

FAERIE TALES FROM UNLIT SHORES

The Portsmouth Mermaid



Daniel J. Bishop



COMPATIBLE WITH
**DCC
RPG**

Portsmouth



FT 2: The Portsmouth Mermaid

A Dungeon Crawl Classics adventure for 4-8 level 2 characters by Daniel J. Bishop.

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Introduction

If H. P. Lovecraft didn't have Hans Christian Andersen's depiction of the Sea Witch's dwelling (from *The Little Mermaid*) in mind when he penned *Dagon*, he should have.

The Portsmouth Mermaid takes place over the twelve days of a Yuletide Celebration in the town of Portsmouth, north of Westlake. The adventure is largely political, with several factions, all of which have a different optimal outcome. The PCs have to figure out what is going on, decide what to do about it, and then live with the consequences. Complicating matters, some of the action occurs at times, and in places, where the PCs do not have access to their typical adventuring gear.

This adventure is laid out in an unusual manner. After the introduction and background materials, the judge is given a discussion of the factions involved, a description of Portsmouth, and then a description of events over the course of several days. Most groups will resolve the main action within the first 5 days, so the remainder can be glossed over as the PCs rest and recover, ending in a wedding. The judge must remember that PC actions can (and should) affect these events.

The town of Portsmouth is described enough to be used as a regular location in an ongoing campaign, including some elements that may not see play during this adventure. These include a hidden Cthulhu cult, tunnels

beneath the town, and rather knowledgeable ghouls in the Lovecraftian tradition. These elements may be incorporated during the events of The Portsmouth Mermaid or later in an ongoing campaign. Temple Island on Devil's Reef is also described, as the climactic location of the main adventure.

A fair amount of supporting material is supplied. Appendix A contains combined stat blocks for all characters and creatures in the adventure for easy reference. Appendix B contains new magic items. Appendix C lists some additional encounters for the Portsmouth area, to be used either during this adventure or over the course of a campaign. Appendix D describes the Esoteric Order of Dagon and gives information for using Dagon as a patron. Appendix E contains a table for creating faerie animal characters in the Portsmouth area, usable by those who also have *Creeping Beauties of the Wood*.

This adventure assumes that the PCs have played through the previous adventures in this series (*Prince Charming*, *Reanimator* and *Creeping Beauties of the Wood*), but they are not necessary.

Background

Portsmouth is a town located 15 miles north of the Grimmswood, where the Golden River enters Portsmouth Harbor. Between the Grimmswood and Portsmouth is an area of rolling hills that gives way to a treacherous salt marsh around the landward periphery of the town.

Founded well over two centuries ago by the "Black Brothers" Angell and Manux, Portsmouth prospered from the start. Fishing was good, and Portsmouth became known for its lobsters and salt cod. The town also acted as a waypoint for foreign ships, in part because Angell was a secret member of the Cthulhu cult. A century later, both the Houses of Angell and Manuxet still existed, but the town itself was slowly dying as the waters around it were fished out. Whether this was due to the actions of the Cthulhu cultists, or if the Children of the Deep were already secret-





ly active in the waters around Portsmouth may never be known. In any event, it was Captain Wilhelm Zardok who brought the worship of Dagon to Portsmouth, and with it new prosperity. Portsmouth's prosperity is currently founded on renewed fish stocks, driven by the Children of the Deep, and treasures made of a strange alloy of gold and another unknown metal, pale and beautiful.

Captain Zardok had found an island to the south, where Dagon was worshiped. On this southern island, the folk had already hybridized with the Children of the Deep. One day, when Captain Zardok returned, he found them gone – slaughtered by their neighbors, perhaps, or all descended into the briny tropical depths. Exactly what had happened did not concern him. He was able to make contact with a local colony of the Children of the Deep, and convince them to move to the Portsmouth area. The Esoteric Order of Dagon has been growing ever since.

Two years ago, Prince Hans Manuxet was aboard a ship celebrating his 18th birthday when he was glimpsed by the mermaid Coraline, coincidentally celebrating her 15th birthday by rising to the ocean's surface for the first time. A storm arose, and the ship foundered. All hands were lost. The prince was rescued, however, for the mermaid saw him and found him beautiful...like an old statue lost ages ago and standing in her grandmother's garden, save made of flesh instead of cold marble.

A mermaid's kiss can confer the ability to breathe water for a time. Sustained by Coraline's kisses, the Prince survived until she brought him to Devil's Reef and left him at the temple there. She did not know that the reef temple was dedicated to Dagon, or that the girls who lived there were Children of the Deep, potential brides for human hybridization. When the prince awoke, he saw only a temple maiden smiling down at him. This was Orne.

Over time, the mermaid's love for the prince deepened, and she often spied upon him when he came near the ocean. At last, consumed by passion, she made

a terrible bargain with the Sea Witch. The Sea Witch made for her a sword which would cut her tail into two legs, but her price was threefold. First, it would always hurt to walk upon the land, and Coraline's feet would often bleed as though cut. Second, the Sea Witch would take the mermaid's lovely voice for her own. Finally, if Coraline failed to win the heart of her prince, and he did not marry her within a year and a day, she would die. If he did marry her, though, she would become mortal, gain a soul, regain her voice, and her feet would no longer pain her with every step.

Now, as a merfolk, Coraline was immortal unless killed, though her form would age slowly. When they do die, they collapse into sea foam. Thinking that this was the worst that could happen to her, Coraline accepted the Sea Witch's terms. In truth, should she die as a thrall to the Sea Witch, Coraline's spirit would be bound into a new form, to do the Sea Witch's bidding for all eternity.

The mermaid placed herself on the shore where she knew the prince was likely to find her. She cut her tail into two legs, and then threw the sword into the sea. The prince did find her, and took her in. Although she could not speak, her devotion to him was plain to see, and he soon grew equally devoted to her. She could not speak, and had learned neither to read nor write beneath the waves, so he could not learn her name. He called her "Dear Foundling. Although the match was not to Lord Manuxet's liking – there was no clear profit in it – the prince's mother was glad. It seemed as though a date would be set.

Neither the Sea Witch nor the Children of the Deep are so easily foiled, however. Orne presented herself to the House of Manuxet, masquerading as a foreign princess who had been taught at the Devil's Reef Temple. Due to the *Orb of Enchantment* in the temple, Orne was able to wrest the prince's affections away from Coraline.

Prince Hans Manuxet and the "Princess" Orne are now due to be wed on the Twelfth Night of Yule. If they wed, Coraline will die, and her spirit will be enslaved by the Sea Witch. Within a generation, Portsmouth will be completely controlled by the Children of the Deep. What problems this may cause down the road for the surrounding region is left to the judge's imagination.

If the *Orb of Enchantment* is shattered, the prince will come to his senses, and wed Coraline instead. This will

stymie the Sea Witch, and the Children of the Deep. Most importantly, True Love wins and the PCs gain an ally in Portsmouth.

Aftermath from FT 0 and FT 1

If the PCs played through the previous adventures in this series, they are probably wealthy and influential. One may be married, or engaged to, Princess Annegret of Westlake. When an invitation comes to a Winter Fete and Prince Manuxet's wedding, the Princess will certainly want to go. She is not an adventurer, and keeping her safe is an additional burden on the PCs. If Princess Annegret is slain, her husband's claim to Westlake is forfeit. Baron Jochim Charming will provide men-at-arms, serving-men, and maids-in-waiting whether asked or not. If the PCs demur, he will insist, and will also send along his seneschal, Red Walters, to ensure his daughter's safety.

The party will probably still have contact with the ghost of Doctor Chapman. One of more PCs may have Doctor Chapman as a patron. The ghost can be of help in several events, as described in the adventure, and can give ominous warnings. He would also like the PCs to acquire for him a mermaid's tear. It can be a tear of sorrow, or of joy – he doesn't care – but he needs it for his researches.

PCs may retain the *Sword of Truth*, the *Shield of Truth*, and the *Mirror of Truth* from Prince Charming, Reanimator. These are of limited use in a social environment, where swords and shields are not carried. If a PC retains the Golden Orb, given by Doctor Chapman, its ability to answer three yes-or-no questions each day might be of far greater use. Even with the adventure spread over twelve days, the characters might have difficulty determining what questions they can ask which will actually be of use. The Mirror of Truth will show that Coraline is actually a mermaid, if players think to use it. It can also show a Deep Child hybrid for what it is.

Princess Annegret was envisioned as a combination of the princesses in *The Princess and the Pea* and *The Goose Girl*. She is fragile, but plucky, and has a certain amount of magical protection given to her by her mother. Three times when it appears that the Princess is dead (or must die), a freak happenstance will come to her rescue – a dagger that surely would have killed her strikes her prayer book instead. She has swooned

instead of succumbing to the poisoned gas. A dead body in a pit trap breaks her fall. For some reason the hobyahs leave her unscathed. This ability is tied to a blessed white handkerchief she carries, which is stained with three drops of her mother's blood. Each time she miraculously escapes, one of the drops fades from the cloth.

Some judges may wish to allow a player to run Princess Annegret. This is perfectly acceptable; her statistics are found in Appendix A.

Doctor Chapman remains concerned about the Desert Faerie, whose curse bound him for a time at Sefton Castle (as described in *FT 0* and *FT 1*). In order to reach (and punish) the Desert Faerie, he has begun a great magical work. This requires, among other things, a mermaid's tears – whether they are tears of joy or sadness do not matter to him. There are several places where Doctor Chapman may intervene in the adventure. If you are not running this as a continuation of the earlier series, ignore these events.

What if No One Married the Princess?

It is possible to run *Creeping Beauties of the Wood* without anyone winning the hand of Princess Annegret at the end. The PCs may have been too churlish to win the Baron's favor. Or they may have been too noble to press their advantage. Or they may simply have failed to follow instructions, and have left the un-dead bride's heads to rot in the forest. In this case, the Baron may request the PCs to act as guardians of the Princess Annegret on his sojourn to Portsmouth.

Even if you did not run the earlier modules in this series, it is easy enough to invite the PCs to the Winter Fete on the basis of whatever they did accomplish.



Factions

There are a number of factions involved in this adventure. These factions can be broadly divided into the Dagonites, the Cthulhu Cultists, the Sea Kingdom, the House of Manuxet, and the Sea Witch. They are summarized below for the judge's convenience.

Dagonites: These are the followers of the Old One, Dagon, god of the seas. The Esoteric Order of Dagon has brought prosperity back to Portsmouth, albeit at a terrible price. Many of the Dagonites have deformities, which they wish to hide from others.

- **The Esoteric Order of Dagon:** Given over to the promises of the Children of the Deep, the Esoteric Order wishes to create a greater unity with Dagon by cross-breeding with the Children of the Deep. This causes hideous deformities as one ages, but it also confers potential immortality once the hybrid reaches a completely amphibious stage. The Esoteric Order worships openly in Portsmouth, but only those who have “partaken of the Great Communion” know their true goals.
- **The House of Zardok:** Founded by Captain Wilhelm Zardok, who first brought the worship of Dagon to Portsmouth, this House is firmly tied into the Esoteric Order. All of its living members are now hybrids.
- **The Children of the Deep:** Gain tribute in exchange for driving fish and lobster into the Portsmouth fisherman's nets and traps. The tribute they seek is in the form of sacrifice – including human sacrifice. They wish to increase their influence on land by creating hybrids with willing (or unwilling) humans.
- **“Princess” Orne:** A human-looking hybrid from the Temple on Devil's Reef, the “Princess” wants to marry Prince Hans Manuxet, thus uniting the House of Manuxet with the Children of the Deep. If she succeeds in this, the rest of Portsmouth will fall under the sway of the Dagonites within a generation.

Cthulhu Cultists: Although Cthulhu is listed as a potential deity in the core rulebook, the original source material (i.e., *The Call of Cthulhu* by H.P. Lovecraft and similar works) describes an extremely secretive cult.

- **The Cthulhu Cult:** Partially local, but supported by sailors and foreigners, the Cult of Cthulhu works towards the day that R'lyeh will rise from the sea and the Old Ones will return. They view the Esoteric Order of Dagon with fear and loathing, for it will surely bring unwanted attention to Portsmouth and the servants of the Old Ones. Thus far, their attempts to assassinate the heads of the Dagonite church have failed.
- **The House of Angell:** Prominent supporters of the Cthulhu Cult, this House wishes to thwart the marriage of the Deep Child “princess” to the heir of House Manuxet.

Cleric of Cthulhu

If there is a cleric of Cthulhu in the party, the judge may wish to quietly advise her of the existence of the secret cult in Portsmouth. So long as the cleric can keep the secret – even from her own party members! – she can use the cult as a resource. If she reveals the existence of the cult to the party, they had either be ready to join it or die. The cult will keep its secrets!



The Sea Kingdom: True merfolk, the Sea Kingdom has little to do with the world of mortals, apart from wrecking ships and collecting their treasures from the briny deep. They are free to range far and wide across the ocean from the age of 15 onwards, and know many strange things.

- **The Sea King:** The Lord of the Merfolk has become quite concerned about the Children of the Deep, whose ever-growing numbers compete for resources with the Sea Kingdom. If questioned about Coraline, he first argues that he wants his daughter back. If pressed, he admits that wants her happiness in-

stead. If pressed even further, he admits that he does not really care, so long as the Children of the Deep are dealt with.

- **Coraline:** The mermaid has sacrificed much to be with Prince Hans Manuxet. She loves him, and desperately wishes to marry him. If she succeeds, she becomes mortal and gains a soul. If she fails, she becomes a victim on the Sea Witch. The Prince's happiness is more important to her than her own, but she cannot bear to leave him, even to save him from "Princess" Orne.
- **Coraline's Sisters:** Well-meaning but oblivious to Coraline's feelings, they wish for her happiness and believe that they know what is best for her. They have found a way to break the Sea Witch's spell, but Coraline must drink a potion. Then she can join them in the ocean once more.

The House of Manuxet: Oblivious to the conflict between the Dagonites and the Cthulhu cultists, the House of Manuxet is primarily concerned with its own prosperity.

- **Lord Obed Manuxet:** Wooed by the House of Zardok, which seems to look favorably upon this match, Lord Manuxet has thrown his full support behind his son's current passion.
- **Lady Lavinia Manuxet:** Outwardly approving of her husband, she has some doubts about her son's choice. Didn't he dote on that poor mute girl not so long ago? She doesn't like the looks that she sometimes catches the Princess Orne giving her, when the Princess thinks she is unobserved.
- **Prince Hans Manuxet:** Really has fallen in love with Coraline, but has been enchanted to favor Orne.

The Sea Witch: This horrid being wants nothing more than the creation of misery, which she feeds off of, and the collection of beings forced to serve her. If she can catch the PCs in her web, she will.

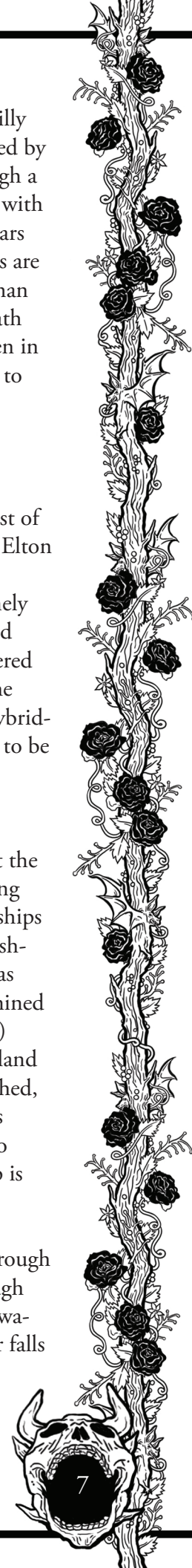
Portsmouth

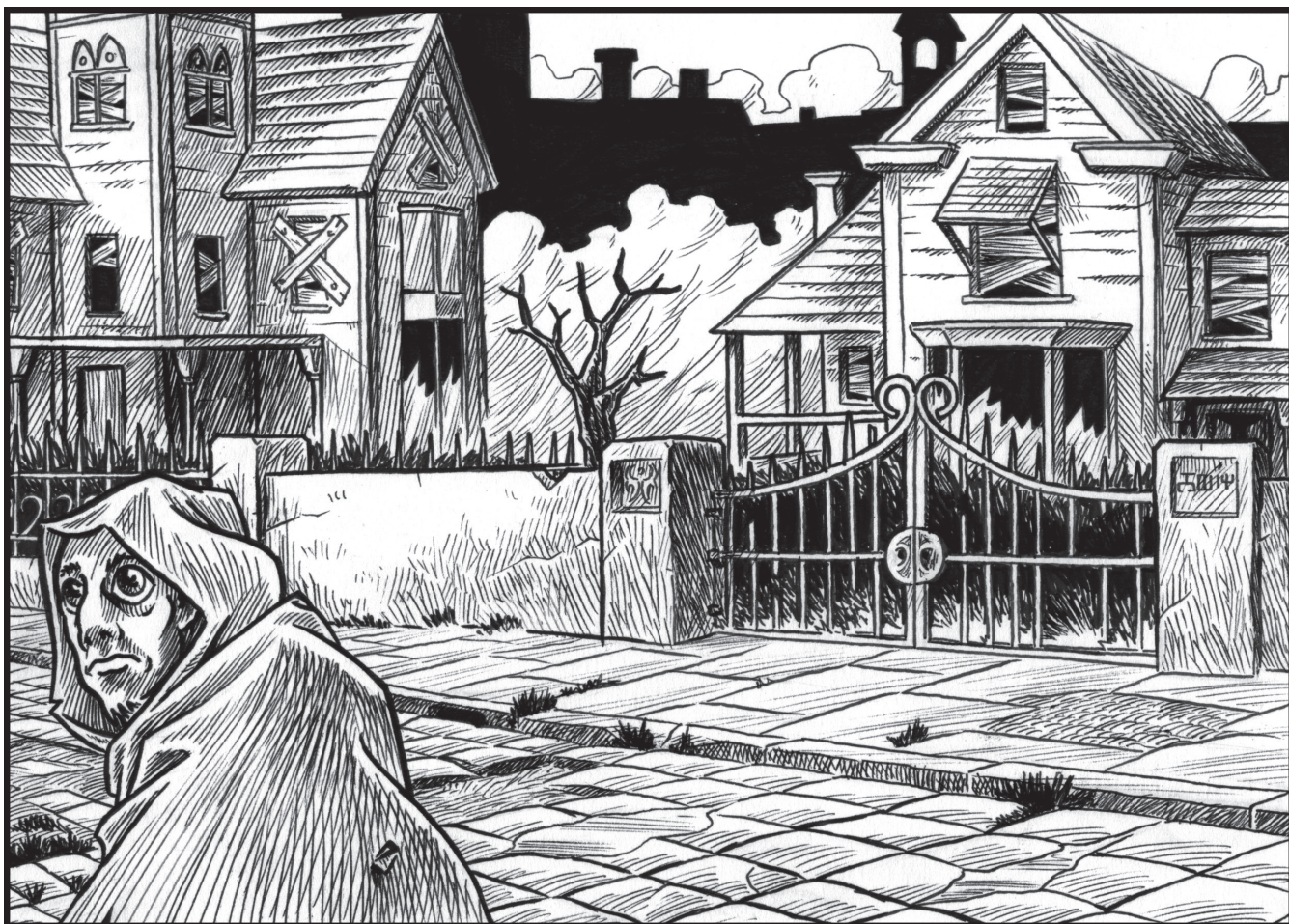
Portsmouth is a coastal town built upon hilly land amid a salt marsh. The town is bisected by the Golden River, which runs down through a series of falls to Portsmouth Harbor. Even with its new prosperity, much of the town appears deserted, and the upper windows of houses are often boarded up to hide Deep Child/human hybrids that are not yet ready to live beneath the waves. The town stinks of fish, and even in the cold winter the smell is strong enough to remark on.

Devil's Reef: Devil's Reef, and the Temple located thereon, is 1 mile due north from Portsmouth Harbor. North and slightly east of the reef is a small rocky island, where Old Elton operates the North Point Lighthouse. Old Elton has seen a thing or two, and in a lonely place such as this, one needs to turn a blind eye and a deaf ear to the screams of butchered people or the singing of the Children of the Deep. In fact, he has participated in the hybridization project more than once, and is not to be trusted.

Portsmouth Harbor: A deep, cold water harbor fed by the Golden River, this lies at the base of Portsmouth so that all streets leading to it must run downhill. There are always ships in harbor; these are mostly Portsmouth's fishing fleet, but foreign ships are found here as well. Ship names, if needed, can be determined by rolling 1d7: (1) Vigilant, (2) Emma, (3) Alert, (4) Andersen, (5) Eliza, (6) Ronti Island Pride, or (7) Aurora. For any ship approached, roll 1d5. On a roll of "1", the ship belongs to Dagonites. On a roll of "5" it belongs to Cthulhu cultists. On a roll of 2-4, the ship is safe to charter.

Golden River: The Golden River runs through Portsmouth, fed by the river passing through the Grimmswood. There are several small waterfalls along the river, as well as two larger falls and an area of rapid water as it approaches the harbor. There is a 1 in 5 chance that any given falls has frozen over during the winter, and a 1 in 7 chance that the rapids have frozen over. The tendency





for water to move under the ice makes the river treacherous even when seemingly frozen – a Luck check is required on the most solid areas to cross safely. Failure means plunging down into the dark cold water, causing 1d5 temporary Stamina damage each round (Fort DC 10 for half); a character must make a DC 10 Strength check to escape the icy waters (armor check penalties apply). This damage heals at a rate of 1 point per 10 minutes once warmed. If Stamina falls to 3, a DC 15 Fort save is required to avoid losing 1d5 toes (75%) or 1d3 fingers (25%) to frostbite.

Major Streets: The major streets of Portsmouth are:

- **Fallsview Road:** A short road on the south end of town, ending at the Golden River to the west in the vicinity of the largest of the river's falls. The buildings along this way were once impressive homes, but they are now mostly derelict, with boarded-up windows and doors.

- **Main Street:** Most of the businesses in Portsmouth, apart from those directly related to fishing and lobstering, are found along this street.
- **Marsh Street:** Marsh Street is the way into town, for the road leading north through the Grimmswood ends here. Travellers are often happy to turn onto River Road, and hence to Main Street, for Marsh Street is lonely and deserted. Large swathes of the countryside are wasteland to the east, as the hilltop gives way to salt marsh, and many of the western buildings have a secretive air, even when they are clearly inhabited.
- **Rapid Road:** This roadway is still well-used, and the houses along either side are still mostly inhabited. Among the inhabited houses, perhaps a quarter have the upper windows boarded up. If this road is followed west, it leaves Portsmouth and heads towards Ipham Village, 12 miles to the west.
- **River Road:** East of the river, this street is about 50% populated, with poorer families now occupying what were once well-to-do homes. West of the river, old mansions and manor houses line the River Road. In both cases, the homes are generally falling apart due to neglect.
- **Water Street:** This road follows along the harbor,

eventually heading to the tiny hamlet of Harbin, 8 miles to the east. Water Street remains busy, even during the height of the Yule season. Any time a PC speaks to a character met here, roll 1d3. On a roll of “1” they are a Dagonite, and on a roll of “3” they are a Cthulhu cultist. East of the river, the drop towards the harbor is steeper, and narrow lanes switchback up the hill, allowing a shortcut to the housing south of the harbor.

- **Western Road:** This is the westernmost street of Portsmouth. Wealthy houses and mansions are found to the south, becoming more modest towards Rapid Road, until they become a tangle of small buildings and shanties leading down to Water Street. Many houses are deserted. Many that are not deserted are partially boarded up.
- **Wide Street:** This street was used for cartage long ago, when the “Black Brothers” founded the town. It remains abnormally wide, and the houses are about 20% deserted or boarded up.

Special Locations

The following locations may be visited one or more times during this adventure.

A. Church of Dagon: The old Merchant Guild’s Hall has been turned into a church dedicated to the sea-god Dagon. The Dagonites are not at all shy about who they worship, even if they do not advertise their long-term goals. The words, “Esoteric Order of Dagon” have been carved onto the front of the building – the carved letters have been painted to make them stand out better, but the paint has begun to weather away. Within is an idol of green-black stone, showing the twin-tailed fish-god Dagon surrounded by strange hieroglyphs seemingly made of stylized pictograms of sea creatures both known and unknown. The idol is about 4’ tall and weighs 500 lbs.

The High Priest, Soldeed, wears yellow or red robes for ceremonial occasions, and a tall headdress designed for an elliptical head. Soldeed, being a hybrid, has such a head. The headdress is made of an amalgamation of gold and another strange and beautiful pale metal that is unknown. It can be sold for up to 500 gp, but any who would steal it is cursed by Dagon to suffer bad dreams (no save). Those cursed must succeed in a DC 10 Will save each night to gain any effect from resting (including healing, returned spells, and returned Luck).

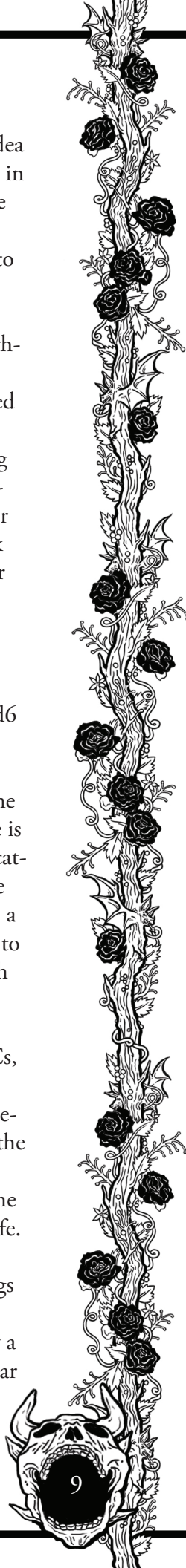
Squatting in Portsmouth

With all of these seemingly empty buildings, some players are bound to get the idea of investigating them...or even squatting in them rather than paying for an inn. If the PCs are being chased by Dagonites, they may wish to break into a boarded house to hide.

Gaining access to one of these houses without drawing attention is a DC 25 task in populated areas, DC 20 in semi-populated areas, and DC 10 in unpopulated areas. The DC goes up by 5 if the PCs are being hunted for, and up by 10 if they are actually being pursued. The judge may call for an Intelligence, Agility, or Strength check depending upon what is required to enter the building (or equal chance of each).

Whenever a deserted building is opened, roll 1d7 and add the average Luck modifier of all characters present: (1 or less) 2d6 deep hybrids hide within; (2) passages to the sewers and 1d3 talking giant rats; (3) the building is empty and deserted; (4) the building is empty and deserted, but there is moldy furniture and a 10% chance of locating some minor equipment (roll off Table 3-4 on page 73 of the core rulebook); (5) a Cthulhu cultist hides within, pretending to be a squatter; (6) a tramp passing through Portsmouth hides within, frightened by what he has seen in Portsmouth (25% chance of sharing cold beans with the PCs, 50% chance of inadvertently acting as a diversion if needed); (7) the building is deserted, and contains a hidden passage to the tunnels under Portsmouth; (8 or higher) the building is uninhabited, and unless the PCs draw attention to themselves, it is safe.

The judge is reminded that these buildings are cold in the winter, and lighting a fire will surely attract attention. There is only a 1 in 5 chance that the chimney flue is clear enough to prevent smoke from backing out of the chimney.





There will be 1d6+2 hybrid acolytes here at any given time. There is a 30% chance that Soldeed will also be present.

B. House of Manuxet: Despite its decaying splendor, real efforts have been made to keep this mansion in good condition. Wear and tear is obvious in the plaster, the wainscoting, and the worn textiles throughout the house. No windows are boarded up. The Manuxet family attempts to keep up a way of life that is fading in Portsmouth. The efforts of this family to do so are the only thing holding the town against a slide into utter ruin.

In addition to Lord Obed and Lady Lavinia Manuxet, and their son, Prince Hans, the butler, Donovan, is present 90% of the time, as well as 1d6 male servants and 1d6+2 maids. There is a 1 in 6 chance that any of the unnamed staff is secretly a Dagonite, and, if not, a 1 in 10 chance that he or she is a Cthulhu cultist.

C. House of Angell: Although once a finer mansion than that of the House of Manuxet, this place has not been taken care of well at all. Behind its fences and gates, it has a sad, deserted air, although the windows are not boarded up and a candle is seen glowing frugally in the night. Herein dwell Lord Basil Angell, his two sons (Francis and Joseph), Francis' wife Emily, and their young son, George (age 4). No regular servants attend the Angell family, but there is a 40% chance that 2d6 foreign Cthulhu cultists are on hand to act the part. Lord Basil's wife, Lady Jane, died of lung fever 11 years ago.

D. House of Zardok: A smaller building originally, the House of Zardok has expanded to swallow up several neighboring buildings and diverse architectural styles. It is clear to the trained eye that here is where the money in Portsmouth is centered. Explain, then, why all the upper windows are boarded?

Lord Rogar Zardok is the nominal head of the family, but no one has seen him now in years. He is hidden with 2d4 other hybrids in the upper part of the man-

sion, and is almost ready to join his elder kin beneath Devil's Reef. Prince Wayland Zardok, his son, conducts all public business for the House with his wife, the Lady Clarna. Clarna is already beginning to show some signs of hybridization – her eyes seem large, her nose flat, and she seems not to blink – although she has produced no children.

There are always 3d6 Dagonite serving men here and 2d8 Dagonite maids. 4d4 children can be found in the servant's wing; some of these are Prince Wayland's progeny from the maids. There is also a small fortune in gold jewelry and coin to be found by a successful thief, all of it alloyed with an unknown pale lustrous metal. A haul of 5d20 x 100 gp could be gained by a lucky and daring burglar.

Peerage in Portsmouth

The various Lords and Ladies of Portsmouth are equal to Baronets, and thus below Baron Jochim Charming in peerage, but above a knight. Their title is hereditary, allowing them to call their sons and daughters "Prince" or "Princess".

E. The Golden Lamprey: The finest inn in Portsmouth, it costs 10 gp per night per major character (each PC, plus the Princess Annegret; which assumes housing and board for serving staff, as well as stabling for mounts). Those who stay at the Golden Lamprey are treated well and kept safe. The rooms have secure bolts to fasten the doors from the inside.

F. The Gilman House: A meaner inn than The Golden Lamprey, the Gilman House charges each major character a mere 3 gp per night. However, the Gilman House is operated by Dagonites, and characters who pry into the doings of the Esoteric Order of Dagon or the Children of the Deep too closely will be rudely awakened by a furtive mob. The doors have no bolts, and the management has spare keys. There is a 1 in 6 chance each day that someone stays in the Gilman House that they will have a sense that their goods have been rifled through while they were away, although nothing is (probably) missing.

G. Church of Pelagia: This small church of the sea goddess Pelagia is still manned by Curate Gustaf Holt, although few locals now worship here. The curate is aware of something strange happening at Devil's Reef, although he knows not what, and he knows also that the House of Zardok is strongly connected to the Esoteric

Order of Dagon. He refers to Dagon as “that Devil-God”. If asked about the upcoming wedding, he shakes his head and says, “’Tis a pity that the young prince would marry a girl from that temple out on the reef. Foul sorcery that is, I warrant. Though she is comely enough there is that about her which disturbs me... about a great many here these days.” Asked about mermaids, he says “When I was a lad, the mermaids would come up to the shore and sing hymns to Pelagia. I know not what swims in these waters now, but the merfolk are gone. If you wish to find one of the Sea People, you’ll need to go at least a mile past Devil’s Reef before they’ll show themselves.”

Gustaf knows which seamen still worship here, and can direct the PCs to a safe ship to charter. If the PCs confide in him that they are investigating the Devil’s Reef Temple, he can get them a charter as a favor. Finally, he is willing to ask the grace of Pelagia on their behalf, healing 2 Dice each day and being able to neutralize a poison or disease once each week.

The curate has The Scrimshaw Flute of Creation hidden in the church. It was brought to him long ago by one of the Sea King’s many children. If the PCs include a cleric of Pelagia, or are particularly favored, he may allow them to borrow it for their assault on Devil’s Reef.

He is present at the church 75% of the time.

H. The White Stones: Old prehuman standing stones of some hard white material form a circle around a grassy area here. It has become a sort of park, although few would be found among the stones after dark. A wizard or elf will immediately recognize this as a place of power. Wizard spells related to divination (such as comprehend languages and detect magic) gain an automatic +4 bonus to the spell check here. Summoning spells (including animal summoning and find familiar) gain a base +2 bonus, but can also gain additional bonuses by increasing the chance for corruption.

For every additional +2 desired, the natural roll that can result in corruption is increased by 1. A wizard could therefore gain an additional +8 to his roll (+10 with the base bonus) by accepting corruption on a natural roll of 1 to 5. A result within this range always results in corruption, and never in misfire. The wizard can still spend Luck to negate the corruption, but the Luck spent must be equal to the roll (i.e., 2 points of Luck if the roll was a

natural “2”).

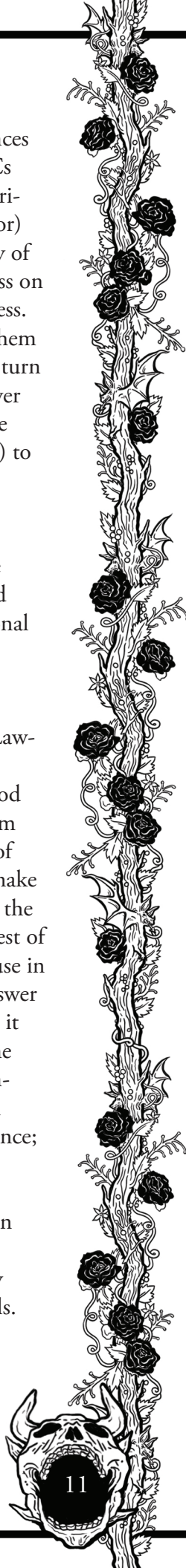
I. The Emperor’s New Clothier: Appearances are important, and the amount that the PCs are willing to spend to look the part of couriers will determine (along with their behavior) how seriously they are taken by the nobility of Portsmouth. If they spend 10 gp each or less on finery, they are seen as peasants in fancy dress. At best. Between 11 and 25 gp will make them acceptable in polite society, while they will turn heads if they spend 26 to 100 gp. Going over this amount will seem excessive, and tax the management of the shop (Weaver by name) to find them something fitting.

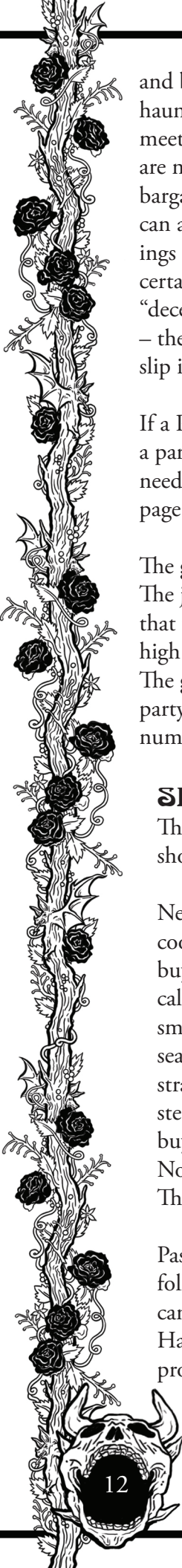
The Princess Annegret will certainly advise her husband (or fiancée) in this regard. She has brought a wardrobe from Westlake, and can appear presentable without any additional expense.

J. Church of Ulesh: This church has been abandoned, but its power is still intact. A Lawful cleric spending the night here in prayer receives a visitation from an angel of the God of Peace: “Beware the evil which comes from the sea, the Sleeping Priest and the Father of the Children of the Deep. Although they make war upon each other, both bring only ill to the world of Men.” This refers to Cthulhu (Priest of the Old Ones who lies dreaming in his house in R’lyeh) and Dagon. The angel will then answer three questions before departing. Although it seemed like the cleric had already woken, he will now discover that he still slept, awakening with the sound of the angel’s wings still whispering in his ears. This only happens once; additional vigils have no effect.

K. Temple of Justicia: This temple has been abandoned and defiled. There is a sense of brooding evil here by daylight; at night any who venture here will encounter 2d3 ghouls. See below.

L. The Overlook: This graveyard is on a high promontory overlooking Portsmouth Harbor. The base of the promontory is honeycombed with catacombs





and burial vaults. At night, the Overlook is haunted by ghouls; there is a 25% chance of meeting 2d6 on any given night. These ghouls are not mindless; they can be spoken to and bargained with. They know many things, and can answer almost any question related to doings in Portsmouth over its entire history. They certainly know that many graves are empty, the “deceased” not being within their sealed caskets – they even know that these so-called dead men slip into the water and swim out to Devil’s Reef.

If a PC wizard or elf is attempting to learn a particular spell, the ghouls may know lore needed to master it, at the judge’s discretion (see page 315 of the core rulebook).

The ghouls’ price is always in bodies and bones. The judge is advised to seek a low enough price that the players will consider meeting it, yet a high enough price that they will think twice. The ghouls will only attack if pressed by the party, if hungry (50% chance), or if they outnumber the PCs present 3-to-1.

Shopping in Portsmouth

There are several places where the PCs can shop in Portsmouth.

Near Portsmouth Harbor, there are many coopers and cord-makers. It is possible to buy nets, sailcloth, sails, and other nautical paraphernalia. Several tattooists have small shops here, and there are several small seaman’s pubs where folk look askance at strangers without a nautical air. Fish, lobster, and other seafood are easy enough to buy here. Tavern names include The King’s Nose, The Mermaid’s Fork, The Full Net, The Briny Bilge, and Sailor’s Alehouse.

Past where Main and Marsh Streets meet, following Marsh Street to the east, butchers can be found. Just before the road leads to Harbin, a tanners can also be found. These professions create odors that the gentry in Portsmouth would rather not smell.

Greengrocers can be found along the Western Road, both for the conve-

nience of the wealthy and because much produce comes from Ipham Village. There is no fresh produce at this time of year; only that which has been stored for the winter.

No shops in Portsmouth sell ready-made weapons or armor. Weapons, at least, can be bought at 1.5 times normal book value from foreign sailors whose ships are docked in Portsmouth. Other adventuring gear may, or may not, be available as the judge desires.

The Under Tunnels

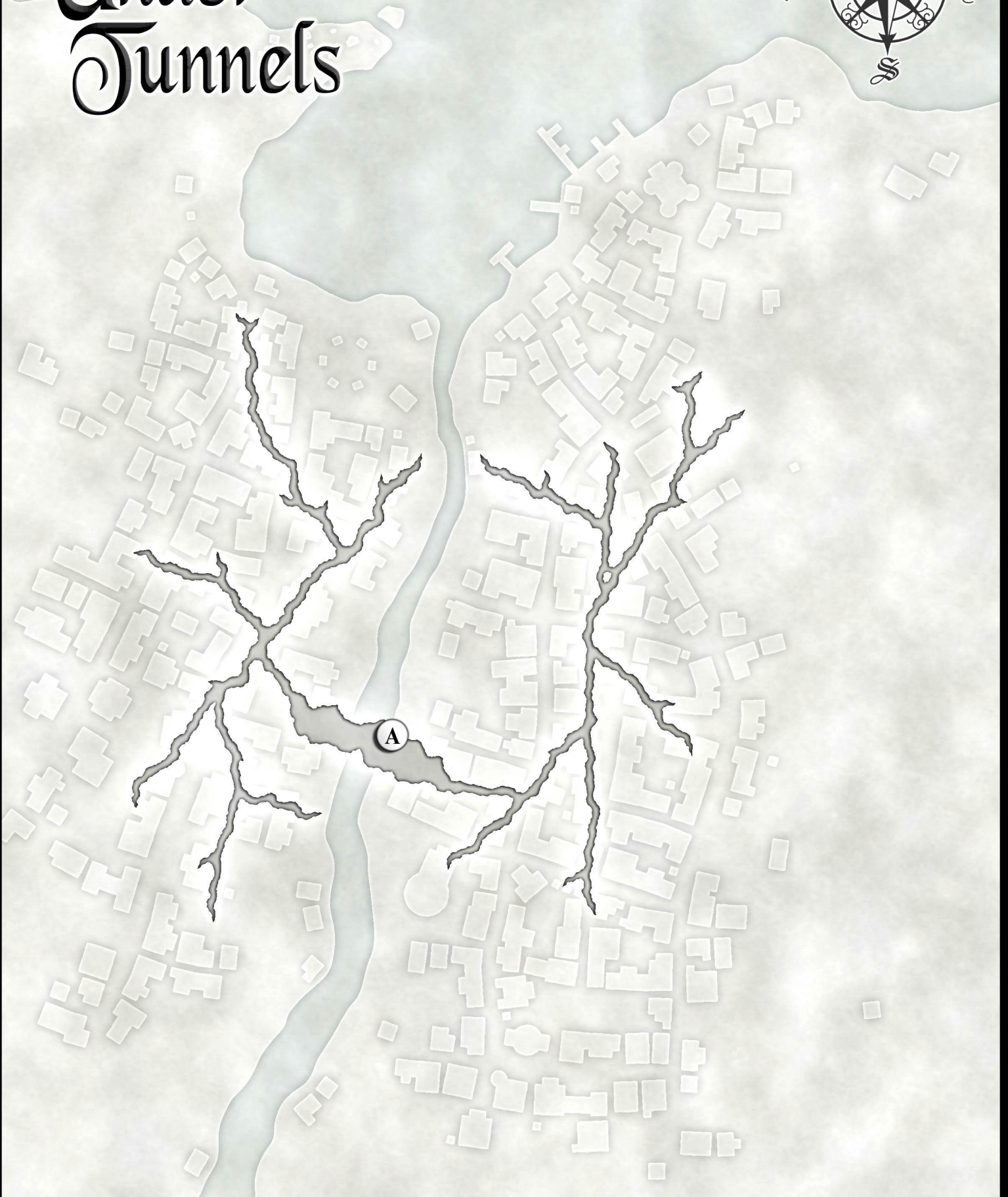
Ancient prehuman tunnels exist beneath Portsmouth. Their walls, floors, and ceilings are of black rock flecked with green, so old that stalactites and stalagmites up to 6 inches long have formed within them. These tunnels are all 1d8+10’ high and 1d12+10’ wide, and echo with dripping water. They are used by Dagonites, Cthulhu cultists, ghouls, and giant talking rats with prehensile paws. These rats speak the goblin tongue, and claim fealty to a “Lord of Rats” who is never seen. Once the PCs have the first Sea Witch dream, hobyahs may also be encountered here.

PCs may use these tunnels to avoid pursuit (such as an angry mob of hybrid Dagonites) or to move unseen from one place to another. Being PCs, they may also simply explore them because they are there. For every 10 minutes spent in the Under Tunnels, roll 1d14 and consult the following table. If the PCs have not dreamt of the Sea Witch, any encounter with hobyahs is instead “no encounter”.

In addition, every 100 feet, there is a 1 in 10 chance of an access point to a surface home. These are occupied or not depending upon where they are located, or unoccupied 50% of the time (as the judge desires).

1d14	Encounter
1-5	No Encounter
6	Giant rats (1d5)
7-8	Dagonites (1d3)
9-10	Hybrid Dagonites (2d4)
11	Cthulhu cultists (1d3-1; minimum 1)
12	Ghouls (1d5)
13-14	Hobyahs (2d6) or No Encounter

The Under Tunnels



A. Shoggoth Cavern: The tunnel leads to a great cavern beneath the river. You can clearly hear the roar of moving water overhead. the cavern is at least 100 feet wide and 500 feet across, a chasm 60 feet deep crossed by a narrow span of green-flecked black stone. The entire cavern is lit by a pale gelid light coming up from the chasm – a great primordial ooze glowing in the darkness, forming countless arms, feelers, sensory organs, and other appendages that rise up out of the enormous mass, tower to a height of 30 feet or more, and then collapse back into it.

Crossing the bridge normally is not difficult. Crossing at a run requires a DC 5 Agility check each round to avoid falling. Those who fight on the bridge must make a Reflex save when hit (DC = damage done) or fall. A DC 15 Reflex save allows a falling creature to grab the bridge, with a DC 10 Strength check to pull himself back up; three failures in a row means that the character has lost his grip and fallen. Falling damage is a mere 3d5 (no chance of broken bones), but the character takes 2d10 points of damage each round when in contact with the primordial ooze, and 1d10 points from various appendages when within 20' of it.

The chasm is fully 200 feet deep, with the ooze filling 140 feet of that depth. At almost 7 million cubic feet, the creature cannot be affected by any power the PCs can bring to bear.

Walking PCs take roughly 9 rounds to cross the bridge. Fighting or fleeing characters may find this a challenge.

Rumors in Portsmouth

1d12	Rumor
1	"The church of Pelagia still welcomes sea-loving folk, and the curate is a good man."
2	"The ghouls whisper that they know where a great treasure lies, but they are hungry and I have no one to give them. Say, what are you doing this evening?"
3	"Folk have been leaving Portsmouth for decades, but not every deserted building is truly empty."
4	"Aye, 'tis true, I say! When I was young, the mermaids sang betimes right in the harbor. I think 'twas their sweet voices what drove me to the sea..."
5	"Old Captain Zardok brought the new religion to Portsmouth. 'Course, he be with the fishes now."
6	"They say that something lurks beneath the streets of this town, but I say that's nothing more than ignorant flapdoodle."
7	"I don't take well to many of the nobility in this town. Lord Obed, now, he's a right good man by all accounts. We could use more of his type around Portsmouth. May the young prince have all the wedded bliss he can handle!"
8	"Bad dreams...every night...bad dreams....'tis a bad place I dream of....I'd cut me own throat if I weren't afraid I would just open me eyes in that bad place..."
9	"Beware the hidden ones...." Muttered by a man who dies mysteriously shortly thereafter, but not before slipping a 5-inch idol of Cthulhu made of a light, soapy green stone into a character's pocket or gear.
10	"Some folk look for wives in Ipham or Westlake or Harbin. Hereabouts, many folk get their wives from the north."
11	"Without the Order, Portsmouth would've dried up long ago. This town owes its current prosperity to the sea. A toast! To recovery! And to the Esoteric Order of Dagon!"
12	(In a whisper): "Have you ever heard the dread name Cthulhu? They do say his followers kidnap children and feed them to something what lives below the streets."

Adventure Start

Portsmouth lies 15 miles north of the Grimmswood, whose twisting paths lead nearly 100 miles from Westlake – taken together a journey of five days from start to finish, and one not altogether comfortable in the wagons provided by the Baron of Westlake. Beyond the forest, a hilly country gives way to a frozen salt marsh, and then to the town of Portsmouth itself. You have arrived for a twelve day Yuletide celebration, culminating in the marriage of Prince Hans Manuxet to the Princess Orne.

It is late when you arrive. Despite the cold and the snow, the town smells noticeably of salt cod. Accommodations are not provided, but you have been told that the Golden Lamprey is an inn of good reputation, if pricey. Playing the part of the nobility is taxing on one's purse, but parsimony is thought churlish by even the poorest of the noble class. You will have to determine what you are willing to spend as hidden expenses arise.

Princess Annegret, at least, seems excited by the festivities to come.

Money? What Money?

PCs who played through Creeping Beauties of the Wood had the opportunity to gain a small fortune, if they managed to obtain both Snow White's crystal coffin and the chest of gold offered by the Baron. Some PCs might not have much money, though, in which case the Baron supplies a stipend of 200 gp each to travel to Portsmouth.

PCs who have not played through the previous adventures can be invited to the Yuletide Fete on the basis of their reputation.

It is not necessary to play out each of the following events. The judge is advised to pick and choose, following the players' interests, as the adventure progresses. Many events require little more than a brief summary of what occurs. The characters should also be allowed to break out of the pattern of events, travelling about Portsmouth on their own initiative. This is especially true as they become aware of the nature and scope of the problems besetting the town.

Some events are conditional. They occur only if the PCs do something to trigger them. Even where events are not marked conditional, the PCs may take actions that

negate the event. This is to be encouraged; the events are only a rough outline. The important thing is to seed enough clues to allow the players to figure out that Coraline is the mermaid, that Orne is a danger, and that they should investigate Devil's Reef.

Day One

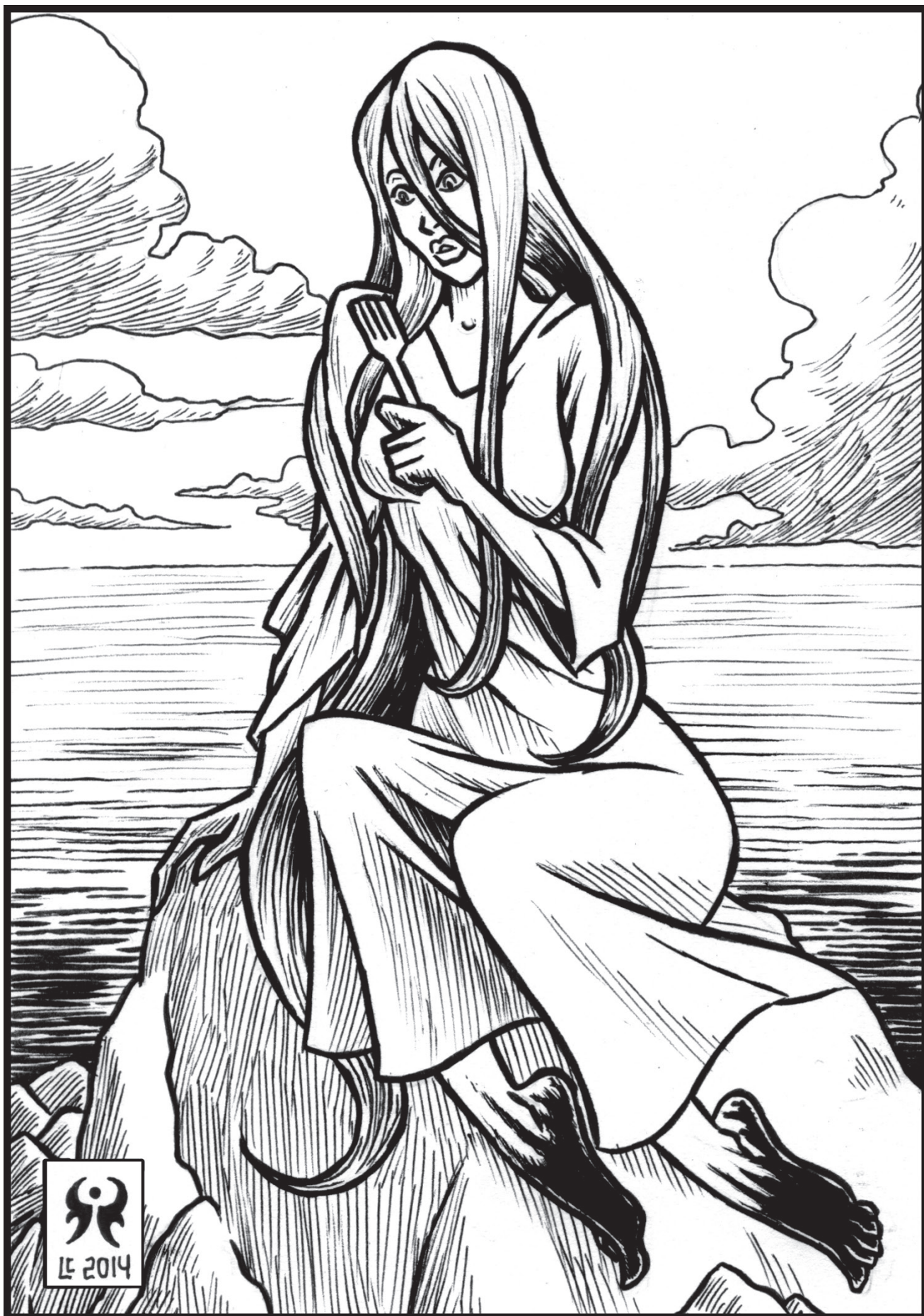
- The PCs need adequate clothing; Princess Annegret takes them to The Emperor's New Clothier (Portsmouth Area I).
- The PCs have a chance to explore Portsmouth. Relatively barren streets are noted, as are abandoned houses and boarded up upper story windows.
- Dinner at the House of Manuxet. The PCs meet the butler, the family, and the "Princess" Orne. They also meet Coraline, who cannot speak, and learn the prince's nickname for her ("Dear Foundling"). Lobster and seafood are served. The wine is good, a vintage from Ipham.

Portsmouth Hybrid Deformities

Characters may notice one or more of the following:

1d14	Deformity
1	Goggling or bulging eyes
2	Receding forehead
3	Receding hair
4	Greying skin
5	Flaking, almost scaly skin
6	Hopping, shuffling gait
7	Extremely narrow shoulders
8	Tiny ears
9	Wrinkles on neck (proto-gills)
10	Thin face
11	Flat nose
12	Fishy odor
13-14	Roll twice on 1d12



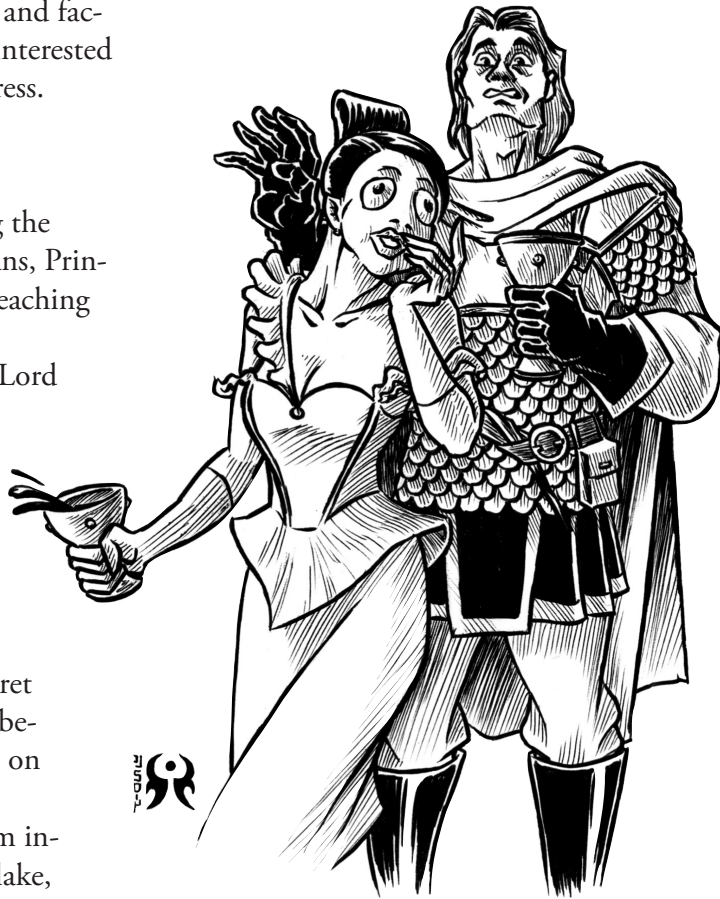


Night One

The PCs have an uneventful night in Portsmouth. This is very much the calm before the storm for events and factions within Portsmouth will become far more interested in the PCs and their meddling as the days progress.

Day Two

- The PCs are left to their own devices during the morning hours. Because of the evening's plans, Princess Annegret is willing to spend this time teaching them to dance.
- A ball is scheduled from dusk to midnight. Lord Basil Angell, the Princes Francis and Joseph Angell, and Lady Emily Angell will be present, as well as Prince Wayland Zardok and Lady Clarna Zardok.
- When Coraline dances, her feet bleed. Still, she seems happy. Her devotion to Prince Manuxet is obvious, and it is strange that he seems unaware of it. Princess Annegret remarks on this specifically (or notices it, if being run by a player). No one else comments on this unless asked.
- Both Lord Manuxet and Prince Zardok seem interested in discussing more trade with Westlake, and hope to meet at some point to discuss it further.
- Lady Clarna Zardok drinks rather too much and is far too close to the male PC with the highest Personality. Prince Wayland seems to ignore this, but it certainly allows that PC to notice her large, rarely-blinking eyes, flat nose, and rather fishy breath. Insults will be taken severely by her, superficially smoothed over by Prince Wayland, and the PCs will thereafter find themselves being watched closely by the Dagonites.
- Lady Angell takes pity on PCs unfamiliar with ballroom dancing, and gives them a chance to spend the evening telling her about their adventures. If hobyahs are mentioned, she says, "Oh, those. The victims of the Sea Witch." She refuses to say more, saying "There are things one should not discuss after the sun goes down, or so close to the sea."



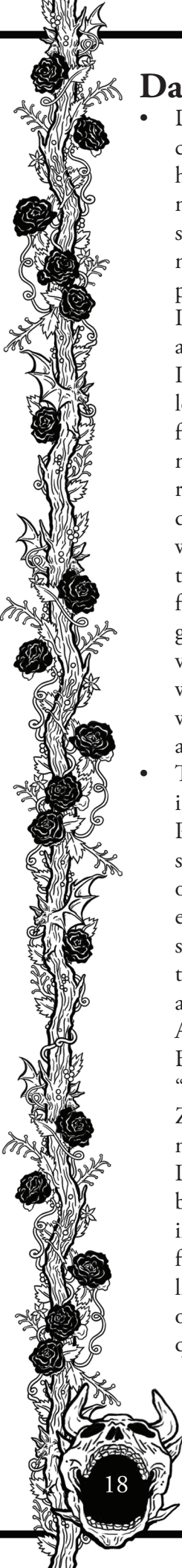
identified – the strange beings that live beneath the waves which no man has ever beheld. Some of the things look like gigantic flowers or polyps, or trees with sagging flexible stalks, now half rotted away. A boat lies, caught in the muck about 100 yards away. Although the last thing you remember is returning from the ball, you must have been in the boat, and fallen asleep when some cataclysmic disturbance thrust up a portion of the sea floor, for there is more than bare white sand at the bottom of the sea!

The PCs are all there, and without their normal equipment or weapons. As soon as one of them touches the boat, they all wake up in their own beds. Each has had exactly the same dream.

Night Two

You wake up mired in a sticky black sludge, filled with the odor of rotting fish and sea creatures. You are on an undulating plain, stretching as far as you can see in every direction. The ebony slime is saturated with the decaying remains of fish, octopi, crustaceans, and things that can scarcely be





Day Three

- Doctor Chapman appears in a mirror to consult with the PCs, assuming they have had contact with him before. He looks very much as he did in life, and is no longer subject to revealing his deathly state. “Last night’s unpleasantness was sent to you by a power beyond mine, I fear. I am sorry that I could not prevent it. At least I was able to awaken you before things had progressed. I warned you of evil in Portsmouth once, long ago, and that evil has only grown, I fear. Be wary! I need you to find for me a mermaid. I need her tears for one of my researches – tears of joy or tears of sorrow. It doesn’t matter. There were once mermaids which swam into Portsmouth Harbor, so this should be no great task compared to facing Beauty and her associates.” He listens gravely to all that the PCs may tell him and vows, “I will uncover what I may about what you have told me. Seek the mermaid! I will return as soon as I have news.” His image then fades from the mirror.
- The Angells have created an ice skating rink in the yard behind their manor, and the PCs are invited to come skating there. The skates provided are made of bone, and strap onto existing footwear. If asked, Lord Angell explains that the river is too treacherous to skate upon – ice that looks solid is often too thin to bear a man’s weight. Children are also skating, including a very young George Angell with the aid of his mother. Lord Basil corners the PC who seems most direct. “Tell me, what did you think of our Lord Zardok?” “What of Lady Clarna? You did not find her at all...strange?” “What of the Lady Orne? They say that she is a princess, but no one seems to know where her family’s peerage is to be found. Only that she fostered at the temple by Devil’s Reef.” He listens politely to all that the PC(s) may say on these matters, and does his best to deflect questions politely.
- A dinner is scheduled with the Manuxets that evening, but word arrives that Lady Lavinia has taken ill. The dinner is postponed to the next

night, leaving the PCs free to chart their own course.

Conditional Event:

Assassination

If the PCs begin investigating a “Cthulhu cult” openly, they attract the attention of the cultists, who arrange an assassination attempt 1d3 days later. A foreign sailor brushes by a PC on the street, using a small poisoned needle. The PC is only 10% likely to notice the jab along with the heavier contact unless the player specifically asks.

The needle is coated with a rare sea scorpion venom. 1d3 x 10 minutes after the jab, the PC must make a DC 15 Fort save or collapse, unconscious. Thereafter, he remains unconscious and loses 1d3 points of Stamina every 10 minutes until the poison is neutralized or he is dead. Even if the save is successful, the PC takes 1d3 points of Stamina damage.

Night Three

It is days later, and the black sludge has dried enough to walk upon. You find yourself walking through a stinking wasteland of dead creatures, many of which you cannot identify. It is strange that no sea birds are attracted by the putrid stench, but nothing moves save yourselves and the occasional dead thing flapping in the foul breeze. Human bones, bleached white and long since picked clean, ship’s rudders, and the detritus of a thousand shipwrecks litter the black slimy ground all around you. You can see that the sagging polyp-like tree-things have caught now-rotting things in their branch-tentacles – fish, dolphins, drowned men, and even a young mermaid, strangled long ago. And still you move as a group across the unending ocean floor, thrown up by some cataclysm into an endless plain.

You wake with the overwhelming smell of it still in your nostrils. You have a memory of an irresistible voice, calling to you, drawing you across the black expanse, though you are sure you heard no such voice in your dream.

The PCs do not have their normal gear in this dream.



Day Four

- The PCs once more have the morning free.
- Throughout the day, PCs (especially any PC with Doctor Chapman as a patron) catch glimpses of the Doctor in reflections, or hear his voice on the edge of hearing saying things like “Beware” and “Can’t get through”, but he is unable to make contact barring a successful casting of invoke patron. The judge is encouraged to play up the creepiness of these events.
- Prince Wayland Zardok sends a servant, Gammell, to the PCs’ inn at noon. If they are about, they are invited to take lunch with him. If the Princess Anne-gret is left alone, she is invited instead, and accepts. The prince wants to know what the PCs have discovered in Portsmouth, and if need be he will attempt

to divert their attentions to the “scoundrel priest” at the Church of Pelagia “who worships devils rather than the goddess of the sea” or the Overlook graveyard. If the PCs are still not poking around, he will try to determine if any are of unmarried and seeking a bride...

- Lady Lavinia has recovered, and the PCs are invited to dine at House Manuxet. Beef and pork are served, as well as the omnipresent seafood.

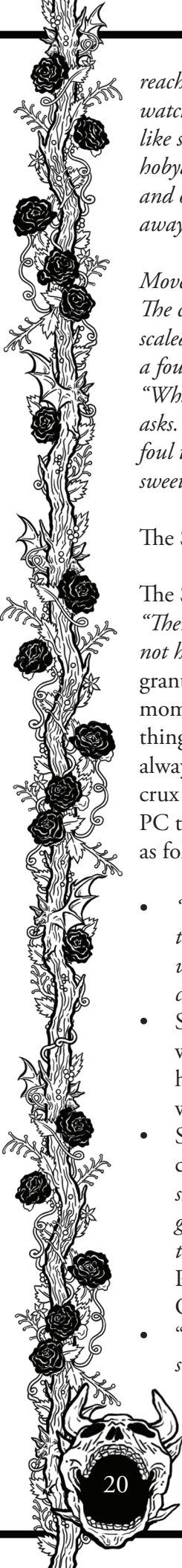
Night Four

The plain is not unbroken. There are hills and valleys of decaying filth and dried slime, and chasms that remain unseen until they are come across suddenly. You are at the bottom of one such chasm, an immeasurable pit with a flowing body of water at its bottom, lapping almost at your feet. Roaring whirlpools form in the water here and there, violently pulling anything that floats by. It stretches out beyond your sight to the left and right, but before you, on the far bank, you can just make out a colossal monument, easily taller than ten men standing one atop the other.

It seems to be of black stone, carved with disturbing hieroglyphs, the figures of marine creatures, and humanoid forms that seem half ichthyoid, with great staring eyes, gills, and long webbed fingers and toes. The proportions of the figures seem to be off, or the humanoids are giants, for they are depicted slaughtering a whale not much larger than they. You gain an impression of malignant horror; whatever the hieroglyphs may say, it is not something anyone should be burdened with knowing.

The slope above you is thick with the tree-like polyps, their tendrils groping downwards toward you, although they cannot





reach – the nearest is 25 yards above you. As you watch you see figures slipping among the polyp-trees like small black humanoid fish. “Hobyah, hobyah, hobyah” they whisper, barely audibly, moving in and out of the shadows, the closest at least 50 yards away. “She comes. She comes. She comes.”

Movement by the monolith draws your attention. The creature that rises here is 60 feet tall, half scaled fish, half old crone, vast and stinking, with a foul yellowish belly and great spongy breasts. “What have you come here for?” the vast figure asks. Where one would expect a harsh croak, or a foul tittering voice, the Sea Witch has instead the sweetest, most angelic voice imaginable.

The Sea Witch is using Coraline’s stolen voice.

The Sea Witch will deny calling them to her: “There must be something you seek, or you would not have made it so far.” The Sea Witch can grant almost anything; this is a **Quest For It** moment if there ever was one. However, the thing that the Sea Witch asks for in return is always almost too dear to bear, and is often the crux of using what is asked for. Once she gets a PC to name something he wants, her method is as follows.

- “Then it is a lucky thing you made it so far tonight, for when the sun rises tomorrow I would have to wait a year and a day before I could help you again.”
- She will tell the PC how brave, powerful, wise, etc., they will appear to others, and how much they will be able to accomplish with their new gift.
- She will then mention a task that must be completed by a certain time “or your soul shall be freed of its currently fleshy form, and go wandering in some new guise throughout the world.” This should be something the PC is almost certainly able to accomplish. Only when he agrees to this does she go on.
- “Also, you must pay me, and as I must put my sovereign blood into the magic that grants you your desire, the price shall be no trifle.” She then asks for whatever the PC most needs to accomplish the task she set.

“Remember, you must decide now. If you wait, I will be unable to give you what you wish.”

If the PC accomplishes the task, he regains whatever he lost as the price, but it is not intended by the Sea Witch that he does so. If he fails, he dies (no save) and is reborn as a hobyah. The Sea Witch is utterly malignant, and wants only to feed off the misery of others. Any PC who takes this deal should have cause to regret it. Even if they succeed in the end, it should not be without great difficulty and cost.

Any PC who declines the offer politely is dismissed, returning to normal slumber. Rude PCs are also dismissed, but they lose 1 point of Luck as the malice of the Sea Witch is turned in their direction. If the Sea Witch is attacked, she cannot be harmed. Numberless hobyahs pour down the slope screaming “Hobyah! Hobyah! Hobyah! Protect our mother! Kill the others!” The PCs awake, scratched and covered with reeking black slime, in their beds. This will not make innkeepers or spouses happy. These PCs lose 1d3 points of Luck, as the Sea Witch actively manipulates events to cause them harm.

Awake All Night

By this point, some groups will try to stay awake all night or set watches. That’s fine; they have to sleep sometime, and the individual(s) on watch are simply not included in the dream sequence.

Day Five and Beyond

By this point, the PCs should be taking actions that undo any ordered plan. If not, there is a sequence of alternating dinners and dances that culminates in a wedding. Use the following as a guide:

- There will be no further visitations from the Sea Witch.
- On Day 6, Doctor Chapman is able to appear again. He is distraught, and knows far too much about the events in Portsmouth for his own peace of mind. “Beware the Esoteric Order of Dagon. It is not what it appears. They are breeding with the Children of the Deep. Someone must go to Devil’s Reef, and at all costs you must stop that wedding!” Doctor Chapman can give some form of answer to most of the questions the PCs have. This is your chance as a judge to provide additional context to the adventure, and push the players towards a resolution.

- On Day 12, Prince Manuxet will wed Orne, unless the PCs prevent it.

Other Conditional Events

The following conditional events can happen throughout the adventure.

Interviewing Coraline: She cannot speak, but she can hear, and she can nod. She is a very good source of information, if the right questions are asked. She also presents a good opportunity to acquire a mermaid's tears, as she is still a mermaid until she either fails or succeeds in her task, regardless of the form she wears.

Interviewing Hans: Prince Manuxet continually turns the conversation back to "Princess" Orne. It should be clear to anyone that he is under some form of charm.

Meeting with Mermaids: If the PCs travel a mile past Devil's Reef, a trio of Coraline's sisters appear on the waves – Miranda, Portia, and Juliet are their names. They have managed to win a potion that will restore Coraline's mermaid form if she drinks it; if they fail to convince the PCs to administer it secretly to her they fall into the clutches of the Sea Witch. This may be a good opportunity to obtain a mermaid's tears for Doctor Chapman.

Meeting the Sea King: The mermaids can arrange for the PCs to meet with the Sea King. He demands his daughter's return at first, but can be convinced easily enough that her happiness is more important. To tell the truth, he has many daughters, and scarcely knows one from another. He does know of the Children of the Deep, worshipers of Dagon, who have come to the area around Portsmouth in the last half century. He knows also that they are active around Devil's Reef. Making an enemy of the Sea King is a bad idea; storms will tend to arise and follow any ship the PC takes to sea.

Assassination Attempt: The Church of Dagon attempts to assassinate Coraline, to prevent the PCs from transferring the prince's affections back to her.

Assassination Attempt: The Church of Dagon attempts to assassinate Princess Annegret, either to punish the PCs or to drive them away. If they somehow succeed, the Princess' fiancée would forfeit his future title and lose 1 point of Luck. If a PC has already married the Princess,

he retains title but loses 1d3 points of Luck.

Chartering a Dagonite Ship: If the PCs charter a Dagonite ship to explore Devil's Reef or to meet with the mermaids, they will need to defeat 2d6+6 Dagonite sailors when they are a half-mile out of Portsmouth Harbor. Then, if they can operate the ship, they can continue or wait for rescue in 2d6 x 10 minutes, when another ship hails them. There is a 1 in 5 chance that this ship will also belong to Dagonites, and the whole cycle will start again.

Fleeing From a Mob: A mob of 3d8 hybrids accosts the PCs while they are venturing to, or returning from, a function (and are therefore unarmed and unarmored). If the PCs see the mob approaching, they can have a merry chase through near-deserted streets and empty buildings. If not, they can engage in a desperate melee with impromptu weapons (generally doing 1d4 damage).

Devil's Reef Temple

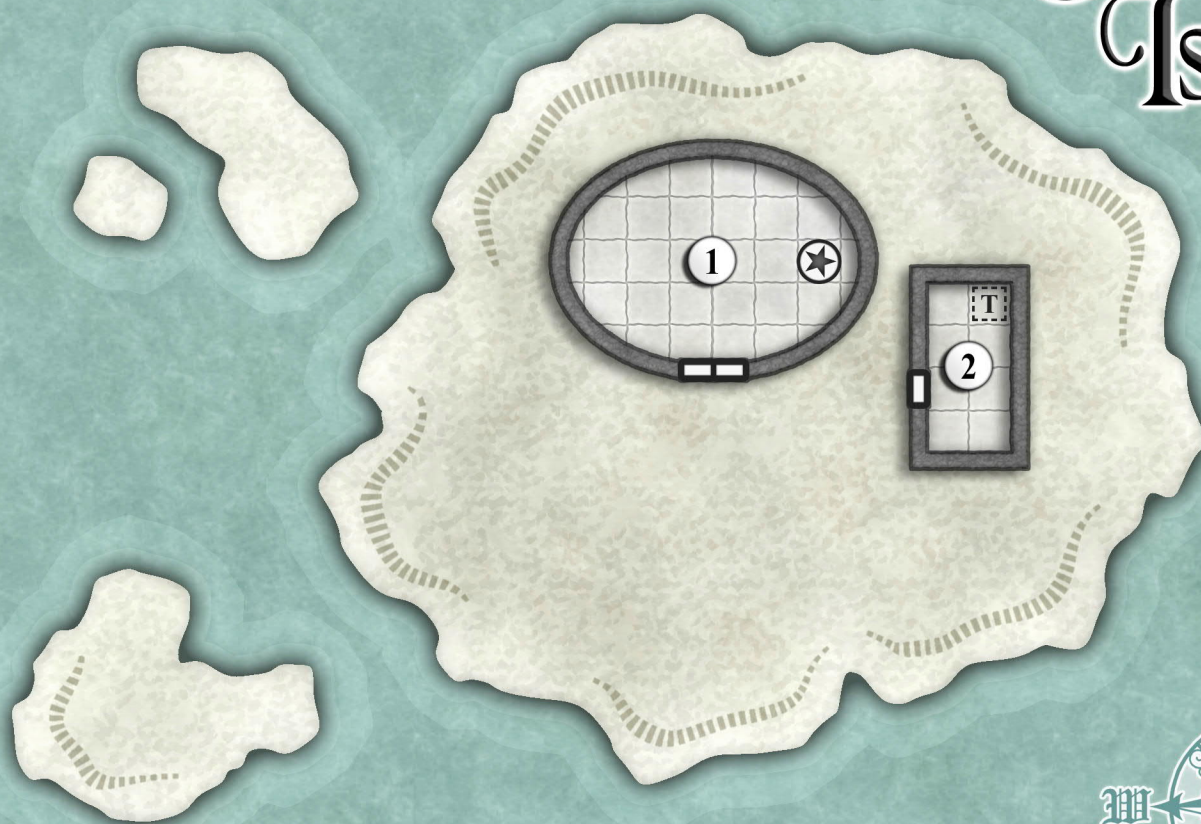
Devil's Reef is an expanse of small black coral islands and sharp reefs hiding beneath the waterline about a nautical mile from Portsmouth Harbor. The reefs themselves extend for several miles, roughly east-west. Old wood and the rotting hulks of former ships testify to the sharpness and danger of the hidden expanses. A sailor who did not know these waters well would find this place hazardous indeed.

Temple Island is on the eastern end of the region, a small dark island barely 70 or so yards across at high tide. Although this is supposed to be a place where girls of distant noble families are raised properly, there is no sign of any growing thing. There is one large building visible, shaped rather like half of a mottled green-black egg rising from the darker mass, and another small outbuilding east of it, presumably for housing princesses.

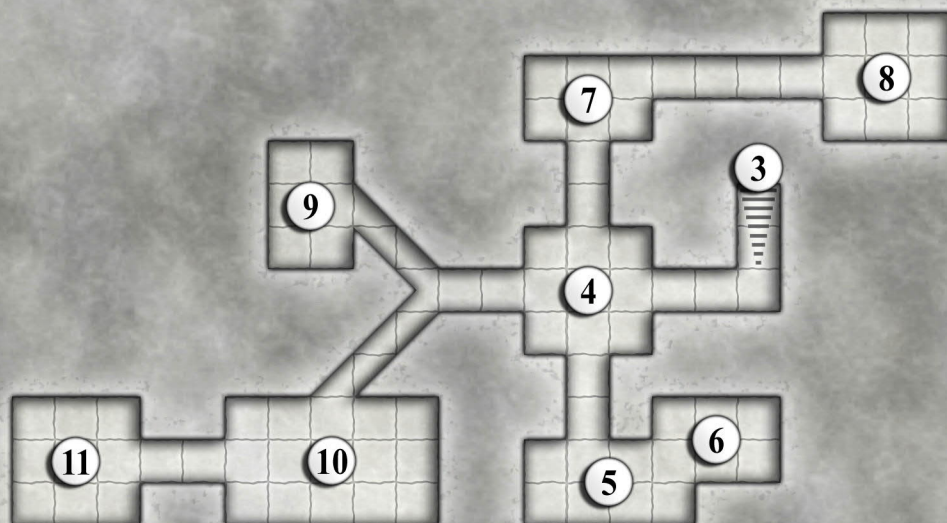
There is no sign of anyone here. The entire area smells of brine and dead fish.



Temple Island



The Lower Chambers



1 SQUARE = 10 ft.

Landing on Temple Island with a ship's boat is an easy matter for Portsmouth sailors, although they believe the place cursed (if not Dagonites or Cthulhu cultists) and will not do so without a minimum payment of 10 gp, paid upfront. This is the case even if Curate Gustaf Holt (Portsmouth Area G) has picked the ship and crew. PCs attempting to land themselves on the island must designate one PC to make a DC 5 Intelligence check, and another to make an Agility check (DC 5 if the first check succeeded; DC 10 if not). These checks are made using 1d10 if the PC making them doesn't have a nautical background. Failure sinks the ship's boat, and the PCs must swim to shore (Strength DC 5, armor check penalty applies, 1d3 temporary Stamina loss on each failure, Stamina loss recovers with 10 minute's rest, drowning occurs if Stamina reaches 0).

There are 3 Children of the Deep hiding in the waters around Devil's Reef. If the PCs sink the ship's boat, they will attack while PCs are in the water (automatically gaining surprise), and follow-up on land before the PCs can recover from the ordeal.

Children of the Deep (3): Init +2; Atk claw +3 melee (1d3) or bite +1 melee (1d5); AC 13; HD 2d8; hp 12, 15, 4; MV 30' or swim 50'; Act 1d20; SP amphibious, leap; SV Fort +2, Ref +4, Will +4; AL C.

1. Temple of Dagon: This building stands 60' tall, with double doors 15' wide and 8' tall, made of a strange greenish-black metal that cannot be identified. The doors are impervious to damage (it takes 30 hp damage even to scratch them slightly), but are not locked. They are covered with stylized images of sea creatures, some of which cannot be identified. Those who have encountered the Sea Witch cannot help but notice the similarity between these images and those on her ancient monolith. It requires a DC 10 Strength check to open the massive doors, which pull outwards.

The temple dome is empty, save for a massive statue to the east, made of the same strange metal as the doors. This is Dagon – a repellent mixture of man, fish, and loathsome toad, his bifurcated fish's tail curling around massive squatting frog's legs, like that of an enormous deformed tadpole. The idol's goggle eyes stare down at you with measureless malignancy, as though the primordial god himself saw through its malevolent eyes. The feeling of brooding evil watching you is very strong.

There is nothing of interest here.

2. Rooming House: This is a black stone house, with narrow shuttered windows. The shutters are latched from within, but PCs could hack through the wood shutters, and a halfling could enter through the narrow windows. The door is also made of wood, and is locked (DC 10); it would take about 5 minutes to hack through the heavy door with axes.

This appears to be a rooming house, with a line of six narrow beds along the eastern wall. To the north is a sitting area with four chairs, a small round table, and a charcoal brazier. The floor is of stone, with woolen rugs in the walkways and the sitting area.

The brass brazier is cold, but there is some unburned charcoal in it. Hidden under a rug in the sitting area is a wooden trapdoor with a bronze pull ring.

3. Stairway Trap: Beyond the trapdoor, you can see a 5' drop, and then stairs leading downward to the south. A series of corroded bronze rungs in the west wall could be used to climb to the stairs. The area below is dark, and smells strongly of rotting sea creatures.

The third step down operates as a pressure plate (DC 5 to notice the lack of wear and the separation from the remainder of the steps), easily avoided merely by stepping over the trap. Otherwise, a slicing blade comes out of the riser behind the stair, slicing the back of the leg for 1d3 damage. The wounded character must make a Reflex save (DC 10) or fall down the stairs for an additional 1d6 damage (a natural "6" indicating a broken bone). The character has a -5' movement penalty until the damage from the blade is healed.

The stairs lead downward into salt water a foot deep. Light reflects off the water, making it impossible to see what is below.



4. Lower Chamber: *The corridor leads into a 30 foot square chamber with an archway in the center of each wall. The ceiling is supported by pillars that turn into arches after 8 feet, meeting in the center of the room at a height of 14 feet. Slivers and bits of old wood float upon the surface of the water.*

The western way slopes downwards; by the time characters reach the Y-shaped intersection, the water is 2 feet deep. The slope continues down the forks, although less sharply, so that the water is 2½ feet deep by Areas 9 and 10. Once the water is over 2 feet deep, characters lose 1 point of Agility bonus to AC and suffer a -1 penalty to attack rolls. Aquatic creatures do not suffer these penalties.

If characters spend more than a few rounds in here, 6 Children of the Deep swim up from Area 6, and attack from the south way. If characters move quickly, they face these combatants based upon their location.

Children of the Deep (6): Init +2; Atk claw +3 melee (1d3) or bite +1 melee (1d5); AC 13; HD 2d8; hp 9 each; MV 30' or swim 50'; Act 1d20; SP amphibious, leap; SV Fort +2, Ref +4, Will +4; AL C.

5. Empty Room: *The passage goes 10 feet, then enters a chamber 30 feet wide and 20 feet deep. The chamber is only 8 feet high.*

The opening to Area 6 cannot easily be seen from the hallway.

6. Water Chutes: *This chamber appears similar to the one before it; it is 20 feet wide and 30 feet deep. Apart from the dark standing water, there is nothing to see here.*

In the center of every 10' section is a 6' diameter chute leading to the ocean water surrounding Devil's Reef. These are long tunnels leading to different areas of the reef – each take at least 10 minutes to swim through for an unburdened swimmer.

Although the holes are easy to note by



cautious probing, incautious explorers may plunge downward, taking 1d3 damage from abrasions (Fort DC 10 negates) and falling far enough to require 1d3 DC 5 Strength checks to swim up. Armor check penalties apply, and a rope is useless unless weighted. A DC 15 Reflex save will give the submerged character Stamina rounds of air, but failing this indicates only 1d5 + Luck modifier rounds of air are available (minimum 0). Once air runs out, the character takes 1d3 temporary Stamina damage each round until dead or rescued. Temporary Stamina damage is recovered after 1 round with air.

7. Storage: *The passage goes 10 feet into a chamber, 30 feet wide and 20 feet deep, with another arched passage leading east. Wooden pallets are built up along the eastern portion of the room to keep several large barrels and crates out of the water. These are encrusted with barnacles, but otherwise seem whole.*

Six large barrels contain fresh water. Four smaller kegs contain good wine (25 gp per keg). The crates contain various foodstuffs, none of which is particularly valuable.

8. Treasure Room: *The passage opens out into a 30 foot square chamber, some 14 feet high, filled with the rotting finery of a dozen shipwrecks. Much of what is here has been destroyed by water and time – ancient tapestries, corroded weapons of iron and steel, well-made armor that is eaten by salt. There are several statues, in marble or corroded bronze, jumbled in with the rest, some of them so coated with barnacles that their initial appearance cannot be made out. From several sea chests, copper coins green with verdigris, black-tarnished silver pieces, and bright gold spill into the dark water.*

Characters can recover 3d8 cp, 2d6 sp, and 1d8 gp each round from this chamber. Every 1d14 rounds, there is a 1 in 3 chance that 1d5 Children of the Deep attack from the east. In addition, there is a 1 in 7 chance per round that someone finds a 50 gp string of pearls, a jeweled cup of beaten gold worth 150 gp, or a rotted velvet pouch containing 1d30 sapphires worth 10 gp each (equal chance of each; each can only be found once). There is also a 1 in 10 chance each round that someone will find *Ivory Horn of the Angakkuit* (see Appendix B). There is a maximum of 20,000 cp, 8,000 sp, and 1,500 gp to be found in this room. There is no practical limit to the Children of the Deep that can attack.

None of the bags or chest in this area is adequate to the task of holding these treasures. The judge is encouraged to factor weight into PCs forced to make Strength checks to swim.

Children of the Deep: Init +2; Atk claw +3 melee (1d3) or bite +1 melee (1d5); AC 13; HD 2d8; hp 9 each; MV 30' or swim 50'; Act 1d20; SP amphibious, leap; SV Fort +2, Ref +4, Will +4; AL C.

9. Watery Grave: *The passage enters a room, 20 feet deep and 30 feet wide. Even with the deep water, you can make out a scattering of old bones, where they are piled so thickly beneath the deep water that they break the surface.*

These are the remains of all those sacrificed on Devil's Reef since the Children of the Deep took residence here. There are well over a thousand men, women, and children – some from Portsmouth, but many taken from foreign ships passing this way at night.

10. Guardian of the Deep: *The passage enters into a larger chamber, some 50 feet wide and 30 feet deep. The ceiling is vaulted to a height of 15 feet. The reek of rotting*

fish is even stronger in here than in other areas of this place you have explored; it is so strong that it stings your eyes. Another passage leads out to the west, but it seems to slope steeply downward.

This is the lair of the guardian of the deep, a creature built like a sea slug, 20' long, 10' wide, but only 2' high. It has 20 long feeler-tentacles and a mouth with rasping serrated teeth. The guardian can spit a line of nauseating fluid up to 20' in any direction with a +6 bonus to hit (armor does not apply) – a creature hit must make a Fort or Will save (DC 10) or gag and retch for 1d3 rounds, losing 1 round's worth of actions and taking a -1d on the dice chain penalty for any Action Dice used in any remaining rounds of gagging.

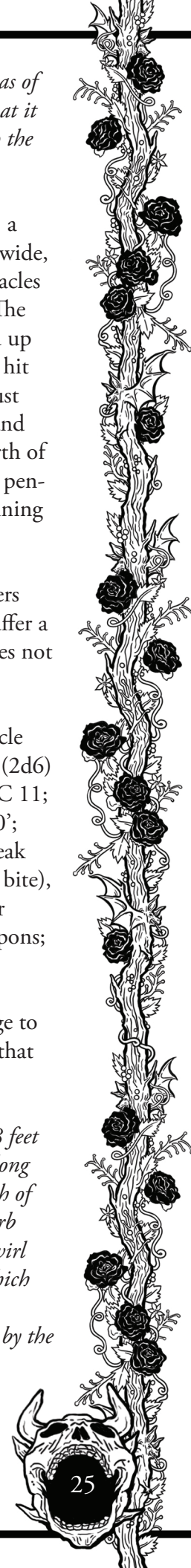
Because of the depth of the water, characters lose 1 point of Agility bonus to AC and suffer a -1 penalty to attack rolls. The guardian does not suffer these penalties.

Guardian of the Deep: Init -2; Atk tentacle +2 melee (1d3 and hold) or bite +4 melee (2d6) or nauseating fluid +6 ranged (special); AC 11; HD 5d12+10; hp 52; MV 10' or swim 20'; Act 5d20; SP hold (Strength DC 12 to break free; target must be held to be attacked by bite), nauseating fluid (20' range, DC 10 Fort or Will), half damage from bludgeoning weapons; SV Fort +15, Ref +0, Will +0; AL C.

11. The Orb of Enchantment: *The passage to this chamber slopes downward steeply, so that the water is 5' deep in Area 11.*

This chamber is 30 feet square, and a mere 8 feet high, the ceiling supported by thick pillars along the walls. In the center of the room is a plinth of mottled green-black stone holding a crystal orb 4 feet in diameter. Mauve and pink gasses swirl within the orb, forming licentious images which seem to form Prince Hans Manuxet and the Princess Orne over and over, bound together by the enchanted mists...

This is the *Orb of Enchantment* (see Appendix B). Breaking it releases Prince Hans from his enchanted attraction to the



“Princess” Orne. Alternatively, a wizard or elf could attempt to gain control of it as described in Appendix B.

Concluding the Adventure

If Coraline still lives, and the PCs thwart the Deep Children, then the adventure ends with a wedding, and the House of Manuxet showers gifts upon the PCs worth an average of 100 gp per PC. They remain friends and allies to the PCs for all time. The Sea Witch is foiled, and will bide her time to gain her revenge. At a time of the judge’s choice, each PC will face an instance where two dice must be rolled rather than one, and the PC must use the lower roll. The judge need not tell the players that this will only occur once per PC involved.

If Coraline dies, but the PCs thwart the Deep Children, the victory is tinged with sadness. The Yuletide Fete ends, and the PCs return to Westlake.

If the PCs fail utterly, the adventure still ends with a wedding – save this time, it is between Princess Orne and Prince Hans. The Children of the Deep win. A deposition of 6d20 Dagonite hybrids attempts to prevent the PCs from leaving Portsmouth, with the express intent of sacrificing them to Dagon at the temple on Devil’s Reef.

If the PCs are able to acquire a mermaid’s tear for Doctor Chapman, he is pleased with them. Each PC gains +1 Luck, reflecting the Doctor’s greater watchfulness over their fates. Any PC who has Doctor Chapman for a patron gains the opportunity to learn one random 1st level spell from the Doctor.

If the PCs fail to gain a mermaid’s tear, the Doctor is understanding but warns them, “This failure will make things harder for us all. In the end, you will wish that you had tried harder.” If the judge runs the remaining adventures in this series, those words will prove prophetic.

The next adventure in the series, *FT 3: In the Snow Queen’s Mirror*, is designed

for 3rd level characters. The judge may wish to run additional material between that adventure and this if the PCs are still 2nd level.

Appendix A: Compiled Stat Blocks

Below is a compiled list of all the possible statblocks you could need to effectively run *The Portsmouth Mermaid*.

Carnivorous sky whale: Init +0; Atk bite +5 melee (2d6+4); AC 15; HD 8d8+16; hp 56; MV fly 40’; Act 2d20; SP death throes; SV Fort +8, Ref +4, Will +2; AL N.

Cat swarm (20’ square area): Init +5; Atk swarming bite and claws +3 melee (1d3); AC 10; HD 12d8; MV 40’; Act special; SP attack all targets in a 20’ x 20’ area, half damage from non-area attacks; SV Fort +1, Ref +5, Will +2; AL N.

Children of the Deep: Init +2; Atk claw +3 melee (1d3) or bite +1 melee (1d5); AC 13; HD 2d8; MV 30’ or swim 50’; Act 1d20; SP amphibious, leap; SV Fort +2, Ref +4, Will +4; AL C.

Coraline: Init +1; Atk none; AC 11; HD 1d6; hp 4; MV 30’; Act 1d20; SP mute, kiss allows humanoid to breathe water for 1d6 x 10 minutes; SV Fort +0, Ref +1, Will +3; AL N.

Cthulhu cultist: Init +0; Atk weapon +1 melee (1d4+1); AC 10; HD 1d6; hp 4; MV 30’; Act 1d20; SV Fort +2, Ref -1, Will +5; AL N.

Cthulhu cultist assassin: Init +4; Atk poisoned dagger +9 melee (1d12 then 1d4, plus poison); AC 14; HD 3d6; MV 30’; Act 2d20; SP 1d12 damage on first strike, poison (sea scorpion venom, 1d3 x 10 minutes onset, DC 15 Fort save or collapse, remaining unconscious and losing 1d3 points of Stamina every 10 minutes until cured or dead, 1d3 Stamina damage on successful save), thief skills 75% (disguise, move silently, climb, pick locks, hide in shadows); SV Fort +3, Ref +8, Will +6; AL N.

Curate Gustaf Holt: Init +0; Atk stout club +3 melee (1d4+1); AC 10; HD 3d8; hp 7; MV 30’; Act 1d20; SP heal 2 HD per day, neutralize poison or disease once per week; SV Fort +2, Ref +1, Will +4; AL N.

Dagonite: Init +0; Atk makeshift weapon -1 melee (1d4); AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will +8; AL C.

Dagonite assassin: Init +4; Atk short sword +6 melee (1d6+1); AC 12; HD 2d6; MV 30'; Act 2d20; SP thief skills 55% (disguise, move silently, climb, pick locks, hide in shadows); SV Fort +1, Ref +6, Will +12; AL C.

Dagonite maid: Init +2; Atk makeshift weapon +1 melee (1d4); AC 11; HD 1d4; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +8; AL C.

Dagonite sailor: Init +2; Atk cutlass +2 melee (1d6); AC 12; HD 1d6; MV 30'; Act 1d20; SP +6 bonus to swim and +4 bonus to climb checks; SV Fort +4, Ref +4, Will +5; AL C.

Dagonite serving-man: Init +0; Atk makeshift weapon +2 melee (1d4+1); AC 10; HD 1d4; MV 30'; Act 1d20; SV Fort +4, Ref +1, Will +5; AL C.

Doctor Fell: Init +2; Atk touch +3 melee (paralysis); AC 12; HD 8d12; hp 50; MV 30'; Act 2d20; SP paralysis (Fort DC 10), follow victim, steal voice, reform; SV Fort +5, Ref +7, Will +14; AL C.

Donovan (Manuxet butler): Init +3; Atk fist +0 melee (1d3); AC 10; HD 2d4; hp 6; MV 30'; Act 1d20; SP take attack aimed at another with a Reflex save (DC equal to attack roll); SV Fort +2, Ref +6, Will +6; AL L.

Ghoul: Init +1; Atk bite +1 melee (1d4 plus paralyzation) or claw +3 melee (1d3); AC 13; HD 2d6; MV 30'; Act 1d20; SP un-dead traits, paralyzation (1d3 rounds, Will DC 14 negates), uncanny knowledge; SV Fort +1, Ref +0, Will +0; AL C.

Giant talking rat: Init +3; Atk bite +2 melee (1d4 plus disease); AC 13; HD 1d6+2; MV 30' or climb 20' or swim 20'; Act 1d20; SP disease (Fort DC 7 or suffer 1d3 damage each day for 2d7 days), manipulative paws, speech (goblin tongue), infravision 60'; SV Fort +4, Ref +2, Will +0; AL C.

Guardian of the Deep: Init -2; Atk tentacle +2 melee (1d3 and hold) or bite +4 melee (2d6) or nauseating fluid +6 ranged (special); AC 11; HD 5d12+10; hp 52; MV 10' or swim 20'; Act 5d20; SP hold (Strength DC 12 to break free; target must be held to be attacked by

bite), nauseating fluid (20' range, DC 10 Fort or Will), half damage from bludgeoning weapons, detect living creatures within 100'; SV Fort +15, Ref +0, Will +0; AL C.

Hobyah: Init +1; Atk bite +1 melee (1d3); AC 10; HD 1d6; MV 20' or roll 40'; Act 1d20; SP infravision 60', afraid of barking dogs; SV Fort -2, Ref +0, Will +0; AL C.

Howling frost demons: Init +3; Atk rending claws +4 melee (1d8+2); AC 18; HD 3d6, MV 50', Act 1d20; SP Frost Aura (5' radius, Fort DC 13 or 1 Agility damage each round), Frost Aura (5' radius, Fort DC 13 or 1 Agility damage each round), immune to non-magical weapons, fire magic automatically causes full damage; SV Fort +0, Ref +5, Will +8; AL C.

Hybrid acolyte: Init +2; Atk curved dagger +2 melee (1d4) or charm (special) or harmful spell (special); AC 11; HD 1d8; MV 30' or swim 30'; Act 1d20; SP charm (1/day, 1d4 hours, Will DC 11 resists), harmful spell (2/day, 50' range, 1d6+1 damage, Will DC 11 half), semi-amphibious (breathe water for 1d10 turns); SV Fort +2, Ref +2, Will +2; AL C.

Hybrid Dagonite: Init +1; Atk makeshift weapon +0 melee (1d4); AC 11; HD 1d6+1; MV 30' or swim 30'; Act 1d20; SP semi-amphibious (breathe water for 1d10 turns); SV Fort +1, Ref +2, Will +0; AL C.

Lady Clarna Zardok: Init +2; Atk makeshift weapon +0 melee (1d4); AC 12; HD 1d6+1; hp 7; MV 30' or swim 30'; Act 1d20; SP semi-amphibious (breathe water for 1d10 rounds); SV Fort +1, Ref +3, Will +2; AL C.

Lady Emily Angell: Init +2; Atk none; AC 12; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort +0, Ref +2, Will +2; AL N.

Lady Lavinia Manuxet: Init +0; Atk none; AC 10; HD 1d4-1; hp 3; MV 30'; Act 1d20; SV Fort -1, Ref +0, Will +1; AL L.

Lord Basil Angell: Init +2; Atk makeshift weapon +3 melee (1d4+1); AC 12; HD



2d8; hp 9; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +2; AL N.

Lord Obed Manyxet: Init +0; Atk makeshift weapon +0 melee (1d4); AC 10; HD 2d8; hp 7; MV 30'; Act 1d20; SV Fort +0, Ref +1, Will +2; AL L.

Lord Rogar Zardok: Init +1; Atk dagger +5 melee (1d4+1); AC 11; HD 3d8+3; hp 11; MV 30' or swim 50' or hop 10'; SP semi-amphibious (breathe water for 1d4 hours); Act 1d20; SV Fort +3, Ref +1, Will +6; AL C.

Maid: Init +3; Atk none; AC 12; HD 1d4; MV 30'; Act 1d20; SV Fort +0, Ref +2, Will -2; AL varies.

Mermaid: Init +5; Atk none; AC 15; HD 3d6; MV 10' or swim 60'; Act 1d20; SP charming voice (1/day, Will DC 14 resists, lasts 1d4 days), kiss confers water breathing for 1d3 hours; SV Fort +3, Ref +9, Will +3; AL N.

One-Legged Tin Soldier: Init +5; Atk spear +1 melee (1 + slow); AC 14; HD 2 hp; MV 20'; Act 1d20; SP immune to critical hits and mind-affecting spells, resistant to non-magical weapons; SV Fort +8, Ref +4, Will +12; AL N.

Prince Francis Angell: Init +2; Atk longsword +4 melee (1d8); AC 12; HD 2d8; hp 5; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +2; AL N.

Prince George Angell: Init +3; Atk none; AC 14; HD 1d3; hp 1; MV 20'; Act 1d20; SV Fort -2, Ref +3, Will -4; AL N.

Prince Hans Manuxet: Init +0; Atk longsword +5 melee (1d8); AC 10; HD 3d8; hp 15; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will +3; AL L.

Prince Joseph Angell: Init +1; Atk longsword +2 melee (1d8); AC 11; HD 2d8; hp 9; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will +2; AL N.

Prince Wayland Zardok: Init +4; Atk longsword +5 melee (1d8+1); AC 13; HD 5d8; hp 25; MV 30'; Act 1d20; SV Fort +3, Ref +3, Will +5; AL C.

Princess Annegret: Init +1; Atk weapon +0 melee (1d4); AC 11; HD 1d4-1; hp 3; MV 30'; Act 1d20; SP mother's blessing (avoid death 3 times), charmed house birth auger (no bonus); SV Fort -1, Ref +1, Will +2; AL L. Str 8, Agi 14, Sta 7, Prs 16, Int 13, Luck 12.

Princess Orne: Init +3; Atk curved dagger +2 melee (1d4) or charm (special) or harmful spell (special); AC 12; HD 2d8; hp 11; MV 30' or swim 40'; Act 1d20; SP charm (1/day, lasts 1d4 hours, Will DC 13 resists), harmful spell (2/day, 50' range, 1d6+1 damage, Will DC 13 half), semi-amphibious (breathe water for 1d12 turns); SV Fort +2, Ref +4, Will +6; AL C.

Sea King: Init +7; Atk trident +5 melee (1d8+3) or lightning strike +3 ranged (3d8); AC 17; HD 8d8+16; hp 53; MV 10' or swim 80'; Act 2d20; SP cause lightning strike 3/day (100' range, 3d8 damage, Fort DC 15 half), weather control (3/day, +8 on spell check, core rulebook p. 302); SV Fort +12, Ref +9, Will +15; AL N.

Seal: Init +1; Atk Bite +1 melee (1d3+1) or slam +0 melee (1d5); AC 13; HD 2d6; MV 15' or swim 40'; Act 1d20; SP ignores first 3 points of cold damage from any source; SV Fort +3, Ref +3, Will +0; AL N.

Serving-man: Init +0; Atk makeshift weapon +0 melee (1d4); AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +1; AL varies.

Soldeed: Init +0; Atk staff +3 melee (1d4+1); AC 13; HD 3d8; hp 12; MV 30'; Act 1d20; SP harmful spell (100' range, 1d8+2 damage, Will save DC 15 half); SV Fort +3, Ref +2, Will +6; AL C.

Walrus: Init +0; Atk Bite +3 melee (2d6+4) or flipper +0 melee (1d4+4) or crush +2 melee (1d8+4); AC 15; HD 5d8+5; MV 15' or swim 40'; Act 1d20; SP ignores first 10 points of cold damage from any source; SV Fort +8, Ref -3, Will +2; AL N.

Walrus, giant: Init -2; Atk Bite +6 melee (2d12+4) or flipper +4 melee (2d8+4); AC 17; HD 15d8+15; MV 30' or swim 50'; Act 2d20; SP crush 5d12 damage to all in 10' x 10' area (Ref DC 8 avoids), immune to cold; SV Fort +16, Ref -4, Will +6; AL N.

Appendix B: New Magic Items

ORB OF ENCHANTMENT

This orb is made of crystal, 4' in diameter, filled with swirling mists of mauve and pink hues. It can be used to enchant any one being, who is then utterly charmed and besotted by the user. The target receives no save, but must be known to the user, and the user must have come into direct physical contact with the target at some point.

A new user can wrest control from the old only in direct contact with the Orb. This can be accomplished by making a DC 20 Will save; an elf or wizard may instead make a DC 15 Spell check. Failure causes whoever attempted it to suffer corruption, increasing from minor to greater corruption with each failure. A user who wrests control of the Orb can release an enchanted target, but if he uses it to enchant another (requiring a DC 10 Spell check), he will become Chaotic (if not already so). The Orb can only enchant one target at a time.

The Orb can be destroyed with 5 points of damage. This releases any victim currently enchanted, but causes the creature breaking the Orb 1d4 damage in magical backlash.

IVORY HORN OF THE ANGAKKUIT

| Range: 60' **| Duration:** Varies (1 turn = 10 min) **| Casting Time:** 1 round **| Save:** Will vs Spell Check DC |

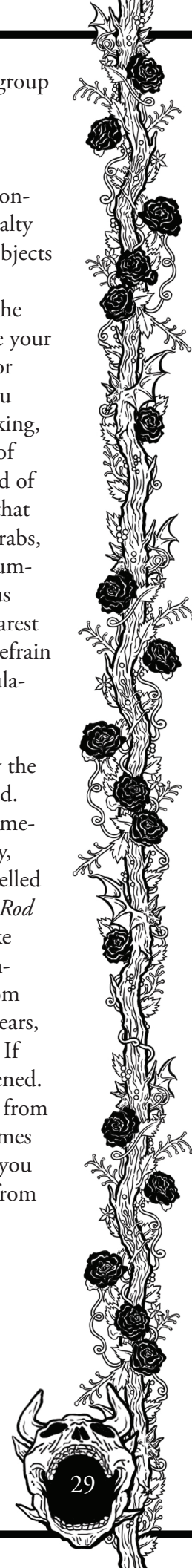
General: The hollowed scrimshaw tusk of the walrus is enchanted as a magical instrument by an angakkuq to emit commands, and other communications used in a colony of said species. Small holes in the tusk are bored into various scenes symbolizing the types of commands the rod produces when used.

Manifestation: The caster or character places their fingers over cleverly bored holes in the rod located within artfully scrimshawed pictures of Walruses attacking, swimming, defending, retreating, fetching, guarding, chasing, performing, seeking, watching, tracking, or working. With one or more fingers in place and blowing into the apex of the hollowed horn, the scrimshaw rod emits a Walrus call, barking the command upon which the fingers are placed. Advanced use allows for multiple 'notes' or commands to be bellowed. Multiple commands may be divided amongst more than one Walrus, or directed to a single Walrus. Multiple commands may

not be unanimously compounded unto a group of them.

Corruption: Roll 1d4: (1) You develop a paranoia regarding both humanoid and monstrous predators, this might cause a -1 penalty to melee or spell casts made against such objects of fear. (2) You grow in mass, beyond corpulent size, your expansive flesh bursting the seams, and straps of your clothing. Reduce your movement rate by half and record an armor check penalty of -10. (3) From now on you occasionally bark like a Walrus when speaking, DC20 Will save to resist for the duration of one conversation. (4) You develop the head of a Walrus, and hunger for marine animals that dwell on the sea floor, including shrimp, crabs, tube worms, soft corals, tunicates, sea cucumbers, various mollusks, even seal and walrus meat. You must hunt and consume the nearest meal regardless of your ability to breathe/refrain from breathing underwater, or lack of insulation against arctic waters.

Misfire: Roll 1d5: (1) You are attacked by the Walrus(es) you are attempting to command. (2) The Walrus sends you away to fetch something for it without concern for your safety, survival or other objections, you are compelled to oblige immediately. (3) The *Scrimshaw Rod* permanently loses an enchantment to make any one specific command determined randomly. (4) All further sounds you emit from the Scrimshaw Rod are abhorrent to your ears, inflicting 1d4 hp subdual damage per use. If you reach 0 hp, you are permanently deafened. (5) Unknown to you, a Red Giant Walrus from somewhere below the blood ice shelf becomes spirit-driven to hunt you down and crack you open like a mollusk and suck the entrails from your body.



Check	Description
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.
2-11	Failure. The <i>Scrimshaw Rod</i> does not emit a magically enchanted command until next the moon reaches its zenith.
12-17	Failure, but you may reattempt to use the <i>Scrimshaw Rod</i> without the penalty of delay.
18-19	Placing your fingers precisely over the appropriate scrimshawed images you may play one 'note' to command a Walrus up to 5 HD to attack, come, defend, down (retreat), fetch, guard, heel (follow), perform, seek, stay, track, or work for you. The Walrus will comply for one turn.
20-23	In a similar manner, you may use the rod to play two notes commanding one or more Walruses up totaling 10 HD to attack, come, defend, down, fetch, guard, heel, perform, seek, stay, track, or work for you. Compliance lasts for 1d3+CL turns. The two notes may be directed at a single Walrus, or one note each, but both notes (commands) may not be directed at both creatures simultaneously.
24-25	The rod may be used to bark three commands, playing three notes, and commanding one or more Walruses totaling 15 HD to attack, come, defend, down, fetch, guard, heel, perform, seek, stay, track, or work for you. Compliance lasts for 1d4+CL turns.
26-28	With added intention and force of will the rod may be used to sound two commands, and one advanced note, commanding a special bidding. By playing two notes, you command one or more Walruses totaling 20 HD to attack, come, defend, down, fetch, guard, heel, perform, seek, stay, track, or work for you. The advanced note allows you to compel the Walrus to manifest a behavior that is somewhat intelligent. This may be in the form of a two-fold command; waiting and alerting you to a certain trigger, hiding in wait then attacking a certain target, pursuing a target and then returning with information, and so on. Compliance lasts for 1d5+CL turns.

29-33	In a similar yet advanced manner the rod may be used to play three notes, and one advanced note, commanding a single special bidding. These commands may be divided among one or more walruses totaling 25 HD, resulting in compliance lasting for 1d6+CL turns.
34-35	The rod is used to play two scrimshaw notes, and two advanced notes using the added intention of the character, commanding a group of walruses totaling up to 45 HD to attack, come, defend, down, fetch, guard, heel, perform, seek, stay, track, or work for you. The two advanced notes command two special biddings. Compliance lasts for 1d7+CL turns.
36-37	With this high unparalleled performance the rod is used to play three notes, and three advanced notes. A group of Walruses totaling up to 60 HD may be the target of three commands and three special biddings. Compliance lasts for 2d4+CL turns.
38+	Upon forcing the scrimshaw rod to bellow in a manner beyond any comparison it compels all Walruses within 120 yards, below or above water and totaling no more than 100 HD combined to obey 2d3 commands and 2d3 special biddings for a duration lasting 2d4+CL hours. As the last note is played the <i>scrimshaw rod</i> shatters in a cloud of fragments and is permanently destroyed.

Attack: The walrus attacks apparent enemies. You may point to a particular creature that you wish the walrus to attack, and it will comply if able. A walrus will attack only humanoids, monstrous humanoids, giants, or other animals.

Come: The walrus comes to you, even if it normally would not do so.

Defend: The walrus defends you (or is remains ready to defend you if no threat is present as long as the wand is not used to issue a new command). Alternatively, you can command the walrus to defend a specific other character. The defensive action taken by the walrus grants you one half of its AC rounded up.

Down: The walrus breaks off from combat or otherwise backs down. A walrus that is already fighting when this command is attempted but failed, continues to fight until it must flee (due to injury, a fear effect, or the like) or it defeats the opponent.

- **Fetch:** The walrus goes and gets something. If you do not point out a specific item, the walrus fetches some random object.
- **Guard:** The walrus stays in place, or circles a single point within line of sight at all times, and prevents others from approaching, intimidating if necessary.
- **Heel:** The walrus follows you closely, even to places where it normally wouldn't go, so long as it is physically capable of doing so. An ordinary walrus is able to move 15' across land or swim 40' per round. A giant walrus is able to cover larger distances across land faster (30' per round) and able to swim 50' per round.
- **Perform:** The walrus performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
- **Seek:** The walrus moves into an area and searches for anything that is obviously alive or animate, or otherwise detectable by one of its senses.
- **Stay:** The walrus stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
- **Track:** The walrus tracks the scent presented to it. The walrus may be able to find a specific person it knows, or a new scent altogether.
- **Work:** The walrus pulls or pushes a load up to 100 times its Hit Dice. (i.e. 500-1500lbs)

How the Great Walrus Teh'Chutin Created The Land of Ice and Sky

Before The Land of Ice and Sky was created, there existed only the primal, unformed waters of the ocean below. From these waters came the Great Teh'chutin, who became full and formed when he became aware of Himself. Soon He grew lonely, and rose to top of the ocean with a mighty swell, seeking others in order to know Himself. His great body rose through the ocean and broke through the surface of the water. In the wake of His impact, Teh'chutin's loneliness froze the crashing waters into the tundra, and the Land of Ice extended towards the North and South and East and West as far as His eyes could see.

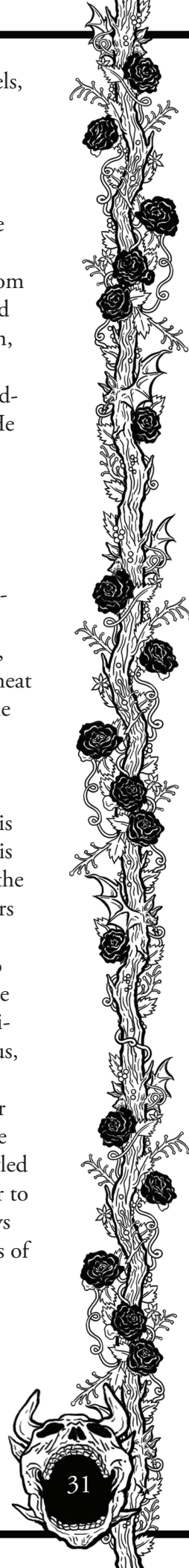
But Teh'chutin was still alone. He rolled over on his back to sleep away his sadness, and for three days and nights the ground shook. Pieces of the tundra

ice rose high into the air like frosted jewels, becoming the sky and stars.

Teh'chutin awoke and beheld his new creation, but still felt the visceral pain of His aloneness. This new expanse of white and black stretched into infinity in every direction, and without any landmarks from which to know his place between Sky and Ice, Teh'chutin was lost. In his frustration, Teh'chutin drove his mountainous tusks deep into the tundra ice and rent the landscape into glaciers and frozen rivers, so He could know where it was that He stood.

Teh'chutin then gazed upon his new creation, and was satisfied, for he was no longer lost, though He was still alone. Teh'chutin knew that there was no meaning to his creation if there was nothing to behold it. And so in an act of sacrifice, Teh'chutin set his body aflame with the heat of life, and His soul ascended through the air to become the heart of the sun.

Soon, many creatures sprouted from the ashes of Teh'chutin, curious to behold His new work. From His heart arose seals. His breath became birds. His pelt grew into the great snowbears. From His glistening tears became all the life of the sea. From His rich, nourishing blubber came man, who would serve to protect and nourish all the creatures that had emerged from his sacrifice. And from His brains arose the walrus, in the image of Teh'chutin himself. The creatures stood upon the ice and together beheld the wonder of creation. But in the sadness of his sacrifice, the creatures howled together, their cries rising through the air to coalesce into the moon, so it could always serve to give us hope in the cold darkness of the eternal night.



THE SCRIMSHAW FLUTE OF CREATION

The scrimshaw flute carved from a remnant of Teh'Chutin's tusk still contains much of his ancient power. The flute grants +3 to spellchecks when held by a spellcaster or any character from a polar region. When the flute is blown, any creature 8 HD or lower from a non-polar region must roll a Willpower save DC 10 or become enthralled by the song of the flute for 1d4 hours. Any creature from a polar region who hears the song of the flute 8 HD or lower will instantly be enthralled and do the user's bidding for 1d24 hours, even willing to sacrifice their own lives to follow the user's commands. Creatures 8 HD or higher from a polar region must roll a Willpower save DC 15 or become enthralled by the flute, but can roll subsequent Willpower DC 17 saves every hour to deny the user's biddings.

Blowing the flute has a 2% chance to summon 1d8 frost demons, who will attempt to seize back the scrimshaw rod, disappearing into the nether once the flute is back in their possession. Placing any part of the flute into clear water causes it to instantly freeze into a 1' x 1' solid ice for 1d30 minutes.

Howling Frost Demons (1d8): Init +3; Atk rending claws +4 melee (1d8+2); AC 18; HD 3d6, MV 50', Act 1d20; SP Frost Aura (5' radius, Fort DC 13 or 1 Agility damage each round), Frost Aura (5' radius, Fort DC 13 or 1 Agility damage each round), immune to non-magical weapons, fire magic automatically causes full damage; SV Fort +0, Ref +5, Will +8; AL C.

The frost demons continually project an aura of cold with a 5' radius around them, causing 1 point of Agility damage each round a character is in close combat with the demon. A character in close combat can roll a DC 13 Fort save each round to resist.

Appendix C: Additional Encounters

Although this adventure is directly tied to Hans Christian Andersen's *The Little Mermaid*, the Lovecraftian elements in the adventure may overpower the faerie tale elements. Below are 7 short encounters which the judge may include, each of which references a well-known fairy tale or nursery rhyme.

The Dancing Shoes: A pair of red shoes, dancing by themselves, is seen in the moonlight. If a PC can capture the shoes (AC 20), they are found to contain a young girl's feet, now little more than bones and scraps of cold flesh. These *cursed dancing shoes* miraculously fit any who tries to put them on, but should a PC be so foolish as to don the shoes, he is unable to stop dancing. Ever. This curse lowers AC by 4, lowers all Action Dice by -2 on the die chain, and prevents the benefits of rest. The shoes can be removed by cutting off the PCs feet, or destroyed by divine intervention (DC 15) or a *remove curse* spell with a result of 27+ or higher.

The Steadfast Tin Soldier: A one-legged tin soldier floating on a little boat is seen on the Golden River. When it reaches the next falls, it disappears without a trace. If it can be somehow rescued before it disappears, this is a flawed construct created by the philosopher-wizard Dallspero. It appears as a one-legged soldier, 6-inches high, made of tin and bearing a spear.

The one-legged tin soldier can be commanded to attack (or perform other tasks) by a creature who knows the proper command word (which will have to be discovered by the PCs). It has an effective Strength of 3 for physical labor, and can carry out instructions in an intelligent manner. It takes half damage (rounded up) from non-magical weapons and attacks.

Any creature struck by the tin soldier takes a cumulative -2 penalty to his Initiative count that lasts for 1d6 minutes after the last successful attack. A creature whose Initiative count is brought below 0 by these attacks is slowed to immobility, allowing the tin soldier to automatically hit with every attack.

One-Legged Tin Soldier: Init +5; Atk spear +1 melee (1 + slow); AC 14; HD 2 hp; MV 20'; Act 1d20; SP immune to critical hits and mind-affecting spells, resistant to non-magical weapons; SV Fort +8, Ref +4, Will +12; AL N.



The Match Girl: On a cold night, a young girl in ragged clothing is selling matches from a box. They cost 1 cp each, and she has 1d24 of them left. She stands in the shelter of a deserted house's door. She has begun to strike the matches to stay warm, and each match grants her a vision of Paradise. She strikes one match every 1d6 rounds once noticed. If she runs out of matches before being taken in from the cold, she dies. If rescued, the PCs each gain a brief glimpse into the Planes of Law, and non-Chaotic PCs gain 1 point of Luck.

I Do Not Like Thee Doctor Fell: Inhumanly tall and thin, with pale, pale skin, a black frock coat, top hat, and doctor's satchel, Doctor Fell stalks the streets of Portsmouth after hours. Once he chooses a victim, he can always appear nearby, no matter how far or how fast the victim runs. For example, if a PC escapes into his inn room, Doctor Fell appears just inside the door as soon as the PC retires to bed.

Doctor Fell's touch induces a form of paralysis unless a DC 10 Fort save succeeds. Once the opposition is paralyzed, Doctor Fell uses scalpel and tongs from his medical bag to apparently remove the victim's tongue in a welter of blood. In fact, the blood is an illusion, and the victim's tongue is still in his mouth when Doctor Fell departs, but the victim has utterly lost the power of speech. Speech can only be recovered by defeating Doctor Fell and recovering the tongue from his medical bag (which seems to be full of severed tongues; any will do, but the victim gains the voice of the tongue he places in his mouth, which then dissolves into his own).

Paralysis ends 1d6 minutes after Doctor Fell departs. No matter how many he must paralyze to have a safe operating field, he takes only one tongue. If reduced to 0 hp, Doctor Fell disappears, dropping his doctor's satchel full of tongues. He reforms in 5d30 days; he cannot truly be destroyed.

The ghouls can recover a tongue from Doctor Fell, if the price is right. See Portsmouth Area L.

Doctor Fell: Init +2; Atk touch +3 melee (paralysis); AC 12; HD 8d12; hp 50; MV 30'; Act 2d20; SP paralysis (Fort DC 10), follow victim, steal voice, reform; SV Fort +5, Ref +7, Will +14; AL C.

The Sky is Falling: An acorn-shaped mass of blue sky-stuff falls on one of the PC's heads (chosen at random). This is the material that the metaphysical vault of the heavens is made of, and it can be used as a rare ingredient, granting a +1 bonus to a single spell check, or a +4 bonus if the spell clearly relates to the sky (due to the spell, manifestation, and/or Mercurial effect, as determined by the judge). Using the sky-acorn this way consumes it.

If any portion of sky-stuff is kept, the PC





keeping it must make a Luck check each day, or 1d3 more pieces of sky-stuff fall on him at some point during that day, causing 1d3 damage each. These are larger chunks – about the size of a large apple – but they are not more valuable as rare components, and no mortal means can divide them further.

After a week, if any portion of sky-stuff is kept, the chunks that fall are larger – pumpkin-sized – and do 1d5 damage each. Worse, for each failed Luck check, 1d5 fall.

After the second week, 1d7 chunks of sky-stuff fall if anyone with a chunk of sky-stuff fails a daily Luck check. These chunks cause 1d7 damage each, and are the size of a sheep. After another week, 1d10 carriage-sized chunks fall, doing 2d12 damage each with each failed check. So long as any sky-stuff remains on the terrestrial sphere, it will keep drawing more and larger chunks of sky-stuff after it. Kindly judges may allow a DC 10 Reflex save for half damage for each chunk that falls. Eventually, holes in the sky may be clearly visible from the earth, revealing the Outer Dark beyond. Hopefully the PCs will not let events continue far beyond this... if they do, the judge is encouraged to throw horrors from the Outer Dark far beyond their power level at them. The rent sky will heal 1d3 weeks after every chunk of sky-stuff has been used.

The King of the Cats: The PCs come across a procession of 1d20+10 cats, bearing a small coffin and a tiny golden crown. One of the cats addresses the PCs: “Tell Tommy Tildrum that Tommy Toldrum is dead.”

Driving these cats away is easy, and the crown is worth 20 gp. However, each PC involved in doing so loses 1d3 Luck and gains the enmity of all cats (even their own cat familiar!). Cats begin to haunt them everywhere, and attempt to do mischief on them. A cat brushes by a flowerpot on the third floor of a building, causing it to crash among the PCs below (Ref DC 10 or 1d3 damage). A cat begins to loudly yowl, calling attention to a sneaking PC thief. Rats infest the PCs’ living area,

driven there by cats. A rope is loosened by sharp claws. Ultimately, swarms of cats accost the PCs in dark and lonely places.

If the PCs relate this story within the hearing of a cat, the cat pays close attention. At the end, it swells up, and says, “What? Old Tommy dead? Then I am the King of the Cats!” and disappears, never to be seen again. All PCs involved gain +1 Luck. If one of the PCs not present for the initial event has a cat familiar, that familiar is the new King (or Queen) of the Cats, and that PC gains an additional +1 Luck (but loses his or her familiar). The judge can adjust the story to take into account the name of the cat to become the new King.

Cat swarm (20’ square area): Init +5; Atk swarming bite and claws +3 melee (1d3); AC 10; HD 12d8; MV 40’; Act special; SP attack all targets in a 20’ x 20’ area, half damage from non-area attacks; SV Fort +1, Ref +5, Will +2; AL N.

Simple Simon’s Catch: Simon Simple is not the brightest bulb in Portsmouth. If the PCs have a chance to spy him trying to buy a penny-pie without a copper piece, and fishing in a pail (to catch a whale, if asked), so much the better. People make fun of simple Simon Simple. With the powerful, plane-bending influences of the White Stones and the close attention of Dagon and the Sea Witch to this region, they would have been wiser to worry.

One day, while the PCs are present, Simon gets a bite on his line. The mouth of the pail opens alarmingly as a carnivorous sky whale forces its way through from the elemental plane of air. Luckily, this is only a small sky whale, being merely 20’ long – the size of a small adult orca. It can move, attack, and then use its second Action Die to move again. When defeated, it explodes into a harmless puff of hot air.

Simon Simple doesn’t learn from this; he can be found later, fishing from a pail in hopes of catching an even bigger whale.

Carnivorous sky whale: Init +0; Atk bite +5 melee (2d6+4); AC 15; HD 8d8+16; hp 56; MV fly 40’; Act 2d20; SP death throes; SV Fort +8, Ref +4, Will +2; AL N.

Appendix D: The Esoteric Order of Dagon

Dagon is not only a fish-god, as he is often known, but is also a lord of batrachian creatures rivalling Bobugbubilz. The Esoteric Order of Dagon is openly worshiped in Portsmouth. Some PCs may wish to join the Order, and, if their wishes are genuine, the Esoteric Order will accept them happily.

A new member of the Esoteric Order of Dagon is taken to Temple Island on Devil's Reef at midnight, where he swears fealty to the Order before both the High Priest (Soldeed) and a contingent of the Children of the Deep. At these times, the Temple appears to be inhabited by lovely women – Children of the Deep who can pass for human to mate with mortal men. Confirmation to the Order requires that human blood be spilled into the waves (1d4 hp worth), which may come from the candidate or from a sacrifice, but which must be spilled by the candidate's hand. The candidate immediately gains +1 Luck as the protection of Dagon falls upon him; should he break from the Order, he loses 1 point of Luck. Lawful characters become Neutral immediately, and Neutral characters become Chaotic.

Those who join the Order are expected to take a fish-wife from among the Children of the Deep (if male), or a Deep Child husband (if female). The male Children are not nearly so tempting as the female. They are expected to bear, and care for, hybrid children. Annually, at midnight on the Summer Solstice, human sacrifices are conducted at Devil's Reef, and members of the Order are expected to attend (unless there is strong reason for them not to). They may also be asked to bring the worship of Dagon to other coastal communities.

In return, every year on the anniversary of joining the Order, they roll on the Portsmouth Hybrid Deformities table (page 15), ignoring duplicate rolls. Once they have rolled each deformity on the table, they cease to age and become fully amphibious, able to leave underwater or on land with equal ease. Each time a PC provides a human sacrifice to Dagon, he receives 1d10 pieces of jewellery made of the strange Dagonite gold alloy. Each piece is worth 1d10 gp per Hit Die or level of the sacrifice.

According to *The Necronomicon*, the servants of Dagon also include a strange species of Deep Elders that can possess humans and other creatures, working the will of Dagon in their guise.

A wizard or elf can bond to Dagon, choosing the god as a patron. The wizard or elf need not be a member of the Esoteric Order, but gains a +2 bonus to the spell check if he is. The ceremony to bond with Dagon must be conducted within sight of the sea. If conducted in a place sacred to Dagon, like Temple Island or the Church of the Esoteric Order of Dagon in Portsmouth, gain an additional +2.

Invoke Patron check results:

- | | |
|-------|--|
| 12-13 | A portion of Dagon's attention is drawn by the lowly petitioner. Even this small amount of attention bolsters the caster, granting him +3d4 hit points and a +2 bonus to his attack rolls for a number of rounds equal to his caster level. |
| 14-17 | Dagon grants the petitioner the mark of his favor. So long as this mark lasts, the caster can breathe water, swim at a 40' movement rate, and use a move action to leap up to 1d10+10 feet forward, backwards, or upwards. The mark of Dagon's favor lasts 1d6 + Caster Level minutes, plus 10 minutes per point of Spellburn the caster is willing to undergo for this sole purpose. |
| 18-19 | Clouds gather for 1d3 rounds, and then fish and frogs begin to fall from the sky, in a 200' radius around the caster for a period of 1d8 + Caster Level rounds. All within this area, except the caster, must succeed on a DC 10 Reflex save each round to avoid falling prone. In addition, the falling creatures seem to target the caster's foes – each of which takes 1d3 points of damage each round from the uncanny rain. |

- 20-23 Dagon communicates a spell to the caster, which may then be used until lost. This can exceed the maximum spells allowed. Once lost, the spell cannot be recovered, although the caster can then try to learn that spell if she has an available spell slot of the appropriate level. The judge may assign tasks to learn missing parts of the spell, as usual. Spells that are normally clerical spells cannot be learned in this way. Roll 1d7 and add the caster's Luck Modifier to determine the spell gained: (0 or less) *cantrip*, (1) *food of the gods*, (2) *animal summoning*, (3) *second sight*, (4) *chill touch*, (5) *find familiar*, (6) *monster summoning*, (7) *speak with the dead*, or (8 or better) *water breathing*. Regardless of the spell gained, the manifestation always related to the ocean, fish, or frogs, in a manner chosen by the judge. Clerical spells are cast with a -2 penalty and lost if the spell fails. On a natural "1" these spells have an equal chance of generic misfire and major corruption, as well as automatic patron taint.
- 24-27 Desiring to protect the caster, Dagon wraps him in an aura of selective invisibility that lasts for 1d4 + CL minutes. During this time, no opponent can target the caster unless the caster first targets that opponent with an attack, spell, or similar effect. Anyone targeted by the caster can be seen and interacted with normally. This selective invisibility does not apply to the caster's allies, who can see him normally, and it does not prevent him from being caught in area attacks.
- 28-29 For 1d12 + CL rounds, the caster may point at any target using one of his Action Dice, to a maximum of one per round. That target must make a DC 20 Will save or be transformed to fishy-smelling water and run away or soak into the ground. The target remains nominally "alive" for 1d20 days, as its consciousness is slowly broken up through the environment.
- 30-31 Pleased to aid the caster, Dagon restores all lost hit points *or* all lost spells to the caster's mind (caster's choice), as well as granting *one* of the boons granted from a lower spell check result (caster's choice).
- 32+ The caster and up to 3 allies per Caster Level gain the ability to breathe water and a swim speed of 40'. Affected allies must be within sight of the caster when Dagon is invoked. This ability lasts for 1d3 hours per Caster Level, save for the caster gains this ability permanently. If the caster should ever lose the patronage of Dagon, the ability to breathe *either* air *or* water is permanently withdrawn, with an equal chance of each.

Patron Taint: Dagon

Not surprisingly, those tainted by Dagon become closer both to fish and amphibians. When a caster has achieved all levels of all taints, there is no reason to roll any further.

Roll	Result
1	Fishiness: When this taint is first rolled, the wizard's skin becomes grey and rough. When it is rolled a second time, the wizard begins to exude a fishy odor (causing a -1 penalty to Personality). When rolled a third time, the wizard's skin becomes hardened with silvery fish scales, granting a +1 bonus to AC but causing an additional -1 penalty to Personality. This taint has no further effect if rolled again.
2	Frogginess: When this patron taint is first rolled, the character's nose grows flatter, and his eyes appear to bulge. When rolled a second time, his fingers and toes lengthen and grow webbing between them. When rolled a third time, the caster's legs bow, so that he can only walk using a half-walking, half-hopping gait. Rolled a fourth time, the character's skin exudes a musty, slightly offensive moisture, reducing his Personality by 1. Ignore future rolls of this taint.
3	Mission for Dagon: When this taint is rolled, the character is sent upon a mission for Dagon. The first time, the character is required to merely eliminate some threat to Dagon or his followers, requiring travel of no more than 10 miles and facing opponents who are no more powerful than the caster. When rolled a second time, Dagon demands that his servants be protected as far as 100 miles away from a threat at least equal to 1d4+CL Hit Dice. When rolled a third time, the mission may take the character anywhere in the world, and the opposition is equal to 2d8+CL Hit Dice. If this taint is rolled a fourth time, the mission may take the character anywhere in the multiverse, and may require that he face any possible opponent. Judges are encouraged to demand the extraordinary! Ignore any further rolls of this taint.

- 4 **Amphibian Gifts:** The wizard begins to adapt to life beneath the waters. When rolled the first time, the wizard can breathe water for up to 10 minutes per day. When rolled a second time, the wizard can breathe water for up to 3 hours per day. When rolled a third time, the wizard can breathe water for up to 14 hours. When rolled a fourth time, the wizard gains the permanent ability to breathe water, so long as he remains in the service of Dagon. Ignore further rolls of this taint.
- 5 **Immortality:** The promise of immortality is what draws many to the worship of Dagon. When this taint is first rolled, years seem to roll away from the character, so that she appears in the prime of her life. When this taint is rolled a second time, time slows down, so that the character ages only 1 year for every 10 spent upon the mortal plane. When rolled a third time, the character ceases to age. Ignore future rolls of this taint.
- 6 **Away From Humanity:** The wizard discovers that spending time with the normal run of humanity, elves, dwarves, or halflings, is increasingly less important to her. Moreover, she finds their company irritating. When this taint is first rolled, the wizard must spend at least 1 day out of every 5 away from non-Children of the Deep or she suffers a -1d on the dice chain penalty to spell checks over the next 5 days. If rolled a second time, the wizard cannot recover spells if she spent any time in human, elven, dwarven, or halfling company the day before. If rolled a third time, the character withdraws, and is unavailable save in the gravest emergencies 50% of the time. If rolled a fourth time, the chance of her being unavailable increases to 75%. Finally, if rolled a fifth time, the wizard completely withdraws from mortal life, and joins the Children of the Deep under the sea. If she cannot breathe water at this point, she willingly drowns. Ignore future rolls of this taint.

Patron Spells: Dagon

Dagon grants three unique spells, as follows:

Level 1: *Call of the Deep*

Level 2: *Shape of the Deep*

Level 3: *Sea Wrack*

Spellburn: Dagon

When a character with Dagon as a patron attempts spellburn, roll 1d4 on the following table, or use the descriptions below to design a unique event for your own campaign.

Roll	Spellburn Result
1	The caster feels his blood turning to brine, wracking his body with pain expressed as Strength, Agility, or Stamina loss. As the damage is healed, the caster's blood returns to normal.
2	A shoal of tiny ethereal fish nibbles at the caster's soul, invisible to all others. The pain of these bites is expressed as Strength, Agility, or Stamina loss. As the damage is healed, the size of the shoal gets smaller, reduced by invisible predators of the ethereal seas.
3	A metaphysical lamprey that only the caster can see or feel latches onto the caster's back. The blood it drains is expressed as Strength, Agility, or Stamina loss. As the damage heals, it seems to swell larger (although causing no discomfort); when the last damage is healed it disappears.
4	A tiny frog-like being sits on the caster's shoulder. It will grant the caster up to 5 points of spellburn for free, but if the caster cannot gain a new convert to Dagon by the next full moon, the frog-like being eats a part of the caster's soul, causing double spellburn damage.

Call of the Deep

Level: 1 (Dagon) **Range:** Self **Duration:** 1 turn or more **Casting time:** 1 turn **Save:** N/A

General The caster calls a number of Children of the Deep to himself, and binds them to his service for a time. The number of Children and the duration depend upon the spell check result. This spell requires at least 1 point of spellburn, representing the caster dripping his own fresh blood into the sea, which does not modify the spell check result. If the caster cannot reach the sea with his blood, this spell cannot be cast. Regardless of the Spell Check result, Children of the Deep cannot be compelled to travel more than 10 miles from the sea.

Children of the Deep: Init +2; Atk claw +3 melee (1d3) or bite +1 melee (1d5); AC 13; HD 2d8; MV 30' or swim 50'; Act 1d20; SP amphibious, leap; SV Fort +2, Ref +4, Will +4; AL C.

Manifestation By spell check result.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	The wizard summons one Child of the Deep, who serves for up to 1 turn before departing.
16-17	The wizard summons 1d3 Children of the Deep, who serve for up to 1d3 turns before departing.
18-21	The wizard summons 2d5 Children of the Deep, who serve for up to 1d3 hours before departing.
22-23	The wizard summons 3d7 Children of the Deep, who serve for up to 3d3 hours before departing.
24-26	The wizard summons 5d12 Children of the Deep, who serve for up to 1d3 days before departing.
27-31	The wizard summons 5d12 Children of the Deep, who serve for up to 1d5 weeks before departing.
32+	As 27-31, above, or the wizard can summon 1d3 Children of the Deep who will serve him permanently so long as they live.

Shape of the Deep

Level: 2 (Dagon) **Range:** Touch **Duration:** Varies **Casting time:** 1 round **Save:** Will

General The caster transforms himself or another into an aquatic shape, able to breathe water. The being so transformed retains its normal intelligence and abilities, within the limitation of its current shape. The creature so transformed can no longer breathe air, and will begin to drown if prevented from reaching water.

The creature gains the AC, move, and attacks of the new form, as indicated below.

The caster may choose the Spell Check result, or any lesser result. Typically, high results are used to transform the caster and allies, and low results are the fate of foes, but the caster must weigh the utility of the form with the length of the transformation.

Manifestation Roll 1d3: (1) Creature is transformed by painful contortions as the old body physically rebuilds itself, (2) creature is instantaneously transformed, or (3) translucent fish (which can fly through the air) swarm around the creature, biting away its old form to reveal the new form within (which can be larger than the original form!).

1	Loss, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but the spell is not lost.
16-17	Small fry. AC 18; MV swim 30'; no attacks; +3 bonus to hide. Transformation lasts 1d10 + CL rounds.
18-21	Seahorse. AC 16; MV swim 10'; no attacks; +5 bonus to hide. Transformation lasts 1d8 + CL turns.
22-23	Cod. AC 12; MV swim 50'; no attacks. Transformation lasts 1d7 + CL hours.
24-26	Octopus. AC 15; MV 5' or swim 20'; no effective attacks; can use arms to cast spells at -1d on the dice chain (or no penalty, if the spell can be cast silently). Transformation lasts 1d7 + CL hours.
27-31	Small shark: AC 16; MV swim 50'; bite (1d3). Transformation lasts 1d6 + CL turns.
32-33	Shark: AC 14; MV swim 40'; bite (1d5). Transformation lasts 1d5 + CL turns.
34+	Big shark: AC 17; MV swim 40'; bite (1d7+3). Transformation lasts 1d4 + CL rounds.

Sea Wrack

Level: 3 **Range:** 100' **Duration:** Varies **Casting time:** Action **Save:** Fort (half)
(Dagon)

General This spell allows the caster to direct the wrath of Dagon. Each time this spell is cast, the caster must spellburn 1 point, which does not modify the Spell Check result.

Manifestation By spell check result.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but the spell is not lost.
16-17	Gallons of sea water appear around the target, drenching him instantly and putting out any open flame. The target takes 1d3 damage from the buffeting of the sudden wave, and, if the save fails, is knocked prone.
18-21	The caster can select up to 7 targets, each of which has the air in its lungs transformed into sea water. Each target takes 1d7 damage, and if the save is failed its next action is lost as it coughs up brine and mucus. Water-breathers are immune.
22-23	As 18-21, above, but the damage is 3d7.
24-26	A gigantic fish-like mouth appears for a second, and bites a selected target for 10d10 damage (no attack roll needed). If the target is slain, it is pulled out of the material world when the mouth disappears, prey to the Barracuda of the Great Abyss.
27-31	1d10 + CL man-sized fish appear from the Shoals of the Abyss, swimming or flying to the target(s) chosen by the caster. Each fish bites for 2d6 damage (no attack roll needed). Any target that dies as a result of these attacks is consumed by the fish, disappearing as they do as attack.
32-33	Up to 10 + CL targets have their blood transformed to sea water. Each takes 6d6 + CL damage; the blood of any survivors is returned to its natural state.
34-35	As 24-26, above, but the Barracuda attacks one target each round for 1d7 + CL rounds, as selected by the caster.
36+	Up to seven creatures are transformed into sea water if they fail their saves, and are instantly slain. If they resist the transformation, they still take 8d16 damage.

Appendix E: Faerie Animal Types for Portsmouth

Judges with access to *FT 1: Creeping Beauties of the Wood*, may use the following table for creating faerie animal characters native to the area around Portsmouth. Full details of the Faerie Animal class are provided in that adventure.

1d100	Animal Type	Attacks	AC	MV	Special Abilities
01-10	Cat	Bite (1)	16	30'	Good balance and climbing
11-15	Cod	None	12	Swim 50'	Water-breathing, helpless on land
16-25	Dog	Bite (1d3)	12	40'	
26-27	Goat	Butt (1d3)	10	40'	Good balance
28-33	Mouse	None	18	15'	Stealthy
34-37	Pigeon	None	15	5' or fly 40'	
38-45	Rat	Bite	15	20' or climb 20' or swim 20'	Good sense of smell, stealthy
46-47	Raven	Peck (1)	15	5' or fly 50'	Ref DC 10 on critical or eye is also pecked out.
48-60	Seagull	Peck (1)	12	10' or fly 40'	
61-70	Seal	Bite (1d3)	13	15' or swim 40'	Ignore first 3 points of cold damage
71-75	Shark	Bite (1d5)	14	Swim 40'	Water-breathing, helpless on land
76-94	Songbird	None	16	5' or fly 70'	
95-00	Stork	Peck (1d2)	10	30' or fly 40'	

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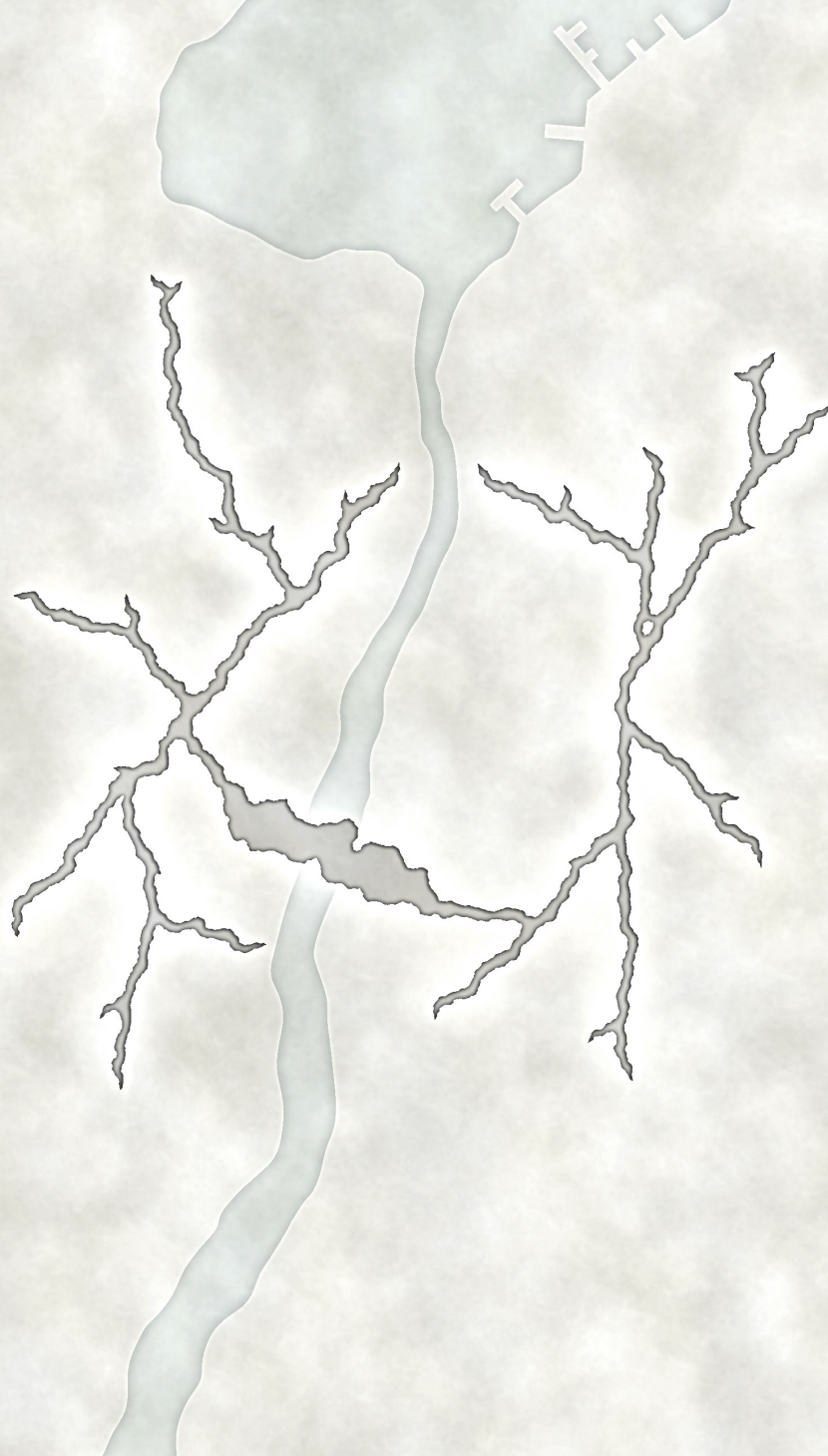
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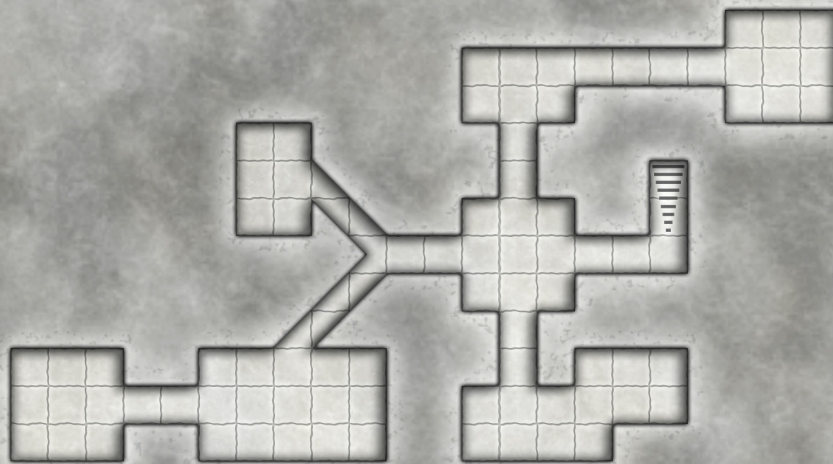
The Under Tunnels



Temple Island



The Lower Chambers



1 SQUARE = 10 ft.