

ARRIVAL

The *Andromeda* attains Greely Bay by late afternoon to early evening, assuming a morning launch from Khromarium a day earlier and a *light to moderate breeze* along the way; otherwise, the referee should adjust the length of the trip as necessary. Port Greely presents as a typical fishing town, with multiple piers and wharfs. The town is composed of wood plank houses that crowd the side of a hill, and it appears in disrepair: Weeds grow rampant, roofs sag, shutters dangle. Many structures appear abandoned; others are boarded up. At the top of the hill, rising from the centre of town, looms an impressive steeple with a copper-clad spire.

The streets are quite desolate. Save for some squawking gulls, Port Greely is uncannily quiet—most peculiar for a midday fishing town with structures enough to support over a thousand individuals. The few townsfolk espied appear to have that “Port Greely look” described by the sailors: balding pates, jaundiced skin, bulging eyes, and thick, folded necks. When these locals (called “**townies**” hereafter) observe strangers arriving, they hastily retreat to their homes.

Captain Demetrios has a bad feeling about Port Greely—just something in his gut. He is eager to drop off the party and resume his orders. The following text may be read aloud or paraphrased:



As your party disembark from the *Andromeda*, you see a small fishing boat put in about two wharfs over. A pair of men alight, bearing nets filled with live lobsters. These lobstermen are quite ugly, bald and heavily warted. They are barefoot, and their clothes are sopping wet. They hoist the nets over their shoulders and hasten to a nearby establishment with a crooked sign that reads, “THE YAWNING GOURD”.

The **PORT GREELY MAP** portrays a congested fishing town in squalor. Specific locations are not keyed, though the **FANE OF THE ESOTERIC ORDER OF MOTHER HYDRA** is noted. Some guidelines for these un-keyed sites are provided hereafter. The referee should place them as desired. This is a “make it your own” arrangement, fellow referees; I encourage you to develop and expand Port Greely to suit your tastes.

N.B.: No matter what course the players choose, whether it be visiting **THE YAWNING GOURD**, investigating the **FANE OF THE ESOTERIC ORDER OF MOTHER HYDRA**, exploring **TOWNIE HOMES**, or any other like activity, the referee should be certain to present the later-described **EVENTS IN PORT GREELY** at the appropriate time.

THE YAWNING GOURD

This watering hole is where the two lobstermen entered. Other establishments of similar purpose appear boarded up or fallen to complete disrepair. The lobstermen (**2 townies**) are within, sopping wet. The tavern keeper **Marsh**, a bald, round-eyed man (likewise a **townie**), stands behind the bar. He wears a leather apron and presents as a gruff, surly, unwelcoming sort. The two lobstermen are quite taciturn, wanting nothing to do with the party, but Marsh will converse with them.

Townies (fish-man hybrids)² (×3): AL CE; SZ M; MV 40 (swim 30); DX 9; AC 8; HD 1+1 (hp 6); #A 1 (light club or knife); D 1d4; SV 16; ML 8; XP 20.

Special: Limited amphibious capacity; some hybrids possess aquatic traits, others do not.

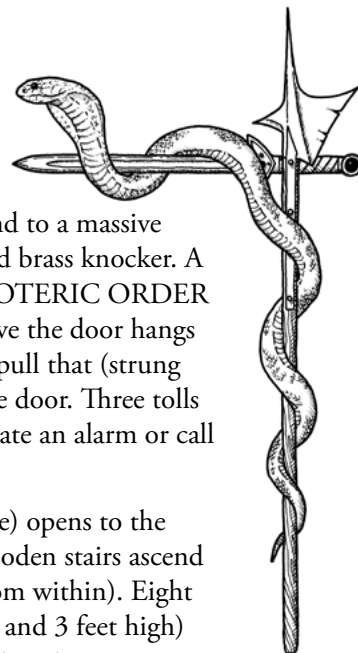
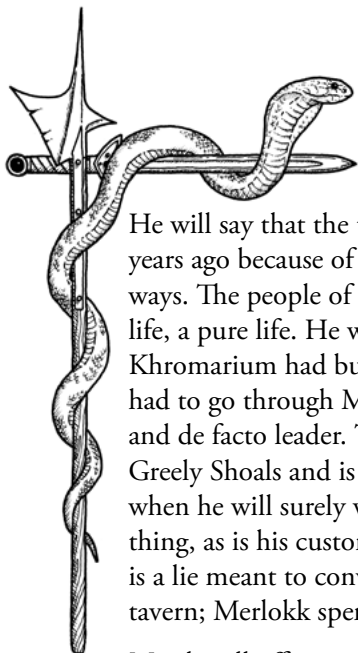
Gear: light club, knife, **4d6 cp**. 4-in-6 wear **silver amulets** (5-gp value each) etched with crude symbols of Kthulhu³.

Marsh oft raises his chin to dab the folds of his neck with a rag. He will speak with the party but will prove rather tight-lipped. If questioned about the missing men from Khromarium, he will shake his head vehemently and croak, “I know absolutely nothing about them.”

2. See **APPENDIX**.

3. See **PLAYERS’ HANDOUT #2**.





He will say that the town cut ties with Khromarium years ago because of the City-State's filthy, decadent ways. The people of Port Greely now live a better life, a pure life. He will say that if men from Khromarium had business in town, they would have had to go through Merlokk, the town's high priest and de facto leader. The priest is on his retreat at the Greely Shoals and is not expected back till dawn, when he will surely visit The Yawning Gourd first thing, as is his custom and routine. (This statement is a lie meant to convince the party to stay at the tavern; Merlokk spends most of his time offshore.)

Marsh will offer room and board for **1 gp** per person per night. The fare includes small beer, shrimp paste on stale bread, and fish-head soup. All are laced with a mild, nearly undetectable **soporific poison**, which effects a deep slumber that lasts 1d4+4 hours; potentially the poison could manifest after the PCs meet **Zephæstus** (see **EVENTS IN PORT GREELY**). If asked about the live lobsters just hauled in, Marsh will say that they are reserved for the high priest alone.

Upstairs are two small, adjacent rooms for lodging. Each 12 × 10-foot room has two sets of bunks; a simple, battered dresser; and a landward window with an exterior shutter in poor shape. The windows provide a view of the desolate street below. Each room has its own door that accesses the narrow hallway, and a connecting door is betwixt them. None of the doors have locks; an astute observer may note that bolt locks have recently been removed from all the doors.

FANE OF THE ESOTERIC ORDER OF MOTHER HYDRA

This centre of worship is the most remarkable structure here. It rises from the crest of the hill on which Port Greely was founded, overlooking the whole of the town. It is a two-storey, 30 × 30-foot, weather-beaten wooden building, capped by a verdigris-encrusted, copper-plated spire. The fane's clapboard exterior is scratched and graven with all manner of strange and cryptic symbols related to Kthulhu worship—seemingly the ravings of lotus chewers or madmen. Several pillories surround the fane, intended to defame and humiliate outlanders and infidels.

The front steps of the fane ascend to a massive double door with a gorgon-faced brass knocker. A shoddily carved sign reads, "ESOTERIC ORDER OF MOTHER HYDRA". Above the door hangs a green copper bell with a rope pull that (strung through hooks) hangs beside the door. Three tolls signify a service; nine tolls indicate an alarm or call to action.

A back door (**barred** from inside) opens to the ground floor vestry. Exterior wooden stairs ascend to another door (also **barred** from within). Eight narrow windows (6 inches wide and 3 feet high) provide glimpses into the fane's interior.

By day the fane is empty. By night it is used by **1d6 fish-man sub-chiefs** for teaching, initiations, and various abominable ceremonies. These fish-men inculcate groups of **4d6 townies** at a time. When Selene is full, the high priest Merlokk⁴ presides over his flock.

Fish-Man Sub-Chief: AL CE; SZ M; MV 40 (swim 80); DX 10; AC 4; HD 4+4 (hp 25); #A 2 (claw/claw) or 3/2 (trident [+1]); D 1d4+2/1d4+2 (claw/claw) or 1d8+2 (trident, two-handed); SV 15; ML 9; XP 175.

Special: Amphibious. Track by scent 10-in-12. Chance to be surprised decreased by 1-in-6.

Townie (fish-man hybrid)⁵: Humanoid with varying degree of piscine or batrachian physical deformities (e.g., back knees, round eyes, webbed digits, gills). AL CE; SZ M; MV 40 (swim 30); DX 9; AC 8; HD 1+1 (hp 6); #A 1 (short spear or knife); D 1d6 (short spear, one-handed) or 1d8 (short spear, two-handed) or 1d4 (knife); SV 16; ML 8; XP 20.

Special: Limited amphibious capacity; some hybrids possess aquatic traits, others do not.

Gear: short spear, knife, **4d6 cp**. 4-in-6 wear **silver amulets** (5-gp value each) etched with crude symbols of Kthulhu⁶.

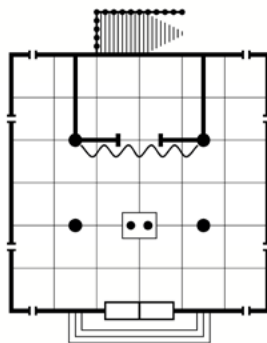


4. See **TEMPLE OF THE DEEP DWELLERS**, #13; for the purpose of this adventure, Merlokk is offshore at present.

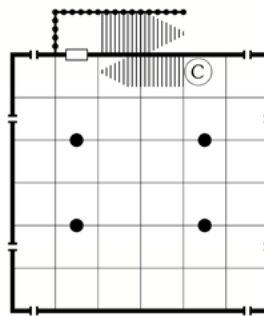
5. See **APPENDIX**.

6. See **PLAYERS' HANDOUT #2**.

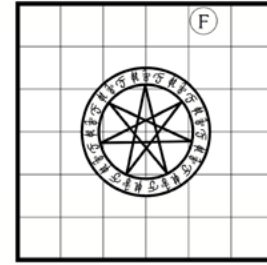
FANE OF THE ESOTERIC ORDER OF MOTHER HYDRA



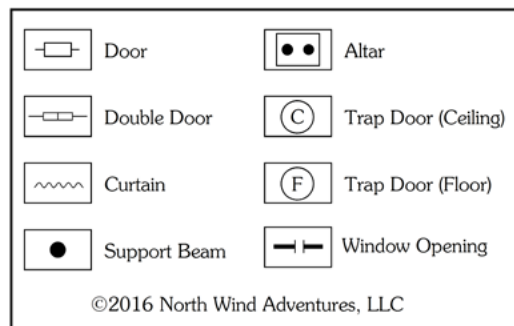
Ground Floor



First Floor



Attic



1 square = 5 feet

GROUND FLOOR: Wooden pews are arranged in the round, surrounding a central altar carved of pale green soapstone. The fane's interior—walls, floor, ceiling, pews—is painted with strange geometric shapes, blasphemous edicts, and lewd tableaux. Crude stone sculptures of dæmonic fish are set within fourteen ambries. Behind all the painted blasphemy, the astute may discover the defaced imagery of the moon goddess Lunaquua, formerly worshipped by the people of Port Greely; too, dirt-covered and blood-stained floor tiles form a mosaic image of the moon Selene.

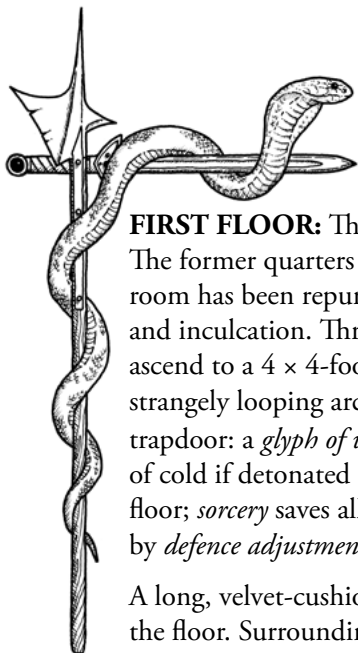
Altar: A **secret drawer** in the soapstone altar contains a rune-graven **platinum necklace** with 13 pearl pendants (1,750-gp value) and a blood-stained **silver dagger** with malachite-studded hilt (50-gp value). Both are wrapped in parchment and emanate palpable Chaotic Evil. The necklace is not magical, per se, but if it is worn by a sorcerer whilst casting any of the *summon monster* spells, the result always will be **fish-men**; this use of the necklace is described

on the parchment, messily scrawled in squid ink amidst a variety of profane proclamations.

Vestry: A velvet curtain depending from a brass rod is centred on the north wall. Behind is a portal that provides entry to a small chamber, a former vestry from when this fane was dedicated to the moon goddess Lunaquua. A back door leads outside; it is **barred** by a heavy shaft of wood.

The room smells of spoilt crustaceans and is cluttered with half-broken lobster crates and nets. An old armoire is blocked by one such stack of crates. It is hung with the moth-riddled vestments of the old Lunaquua religion: hooded robes of pale green colour and **3 abalone shell necklaces** (35-gp value each).

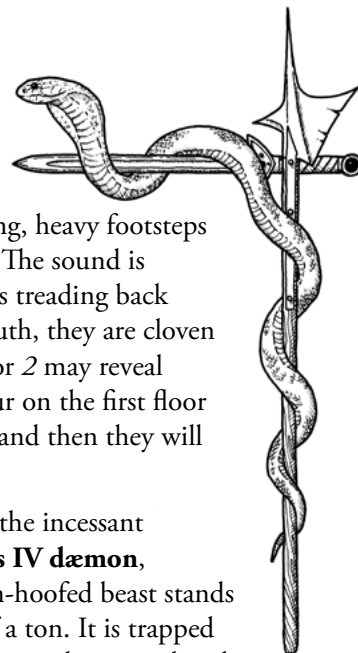
Perceptive observers may note an old rug under the piles of crates. It is dyed to portray Hyperborea's two moons, Selene and Phobos, in partial eclipse, as well as a sparkling aurora borealis. The rug is stained with blood, brown and old.



FIRST FLOOR: The door to this floor is **barred**. The former quarters of the priests of Lunaqua, this room has been repurposed as a place of instruction and inculcation. Three-foot-wide wooden steps ascend to a 4 × 4-foot trapdoor on brass hinges. A strangely looping arcane symbol is painted on the trapdoor: a *glyph of warding* (CA 8), effecting a blast of cold if detonated (8d4 hp damage to all on this floor; *sorcery* saves allowed for half damage, modified by *defence adjustment*, if applicable).

A long, velvet-cushioned divan is set in the centre of the floor. Surrounding it are six chairs, conspicuously arranged. A low table at the west wall is set with several religious effects: two wooden rattles (stylized to portray Kthulhu), a brass bell, a brass censer stuffed with a potpourri of incense mixed with dried **russet lotus** leaves (producing a sleepy hallucinogenic effect), a vial of unholy oil, and a wooden flute.

Against the east wall is a writing desk with inkpot, quill, and a sheaf of parchment. The sheaf contains the names of residents, a census of the town, and each family's current state of indoctrination and metamorphosis. Desired piscine and batrachian physical characteristics are noted in recent births, including hairlessness, webbed digits, jaundice, round eyes, neck folds (sometimes with gill slits—these are noted as functional or not), dry skin (moisturized by salt water), deeper vocalizations, and back knees. Children who present with several of these characteristics are viewed as favourable offspring; those who fail to exhibit such traits are marked for Mother Hydra's "blessing".



At a time of the referee's choosing, heavy footsteps will be heard in the attic above. The sound is constant: the thud of shod boots treading back and forth, back and forth. In truth, they are cloven hooves; a *discern noise* roll of 1 or 2 may reveal this fact. Any significant clamour on the first floor may give the footsteps pause... and then they will resume, even more quickly.

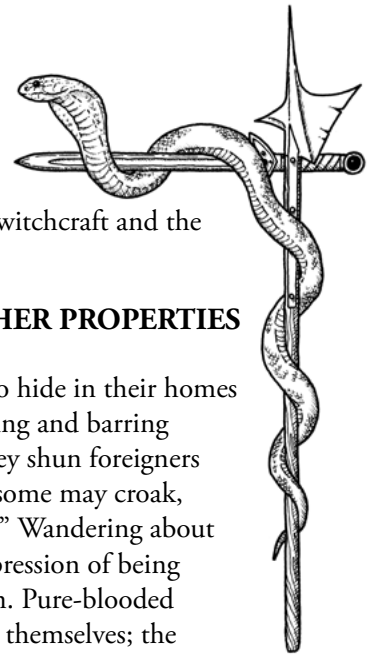
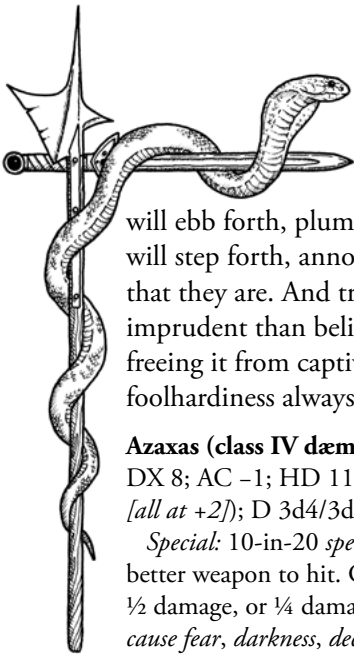
ATTIC: Here lies the source of the incessant footsteps: **Azaxas**, a potent **class IV dæmon**, magically entrapped. The cloven-hoofed beast stands over 10 feet tall and weighs half a ton. It is trapped within the confines of a seven-pointed star, enclosed by a magic circle 13 feet in diameter. The beast will request freedom:

"Release me from this prison, humans of Hyperborea. I was summoned by a sorcerer who served the high priest of this wretched town. Now that sorcerer is dead, and the priest dares not trifle with me, for he knows I will destroy him. Set me free so that I may kill that fool and return to my lair in Underborea."

In truth, this dæmon detests all humans and would take great pleasure in slaying any it comes across—including its rescuers. It will say anything to be freed, pandering to the PCs, or telling them what it thinks they want to hear. What it will not do (of its own volition) is reveal its true name.

To free the dæmon is simple. If asked, it will instruct the PCs on how to deface the magic circle. It tells them to carefully pluck the candles from each point of the seven-pointed star, one at a time, walking backwards, widdershins. Next, they must deface all seven points of the star, in effect opening them. Once this task is accomplished, an unnatural cold

Typical Inculcation Ceremony: A priest leads the initiate to the divan, instructing the subject to lie face-down. The priest then lights the censer and leaves the chamber for 20 minutes. Next, six fishermen enter, seating themselves around the initiate. They ring the brass bell, shake the rattles, play the flute, and splash the unholy oil in the air, all whilst chanting to Mother Hydra, Father Dagon, and Kthulhu. Typically this ritual excites a feeling of euphoria for the initiate; consequently, the "true path of Mother Hydra" is realized, and the psychological conversion is begun.



will ebb forth, pluming out like a low fog. The beast will step forth, announcing its liberators for the fools that they are. And truly, they are. Is anything more imprudent than believing the words of a *dæmon* and freeing it from captivity? I think not. Rashness and foolhardiness always gain their just deserts.

Azaxas (class IV *dæmon*): AL CE; SZ L; MV 30 (fly 40); DX 8; AC -1; HD 11 (hp 62); #A 3 (claw/claw/gore [*all at +2*]); D 3d4/3d4/4d4; SV 11; ML 10; XP 4,700.

Special: 10-in-20 *spell resistance* vs. CA 12 casters. +1 or better weapon to hit. Cold, electricity, fire, and gas inflict ½ damage, or ¼ damage if save made. Can cast at will: *cause fear, darkness, decipher language, detect invisibility, detect magic, improved phantasm, infrared vision, levitate, polymorph self, pyrotechnics, telekinesis, teleport* (without error).

On the east wall stands an apothecary's cabinet with nine small drawers and one larger drawer. In the small drawers can be found a pouch of ground mother-of-pearl, a pouch of ground silver, 20 tallow candles, 16 pieces of chalk, a five-pound bag of salt, a teakwood box containing two doses of powdered **black lotus (dust of death)**, a pouch full of cockatrice feathers, a phial of woolly mammoth blood, and a phial with a clear, foamy liquid (**potion of levitation**).

The larger drawer is painted with three intersecting isosceles triangles, a *glyph of warding* (CA 8) effecting *inflict blindness* if detonated (*sorcery* save negatives). Within the drawer is a magician's **spell book**, bound in snakeskin and clasped in brass. It contains the following spells:

Level 1: *decipher language, protection from evil, unseen servant*

Level 2: *detect silence, extrasensory perception, magic mouth*

Level 3: *explosive runes, summon monster I, wind wall*

Level 4: *black tentacles, summon monster II*

Level 5: *summon monster III*

In addition, the spell book contains instructions on the alchemical creation of magic circles and other symbols associated with summoning, including symbols that protect the sorcerer and symbols that entrap the summoned. These directions are presented in a voice that suggests theory and

conjecture, citing lost forms of witchcraft and the *dæmonology* of ancient races.

TOWNIE HOMES AND OTHER PROPERTIES

As noted, townsfolk are quick to hide in their homes at the sight of strangers, slamming and barring doors and drawing shutters. They shun foreigners and refuse to speak. If pressed, some may croak, "Go away!" or "Begone, infidel!" Wandering about the town gives one a strong impression of being watched by something inhuman. Pure-blooded fish-men typically do not reveal themselves; the remaining untainted humans are in hiding, praying for salvation.

HOMES: Most houses are small, peak-roofed affairs with plank or dirt floors. They typically contain battered tables and cabinets, rusty tools, nets, baskets, casks, earthenware, and other sundries. Many homes (i.e., those where **townies** reside) contain saltwater-filled troughs within which sea worms squirm. Note that some 20% of the town's population (about 200 people) are untainted humans, living in fear and desperation.

Townie (fish-man hybrid)⁷: Humanoid with varying degree of piscine or batrachian physical deformities (e.g., back knees, round eyes, webbed digits, gills). AL CE; SZ M; MV 40 (swim 30); DX 9; AC 8; HD 1+1 (hp 6); #A 1 (short spear or knife); D 1d6 (short spear, one-handed) or 1d8 (short spear, two-handed) or 1d4 (knife); SV 16; ML 8; XP 20.

Special: Limited amphibious capacity; some hybrids possess aquatic traits, others do not.

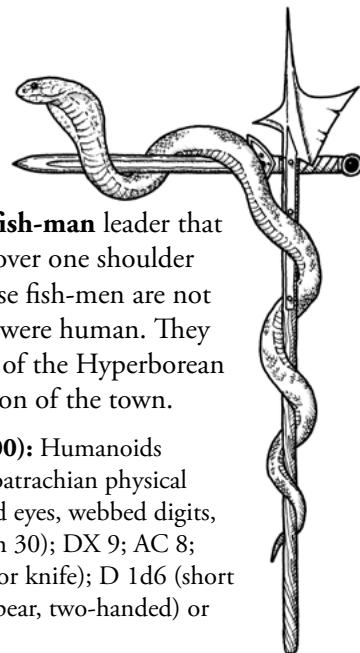
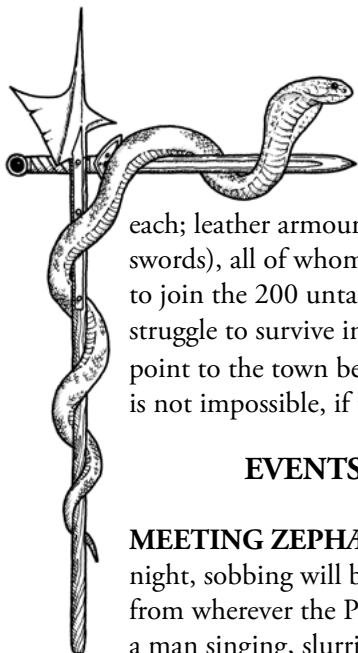
Gear: short spear, knife, **4d6 cp**. 4-in-6 wear **silver amulets** (5-gp value each) etched with crude symbols of Kthulhu⁸.

SHOPS AND SERVICES: Other structures (butchers, dry goods, feed and flour, glaziers, wrights, and the like) are abandoned, or in some cases ruined. Fanes once dedicated to other deities have been destroyed and defiled.

OUTLYING FARMS: As portrayed on the **PORT GREELY REGION MAP**, six outlying farms are affiliated with Port Greely. Here humanity survives; the farms largely are ignored because their goods are not required by the fish-man overlords. Each farm houses 1d10+10 capable 0th-level fighters (1d8 hp

7. See **APPENDIX**.

8. See **PLAYERS' HANDOUT #2**.



each; leather armour, short bows, short spears, short swords), all of whom could be enlisted perhaps to join the 200 untainted men and women who struggle to survive in Port Greely. Whilst all signs point to the town being in dire straits, a coup d'état is not impossible, if the PCs are ambitious.

EVENTS IN PORT GREELY

MEETING ZEPHÆSTUS: By evening or night, sobbing will be heard a few blocks away from wherever the PCs may be. The discord is a man singing, slurring and babbling about the olden days—before “they” took over and ruined everything, before “they” blasphemed and caused the town to be cursed, before “they” turned the good people of Port Greely into beasts. This fellow is **Zephæstus**, the town drunk. If the party seek him out, he can be found in an alley littered with refuse.

Zephæstus is an old, yellow-bearded, spindly-legged man, with snots running down his nose and greasy fingers smearing his shabby clothes. He pulls from a bottle of rotgut whiskey. After a moment, his eyes clear; he is thrilled to see outsiders, but at once he fears for their safety.

Zephæstus will ask the PCs where they are from, why they are here, and so forth. He then will ask if they ate or drank at The Yawning Gourd; if so, he will inform them that they no doubt have been drugged. Whether they touched the food and drink or not, he will implore the party to follow him to his dwelling a few blocks away, before it is too late.

SEIZED BY THE TOWNIES: Soon after encountering Zephæstus (or if the party ignore his cries), an iron bell will toll nine times, and the **townies** will emerge en masse: doors crashing open, feet pounding, misshapen men and women running about the streets in search of the strangers. Some townies have more pronounced physical deformities than others. They will search all night, these perversions of humanity. They will canvass the town, hooting and hollering and conversing in bellowing, croaking voices.

For every 10 townies there is a **fish-man** leader that wears a purple silk sash draped over one shoulder and bears a trident. Most of these fish-men are not native to Port Greely and never were human. They are humanoids from the depths of the Hyperborean Sea, overseeing the transformation of the town.

Townies (fish-man hybrids)⁹ (×500): Humanoids with varying degrees of piscine or batrachian physical deformities (e.g., back knees, round eyes, webbed digits, gills). AL CE; SZ M; MV 40 (swim 30); DX 9; AC 8; HD 1+1 (hp 6); #A 1 (short spear or knife); D 1d6 (short spear, one-handed) or 1d8 (short spear, two-handed) or 1d4 (knife); SV 16; ML 8; XP 20.

Special: Limited amphibious capacity; some hybrids possess aquatic traits, others do not.

Gear: short spear, knife, **4d6 cp.** 4-in-6 wear **silver amulets** (5-gp value each) etched with crude symbols of Kthulhu¹⁰.

Fish-Men (×50): AL CE; SZ M; MV 40 (swim 80); DX 9; AC 5; HD 2+2 (hp 13); #A 2 (claw/claw) or 1 (trident); D 1d4+1/1d4+1 (claw/claw) or 1d8 (trident, two-handed); SV 16; ML 8; XP 41.

Special: Amphibious. Track by scent 10-in-12. Chance to be surprised decreased by 1-in-6.

Directly The Yawning Gourd will be surrounded by a mob. If the party remain at the tavern, they soon will be overcome by a relentless horde of misshapen freaks climbing through windows, smashing down doors, and snatching and grabbing for the strangers. More likely than not, the PCs soon will be overpowered.

An encounter with a massive group of townies likely will result in party capture, as the hybrids will pounce and pile, using superior numbers to drag down the foreigners. Near the centre of town, before the **FANE OF THE ESOTERIC ORDER OF MOTHER HYDRA**, the townies will place their prisoners in pillories, there to be held until the high priest Merlokk next returns (the next time Selene is full, or at another time of the referee's choosing). Eventually, any captives will be conveyed to Mother Hydra for her “blessing”.

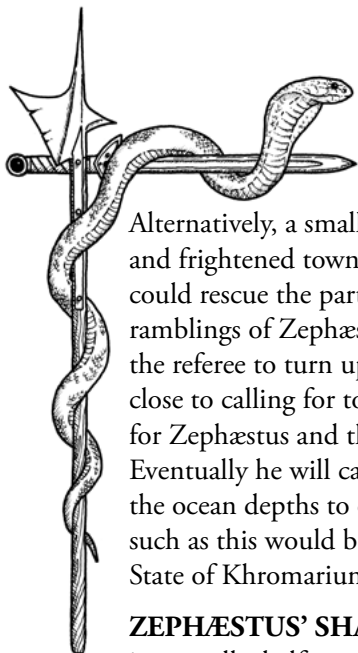
The pillories are left unguarded, for the hybrids retire in the wee hours of predawn darkness. By sunrise, Zephæstus may rescue the party and take them to his cottage. This may or may not be the time at which he tells his story (see *Zephæstus' tale*, hereafter).

9. See **APPENDIX**.

10. See **PLAYERS' HANDOUT #2**.



MULLEN



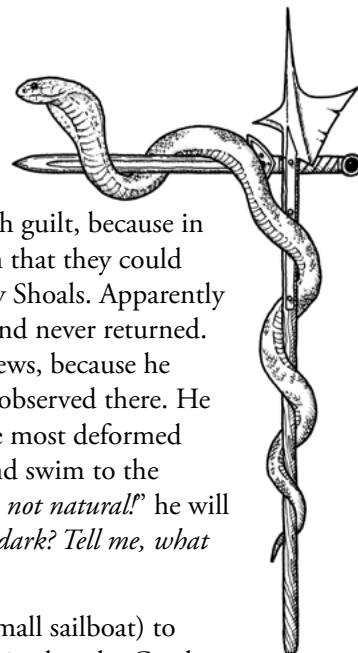
Alternatively, a small group of filthy, famished, and frightened townsfolk (untainted humans) could rescue the party, and they could confirm the ramblings of Zephæstus. This is an opportunity for the referee to turn up the tension, for Merlokk is close to calling for town cleansing, spelling the end for Zephæstus and the other surviving humans. Eventually he will call up hundreds of fish-men from the ocean depths to occupy Port Greely; a bold move such as this would be in direct defiance of the City-State of Khromarium's authority over the town.

ZEPHÆSTUS' SHACK: The old drunkard lives in a smelly, half-rotted cottage set on a crumbling fieldstone foundation. Upon arrival he will direct the party to hide in his root cellar, accessed via a trapdoor **concealed** under a filthy rug. At a time determined by the referee, any PC who ingested food or drink at The Yawning Gourd will begin to feel drowsy. (Again, a deep slumber will manifest for 1d4+4 hours.)

Meantime, townies will be running amok in search of the foreigners. Some may even visit Zephæstus' shack, but he will frighten them off, screaming and shouting drunken obscenities and throwing empty bottles at them. Conscious party members can watch through spaces in the fieldstone foundation. Captured PCs are subject to the conditions detailed in **SEIZED BY THE TOWNIES**; those who have been saved by Zephæstus will hear his tale by morning.

Zephæstus' Tale: Come daybreak, a sober Zephæstus will prove more informative. He will explain that the townies fear him as a madman, but will claim that he is just an old drunk who has seen everything he has ever loved turn to rot and corruption. He will say that not many untainted ones are left, maybe a hundred or fewer¹¹.

Zephæstus freely will admit that the three men from Khromarium indeed arrived a few weeks ago to talk to the local lobstermen about trade, but they were rebuffed, the negotiations cut short. Then the Khromarium fishmongers spoke with Zephæstus himself. In his drunken state, he told them that if they truly wanted anything to change, they would need to convince Merlokk, the high priest of the Esoteric Order of Mother Hydra.



Zephæstus now is burdened with guilt, because in his stupor he told the three men that they could find the priest offshore at Greely Shoals. Apparently the men took a boat out there and never returned. Zephæstus will say this is bad news, because he suspects that terrifying rites are observed there. He will say that on many nights the most deformed townies walk out into the sea and swim to the islands to attend these rites. "*It's not natural!*" he will cry. "*Swimming ten miles in the dark? Tell me, what kind of man can do that?*"

Zephæstus will offer his **skiff** (small sailboat) to would-be rescuers. He will explain that the Greely Shoals are visible on clear days; otherwise, he will direct the PCs to sail due south. He believes the freaks likely operate on the largest island.

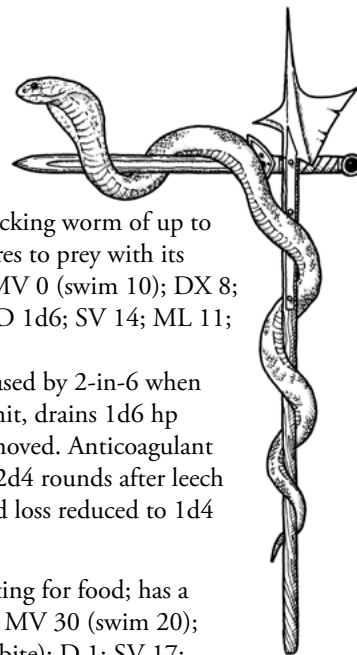
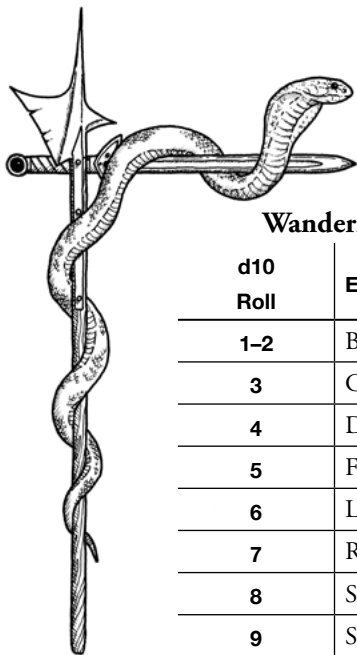
PART III: THE GREELY SHOALS

APPROACHING THE FOUR ISLANDS

Sailing directly from Port Greely will take the PCs to the north side of the islands (see **THE FOUR ISLANDS OF THE GREELY SHOALS MAP**). On the clearest days the islands can be observed from as far as the town; on the foggiest days they are not espied until within a half mile of approach (or worse). No lights shew from the islands; by night they lie cloaked in darkness. Even the lighthouse beacon of **ISLAND #3** is less efficacious than it once was, a feeble glow that is nearly imperceptible even on cloudless nights. This dimness can prove a hazard for many ocean-going vessels, for the shoals encompassing the islands are indisputably a navigational nightmare, the shallow waters concealing jagged rocks.

RANDOM ENCOUNTERS: Roll a d6 once per hour spent exploring **ISLAND #1**, **ISLAND #3**, and **ISLAND #4**, with a result of 1 indicating a random encounter. Next, roll a d10 to determine the encounter type. Note that the hills of **ISLAND #3** and the rivers, the boggy hills, and **THE RUINED SETTLEMENT** of **ISLAND #4** are special exceptions (qq.v.).

11. Actually about 200 untainted men, women, and children hide in the town and its environs, living in fear and praying for absolution.



Wandering Monster Table 1

d10 Roll	Encounter
1-2	Boar (2d4)
3	Centipede, Giant Black (3d4)
4	Deer, Red (5d4)
5	Frog, Giant (2d6)
6	Leech, Giant (1d4)*
7	Rat (2d10)
8	Snake, Viper (1)
9	Stirge (3d6)
0	Tick, Giant (1d6)

* Marshland only; reroll if other terrain.

Boar: Aggressive wild pig roams the island in small herds. AL N; SZ M; MV 50; DX 10; AC 7; HD 3+1 (hp 15); #A 1 (gore); D 2d4; SV 15; ML 9; XP 90.

Special: Initial gore as *charge attack* at +2 to attack roll and double damage dice.

Centipede, Giant Black: Multi-legged, segmented arthropod of 2½-foot length, feared for its painful, venomous bite. It is but rarely encountered during the day. AL N; SZ S; MV 20; DX 13; AC 9; HD ½ (hp 4); #A 1 (bite); D 1d2; SV 17; ML 7; XP 25.

Special: Bite delivers venom; make *death* (poison) save or suffer additional 2d6 hp damage.

Deer, Red: Skittish deer move in herds; they flee from most everything, but a cornered hart may butt with its antlers. AL N; SZ M; MV 70; DX 13; AC 8; HD 1 (hp 5); #A 1 (gore); D 1d4; SV 16; ML 3; XP 13.

Special: Charging gore attack results in double damage dice.

Frog, Giant: Weighing up to 500 pounds, this seven-foot-long chamæleonic amphibian catches prey with its sticky tongue and can swallow a man whole. AL N; SZ L; MV 10 (hop 60, swim 30); DX 12; AC 7; HD 3 (hp 12); #A 1 (bite); D 1d6; SV 15; ML 7; XP 101.

Special: Chance to surprise increased by 2-in-6 when leaping from water or muck. On a natural 20, tongue reels in and swallows victim whole, inflicting 1d6 hp damage per round thereafter. Swallowed prey can cut its way out with a WC 1-3 blade, with attack penalty equal to weapon class. If 6 hp damage inflicted from within, large enough rent is cut for escape.

Leech, Giant: An aquatic, bloodsucking worm of up to five-foot length, a giant leech adheres to prey with its sucker-like mouth. AL N; SZ M; MV 0 (swim 10); DX 8; AC 7; HD 5 (hp 20); #A 1 (bite); D 1d6; SV 14; ML 11; XP 225.

Special: Chance to surprise increased by 2-in-6 when target traverses water. Following a hit, drains 1d6 hp per round; must be killed to be removed. Anticoagulant causes 1 hp damage per round for 2d4 rounds after leech removed; if tightly bandaged, blood loss reduced to 1d4 rounds.

Rat: Rodent scavenging and predating for food; has a taste for human flesh. AL N; SZ S; MV 30 (swim 20); DX 9; AC 9; HD ¼ (hp 2); #A 1 (bite); D 1; SV 17; ML 5; XP 7.

Special: 1-in-6 chance of disease upon successful hit, unless *death* (poison) save made. If save fails, victim either dies in 1d6 days, or is bedridden for a month. Roll a d6: On a 1 or 2, disease is terminal; otherwise non-deadly strain is contracted.

Snake, Viper: Slithering through underbrush; encounter indicates either stepped on or nearly so. AL N; SZ S; MV 40; DX 10; AC 6; HD ½ (hp 2); #A 1 (bite); D 1; SV 17; ML 8; XP 25.

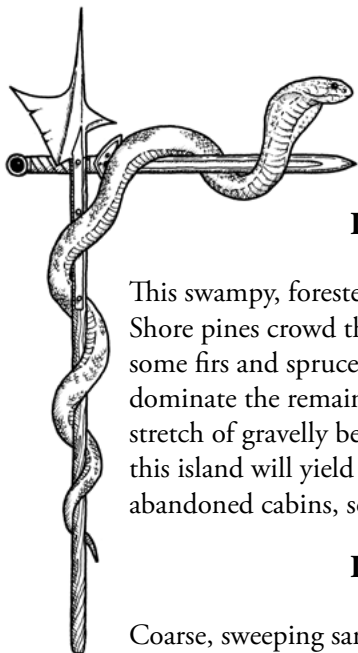
Special: Bite injects venom once per day; victim must make *death* (poison) save or suffer 1 hp damage per round for 3d4 rounds. Site of wound is purple and swollen; may become septic if victim survives (*cure disease* heals).

Stirge: Feathered, volucrine monster 12 inches in length, with long, mosquito-like proboscis for sucking blood. AL CE; SZ S; MV 10 (fly 60); DX 10; AC 7; HD 1 (hp 5); #A 1 (sting); D 1d3; SV 16; ML 8; XP 19.

Special: +2 bonus on initial attack roll. Drains blood for 1d4 hp damage per round until sated (-12 hp).

Tick, Giant: Bloodsucking arachnid that lurks in foliage and drops onto victims. Body is up to three feet in diameter. AL N; SZ S; MV 20; DX 5; AC 3; HD 3 (hp 12); #A 1 (bite); D 1d4; SV 15; ML 12; XP 107.

Special: Chance to surprise increased by 1-in-6 when dropping from tree. Bite transmits venom; make *death* (poison) save at +2 bonus or suffer paralysis for 1d2 turns. Tick remains attached, draining blood for 1d6 hp damage per round. Can be driven off with fire; 3-in-6 chance it releases if attached.



ISLAND #1

This swampy, forested island is rich with wildlife. Shore pines crowd the north and east sides, with some firs and spruces mixed in. Marsh and swamp dominate the remainder of the island, save for a stretch of gravelly beach at the south tip. Exploring this island will yield the discovery of several abandoned cabins, some of which are habitable.

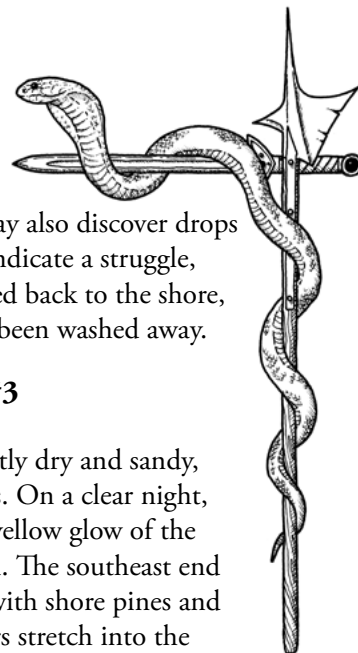
ISLAND #2

Coarse, sweeping sand dunes and long stretches of grey gravel dominate the perimeter of this island. A one-mile-diameter forest grows at the centre of the island: scraggly clusters of shore pines and lean, lofty spruces, some nearly 200 feet tall. The forest is preceded by patches of sawgrass and thorny thickets.

The forest is uninhabited by men or monsters; true, the occasional birds and bats make their way here, but largely the forest is eerily quiet. In the hours of darkness, ghostly whispers can be heard in this forest, strained voices of distress and frustration. Furthermore, wood knocking resonates in the night, but the source cannot be discovered. If the sound is reproduced by the PCs, it will be echoed in the near distance. Consequently, sleep is quite difficult here. Appreciable rest may not be gained (3-in-6 chance per person of proper rest each night); failure indicates that hit points will not be recovered, spell casters will be unable to memorize spells anew, and so forth.

Abandoned boats (some in complete disrepair, others not) and rotted fishing equipment lie scattered about the north side of the island, most half-buried in the sand. One such craft proves to be a Khromarium Fishmongers' Guild vessel. The coaster presents with significant hull damage, a line of breaches. No bodies can be found. The ship has been stripped clean of its goods, but not its sail and rigging.

An astute observer may note footprints in the sand a bit farther inland, where the tide has not lapped. These tracks prove to be a combination of some booted feet, followed by several bare, vaguely human footprints, and other downright inhuman treads. The vaguely human prints shew elongated, webbed digits, and the inhuman prints look more akin to



flippers. A perceptive tracker may also discover drops of dried blood and prints that indicate a struggle, followed by bodies being dragged back to the shore, where any further evidence has been washed away.

ISLAND #3

This small island is predominantly dry and sandy, with various patches of sawgrass. On a clear night, within a quarter mile, the dim yellow glow of the lighthouse's beacon may be seen. The southeast end of the island is lightly forested with shore pines and spruces. Patches of these conifers stretch into the hills all the way to **THE LIGHTHOUSE**, too.

In the pine boughs of the hills roost **24 stirges**. Every 3 turns (30 minutes) spent in the hills yields a 2-in-6 chance of attracting the bloodsucking monsters; 2d6 will attack straight away, and the remainder will arrive in 1d4 rounds. These encounters effectively replace **WANDERING MONSTER TABLE 1**.

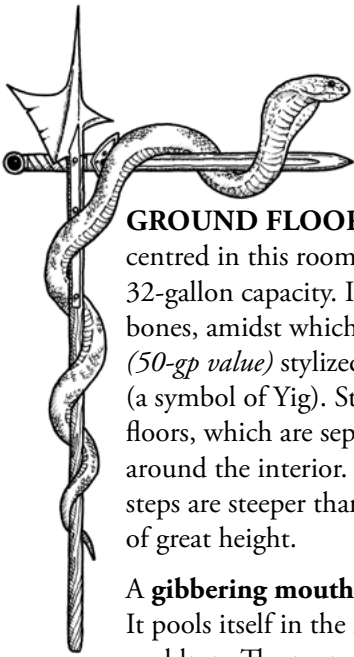
Stirges (×24): Feathered, volucrine monsters 12 inches in length, with long, mosquito-like proboscises for sucking blood. AL CE; SZ S; MV 10 (fly 60); DX 10; AC 7; HD 1 (hp 5); #A 1 (sting); D 1d3; SV 16; ML 8; XP 19.

Special: +2 bonus on initial attack roll. Drains blood for 1d4 hp damage per round until sated (-12 hp).

THE LIGHTHOUSE

A lighthouse rises from a low, broad hill at the south end of **ISLAND #3**, just west of the forest. By dark, its mystical beacon glows, but alas it sheds little light, its sorcery waning. The structure was built by the autochthonous Hyperboreans in an age undreamt, predating the coming of the Ashen Worm. It was inhabited by a witch of no little power.

The lighthouse is square-built and tapering. This 45-foot tower of black gneiss stands on a 30 × 30-foot bluestone foundation. Each storey has a 12-foot ceiling height, though the top floor extends 18 feet to accommodate the beacon. Each floor (save for the bluestone ground floor) is composed of one-foot-thick pine beams. The lighthouse has two points of entry: One double door set is missing, leaving the ground floor open to the elements; the other double door hangs askew.



ASTONISHING SWORDSMEN AND SORCERERS OF HYPERBOREA
THE MYSTERY AT PORT GREELY

GROUND FLOOR: A rusty iron cauldron is centred in this room. The cauldron is large, perhaps 32-gallon capacity. It contains human and animal bones, amidst which can be found a **gold armband** (50-gp value) stylized to portray an ouroboros (a symbol of Yig). Stone steps leading to the upper floors, which are separated by trapdoors, wrap around the interior. Climbers may note that the steps are steeper than normal, accommodating men of great height.

A **gibbering moulder** dwells within this room. It pools itself in the fire pit underneath the old cauldron. The monster will lurch up to attack intruders who approach within five feet. Its high-pitched gibbering will attract 7 **stirges** from the nearby trees on round 2 of combat. An additional 3d4 **stirges** will arrive from the neighbouring hills on round 4, unless all 24 have been killed.

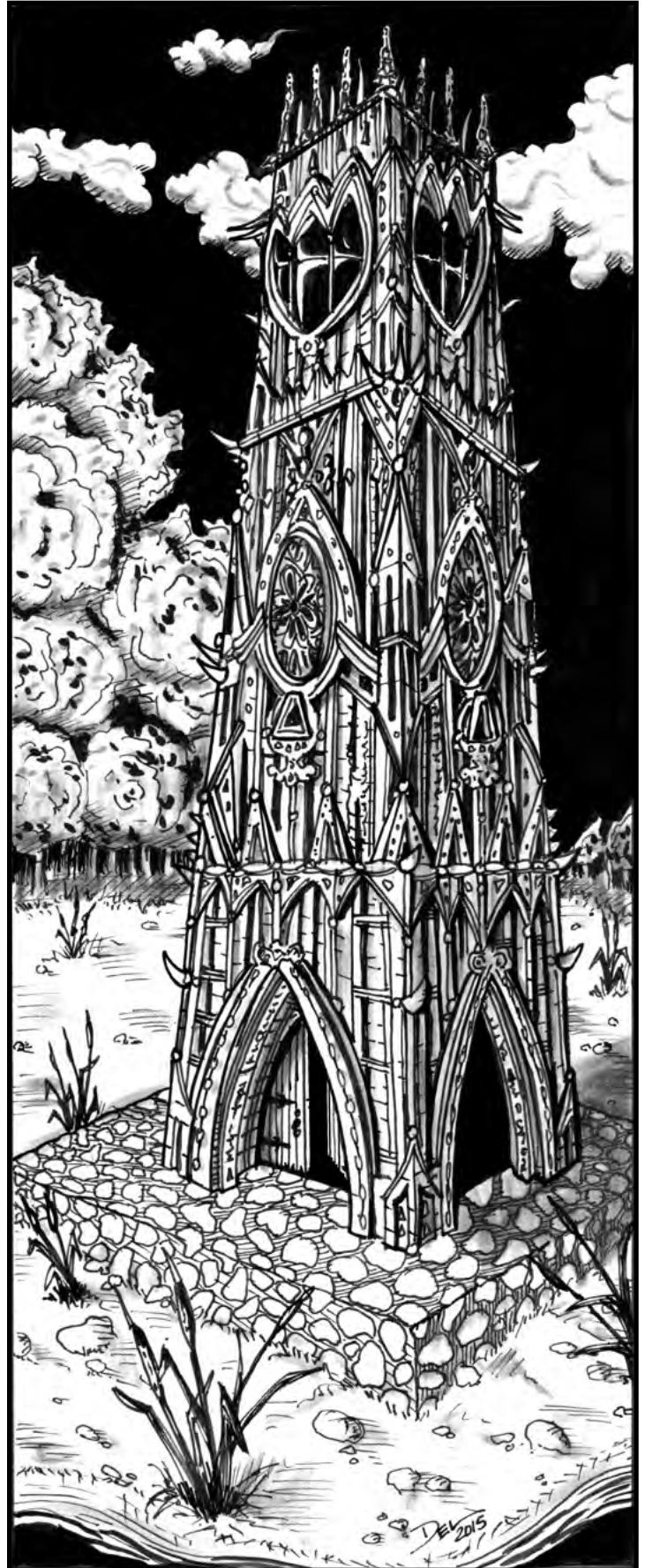
Gibbering Moulder: Eight-foot-diameter protoplasmic horror bubbling with multitudinous mouths and eyes. AL CE; SZ M; MV 10 (swim 30); DX 5; AC 1; HD 4+4 (hp 25); #A 1d4+4 (bites); D 1; SV 15; ML 10; XP 475.

Special: Targets 1 or 2 victims per round. Each hit latches on, draining for additional 1 hp damage per round. If 3+ mouths bite single victim, *avoidance* save must be made, or victim pulled down and bitten by 1d6+6 more mouths, each of which also drains. Once per day can emit cacophonous babble, causing listeners to become subject to *confusion* (as the spell); *sorcery* save allowed to resist. Can eject spittle to 60-foot range, which blinds all within 30 feet for 1d4 rounds if eyes not shielded; *transformation* save to resist. Enzyme release allows it to heat and transform stone or earth into tarry substance within which it can hide or retreat.

Stirge: Feathered, volucrine monster 12 inches in length, with long, mosquito-like proboscis for sucking blood. AL CE; SZ S; MV 10 (fly 60); DX 10; AC 7; HD 1 (hp 5); #A 1 (sting); D 1d3; SV 16; ML 8; XP 19.

Special: +2 bonus on initial attack roll. Drains blood for 1d4 hp damage per round until sated (~12 hp).

FIRST FLOOR: This storey served as both a common area and quarters for the Hyperboreans who dwelt here in ancient times, apprentices to the ice witch who ruled this place. Their effects were removed long ago when the first of the barbaric races stumbled upon this island: Vikings who, for a time, used the lighthouse to store the booty appropriated during their coastal raids. Remaining crates and boxes are now home to mice.



THE FOUR ISLANDS OF THE GREELY SHOALS

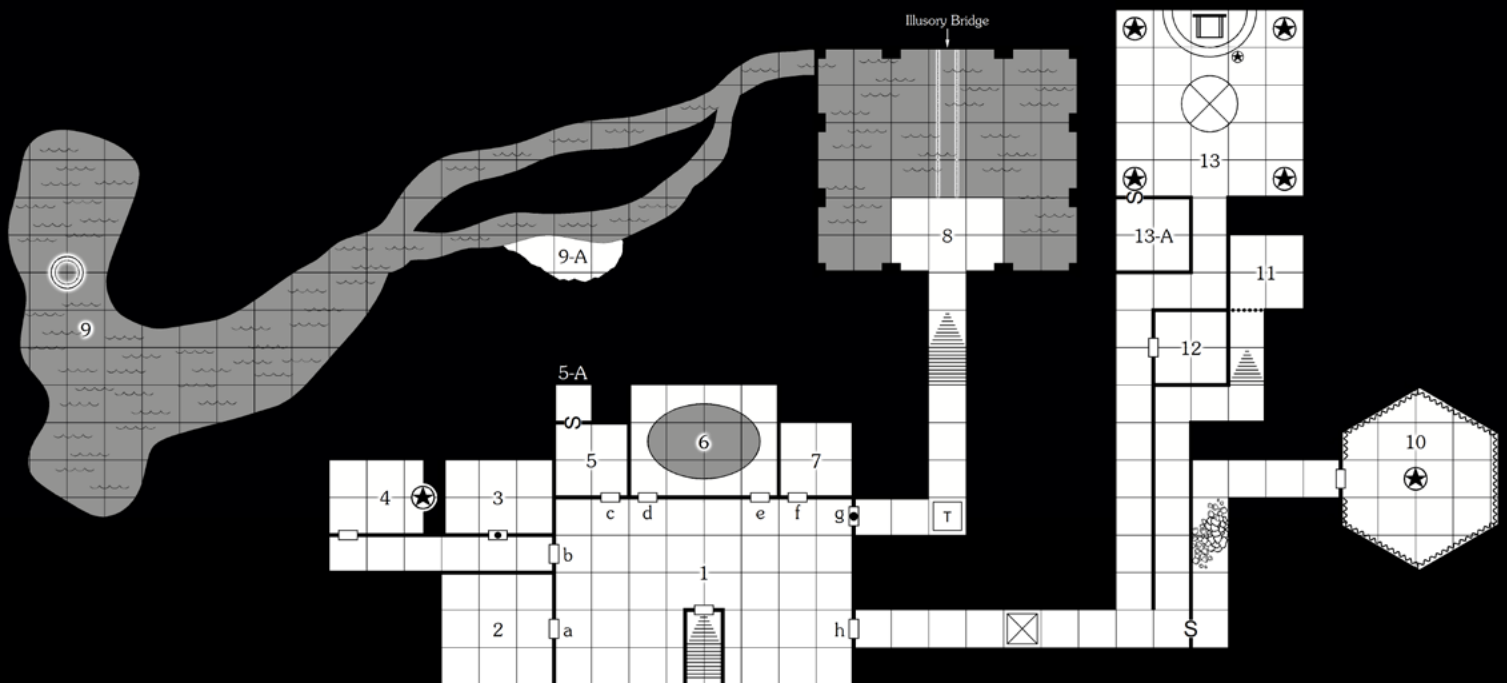


1 Hex = 0.75 miles

	Sand		Marsh		Ocean	
	Forest		Temple		Shipwreck	
	Hills		Lighthouse			

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TEMPLE OF THE DEER DWELLERS



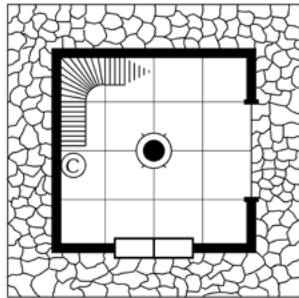
	Door		Curtain
	Door, Locked		Water
	Door, Secret		Stairs
	Door, Barred Cell		Well Opening in Ceiling
	Statue		Trap
	Throne		Pit Trap
	Rubble		

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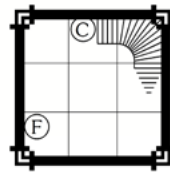


1 square = 10 feet

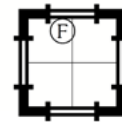
THE LIGHTHOUSE



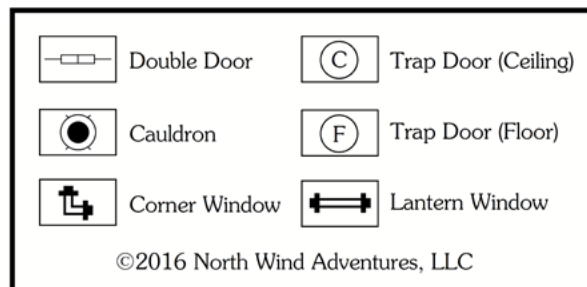
Ground Floor



First Floor



Second Floor



1 square = 5 feet

Two sets of bunks remain, suspended by chains. These beds are quite large, intended to accommodate the average Hyperborean. Wraparound stairs ascend to a trapdoor above. Narrow window slits or loopholes provide air and a view of the outdoors. One can duck under the stairs to peer out from the northeast corner slit.

In recent months a group of thieves holed up in the lighthouse. Initially they avoided the notice of the gibbering mouther that dwells on the ground floor. Alas, the next day they met their fate. A backpack remains hidden under a bunk. It contains a grappling hook, a 50-foot silk rope, a set of thieves' tools, **546 sp**, a set of **6 silver chalices** set with turquoise (*75-gp value each*), and a **potion of extraordinary growth**.

SECOND FLOOR: This floor is accessible through a trapdoor (or, for enterprising individuals, through the beacon windows at the lighthouse summit). Here, in a bygone age, the lighthouse was used to communicate with otherworldly beings. This connexion was effectuated by a Hyperborean ice witch called **Shadaromar Ghuul**, who ruled these islands in that antediluvian age. Shadaromar was a servant and prognosticator of Yikkorth "The Ashen Worm".

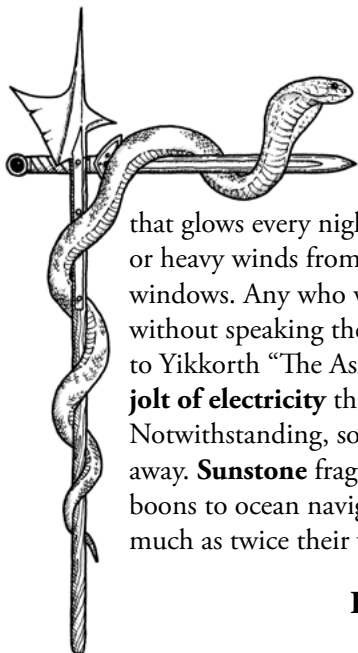
The walls of this level are laid with abutting 4×4 -foot panels of yellow ivory, which are intaglio incised with signs and sigils of dæmonology and dire portents. One small portion of the yellow ivory can flip open (discovered as a **secret door**). Within is a **wand of freezing** (27 charges).

The carven symbols can be translated with *read magic*. They predict the cataclysmic coming of the Ashen Worm, the thaumaturgic expansion of the great glaciers, the whole of Hyperborea clenched in ice, and ice dæmons surfacing by scores. If this prophecy is read aloud, there is a 66% chance that a **remorhaz** will be conjured, and it will be wroth.

Remorhaz: Blue-scaled beast with yellow underbelly; eight pairs of stout, clawed legs; wing-like frills; and a gaping, toothy maw. AL N; SZ L; MV 40; DX 17; AC 0; HD 10 (hp 45); #A 1 (bite); D 5d6; SV 12; ML 11; XP 2,350.

Special: 7-in-20 *spell resistance* vs. CA 12 casters. Any non-magical weapon striking remorhaz has 3-in-6 chance of melting. Touching spine ridge causes 3d10 hp damage. On natural 20 attack roll, Small or Medium victim swallowed whole, the heat inside causing immediate death.

Suspended above, supported by a great chain of bronze, is a gigantic **sunstone**, a 500-pound shard



that glows every night and prevents precipitation or heavy winds from entering through the beacon windows. Any who would dare touch the stone without speaking the proper incantation (a prayer to Yikkorth “The Ashen Worm”) are visited by a **jolt of electricity** that causes 1d8+11 hp damage. Notwithstanding, some pieces have been chipped away. **Sunstone** fragments (*500-gp value each*) are boons to ocean navigators, some of whom will pay as much as twice their value in gold.

ISLAND #4

The largest island of the Greely Shoals supports a coniferous evergreen forest comprising firs, pines, and spruces; too, some paper birch is mixed in, and the understorey is verdant with ferns, mosses, lichens, and evergreen shrubs. The entire island is a boggy wilderness that hosts lilies and a sought-after subspecies of the **smoky lotus**. This deadly plant is deemed intelligent, or at least instinctually predatory: It sometimes ambulates toward warm-blooded victims and releases its spores, which inspire unadulterated madness. Wading through marsh and bog will eventually (after 1d6 hours) yield its discovery, for good or ill.

Millennia ago, this island housed a shrine dedicated to the moon goddess Selene. It was built by the Hyperboreans of Old Earth, when Hyperborea was contemporary with Atlantis, Lemuria, and Mu.

That was a more innocent time, when the primary deities of worship were Apollo and Artemis, and the Hyperboreans were esteemed for their arts and sorceries, a blessed race told of in tale and verse.

But devotion to the old Hellenic gods faded as worship of Xathoquua flourished, and decadence was rampant. Selene worship was briefly reborn as a cult of Lunaquua, and the shrine was re-established, but then came Shadaromar Ghuul¹². She was an ice witch and a sybil¹³ who prognosticated the coming of the Ashen Worm—and indeed it came. The whole of the realm was clenched in ice and thereafter excised from Old Earth.

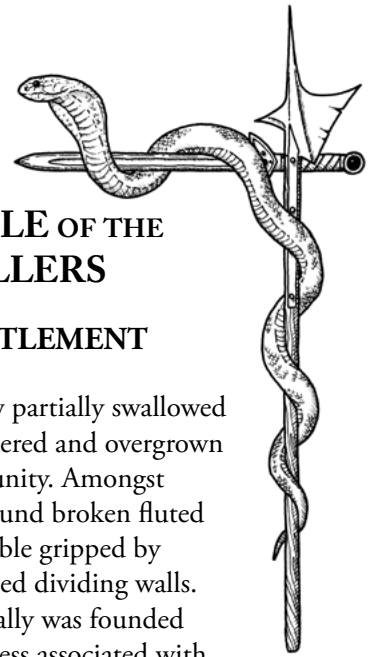
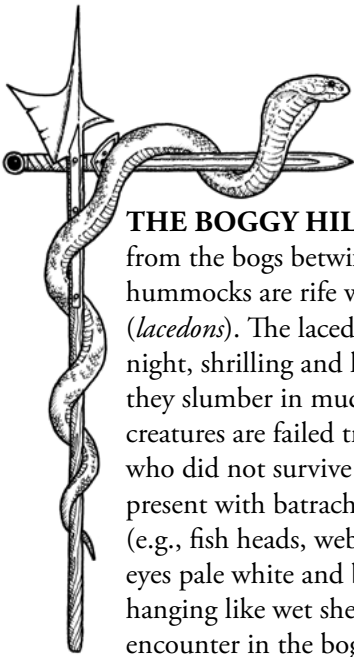
Ages later, after the ice melted, barbaric races migrated across the North Wind to time-lost Hyperborea. Here, at this very island, men and women discovered and clumsily adopted the worship of Lunaquua. They established a settlement and built an impressive temple complex; that, too, fell to ruin in the aftermath of the Green Death. In more recent years, the marsh-engulfed ruins were seized by the otherworldly fish-men and their human vassals. What remained of the old temple was repurposed to propitiate Mother Hydra and Kthulhu, the former of whom (or at least some monstrous avatar of the being) moved in.

12. See **THE LIGHTHOUSE**.

13. A divinely inspired woman whom the ancient Greeks believed to be possessed of oracular powers.



The Green Death:
This plague swept across Hyperborea about 1,000 years ago. It annihilated villages, towns, cities, and entire kingdoms; sages estimate that the Green Death may have claimed 90 percent of mankind. It heralded four centuries of chaos oft referred to as the Dark Age.



THE BOGGY HILLS: Not long ago, peat was cut from the bogs betwixt the hills; nowadays, these hummocks are rife with herds of **aquatic ghouls** (*lacedons*). The lacedons roam for boar and deer by night, shrilling and howling all the while. By day they slumber in muddy warrens. These undead creatures are failed transformations: men and women who did not survive Mother Hydra's touch. They present with batrachian and piscine malformations (e.g., fish heads, webbed digits, froglike legs), their eyes pale white and bulging, their scabby skin hanging like wet sheets. **N.B.:** When a random encounter in the boggy hills has been established, roll a d20 instead of a d10 to determine encounter type. Use results of 1–10 as noted on **WANDERING MONSTER TABLE 1**, with 11–20 indicating an encounter with **1d6 lacedons**.

Ghoul, Lacedon: AL CE; SZ M; MV 40 (swim 40); DX 11; AC 6; HD 2 (hp 9); #A 3 (claw/claw/bite); D 1d3/1d3/1d6; SV 16; ML 10; XP 68.

Special: Immune to poison, paralysis, fear, and cold-based attacks. *Protection from evil* holds them at bay. Hit causes paralysis for 2d6 turns unless *death* save made. Slain victims later become lacedons.

THE RIVERS: Several rivers wind through the forested marshlands and lowlands of the island, providing access to the temple. **Fish-man patrols** oft ply these rivers. When a random encounter on or beside a river has been established, roll a d20 instead of a d10 to determine encounter type. Use results of 1–10 as noted on **WANDERING MONSTER TABLE 1**, with 11–20 indicating a patrol encounter. Three such patrols work the island.

Fish-Men (×8): Part of a patrol that protects the “sanctity” of the island. AL CE; SZ M; MV 40 (swim 80); DX 9; AC 5; HD 2+2 (hp 11); #A 2 (claw/claw) or 1 (trident); D 1d4+1/1d4+1 (claw/claw) or 1d8 (trident, two-handed); SV 16; ML 8; XP 41.

Special: Amphibious. Track by scent 10-in-12. Chance to be surprized decreased by 1-in-6.

Note that an old cobblestone path follows along the south river all the way to **THE RUINED SETTLEMENT**. The path is largely broken, overgrown, and flooded by mud and water. Notwithstanding, it can be followed readily enough.

PART IV: TEMPLE OF THE DEEP DWELLERS

THE RUINED SETTLEMENT

At the centre of **ISLAND #4**, now partially swallowed by the foetid marsh, lie the scattered and overgrown ruins of an old religious community. Amongst the vines and creepers can be found broken fluted pillars, enormous blocks of marble gripped by lichens and mosses, and crumbled dividing walls. This 400-acre settlement originally was founded in honour of Lunaquqa, a goddess associated with moons, moths, cycles, time, tides, seafaring, lunacy, lycanthropy, and sorcery.

RANDOM ENCOUNTERS: For every 3 turns (30 minutes) spent exploring the ruined settlement, a random encounter will occur on a 1-in-6 chance. These random encounters replace the more general ones listed on **WANDERING MONSTER TABLE 1**.

Wandering Monster Table 2

d8 Roll	Encounter
1	Bee, Giant (1d6)
2	Boar (2d4)
3–6	Fish-Man Patrol* (8)
7	Snake, Python (1)
8	Tick, Giant (1d4)

* Three such patrols are on the island, as noted previously.

Bee, Giant: Large insect ranging from its nest located at **TEMPLE OF THE DEEP DWELLERS #5**, below. AL N; SZ S; MV 10 (fly 50); DX 10; AC 7; HD ½ (hp 2); #A 1 (sting); D 1d3; SV 17; ML 12; XP 27.

Special: Sting victim must make *death* (poison) save or suffer additional 2d6 hp damage, plus 2-in-6 chance of death in 1d4 turns. Giant bee dies when it stings.

Boar: Aggressive wild pig roams the island in small herds. AL N; SZ M; MV 50; DX 10; AC 7; HD 3+1 (hp 15); #A 1 (gore); D 2d4; SV 15; ML 9; XP 90.

Special: Initial gore as *charge attack* at +2 to attack roll and double damage dice.

Fish-Man: Part of a patrol that protects the “sanctity” of the island. AL CE; SZ M; MV 40 (swim 80); DX 9; AC 5; HD 2+2 (hp 11); #A 2 (claw/claw) or 1 (trident); D 1d4+1/1d4+1 (claw/claw) or 1d8 (trident, two-handed); SV 16; ML 8; XP 41.

Special: Amphibious. Track by scent 10-in-12. Chance to be surprised decreased by 1-in-6.

Snake, Python: Reptile 11–20 feet long; preys on Small and Medium mammals. AL N; SZ M; MV 30 (swim 20); DX 8; AC 7; HD 3 (hp 15); #A 1 (bite); D 1d4; SV 15; ML 9; XP 95.

Special: Upon successful bite, python constricts for 2d4 hp damage per round. Victim can escape via *extraordinary feat of strength* or *dexterity*. Allies whose strength totals at least 60 can remove snake in 1d4 rounds. Whilst constricting prey, python suffers –2 AC penalty.

Tick, Giant: Three-foot-diameter, parasitic arachnid that drains blood. AL N; SZ S; MV 20; DX 5; AC 3; HD 3 (hp 14); #A 1 (bite); D 1d4; SV 15; ML 12; XP 107.

Special: Chance to surprise increased by 1-in-6 when dropping from tree. Bite transmits venom; make *death* (poison) save at +2 bonus or suffer paralysis for 1d2 turns. Tick remains attached, draining blood for 1d6 hp damage per round. Can be driven off with fire; 3-in-6 chance it releases if attached.

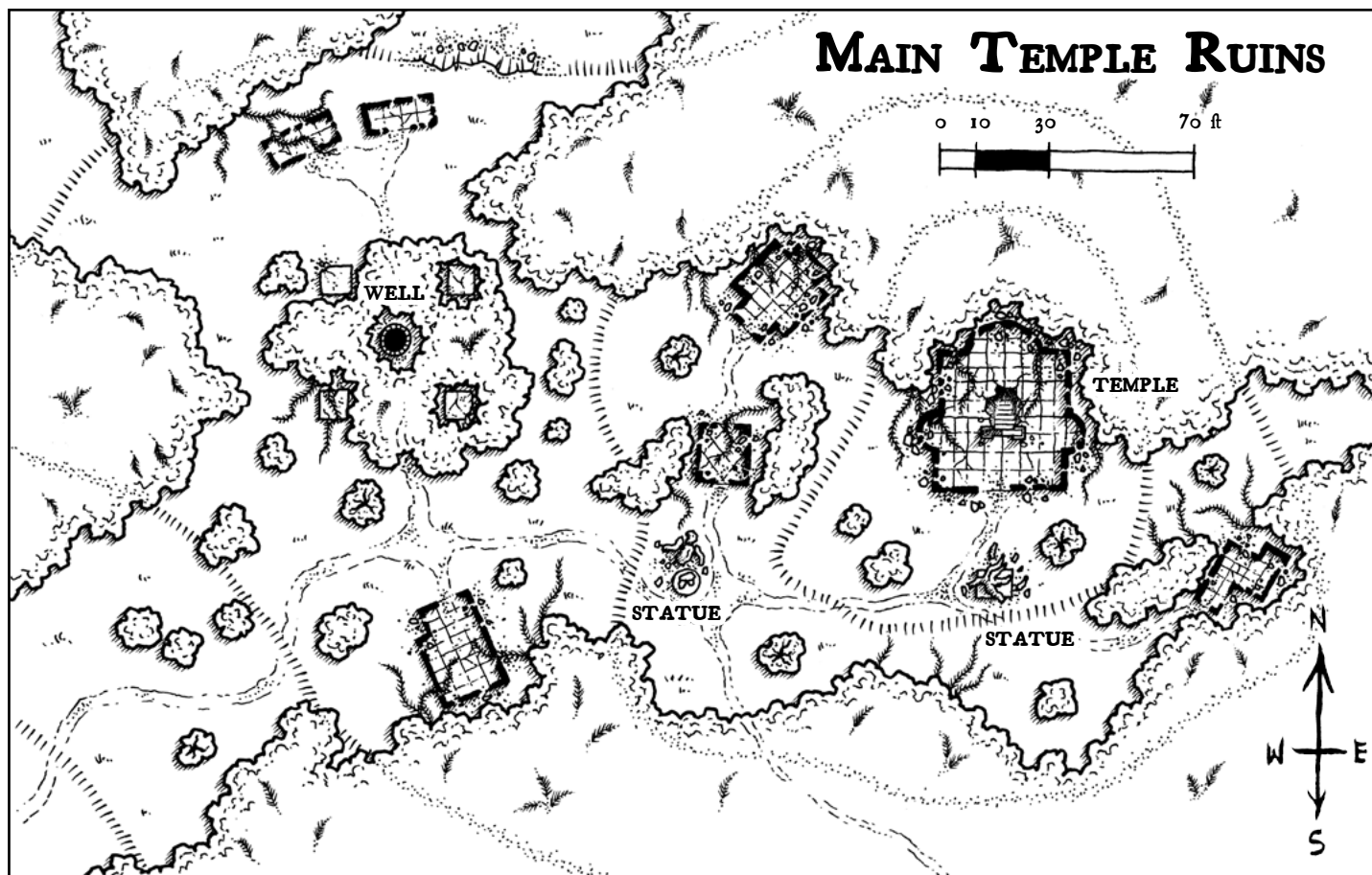
MAIN TEMPLE RUINS

An overgrown cobbled path follows along the south river of the island and leads here. The main temple ruins are scattered over a low, broad mound choked by vines, creepers, stunted trees, and ferns. Several stone block foundations survive, though the structures they once supported are lost to the ravages of time.

BROKEN STATUES: These sculptures depict a voluptuous naked woman with moth-like wings, a traditional portrayal of Lunaqqua. Chipped paint reveals the statues once to have been painted cobalt blue, the wings pale green and yellow. Each statue has been defaced.

WELL: This old well is overgrown with vines and surrounded by elder trees up to 20 feet tall. The blocks are partially corroded, though supported by the vines; no winch is in place. The well accesses a reservoir¹⁴.

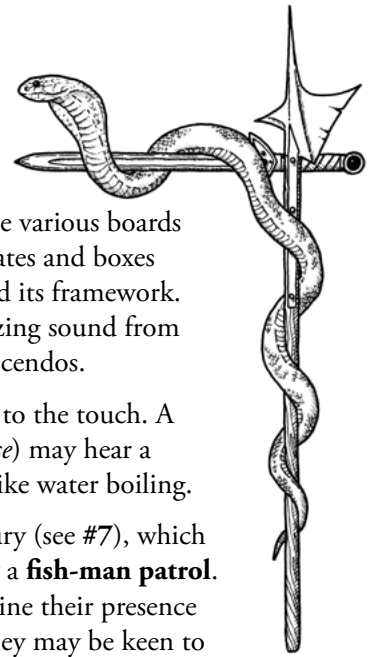
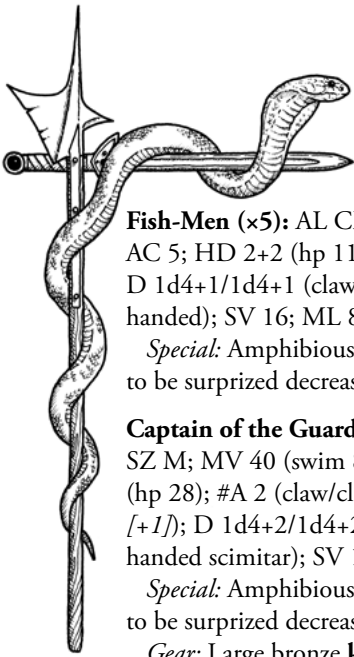
14. See **TEMPLE OF THE DEEP DWELLERS #9**.



MAIN TEMPLE: Careful investigation eventually will reveal a 40 × 40-foot sunken foundation at the hill's summit. What remains of the upper foundation is a crown of jagged, vine-gripped blocks that rise from one to five feet from the hilltop. Within the foundation, about 10 feet below, crouch **5 fish-men** bearing tridents and the **captain of the guard** (a burly humanoid) hefting a two-handed scimitar.

The fish-man guards are wont for idle conversation in their piscine tongue, a language of slurps, croaks, and clicks. They may be heard before they are seen. If perchance sorcery or some ability is employed to comprehend their conversation, it seems one fish-man bemoans his ineligibility for certain mating rights; meantime, the others berate the lamenter for a pathetic weakling.





Fish-Men (x5): AL CE; SZ M; MV 40 (swim 80); DX 9; AC 5; HD 2+2 (hp 11); #A 2 (claw/claw) or 1 (trident); D 1d4+1/1d4+1 (claw/claw) or 1d8 (trident, two-handed); SV 16; ML 8; XP 41.

Special: Amphibious. Track by scent 10-in-12. Chance to be surprised decreased by 1-in-6.

Captain of the Guard (as **fish-man sub-chief**): AL CE; SZ M; MV 40 (swim 80); DX 10; AC 4; HD 4+4 (hp 28); #A 2 (claw/claw) or 3/2 (two-handed scimitar [+1]); D 1d4+2/1d4+2 (claw/claw) or 3d4+2 (two-handed scimitar); SV 15; ML 9; XP 175.

Special: Amphibious. Track by scent 10-in-12. Chance to be surprised decreased by 1-in-6.

Gear: Large bronze **key** (to #1g) fashioned in the likeness of Mother Hydra¹⁵.

The fish-men guard a vine-gripped archway, beyond which stone steps descend to darkness. The stairs are slick with mud. They descend 20 feet to a bronze double door set within an engraved Gothic arch that reads, "ESOTERIC ORDER OF MOTHER HYDRA". This door opens to **TEMPLE OF THE DEEP DWELLERS #1**.

TEMPLE OF THE DEEP DWELLERS

Unless otherwise noted, rooms have 10-foot walls that arch to 16-foot ceilings, and passages have 7-foot walls that arch to 12-foot ceilings. Floors are lined with flagstones, walls and ceilings are of roughhewn stone blocks, and doors are composed of bronze- or ironbound wood. Some rooms may contain one or two bronze wall sconces holding torches or candles.

No random encounters occur in the dungeon, though do note the patrol information at #7. The referee is advised to check if the **fish-men** of that chamber are present (2-in-6 chance). If so, they potentially will be alerted to noisy visitors.

1. ENTRANCE HALL: The floor of this large hall is wet, muddy, and covered with footprints: human, hybrid, and fish-man. An open barrel in the southeast corner collects a steady drip from the ceiling. In addition to the entry, eight other doors exit this hall:

a. A thick build-up of salt runs along the threshold of this door, extending thinly about 10 inches.

b. Typical door.

c. This door is boarded over. The various boards appear to come from broken crates and boxes and are spiked into the door and its framework. Listening will reveal a loud buzzing sound from within, rising and falling in crescendos.

d, e. These two doors are warm to the touch. A careful listener (e.g., *discern noise*) may hear a bubbling sound from beyond, like water boiling.

f. This door opens to the armoury (see #7), which may or may not be occupied by a **fish-man patrol**. The referee is advised to determine their presence early, for if a patrol is within, they may be keen to any loud noises or disruptions, emerging at a time as the referee sees fit.

g. This door is **locked**. Duplicate **keys** are held by the captain of the guard and Merlokk (see #13). Beyond stretches a short passage that turns north. A **trap** is set at the bend: an 8 × 8-foot pressure plate centred on the floor and blending with the flagstones. Lock buttons are hidden in small recesses on each side of the plate; a simple dagger tip can lock or unlock the trap.

Stepping on the plate will release an **orange gas** from tiny holes in the ceiling. The gas will billow 20 feet in diameter. Victims must make *death* (poison) saving throws or suffer a horrible burning of the eyes, ears, nose, and throat for 4d8 hp damage.

h. Fifty feet beyond this door is a **covered pit trap**, with a 2-in-6 chance of triggering per person walking across it (hence 4-in-6 for two persons, and automatically triggered when three or more cross it). The drop is 30 feet (3d6 hp damage) into a foot of dirty, mouldy water cluttered with bones and rusted chains. Iron rods run across the underside of the pit's lid; they can be used to lock it from either side.

2. LOBSTER POTS: Nine open, water-filled hogsheads (c. 63-gallon barrels) line this room, and two pole nets lean on the wall beside the door. The barrels are sunken into the floor, only the top 18 inches of each protruding. The hogsheads brim with scores of live, robust lobsters (*500-gp total value*), their claws tied with twine to reduce cannibalization. These crustaceans are the holy food of Ktugogu ("Mother Hydra") and Merlokk, the high priest.

15. See **PLAYERS' HANDOUT #3**.

3. WINE CELLAR: This door is **locked**; the key is held in the armoury (#7). The north end of this muddy chamber holds a large wooden rack supporting **12 barrels of red wine** (18-gallon capacity; 50-gp value each). The east wall is mounted with shelving that holds **44 bottles of very fine elderberry wine** (50-gp value each). Amongst these vessels are hidden a **potion of gaseous form** (green and frothy, nasty tasting), a **potion of healing** (light blue, tongue-tingling), and a **potion of cure poison** (bubbling, fruity taste; functions as the *neutralize poison* spell). Broken bottles have been swept into the southeast corner, with a broom leaning there.

4. ATONEMENT CHAMBER: The outside of the door to this room is fitted with a heavy, ironbound drop bar. The east end of this bone-cluttered room is dominated by a crude, 10-foot-tall Kthulhu statue carved from soapstone and perched upon a sphere of polished black granite. Two sets of shackles are drilled into the east wall, flanking the statue, as well as two more sets on the west wall. Skeletons of men, apes, and dogs lie scattered before the statue. The bones are parched, completely devoid of flesh. The keen investigator may note no evidence of physical trauma.

This room is an atonement chamber. The guilty are forced to repent here; in truth, confinement here is a death sentence, for in a recess at the foot of the statue dwells a **slithering slime**. It feeds on the condemned, or any other warm-blooded visitor.

Slithering Slime: AL N; SZ S; MV 30; DX 7; AC 5; HD 5 (hp 28); #A 1 (touch); D 1d6; SV 14; ML 9; XP 300.

Special: Chance to surprise increased by 2-in-6 because of transparency. Touch paralyzes for 2d6 turns unless *death* save made. Drains fluids from paralyzed victim at rate of 1d6 hp per round; typically sated after draining 1d20+20 hp.

Amongst the bones can be found a blood-stained **+2 morning star of command** (can cast *command* once per day at CA 12 capacity). The weapon once was owned by a cleric of Apollo whose aim was to cleanse this place. He failed, but the weapon, being intelligent, retains the faith of its former master; it will refuse to be wielded by nonbelievers. It will tolerate new converts, but if it is employed by a nonbeliever, it may use its *command* ability on its possessor at a most inconvenient time.



5. BOARDED-UP ROOM: This door is secured with nailed planks. A massive nest with **12 giant bees** fills the room. These foot-long insects enter through a hole in the ceiling that exits to the ruins above. An enormous, lumbering **queen bee** of three-foot length hides within. Honeycomb stretches along the walls, and huge spools of chewed and frayed rope lie about. A **secret door** (sliding panel) remains undiscovered by the dungeon's current inhabitants.

Bees, Giant (×12): AL N; SZ S; MV 10 (fly 50); DX 10; AC 7; HD ½ (hp 2); #A 1 (sting); D 1d3; SV 17; ML 12; XP 27.

Special: Sting victim must make *death* (poison) save or suffer additional 2d6 hp damage, plus 2-in-6 chance of death in 1d4 turns. Giant bee dies when it stings.

Bee, Giant Queen: AL N; SZ S; MV 10 (fly 30); DX 7; AC 5; HD 1 (hp 8); #A 1 (sting); D 1d6; SV 16; ML 12; XP 43.

Special: Sting victim must make *death* (poison) save or suffer additional 2d6 hp damage, plus 2-in-6 chance of death in 1 turn.

5-A. Treasure Room: Here rests an iron box oxidized to disrepair. Gold coins spill from its corroded seams, and its scything blade trap is rusted solid and no longer functional. The lid is rust-sealed, but can be worked open. Lifting the box will cause the bottom to fall out.

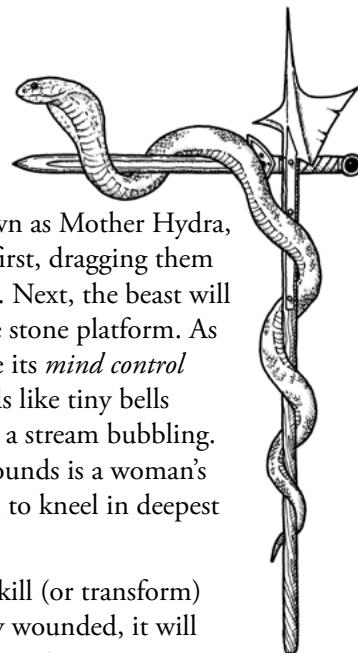
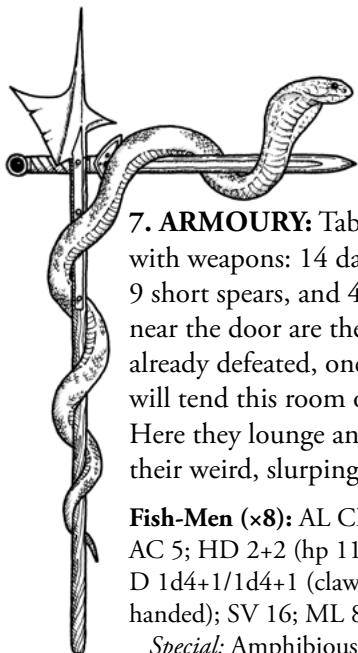
The box contains **1,215 gp** and a **carpet of flying** (rolled and tied with twine). The carpet is embroidered with two snakes coming together, facing each other; this image represents Yig, the god of snakes, reptiles, sorcery, necromancy, resurrection, and reincarnation. Rolled inside the carpet, within a hard leather pouch, is a set of **19 yellow ivory figurines** (50-gp value each). The figurines are from five to seven inches tall and portray Viking warriors, each uniquely sculpted.

6. REJUVENATION CHAMBER: Two doors access this steamy room, which contains a 30-foot-wide oval pool of bubbling, briny water, with foam frothing onto the floor. Sixteen tridents line the walls. Within the pool slumber **16 fish-men**, all in a state of torpor. Any physical contact will rouse them; otherwise they are nearly oblivious (see *special* in the below stat block).

Fish-Men (×16): AL CE; SZ M; MV 40 (swim 80); DX 9; AC 5; HD 2+2 (hp 9); #A 2 (claw/claw) or 1 (trident); D 1d4+1/1d4+1 (claw/claw) or 1d8 (trident, two-handed); SV 16; ML 8; XP 35.

Special: Amphibious. Track by scent 10-in-12. These torpid fish-men can be surprized on a 5-in-6 chance.





7. ARMOURY: Tables and shelves are cluttered with weapons: 14 daggers, 2 scimitars, 6 long spears, 9 short spears, and 4 tridents. Hanging from a peg near the door are the **keys** to #3 and #11. Unless already defeated, one of the three **fish-man patrols** will tend this room on a 2-in-6 chance per hour. Here they lounge and discuss mundane matters in their weird, slurping alien tongue.

Fish-Men (×8): AL CE; SZ M; MV 40 (swim 80); DX 9; AC 5; HD 2+2 (hp 11); #A 2 (claw/claw) or 1 (trident); D 1d4+1/1d4+1 (claw/claw) or 1d8 (trident, two-handed); SV 16; ML 8; XP 41.

Special: Amphibious. Track by scent 10-in-12. Chance to be surprised decreased by 1-in-6.

8. MOTHER HYDRA'S POOL: As the PCs approach from the south, after passing the **trap** at #1g, read aloud or paraphrase the following text:

Stairs descend to a massive, algal-smelling bath hall. A stone platform projects over the bath's dark, murky water. The arching walls and fluted buttresses are slick with dark green algæ. The pool's surface ripples ever so slightly, suggesting an undercurrent or water source.

Unless the PCs sneaked in from #9, the **aboleth** likely will be aware of their approach, keen to the slightest disturbance. The beast thus will have evoked an illusory bridge over the water. If so, continue with the following read-aloud text:

A narrow bridge extends from the platform to a tall, open archway beyond. The bridge is some five feet wide and lacks a handrail. It is suspended about one foot above the dark, rippling water.

The illusion will disappear if touched. Depending on how the players announce their actions, one or more PCs may fall into the water and become the aboleth's first victims. The pool is 18 feet deep, though its full extent is impossible to discern with the naked eye. A breach in the northwest corner, about five feet below the waterline, accesses the reservoir (#9).

Ktugogu, the aboleth also known as Mother Hydra, will seek to kill the submerged first, dragging them to the lowest depths of the pool. Next, the beast will hoist its appalling bulk onto the stone platform. As it emerges, it will attempt to use its *mind control* ability: The PCs will hear sounds like tiny bells chiming, bluebirds singing, and a stream bubbling. Interlaced with these pleasant sounds is a woman's sweet, soothing voice, urging all to kneel in deepest obeisance.

Finally, the aboleth will seek to kill (or transform) any remaining threats. If heavily wounded, it will attempt to flee to #9. Despite its unique power to transform victims, the referee should otherwise treat Ktugogu as a standard aboleth.

Ktugogu (special aboleth): AL LE; SZ L; MV 10 (swim 60); DX 11; AC 4; HD 8 (hp 56); #A 4 (lash ×4); D 1d6 (×4); SV 13; ML 10; XP 1,880.

Special: If tentacle hits, make *death* (poison) save or skin transforms into slimy membrane in 1d4+1 minutes, unless *cure disease* cast; 28 days later, victim becomes a **fish-man hybrid** or **lacedon** (see below). At will, to range of 240 feet, can effect vivid illusion of sight, sound, and smell (see *advanced spectral phantasm* spell); must maintain concentration. Thrice per day, to range of 30 feet, can effect *mind control* ability. Those who fail *sorcery* saves will serve and obey. *Remove curse* or *dispel magic* can terminate enchantment.

Transformation to Fish-Man Hybrid: After 28 days, the membrane wrinkles and peels away. This event requires a *trauma survival* roll. Success implies survival and transformation to **fish-man hybrid**¹⁶ form; failure implies undeath as a **lacedon**.

A giant half-shell rests at the pool's bottom. It holds a nine-inch diameter **black pearl** housed within a strange network of copper and platinum wires. The **black pearl** functions as a **crystal ball**.

This **pearl** is Ktugogu's most prized possession. The aboleth uses it to watch many things from afar. It oft moves the item around, sometimes to the reservoir (#9) and the subterranean river that feeds it. The beast will retreat to the reservoir if it cognizes its defeat.

16. See **APPENDIX**.

Ktugogu's otherworldly objectives are of course abstruse. Its touch transforms men into fish-man hybrids, an effect both physiological and psychological that engenders attitudes incompatible with humanity. Typically the chosen (i.e., abductees) are presented to "Mother Hydra" on the platform overlooking the pool. The fish-men croak a transformation dirge, whilst Merlokk speaks in tongues. Slowly a black, suckered tentacle emerges to touch the victim. Those who successfully stave off transformation are brought to #4 and sacrificed to Kthulhu.





9. RESERVOIR: This underground stream and reservoir access **#8** about five feet below the waterline. The tunnels afford about two to three feet of headroom. The well shaft in the main reservoir is about six feet above the water's surface. It accesses the ruins above, about 175 feet west of the main temple's ruined foundation. If the **aboleth** has been chased here, it will be unable to escape through the well, because it has grown too large to fit in the shaft; it may try, but it will become stuck, and its thrashing and flailing will cause quite a commotion.

9-A. Final Resting Shelf: A natural stone shelf overlooks the underground stream. On it lies the skeleton of an ambitious thief who sought the **black pearl** (see **#8**) and met her end after a confrontation with the aboleth. She wears a **ring of protection** on her bony left hand; her other gear is ruined.

10. THE MOON DOME: The **secret door** that accesses this part of the dungeon is a 6 × 6-foot block that revolves on a central pivot. It is unknown to the current inhabitants. Furthermore, the rubble beyond must be cleared to facilitate passage. Removing the blockage consumes about six man-hours. Lastly, the door to this room is **stuck** and must be forced open. Once these obstacles have been overcome, the following may be read aloud or paraphrased:

This hexagonal chamber has 12-foot-high walls and a domed ceiling that arches to a 26-foot apex. The ceiling is painted to depict a midnight blue sky studded with glimmering, silvery stars, through which blaze multi-hued comets. Also portrayed is a vibrant image of Kyranos (Saturn), attended by several moons. The floor is paved with interlocking black marble flags. Purple velvet curtains, now mouldy and riddled, depend from brass rods on each of the six walls.

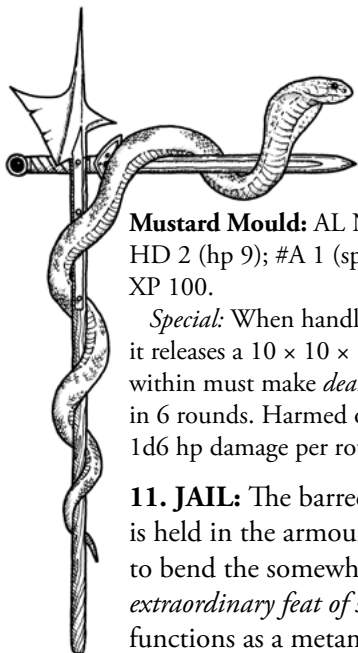
A six-foot-tall, white marble statue on a white marble plinth stands in the centre of the chamber. It is a striking portrayal of the moon goddess Lunaquua. She faces the southeast wall, portrayed as a voluptuous figure garbed in a loose, flowing gown and wearing a headdress of ivy that features a crescent moon. Curiously, several rodent cadavers lie about the floor belly up, mostly at the east half of the chamber.



The rats and mice found entry behind the southeast curtain: a two-foot diameter hole in the wall that provides a glimpse of the southern sky. Every 45½ days, when the moon Selene is full, it shines through this aperture. Assuming no overcast, the moonlight will bathe the Lunaquua statue in its light for five minutes. Presently the statue will take a bright, pale blue glow with fluorescent blue scintillations. During this brief window of time, the blessing of Lunaquua may be received by those who touch the statue whilst praying to the goddess. This benison is akin to a *bless* spell that lasts for 24 hours.

To despoil this statue in any way is to be cursed with *lycanthropy* and bad luck at sea. The victim will feel a burning sensation on his upper chest, as a six-pointed star takes form. When the moon Selene is next full, or in 3d8 days (whichever is sooner), the accursed will take the bestial form of a **werewolf** (see the spell *cause lycanthropy*).

Hidden in a fold of the northwest curtain's underside is a sewn pocket. It contains a **wand of paralysis** (7 charges) fashioned from curved bone (the rib of a dæmon) and tipped with a black sapphire. The east and northeast curtains are infested with **mustard mould** (the rodent killer).



Mustard Mould: AL N; SZ M; MV 0; DX —; AC 9; HD 2 (hp 9); #A 1 (spore blast); D 1d6; SV 16; ML 12; XP 100.

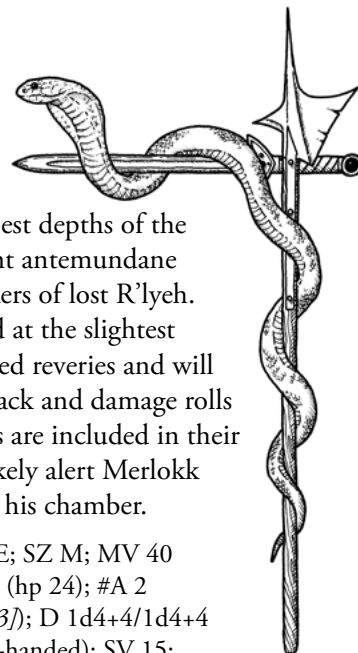
Special: When handled, struck, or burnt, 3-in-6 chance it releases a 10 × 10 × 10foot cloud of spores. Those within must make *death* (poison) saves or choke to death in 6 rounds. Harmed only by fire, a torch inflicting 1d6 hp damage per round.

11. JAIL: The barred cell door is **locked**. The **key** is held in the armoury (#7); lacking it, an attempt to bend the somewhat rusty bars is in order (an *extraordinary feat of strength* at +8%). The jail now functions as a metamorphosis chamber, lined with six copper-banded wooden tubs. Each tub contains an unconscious, half-naked man, mostly submerged in briny water. A thin, slimy membrane covers each man, making for a disturbing sight.

Here lie the three abducted men from Khromarium: **Dill Vanntose**, **Azos Zaimorros**, and **Flann Macc Brocc**, all of whom have been missing for from two to three weeks (depending upon the pace of the PCs' investigation). Each is identifiable by his silver Fishmongers' Guild signet ring. The three others are incidental sailors of no import to the Guild.

For all six men, the metamorphoses are yet incomplete, requiring 1d6+10 more days each (perhaps sooner if the PCs have squandered their time). If rescued, the men will prove incoherent, gibbering. Only *cure disease* spells can save them; even so, they may suffer permanent madness. Once the time of transformation has elapsed, they will either die or become **fish-man hybrids**, depending on *trauma survival* rolls; if they die, they will become **lacedons** (see #8). *N.B.:* Merely cutting away or removing the slimy membrane will delay only slightly the inevitable; it will regrow within a day.

12. MISSIONARIES' LODGE: Here dwell **6 fish-man sub-chiefs**. Each wears a purple silk sash over one shoulder and a necklace with a **golden amulet** of Kthulhu¹⁷ (50-gp value each). The missionaries slumber on divans and cushions, eating raw lobster, drinking sea-cucumber viscera, and chewing **smoky lotus** leaves, whilst dreaming of dread Kthulhu. This profligacy is part of the fish-men's catechesis to become missionaries abroad, promoting Kthulhu in towns and villages similar to Port Greely; already



they have journeyed to the deepest depths of the Hyperborean Sea and have learnt antemundane secrets from the subaquatic seekers of lost R'lyeh. The missionaries will be enraged at the slightest disturbance to their lotus-induced reveries and will fight in a *berserk* state (+2 to attack and damage rolls and to ML, -2 to AC; modifiers are included in their stat block). Combat here will likely alert Merlokk (see #13), but he will remain in his chamber.

Fish-Man Sub-Chiefs (×6): AL CE; SZ M; MV 40 (swim 80); DX 10; AC 6; HD 4+4 (hp 24); #A 2 (claw/claw [+2]) or 3/2 (trident [+3]); D 1d4+4/1d4+4 (claw/claw) or 1d8+4 (trident, two-handed); SV 15; ML 11; XP 175.

Special: Amphibious. Track by scent 10-in-12. Chance to be surprised decreased by 1-in-6.

13. THRONE ROOM: This is the throne room of **Merlokk**, the high priest of Port Greely, a **fish-man shaman** who serves Ktugogu ("Mother Hydra"; see #8). Merlokk oft slumbers on his throne, chewing **smoky lotus** leaves and receiving visions from his terrible master. Read or paraphrase the following as the PCs approach:

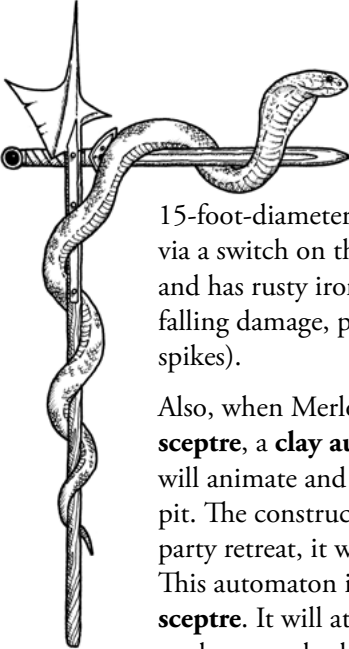
Through a gothic arch you see a massive throne room. At the far end, a marble throne is set upon a low dais. Here reposes a corpulent fish-man garbed in gold-embroidered purple silk. In one hand he holds a golden sceptre; in the other, a sheaf of leaves.

In each corner of the throne room stands a dull greyish-brown statue of fired clay, sculpted to portray a large simian with a stalk-like head, the crown of which radiates a nest of tentacles that each terminate with a small eye. Beside the throne is a fifth sculpture depicting a nude, headless woman. This figure holds aloft a large fishbowl, within which squirms a sinister-looking octopus. At the foot of the throne lie cages containing suffocating lobsters.

Merlokk will open his eyes lazily and in his croaking voice beckon his "guests" to enter, inviting them to speak their concerns and stating that he is open to discussion and negotiation. He will present as nonchalant and unthreatening. He will bait the PCs to stand before him and thus on the lid of his

17. See **PLAYERS' HANDOUT #2**.





15-foot-diameter **pit trap**, which he will release via a switch on the throne. The pit is 30 feet deep and has rusty iron spikes at the bottom (3d6 hp falling damage, plus additional 1d6 hp damage from spikes).

Also, when Merlokk depresses a stud on the **golden sceptre**, a **clay automaton** (the southwest statue) will animate and attack any who do not fall into the pit. The construct is quite difficult to best, and if the party retreat, it will pursue (though its MV is slow). This automaton is linked inextricably to the **golden sceptre**. It will attack as directed by any cleric, priest, or shaman who holds the **sceptre**.

If clever PCs discern this connexion and wrest the **golden sceptre** away from Merlokk, they might even turn the automaton against him. Such a potent and obedient servitor could aid the PCs immeasurably in their adventures. Should they opt instead to sell the automaton (accompanied by the **golden sceptre**), they could command up to 100,000 gp in Khromarium. However, they first must resolve how safely to transport the half-ton construct from this island; it would certainly scuttle Zephæstus' small skiff.

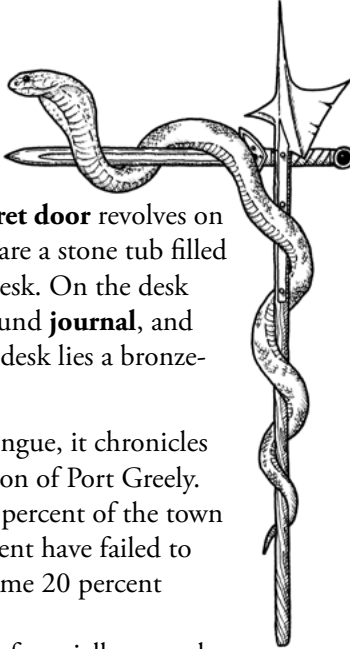
Merlokk (7th-level **fish-man** shaman): AL CE; SZ M; MV 40 (swim 80); DX 10; AC 4; HD 7 (hp 30); FA 4; TA 5; CA 7; #A 2 (claw/claw); D 1d4+2/1d4+2; SV 13 [*death* +2, *sorcery* +2]; ML 9; XP 970.

Special: Amphibious. Track by scent 10-in-12. Chance to be surprized decreased by 1-in-6. Cleric spells (*command*, *sanctuary*; *hold person*; *remove paralysis*; *control water*). Magician spells (*sleep*; *mirror image*; *lightning bolt*). *Turn undead*.

Gear: **cleric scroll** (*cure serious wounds*), **purple silk robe** sewn with gold thread (500-gp value), pearl-studded **golden sceptre** (1,000-gp value), **golden holy symbol** of Kthulhu¹⁸ (75-gp value), large bronze **key** (to #1g) fashioned in the likeness of Mother Hydra¹⁹.

Clay Automaton: AL N; SZ M; MV 20; DX 5; AC 7; HD 11+2 (hp 40); #A 1 (pummel); D 3d10; SV 11; ML 12; XP 2,700.

Special: +1 or better weapon to hit. Damage from its attacks cannot be healed, save by the sorcery of a cleric or priest of 9th level or greater. Unharmd by edged or pointed weapons. Immune to sorcery, except *disintegrate* and *transmute rock to mud*, either of which necessitates *death* save or creature destroyed.



13-A. Secret Chamber: The **secret door** revolves on a central post. Within the room are a stone tub filled with briny water and a writing desk. On the desk are ink and quill, a sharkskin-bound **journal**, and a small **wooden box**. Under the desk lies a bronze-bound hardwood **chest**.

Journal: Writ in the Common tongue, it chronicles the generations-long assimilation of Port Greely. A recent census shows that 60 percent of the town have been assimilated, 20 percent have failed to survive transformation, and some 20 percent remain unaccounted for.

Wooden Box: Contains 22 doses of specially treated **smoky lotus**. Each dose inspires a species of *berserk rage* (+2 to attack and damage rolls and to ML for 2d6 rounds; -2 to AC for 4d6 rounds). If placed under the tongue before sleep, it inspires vivid dreams and hallucinations. These details and instructions are penned in the journal.

Bronze-bound Chest: Unlocked. It contains **3,060 gp**, **2 ruby-encrusted silver chalices** (500-gp value each), and Merlokk's **spell book**.

Spell Book: Bound in crocodile skin and edged with aurochs horn, its pages vellum. This book contains all the spells listed in Merlokk's stat block, cleric and magician alike; the former are entered as prayers, the latter as diagrams and formulæ. This work is of value only to another shaman.

CONCLUDING THE ADVENTURE

The PCs have a chance not only to rescue the lost Fishmongers' Guild representatives, but also the town of Port Greely itself. Will they seek to bring an end to Port Greely's blasphemous abnormality, or are they in for the reward and nothing more? Saving the town could involve enlisting the aid of the outlying farms, where men retain their humanity.

Back in Khromarium, notable rulers of the Fishmongers' Guild have been financially impacted by Port Greely's crustacean embargo. Can they be convinced to espouse a more aggressive resolution? If so, will the City-State's ruling oligarchy support such a bold measure? How much or how little the PCs involve themselves can make a lasting impact on the adventure campaign.

18. See **PLAYERS' HANDOUT #2**.

19. See **PLAYERS' HANDOUT #3**.

APPENDIX

TOWNIE (Fish-Man Hybrid)

<i>No. Encountered:</i>	2d6 (5d20×10)
<i>Alignment:</i>	Chaotic Evil
<i>Size:</i>	M
<i>Movement:</i>	40 (swim 30)
<i>Dexterity:</i>	9
<i>Armour Class:</i>	8
<i>Hit Dice:</i>	1+1
<i>No. of Attacks:</i>	1 (weapon)
<i>Damage:</i>	(per weapon)
<i>Saving Throw:</i>	16
<i>Morale:</i>	8
<i>Experience Points:</i>	20
<i>Treasure Class:</i>	J



This despicable hybridization of man and **fish-man** is the result of science, sorcery, and unspeakable unions. Ofttimes the product is a stillborn abomination, whereas at other times the result is the birth of a thriving hybrid. Most newborn hybrids appear perfectly human, but by puberty they begin to exhibit weird physical traits: round, bulging eyes; jaundiced complexions; premature baldness; and thickly folded necks (oft concealing the formation of gill slits). More extreme examples (second- or third-generation hybrids) develop scales, webbed digits, and other piscine and/or batrachian features, such as elongated feet and back knees. By the fourth generation, human traits recess to nigh imperceptibility; hence, a “pure” fish-man is produced.

Special:

- ★ Limited amphibious capacity; some hybrids possess aquatic traits, others do not.

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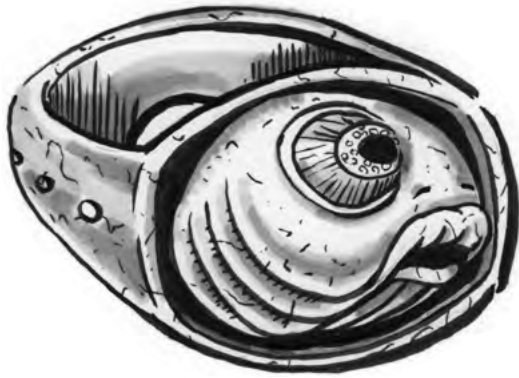
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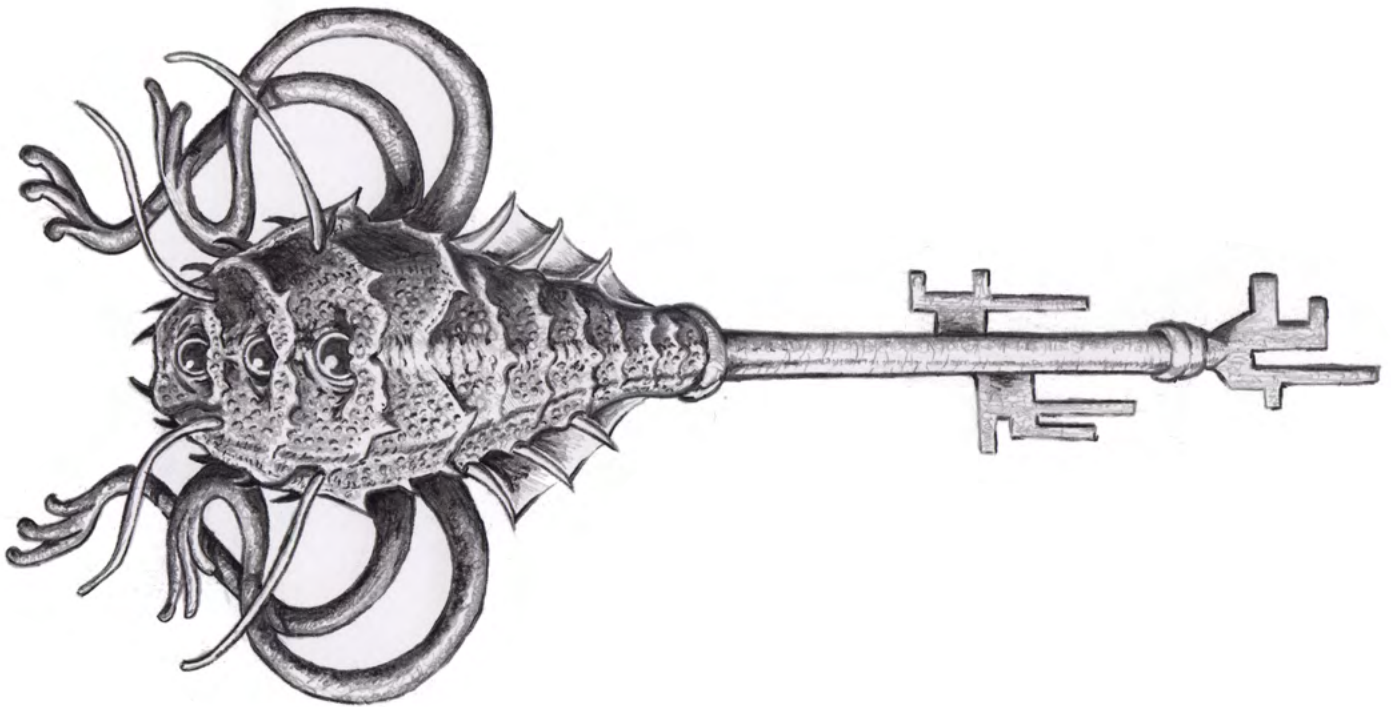
PLAYERS' HANDOUTS



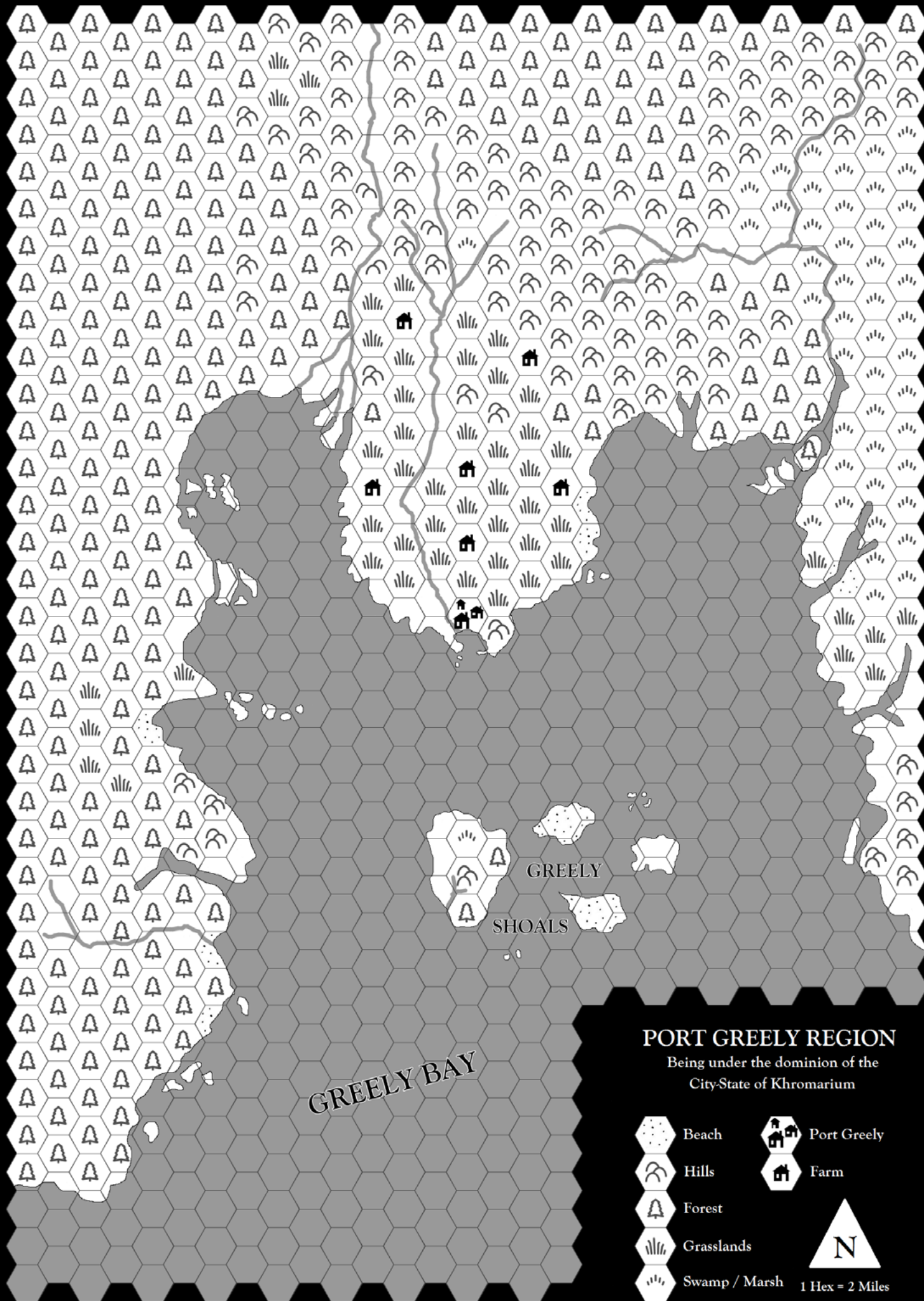
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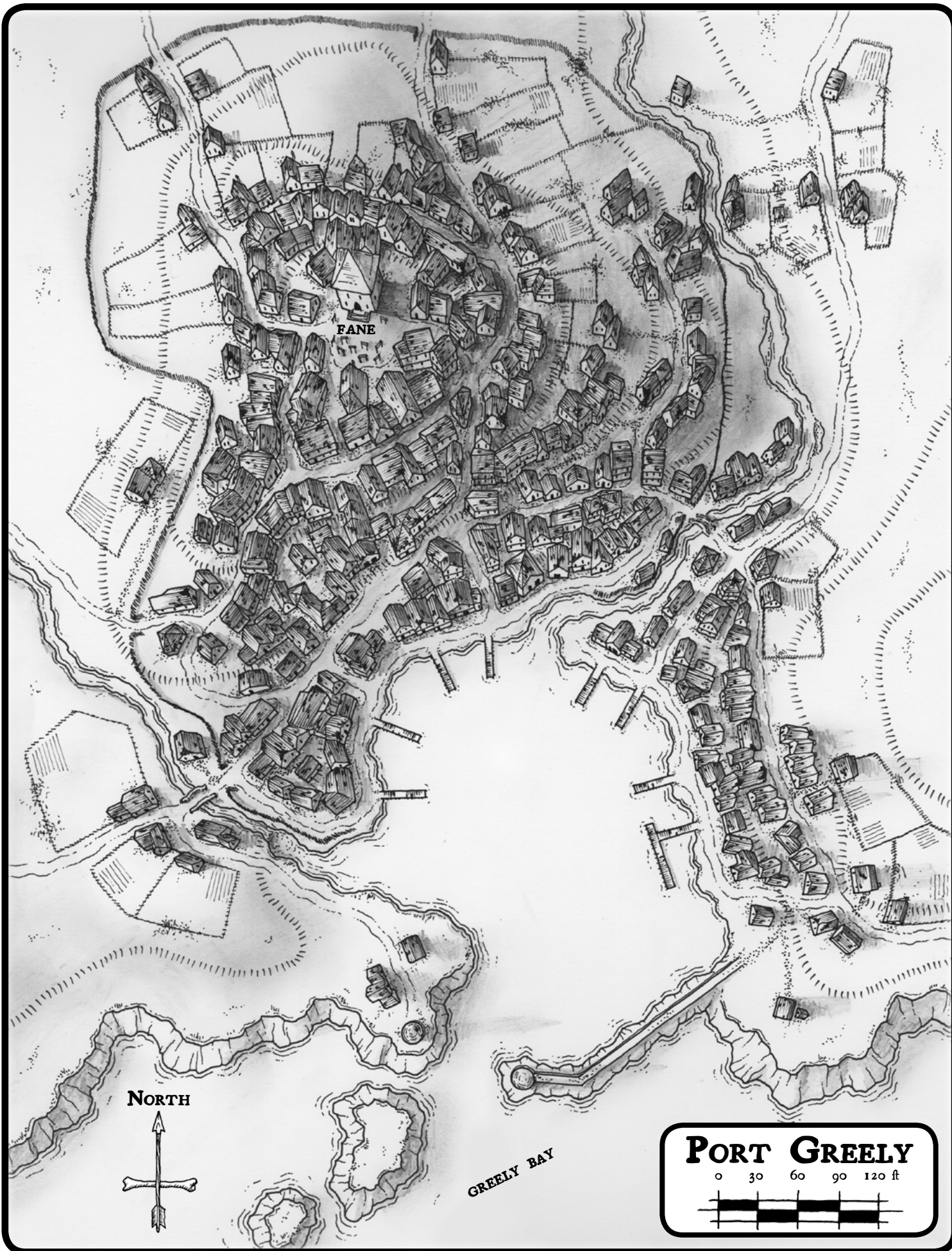


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THE MYSTERY AT PORT GREELY™

An adventure in Hyperborea designed for from four to six characters of 4th through 6th level



Until about three years ago, the peculiar town of Port Greely was renowned as a prolific exporter of crustaceans. Then the Greely lobstermen severed all ties with outside partners. Subsequent attempts at renegotiation were shunned.

More recently, a small group of Fishmongers' Guild representatives from the City-State of Khromarium has gone missing in Port Greely, and answers have been less than forthcoming. At present, the Guild seeks answers. It wants to know what became of its representatives, and it wishes to re-establish its lucrative partnership with the Port Greely lobstermen. Your party have been contracted to help resolve *The Mystery at Port Greely*.

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