

ASTONISHING SWORDSMEN AND SORCERERS OF

HYPARBOREA

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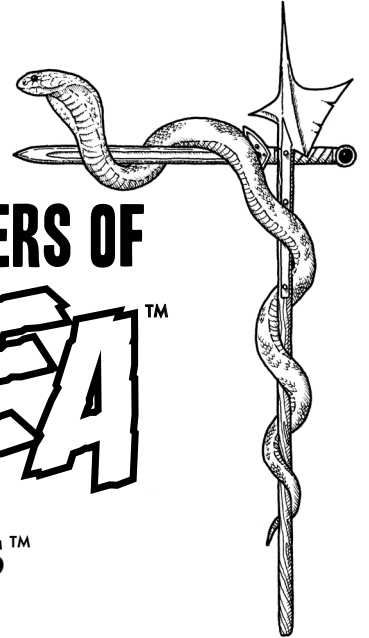


**THE LOST
TREASURE
OF ATLANTIS**

BY CHAINSAW



MULLEN



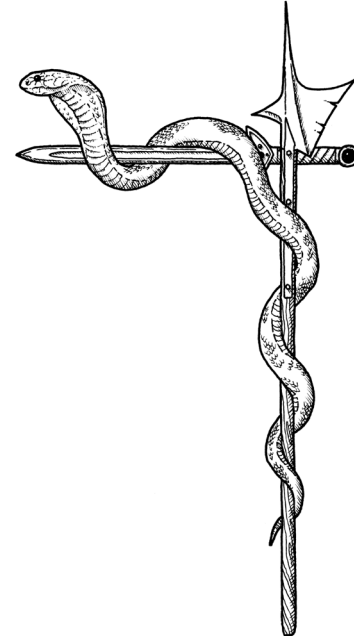
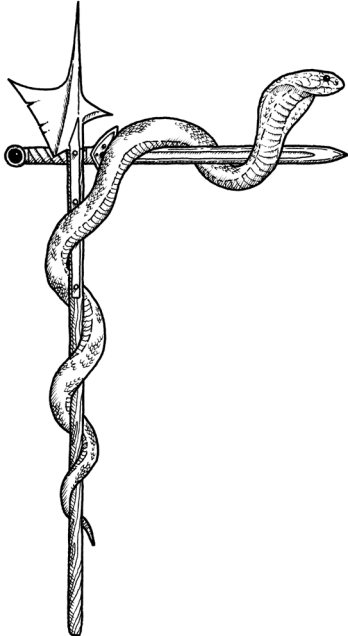
ASTONISHING SWORDSMEN AND SORCERERS OF **HYPERBOREA**TM

THE LOST TREASURE OF ATLANTISTM

*An adventure in Hyperborea
designed for from four to six characters of 6th through 8th level*

by Chainsaw





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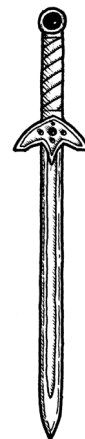
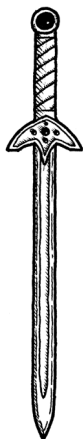
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beloved PCs in the hostile depths of Crystal Point.

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

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



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PART I: THE ADVENTURE BEGINS

INFORMATION FOR THE PLAYERS

Read aloud or paraphrase “The Strange Tales of Crystal Point” to the players:

In the far reaches of Hyperborea’s Crab Archipelago lies a small, mountainous island known as Crystal Point. Passing sailors recently have witnessed a crimson glow in Crystal Point’s waters and beams of russet light shining up from its steep cliffs. Too, unusually frequent lightning storms in the area have torn the sky in blinding flashes, shattering the air with their awesome sound. The seedy wharf taverns of Khromarium and elsewhere buzz with these strange tales—some even speculate that Crystal Point may hold the lost treasure of Atlantis!

INFORMATION FOR THE REFEREE

THE LIGHTNING REACTOR: Even when the ancient Hyperboreans languished in Khromarium, chewing lotus leaves and indulging perverse pleasures, still they possessed secrets of the arcane, of science, and of life itself. Many desired this esoterica, including a cadre of Atlantean scientists, engineers, and magicians, who created a fantastic gift for the sorcerer-kings and witch-queens: the **lightning reactor**¹. This great device would capture the energy of Hyperborea’s fierce storms, storing it in magical crystal vessels. The offering pleased the Hyperboreans, who in return revealed certain antemundane mysteries to the group.

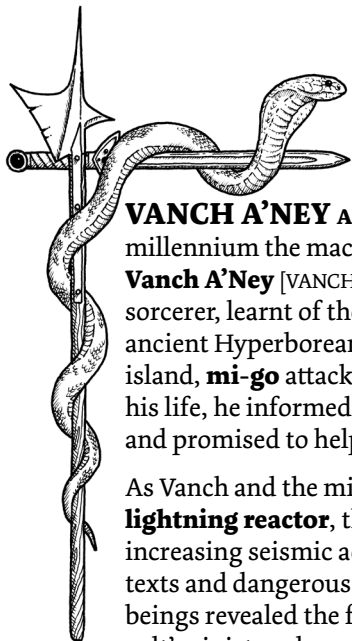
But not everyone approved of engaging the decadent Hyperboreans. Several discontented Atlanteans infiltrated the reactor’s development and conspired to have it built above the watery lair of **Chalak** [CHAH-lahk],

¹ See APPENDIX A.

a **titanic crab**² lost in sleep for millennia. They went further still, sabotaging the reactor’s design so that its operation eventually might wake the primordial monstrosity. They hoped Chalak, once unleashed, would destroy the Hyperboreans.

In time, as the saboteurs waited for their alien horror to arise, they grew to worship him as well, for even in deep sleep, the monster’s power could overwhelm weak minds, bending them to his will. Above the waves, the **lightning reactor** captured energy for the Hyperboreans, but below, a new cult venerated their crustaceous master and awaited his return. When the Green Death came to Hyperborea and decimated mankind, the **lightning reactor** slowly became legend; eventually it was forgotten entirely.

² See APPENDIX B.

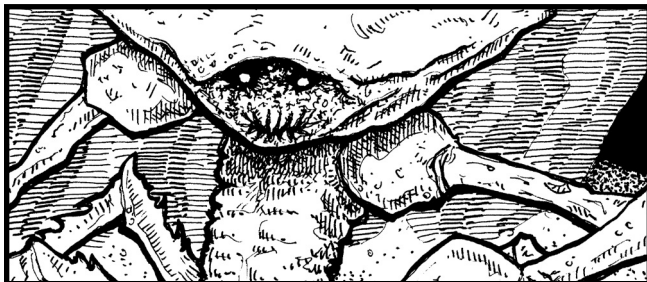


VANCH A'NEY AND THE MI-GO: For nigh a millennium the machine went untouched, until **Vanch A'Ney** [VANCH ah-NAY], a powerful Underborean sorcerer, learnt of the abandoned complex through ancient Hyperborean tomes. As he planned to claim the island, **mi-go** attacked his stronghold. In exchange for his life, he informed the mi-go of the **lightning reactor** and promised to help secure it.

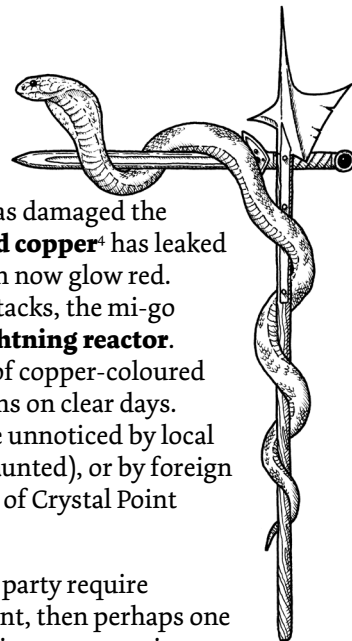
As Vanch and the mi-go experimented with the **lightning reactor**, they began to feel unusual and increasing seismic activity. Deeper reading of Vanch's texts and dangerous consultation with otherworldly beings revealed the full extent of the ancient Atlantean cult's sinister plans. Aided by obscure mi-go star charts, they calculated that Chalak could awaken naturally in just a few years, as his æons-long sleep cycle soon would end.

Vanch and the mi-go then experimented with imprisonment devices³, hoping to contain Chalak. When Vanch realized the devices also sought to drain the souls of the imprisoned, he confronted the mi-go and learnt their true plan: They intended to awaken Chalak, siphon his energy, and use it to summon their deity, Shub-Niggurath. Vanch mounted a rebellion that destroyed part of the complex, but the mi-go ultimately captured and confined him in one of the very devices he had helped develop.

ENTER THE CRAB-MEN: The mi-go's attempts to restart the **lightning reactor** disturbed Chalak, whose faint stirring sent a strong psychic echo throughout the Crab Archipelago's underwater realms. Natural sea life became more aggressive, undead sailors felt drawn to the island, and the region's indigenous **crab-men** heard Chalak calling in their dreams. Excited by Chalak's possible emergence, a group of crab-men have come to destroy the mi-go and aid his return. They believe that if they can awaken their primordial brother, then they might conquer the surface dwellers and remake Hyperborea in their own crustaceous image.



Crab-man



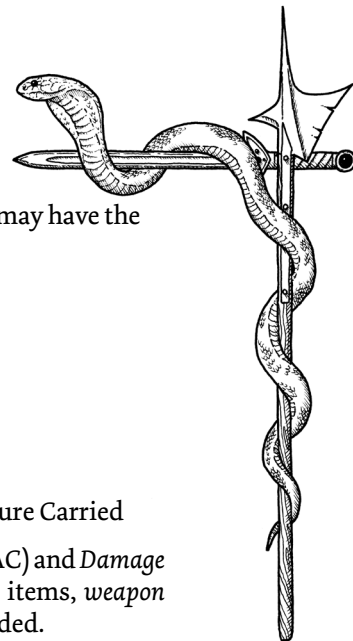
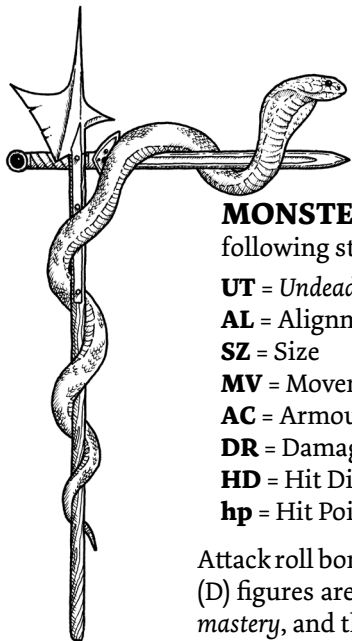
Fighting betwixt the two groups has damaged the **lightning reactor**, and toxic **liquid copper**⁴ has leaked into the surrounding waters, which now glow red. Faced with increasing crab-man attacks, the mi-go have grown bolder in using the **lightning reactor**. Some fishermen have seen beams of copper-coloured light in the sky and lightning storms on clear days. These strange events have not gone unnoticed by local Esquimaux (who believe the isle haunted), or by foreign sailors, who carry the strange tales of Crystal Point across the seas.

ADVENTURE HOOKS: If the party require inducement to travel to Crystal Point, then perhaps one of these adventure hooks would suit your campaign:

- ★ The party discover a cryptic **map** inked on the ragged flesh of a **zombie's** back. Writ in Hellenic (Atlantean), the map suggests Crystal Point may hide the lost treasure of Atlantis. Sadly, part of the map has rotted away, leaving many details incomplete. The island appears to be remotely connected to the Crab Archipelago.
- ★ The wharf taverns buzz with tales of Crystal Point's crimson waters, copper lights, and lightning storms. **Zonnor** [ZAH-nawr], a lotus-smoking Keltic-Esquimaux sailor, has returned from visiting his half-brother **Tonrar** [TAHN-ruhr], an elder of Kren-Fak [kren-FAK] in the Crab Archipelago. With squinting eyes and a sly grin, he shews the party a **platinum coin** that he says he recovered on Crystal Point's shore. The coin has an Atlantean trident imprinted on the obverse and a dolphin on the reverse. He believes the strange events and coin are evidence that the lost treasure of Atlantis lies somewhere on the island, and he offers his skill as a guide in exchange for a share. (He does not reveal that his half-brother may disapprove of the quest.)
- ★ **Tartok** [tahr-TAHK], an Esquimaux slaver from Kren-Fak in the Crab Archipelago, has kidnapped the children of **Xol Thoon** [KSOHL THOON], a Hyperborean noble of little renown. Xol's agents have approached the party, hoping they can rescue his children, **Dariplo** [duh-REE-ploh] and **Shazoroval** [shuh-ZOH-roh-vahl]. They offer use of a fast ship and, as further enticement, reveal that Xol's sages believe the nearby island of Crystal Point sits atop the lost treasure of Atlantis. They present a **platinum coin** recovered from the island; the coin has an Atlantean trident imprinted on the obverse and a dolphin on the reverse.

³ See PART III: BLACK CRYSTAL LAIR, #A-12, #A-13, and #A-16.

⁴ See APPENDIX A.



MONSTER AND NPC STATISTICS: Monsters and non-player characters (NPCs) may have the following statistics, abbreviated as noted:

UT = Undead Type

AL = Alignment

SZ = Size

MV = Movement

AC = Armour Class

DR = Damage Reduction

HD = Hit Dice

hp = Hit Points

FA = Fighting Ability

TA = Turning Ability

CA = Casting Ability

#A = Attack Rate

D = Damage

SV = Saving Throw

ML = Morale

XP = Experience Points

ST = Strength

DX = Dexterity

CN = Constitution

IN = Intelligence

WS = Wisdom

CH = Charisma

Special = Special Abilities

Gear = Equipment and Treasure Carried

Attack roll bonuses are noted for each weapon in the *Attack Rate* (#A) entry. *Armour Class* (AC) and *Damage* (D) figures are calculated to include all pertinent modifiers from attribute scores, magic items, *weapon mastery*, and the like; ; temporary and situational bonuses (e.g., *berserk rage*) are not included.

K. THE VILLAGE OF KREN-FAK

The Esquimaux crab-kin of this village, located a few days from Crystal Point, dye their skin red to resemble their crab-man masters. They also adorn themselves in chitinous titivations. When not raiding Pictish crab-kin villages toward the base of the Crab Archipelago, the locals fish, whale, and oversee slaves in copper mines on the nearby islands. The villagers view travellers suspiciously, but they will tolerate visitors so long as the strangers bring goods to trade, tributes for the crab-men, or important news.

VILLAGE LAYOUT AND DEFENCES: Refer to the KREN-FAK MAP on the inside front cover. From a distance, Kren-Fak resembles a cluster of earthen mounds nestled betwixt a rocky shoreline and a forest of spruces. Two cogs and several umiaks rock gently in the waves near the end of a long stone pier. Whale jawbones protrude upwards from the pier's sides, forming a rib cage around its walkway; a ragged patchwork of seal hides covers the ribs, flapping in the cold wind.

The earthen mounds are actually igloos of rock and mud, decorated with bizarre geometric designs using chitinous debris from the sea; in winter years, these homes are mantled in snow and ice. The larger igloos are painted with elaborate seascapes depicting giant crabs devouring octopuses, whales, and sharks. Three dozen igloos are arranged around the largest. Upon this central igloo, the art shews crab-men swarming over the beached corpse of Xathoqqua and picking the flesh from his bones. The crab-kin trudge quietly and slowly through the muddy village, tending to their business, and smoke drifts up lazily from some of the igloos into the grey sky.

Around the village, the Esquimaux have dug a trench 10 feet wide and deep (filled with sharp wooden spikes)

in front of a 10-foot-high berm that is patrolled by archers. A single wooden drawbridge permits ingress. During attacks, the villagers will retreat to their igloos, which have either hidden compartments or secret tunnels that emerge in the forest nearby.

VILLAGE ROSTER: In total, **25 warriors** and **2 captains** are on duty at all times. A dozen of the red-painted warriors and one captain will greet docking ships on the pier, asking travellers their business and directing them to the travellers' campsite (#K-4). On a 15% chance, a contingent of **crab-men** will be visiting the village elders (#K-11) or picking up a tribute; these crab-men also would help defend the village, if necessary.

Crab-Kin Villagers (×165) (ESQUIMAUX MALE OR FEMALE): AL N; SZ M; MV 40; AC 9; HD ½ (hp 3); FA 0; #A 1/1 (knife); D 1d4; SV 17; ML 5; XP 5; ST 11, DX 8, CN 11, IN 8, WS 9, CH 9.
Gear: knife, **4d6 cp**.

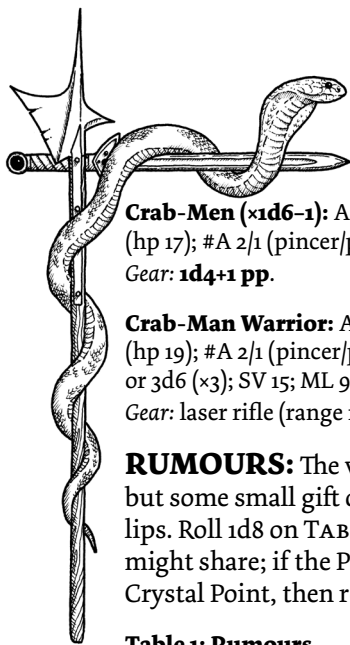
Crab-Kin Warriors (×25) (0TH-LEVEL ESQUIMAUX FIGHTERS): AL N; SZ M; MV 40; AC 6 (5 with shield); HD 1 (hp 4); FA 0; #A 3/2 (short bow [+1]) or 1/1 (short spear); D 1d6 (short bow) or 1d6+1 (short spear, one-handed) or 1d8+1 (short spear, two-handed); SV 17; ML 9; XP 10; ST 13, DX 13, CN 11, IN 10, WS 11, CH 11.

Gear: studded armour (of hide and chitin), small shield, short spear, short bow, arrow quiver, arrows ×12, **4d6 cp**, **4d4 sp**.

Crab-Kin Captains (×2) (5TH-LEVEL ESQUIMAUX FIGHTERS): AL N; SZ M; MV 30; AC 6 (5 with shield); DR 1; HD 5 (hp 25); FA 5; #A 2/1 (short bow [+2, +3 point-blank]) or 3/2 (short spear [+2]); D 1d6+1 (short bow) or 1d6+3 (short spear, one-handed) or 1d8+3 (short spear, two-handed); SV 14 [*death* +2, *transformation* +2]; ML 10; XP 200; ST 13, DX 14, CN 13, IN 11, WS 12, CH 13.

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

Gear: scale armour (of hide, chitin, and metal), small shield, short spear, short bow, arrow quiver, arrows ×12, **1d8 gp**, **1d4+1 pp**.



Crab-Men (x1d6-1): AL N; SZ L; MV 30; DX 9; AC 3; HD 3+3 (hp 17); #A 2/1 (pincer/pincer); D 2d4/2d4; SV 15; ML 9; XP 75.
Gear: 1d4+1 pp.

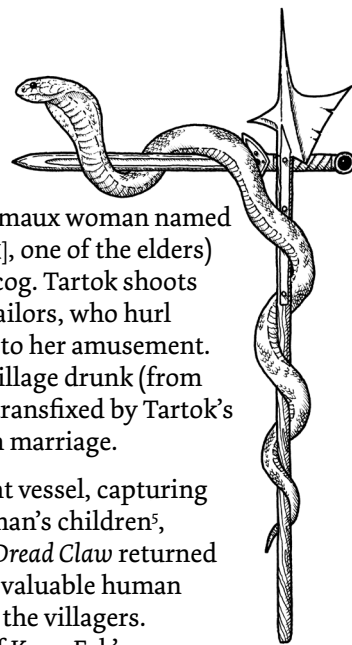
Crab-Man Warrior: AL N; SZ L; MV 30; DX 9; AC 3; HD 3+3 (hp 19); #A 2/1 (pincer/pincer) or 3/1 (laser rifle [+2]); D 2d4/2d4 or 3d6 (x3); SV 15; ML 9; XP 165.

Gear: laser rifle (range 150; 56 charges), 5 pp.

RUMOURS: The villagers generally distrust visitors, but some small gift of copper or drink may loosen their lips. Roll 1d8 on TABLE 1 for general gossip the villagers might share; if the PCs enquire specifically about Crystal Point, then roll 1d10+6 instead.

Table 1: Rumours

Die Result	Rumour Heard	Veracity
1	"Fish-men plan to attack Kren-Fak."	False
2	"Saghani [SHAG-huh-nee] the shaman secretly worships Kthulhu."	False
3	"Karpok [KAHR-puhk] the coppersmith loves to drink, but the elders forbid it."	True
4	"Snow Serpent's owner practices black magic."	True
5	"The crab-men will feast on anyone who sleeps in the travellers' campsite."	False
6	"The elders' undead candle-bearers draw life from fantastic jewels hidden in their stomachs."	Partially true
7	"Mariners sailing the flag of Saturn berthed here recently, asking about Atlantis and Crystal Point; their ship has not returned."	True
8	"A huge explosion rocked Crystal Point a few days ago, causing acid to rain from the skies."	True
9	"The ghost of Baalzatos [bayl-ZA-tohs], an Atlantean pirate, haunts Crystal Point's sea caves, looking for his sunken treasure."	False
10	"Saghani's brother Sityok [SHEE-tee-yuhk] lives on Crystal Point."	True
11	"Atop the cliffs of Crystal Point sit the ruins of an ancient Hyperborean shrine."	True
12	"Tartok's vessel <i>Dread Claw</i> just rescued someone from Crystal Point."	False
13	"The souls of the damned swim in the waters of Crystal Point."	True
14	"A dæmonic black goat guards Crystal Point's magical lake."	True
15	"The crab-men found an incredible vein of copper at Crystal Point."	False
16	"An ancient Atlantean tomb lies beneath Crystal Point, full of gold and jewels."	False



K-1. DREAD CLAW: An Esquimaux woman named **Tartok** (sister to **Kesuk** [kuh-SHOOK], one of the elders) captains this pirating and slaving cog. Tartok shoots dice on the deck with a few burly sailors, who hurl insults at passing travellers, much to her amusement. **Issumatar** [ee-SHOO-muh-tahr], the village drunk (from **#K-4**), may be nearby on the pier, transfixed by Tartok's beauty and begging for her hand in marriage.

Tartok recently attacked a merchant vessel, capturing its crew and a Hyperborean nobleman's children⁵, whom she has beaten mercilessly. *Dread Claw* returned to Kren-Fak three days ago, and its valuable human cargo has become known amongst the villagers. Tomorrow Tartok will sail to one of Kren-Fak's copper mines to deliver the captive crew as slave labour; she will leave the teens at the guardhouse (**#K-6**) until she returns in two weeks. Then she will sail west and sell them to agents of the Witch-Queen of Yithorium, demanding a bounty of 3,000 gp each.

Men, Pirates (x30): AL CE; SZ M; MV 40; DX 9; AC 7; HD 1 (hp 7); #A 1/1 (short scimitar); D 1d6; SV 16; ML 6; XP 10.

Gear: leather armour, short scimitar, 3d4 ep.

Men, Pirate Lieutenants (x3): AL CE; SZ M; MV 40; DX 11; AC 7; HD 3 (hp 16); #A 3/2 (short scimitar [+1]); D 1d6+1; SV 15; ML 7; XP 41.

Special: *Weapon mastery* (short scimitar).

Gear: leather armour, short scimitar, 2d8 gp.

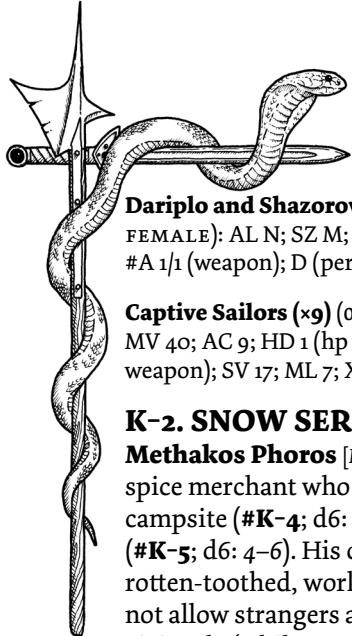
Tartok (5TH-LEVEL ESQUIMAUX FEMALE FIGHTER): Tall, beautiful Esquimaux woman with close-cropped black hair. AL CE; SZ M (5'10", 160 lbs.); MV 40; AC 6 (4 with shield); HD 5 (hp 42); FA 5; #A 2/1 (short bow [+2, +3 point-blank]) or 3/2 (short scimitar [+6]); D 1d6+1 (short bow) or 1d6+6 (short scimitar); SV 14 [death +2, transformation +2, dodging +1]; ML 10; XP 200; ST 15, DX 15, CN 13, IN 15, WS 13, CH 17.

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

Gear: leather armour, +1 small shield, +3 short scimitar, short bow, arrow quiver, arrows x12, **potion of water breathing** (x3 doses), 13 gp, **copper bracelet** set with lapis lazulis (35-gp value), **coral brooch** (300-gp value), **copper circlet** (15-gp value), **electrum necklace** (500-gp value).

In addition to the pirates' captives, the ship's hold contains the following freight: 4,134 cp, 24 suits of leather armour, 1 suit of splint armour, 72 small shields, 72 large shields, 36 morning stars, 144 woollen blankets, 12 glass bottles, 36 fine capes, 144 heavy cloth coats, 2 sets of leather barding, 144 saddle blankets, an **electrum drinking horn** set with bloodstones (400-gp value), a **coral idol** of Kthulhu (50-gp value), a **star metal statuette** of a crab-man (600-gp value), and a **jade statuette** of a Lemurian (1,250-gp value).

⁵ See INFORMATION FOR THE REFEREE, *adventure hooks*.

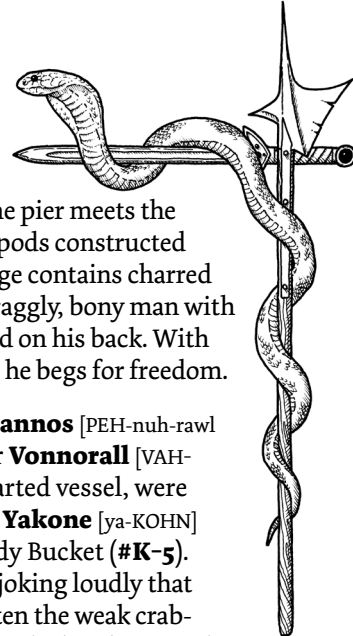


Dariplo and Shazoroval Thoon (HYPERBOREAN MALE AND FEMALE): AL N; SZ M; MV 40; AC 9; HD ½ (hp 2, 1); FA 0; #A 1/1 (weapon); D (per weapon); SV 17; ML 4; XP 5.

Captive Sailors (x9) (0TH-LEVEL FIGHTERS): AL N; SZ M; MV 40; AC 9; HD 1 (hp 5); FA 0; #A 1/1 (weapon); D (per weapon); SV 17; ML 7; XP 10.

K-2. SNOW SERPENT: This cog belongs to **Methakos Phoros** [MEH-thuh-kohs FOH-rohs], an Ixian spice merchant who may be found at the travellers' campsite (#K-4; d6: 1-3) or the Bloody Bucket (#K-5; d6: 4-6). His crew of **18 sailors**, ragged and rotten-toothed, work chores on the deck. They will not allow strangers aboard and will defend the ship viciously (whilst one flees to alert Methakos).

Sailors (x18) (0TH-LEVEL FIGHTERS): AL N; SZ M; MV 40; AC 7; HD 1 (hp 7); FA 0; #A 1/1 (short spear); D 1d6; SV 17; ML 8; XP 10.
Gear: leather armour, short spear, **1d8 gp**.



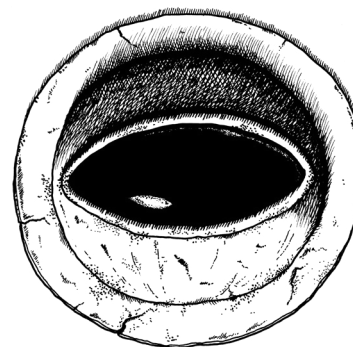
K-3. MEN IN CAGES: Where the pier meets the shore, two iron cages hang from tripods constructed of whale jawbones. The northern cage contains charred human remains; the southern, a scraggly, bony man with the sleepy eye of Xathoqqua tattooed on his back. With parched mouth and grasping hand, he begs for freedom.

The man calls himself **Pennorall Tannos** [PEH-nuh-rawl TA-nohs]. He says he and his brother **Vonnorall** [VAH-nuh-rawl], deckhands on a now-departed vessel, were attacked by the locals after besting **Yakone** [ya-KOHN] in a drinking challenge at the Bloody Bucket (#K-5). (In sooth, the drunken sailors were joking loudly that all-powerful Xathoqqua had forgotten the weak crabmen even existed.) After passing out, the brothers awoke imprisoned in the hanging cages. The angry elders then gleefully burnt Vonnorall alive, deciding Pennorall should starve to death and then be fed to the crabs.

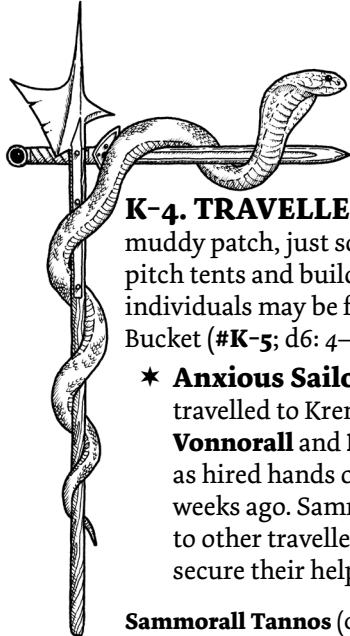


Pennorall now barely clings to life, pleading for mercy from any travellers who pass and hoping the prominent tattoo of Xathoqqua's eye on his back wins him favour. If freed, he will plot revenge at the first opportunity (even if imperilling his rescuers). **Sammorall** [SA-muh-rawl], a third brother, recently has arrived to the travellers' campsite (#K-4) and conspires to free Pennorall, perhaps with the help of an adventuring party.

Pennorall Tannos (COMMON MALE): Emaciated, tattooed redhead with pockmarked face. AL CE; SZ M (5'6", 120 lbs.); MV 40; AC 9; HD 1 (hp 1 [3]); FA 0; #A 1/1 (weapon); D (per weapon); SV 17; ML 3; XP 5.



Eye of Xathoqqua



K-4. TRAVELLERS' CAMPSITE: In this low-set, muddy patch, just south of the village, visitors may pitch tents and build small fires. Any of the following individuals may be found here (d6: 1-3) or at the Bloody Bucket (#K-5; d6: 4-6):

- ★ **Anxious Sailor: Sammorall Tannos** has travelled to Kren-Fak to rescue his two brothers, **Vonnorall** and **Pennorall** (at #K-3), who worked as hired hands on a merchant ship that left a few weeks ago. Sammorall has no money, but will talk to other travellers and tell any lie necessary to secure their help in saving Pennorall.

Sammorall Tannos (COMMON MALE): Shaggy brown-haired mariner with small teeth (like a baby's) and angry demeanour. AL CE; SZ M (6'1", 190 lbs.); MV 40; AC 9; HD 1 (hp 4); FA 0; #A 1/1 (dagger); D 1d4; SV 17; ML 3; XP 5.
Gear: dagger.



Lost Romans

- ★ **Lost Romans:** Three men wearing *lorica segmentata* and red cloaks, armed with short swords, sit together speaking Latin. One has a bandaged head and black, rotten teeth (**Lucius Valerius** [LOO-kee-uhs wah-LEH-ree-uhs]), one's ears recently have been hacked off (**Gaius Annaeus** [GI-uhs ah-NEE-uhs]), and one appears to be in decent health (**Titus Romilius** [TI-tuhs roh-MIH-lee-uhs]). In broken Common, they can identify themselves as Roman legionaries, lost at sea in a great whirlpool whilst searching for their missing Ninth Legion, but washed ashore two days past.

Legionaries (x3) (1ST-LEVEL ROMAN MALE FIGHTERS): AL N(L); SZ M; MV 30; AC 4; HD 1 (hp 5, 6, 3 [11]); FA 1; #A 3/2 (javelin or short sword [both +1]) or 1/1 (dagger); D 1d4+2 (javelin) or 1d6+2 (short sword) or 1d4+1 (dagger); SV 16 [death +2, transformation +2]; ML 11; XP 20; ST 13, DX 11, CN 13, IN 11, WS 12, CH 9.

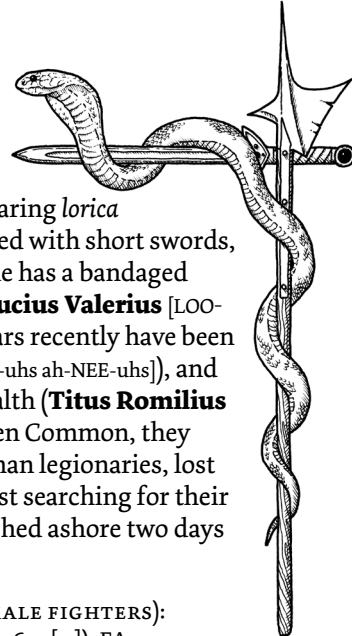
Special: Heroic fighting (double normal melee attacks vs. opponents of no more than 1 HD). *Weapon mastery* (short sword, javelin).

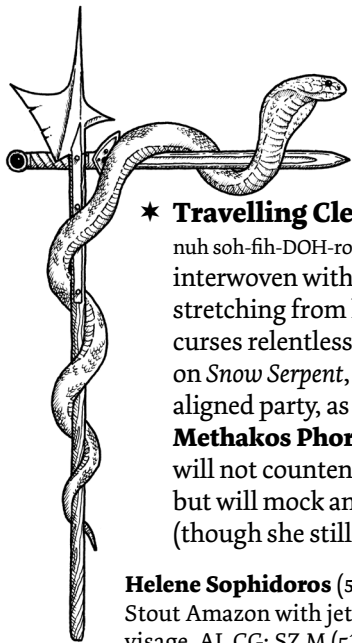
Gear: laminated armour, large shield, dagger, short sword, javelins x2, **9 sp**.

- ★ **Tattooed Hunter: Dadagos Irganos** [DAH-duh-gohs eer-GAH-nohs] boasts of his skills as a hunter and enjoys whistling happy tunes he says his father composed. He sports a large tattoo of two serpents: The tails coil around his neck, and the bodies spread down his arms, terminating in open jaws on the backs of his hands. He travels on *Snow Serpent* (#K-2) hoping to reach Khromarium and then Swampgate. Despite his friendly demeanour, Dadagos has a black, greedy heart. He intends to murder **Methakos Phoros** and steal his wealth—unless the party present themselves as more lucrative marks.

Dadagos Irganos (9TH-LEVEL IXIAN MALE ASSASSIN): Dusky, well-muscled, tattooed Ixian. AL CE; SZ M (6'2", 180 lbs.); MV 40; AC -1; DR 2; HD 9 (hp 45); FA 6; #A 1/1 (broadsword or dagger [both +3]) or 2/1 (broadsword and dagger [+1], two-weapon fighting); D 1d8+3 (broadsword, one-handed) or 1d10+3 (broadsword, two-handed) or 1d4+3 (dagger); SV 12 [device +2, avoidance +4, other dodging +2, poison +1]; ML 9; XP 1,500; ST 15, DX 18, CN 11, IN 15, WS 10, CH 13.
Special: Assassinate (kill target or x4 damage). Detect secret doors 3-in-6. Disguise. Poison use. Poison manufacture. Climb 11-in-12. Discern noise 8-in-12. Hide 10-in-12. Manipulate traps 8-in-12. Move silently 10-in-12. Open locks 8-in-12.

Gear: ring of protection, ring of invisibility, +2 broadsword, +2 venom dagger (x4 doses penetrative V poison; on natural 19 or 20 attack roll, make death [poison] save or die), backpack, soft leather pouch, silk rope, thieves' tools, **62 gp, 36 pp**.





- ★ **Travelling Cleric: Helene Sophidoros** [heh-LAY-nuh soh-fih-DOH-rohs] wears her hair in a ponytail interwoven with small bones. She bears a nasty scar stretching from her left ear to her mouth, and she curses relentlessly. She seeks return to Khromarium on *Snow Serpent*, but eagerly will join a Good-aligned party, as she detests the perverted merchant **Methakos Phoros** (and spits at his name). Helene will not countenance torture or unnecessary killing, but will mock anyone who asks her for healing (though she still will provide it).

Helene Sophidoros (5TH-LEVEL AMAZON FEMALE CLERIC): Stout Amazon with jet-black hair tied behind her scarred visage. AL CG; SZ M (5'6", 135 lbs.); MV 20; AC 3; DR 2; HD 5 (hp 30); FA 3; TA 5; CA 5; #A 1/1 (great hammer [+1]); D 2d6+2; SV 14 [death +2, sorcery +2, willpower +1]; ML 10; XP 200; ST 13, DX 12, CN 10, IN 8, WS 17, CH 8.

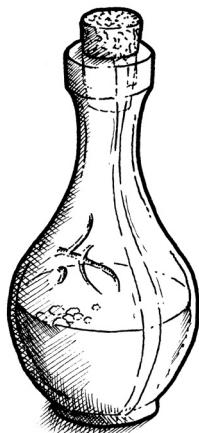
Special: Cleric spells (*command*, *cure light wounds* ×2, *detect evil*, *cure moderate wounds*, *distinguish alignment*, *find traps*; *locate object*, *remove curse*). *Read scrolls*. *Scribe scrolls*. *Turn undead*. *New weapon skills* (great hammer).

Gear: plate mail, +1 **great hammer**, backpack, bandages, soft leather pouch, small sack, tinderbox, waterskin, writing stick, silver holy symbol of Aurorus, **56 gp, 30 pp**.

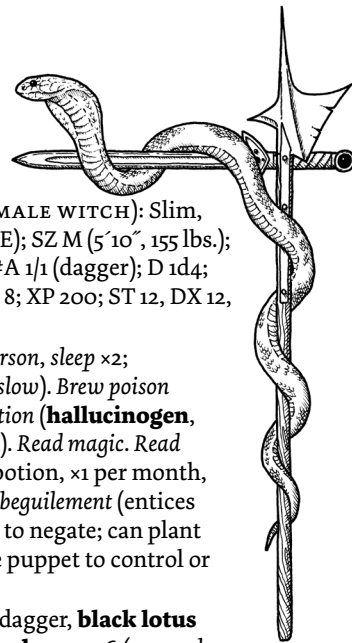
- ★ **Village Drunk:** Reeking of urine, "Issumatar" (a **villager**) hangs all over anyone near him and slurs his speech whilst explaining that he and **Tartok**, the captain of *Dread Claw* (#K-1), are soon to be married. He brags that she recently has captured some Hyperborean noble's children.
- ★ **Wicked Merchant: Methakos Phoros** is an Ixian wizard who captains *Snow Serpent* (#K-2). He always is accompanied by **2 officers**, who double as bodyguards. Methakos poses as a spice merchant and attempts to befriend other travellers, offering lotus, buying drinks, and making merriment.

Methakos especially loves to court women

with flattery and lies, promising a life of wealth and comfort if they accompany him to IX. If unsuccessful in luring his victim directly, he may resort to sorcery to charm or kidnap her. Regardless, he ultimately plans to sacrifice his victim in a wicked ritual honouring Mordezzan.



Potion



Methakos Phoros (5TH-LEVEL IXIAN MALE WITCH): Slim, bald Ixian with long moustaches. AL N(E); SZ M (5'10", 155 lbs.); MV 40; AC 9; HD 5 (hp 17); FA 2; CA 5; #A 1/1 (dagger); D 1d4; SV 14 [transformation +2, sorcery +2]; ML 8; XP 200; ST 12, DX 12, CN 9, IN 15, WS 13, CH 12.

Special: Witch spells (*alter self*, *charm person*, *sleep* ×2; *extrasensory perception*, *hold person* ×2; *slow*). *Brew poison* (ingestible I–III, ×1 per month). *Brew potion* (**hallucinogen**, **paralytic**, or **soporific**, ×2 per month). *Read magic*. *Read scrolls*. *Scribe scrolls*. *Brew philtre* (love potion, ×1 per month, death [poison] save to resist). *Dance of beguilement* (entices as many as five observers, *sorcery* save to negate; can plant suggestion in one victim). *Effigy* (create puppet to control or harm depicted victim).

Gear: **wand of fear** (44 charges), silver dagger, **black lotus leaves** ×7 (5-gp value each), **russet lotus leaves** ×6 (5-gp value each), **smoky lotus leaves** ×4 (5-gp value each), ingestible III poison, **spell book** (contains all prepared spells, plus decipher language), **paralytic potion** (death [poison] save or paralysis for 15 turns), **soporific potion** (death [poison] save or sleep for 15 turns), **8 cp, 370 gp**.

Abdarakos [ab-DAH-ruh-kohs], **Weasel Familiar:** AL N(E); SZ S; MV 40; DX 16; AC 6; HD ¼ (hp 6); #A 1/1 (bite); D 1; SV 17; ML 12; XP 7.

Special: Pelt turns white in winter years; 6-in-12 chance to *hide* in snow. Has spiritual bond of unlimited range with master. Witch can see (tunnel vision) and hear (thin and metallic) through familiar. If familiar is killed, witch must make *death* save or lose 3d6 hp; if save fails by 5 or more, witch dies.

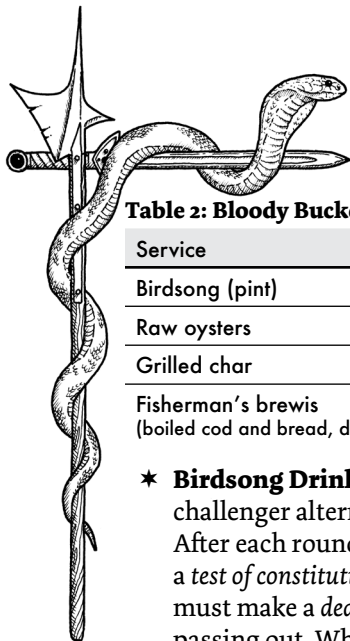
Officers (×2) (2ND-LEVEL FIGHTERS): AL N; SZ M; MV 30; AC 5 (4 with shield); DR 1; HD 2 (hp 16); FA 2; #A 3/2 (long sword [+1]); D 1d8+2 (long sword, one-handed) or 1d10+2 (long sword, two-handed); SV 16 [death +2, transformation +2]; ML 8; XP 30; ST 13, DX 9, CN 9, IN 10, WS 10, CH 9.

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

Gear: chain mail, small shield, long sword, **15 gp**.

K-5. THE BLOODY BUCKET: Yakone the Fierce runs the Bloody Bucket tavern. He proudly displays his grotesquely empty eye socket and a hand stump fitted with a knife that he fashioned from a crab pincer (sometimes replaced with a bone mug). He lost the eye and hand three years ago during a raid against the Pictish crab-kin.

The Bloody Bucket's menu features but one alcoholic drink: "birdsong", a wretched but potent concoction made from fermented seagull. Yakone accepts drinking challenges and offers gambling with five-finger fillet. He knows everything that happens in the village, but unless impressed by physical feats (which he views as omens), he will not share information.

**Table 2: Bloody Bucket Services**

Service	Price
Birdsong (pint)	1 sp
Raw oysters	2 sp
Grilled char	2 sp
Fisherman's brewis (boiled cod and bread, drizzled with salted pork fat)	1 gp

- ★ **Birdsong Drinking Challenge:** Yakone and the challenger alternate chugging mugs of birdsong. After each round, the drinkers each must attempt a *test of constitution*. On every failure, the drinker must make a *death* (poison) saving throw to avoid passing out. Whoever passes out first loses (and also suffers a -2 attack penalty and ½ MV the following day).
- ★ **Five-Finger Fillet:** The gambler wagers money (×1 pay-out) that another patron of his choice can perform a specified knife pattern. The knife holder must make a successful *test of dexterity*; a fighter (or subclass) with *mastery* of the knife or dagger gains a +1 bonus to his chance-in-six. Failure indicates a finger has been cut (1 hp damage and wager lost); the victim then rolls an *avoidance* saving throw, or he loses a finger. (Severed digits are collected in a bloody bucket near the door, whence the establishment gains its gory appellation.) If the knife holder can stomach two mugs of birdsong first, then the pay-out increases to ×2, though he must now make an *extraordinary feat of dexterity* (+8% for *mastery*).

Yakone the Fierce (3RD-LEVEL ESQUIMAUX MALE FIGHTER): Burly, disfigured Esquimaux with gap-toothed grin. AL N; SZ M (5'8", 160 lbs.); MV 40; AC 9; HD 3 (hp 28); FA 3; #A 3/2 (knife [+1]); D 1d4+2; SV 15 [*death* +2, *transformation* +2, *poison* +2]; ML 6; XP 50; ST 13, DX 14, CN 18, IN 14, WS 12, CH 8.

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

Gear: knife, 14 cp, 51 sp, 23 ep, 11 gp.

K-6. GUARDHOUSE: This igloo contains a single cell (capacity six), a table and chairs, and a weapon rack (1d6+6 small shields, 1d12+12 short spears, 1d6 short bows, and 1d6+6 quivers of 12 arrows). The Kren-Fak guards usually transport prisoners directly to the copper mines, so the village has no need for a larger gaol. If the guardhouse holds prisoners, then 2 warriors will stand guard (one inside, one outside).

K-7. BLACKSMITH: Famous for a birth blessing that encased his right arm in deep red chitin, **Kinapak** [KIH-nuh-pak] (a **villager**) forges equipage for hunting, fishing, whaling, sailing, and war. He also is enamoured of **Tartok** (#K-1), telling everyone of her beauty and

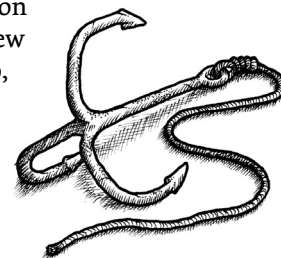
willing to do anything to win her favour. Kinapak hates **Issumatar**, the smelly village drunk (#K-4), who always bothers Tartok, begging for her hand in marriage. His store offers a limited selection of overpriced arms and armour, but Kinapak keeps little wealth on hand, transferring all but a few coins (10 ep, 20 gp, 5 pp) to the elders as tribute.

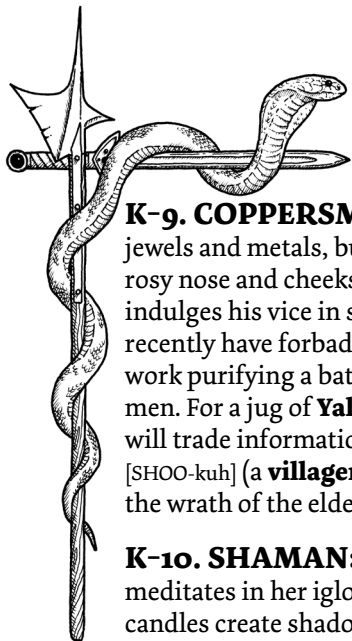
Table 3: Available Arms and Armour

Type	Cost	Number Available
Armour, Leather (boiled sharkskin)	40 gp	5
Armour, Padded (sealskin stuffed with wool)	25 gp	5
Armour, Studded (hide and chitin)	60 gp	10
Arrow	1 gp	60
Axe, Battle	25 gp	1
Axe, Hand	20 gp	5
Dagger	15 gp	5
Javelin	10 gp	5
Mace, Great	50 gp	1
Shield, Large	25 gp	5
Shield, Small	20 gp	10
Spear, Long	20 gp	5
Spear, Short	15 gp	10
Sword, Bastard	65 gp	1
Sword, Long	50 gp	5
Sword, Short	25 gp	10

K-8. HANIPAN'S SUPPLIES: An old, grumpy Esquimaux named **Hanipan** [huh-NEE-pahn] (a **villager**) runs this general store. Hanipan strongly dislikes **Karpok** (#K-9), viewing him as unfit for his important job. He always will ask travellers if they have seen Karpok drinking.

The store's inventory includes clothing and equipage for building, mining, fishing, whaling, and sailing, but also basic travelling gear (e.g., blankets, hammers, rations, ropes, spikes, tents, torches). These adventuring items he sells at double or treble the usual cost they might command in Khromarium. Hanipan will not have advanced or highly specialized items (e.g., ink and quill, mirror, parchment, spyglass, thieves tools). He keeps little wealth on hand, transferring all but a few coins (20 cp, 13 sp, 8 ep, 6 gp, 3 pp) to the elders as tribute.





K-9. COPPERSMITH: Karpok (a villager) trades jewels and metals, but also loves to drink, giving him rosy nose and cheeks and an enormous belly. He indulges his vice in secret now, because the elders recently have forbade it, after a hangover delayed his work purifying a batch of copper for tribute to the crab-men. For a jug of **Yakone's** birdsong (#K-5), Karpok will trade information, but his eagle-eyed wife **Suka** [SHOO-kuh] (a villager) watches him carefully, fearing the wrath of the elders.

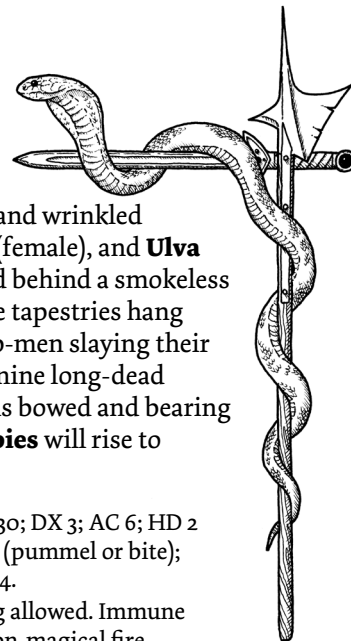
K-10. SHAMAN: Grey-haired Saghani oft meditates in her igloo (d6: 1-3), where a hundred candles create shadows that dance along the walls. She also might be found by the shore (d6: 4-6), staring blankly at the crashing waves, sadness visible about her. Saghani will heal maladies and injuries, though the patient first must kneel before the dessicated head of a crab-man that sits atop an altar in the rear of the igloo. She also sells curative poultices (50 gp) made from crushed crab shells, seaweed, her own blood, and the magic of a small copper crab totem that hangs from her neck. Applied to a wound immediately after a battle, these poultices heal 1d4 hp; repeated usage may create an affinity for crustaceans, at the referee's discretion.

Saghani may share with well-meaning travellers that her brother **Sitiyok**, revered as the seventh son of a seventh son, left a year ago to live in the sea caves on Crystal Point. She worries for his safety. In confidence, she will implore them to find him, offering a lock of her hair, wrapped around a piece of crab leg, as a token for them to gain his trust. She will not disclose that this token also will allow her to see through the bearer's eyes and hear through his ears.

Saghani (5TH-LEVEL ESQUIMAUX FEMALE SHAMAN): Ageing Esquimaux woman with bushy grey hair and unfathomable brown eyes. AL N; SZ M (5'3", 125 lbs.); MV 40; AC 9; HD 5 (hp 25); FA 2; TA 3; CA 5; #A 1/1 (dagger); D 1d4-1; SV 14 [death +2, sorcery +2, willpower +1]; ML 6; XP 200; ST 7, DX 7, CN 9, IN 13, WS 15, CH 11.

Special: Cleric spells (cure light wounds ×2; cure moderate wounds ×2; cure disease). Necromancer spells (detect magic, locate the dead; speak with dead). Draw poison. Magic item use (as magician or cleric). Medicine man (heal 1d4 hp ×5 allies per day; treat poison or disease ×1 per week). Read magic. Read scrolls (shaman only). Scribe scrolls. Totem (contact otherworldly being ×1 per week). Turn undead.

Gear: silver dagger, crab shell **spell book** (contains all prepared spells), **copper crab totem pendant** (20-gp value).



K-11. ELDERS: Three withered and wrinkled villagers—**Kesuk** (male), **Tonrar** (female), and **Ulva** [OOL-vuh] (female)—sit cross-legged behind a smokeless fire, facing the igloo entrance. Nine tapestries hang from the walls, each depicting crab-men slaying their enemies. In front of these images, nine long-dead Esquimaux kneel motionless, heads bowed and bearing candles in their hands; these **zombies** will rise to defend the elders if necessary.

Zombies (×9): UT 2; AL CE; SZ M; MV 30; DX 3; AC 6; HD 2 (hp 10, 10, 10, 13, 13, 16, 16, 16); #A 1/1 (pummel or bite); D 1d8 or 1d3; SV 14 [fire +4]; ML 12; XP 64.

Special: Always attacks last; no running allowed. Immune to poison, paralysis, fear, cold, and non-magical fire. Invulnerable to opponents of 3 HD or fewer, unless they wield magical weapons. Cure disease destroys. Arrows and bolts inflict 1 hp damage (plus bonuses); other piercing / thrusting weapons cause ½ damage. Any natural 19 or 20 attack roll vs. zombie considered "head shot" inflicting maximum damage, regardless of weapon type. 1-in-4 chance of bite attempt per round; otherwise, pummel attacks apply until zombie drops foe, which it then will attempt to eat. Bite infects victim with zombiism (no save allowed). Infection manifests 1 turn after bite and begins with fever, followed by loss of consciousness 1d6+6 turns later. Within 1d10+2 hours victim dies; 1d6 turns thereafter rises as zombie. Cure disease can alleviate, if cast before victim's death. Multiple zombies will *overbear* victims.

Gear: Each zombie has a **stone of the bear's heart**⁶ in its stomach (which might be reused once if a living character swallows it).

The elders will grant an audience with visitors who offer respectful tribute. They will dismiss Crystal Point as but another cold, uninhabited island, talked up by overtired fishermen and would-be thieves. They will suggest the party seek answers from the Pictish crab-kin villages toward the base of the Crab Archipelago. The elders then will apprise the crab-men of the strangers' interest the next time they visit (1d8-1 days).

The elders have the following valuables hidden about their igloo: **124 cp**, **89 sp**, **77 ep**, **39 gp**, **1 azurite** (8-gp value), **1 banded agate** (13-gp value), **1 eye agate** (18-gp value), **1 malachite** (17-gp value), **1 rhodochrosite** (4-gp value), **1 turquoise** (4-gp value), **2 carnelians** (85-gp value each), **1 onyx** (40-gp value), **1 sardonyx** (55-gp value), and **2 aquamarines** (550-gp value each).

⁶ See APPENDIX C.

PART II: CRYSTAL POINT

OCEAN VOYAGE

The voyage to Crystal Point is fraught with peril, island hopping the ocean reaches of the Crab Archipelago. Following the ancient Esquimaux bearing, worthy sea vessels at length will enter the tempestuous zone known as *River Okeanos*, located betwixt the 18th and 36th parallels. Here the winds flow in opposing belts, looping and crisscrossing at different junctures depending on seasons and other conditions.

In *Tempest* (YEAR 4, *Hare*), River Okeanos is plagued by deadly whirlpools. Sea ice forms from *Coda* (YEAR 12, *Fox*) to *Genesis* (YEAR 1, *Bear*), and icebergs are a constant threat⁷. Veteran mariners (viz. Amazons, Ixians, Vikings, and Zangeriosans) understand the River Okeanos and use its wuthering airstreams to their advantage. Less realized is the capability of Esquimaux seamen who ply this deadly zone in their umiaks, outfitted with outboard runners.

⁷ See AS&SH VOL. III, p. 274: WATERBORNE EXPEDITIONS, icebergs and whirlpools.

BASIC SWIMMING: The *man overboard* rules⁸ cover the challenges of removing one's armour (which is prohibited) whilst trying to swim in the ocean or elsewhere. As an expansion to those rules, note that *basic swimming* (unarmoured and unencumbered) is at 20 MV. Swimming for 6 turns (1 hour) requires a *test of constitution*; swimming for two or more hours requires an *extraordinary feat of constitution* for each additional hour.

⁸ See AS&SH VOL. III, p. 272: WATERBORNE EXPEDITIONS, wind.

RANDOM ENCOUNTERS: For each day of travel betwixt Kren-Fak and Crystal Point, a 1-in-6 chance of an encounter exists. If one is indicated, then roll 1d12 on the following table:

Table 4: Ocean Encounters

d12 Roll	Encounter
1-3	Eagle, Giant, Sickly (1d4)
4	Man, Pirate (30)
5	Squid, Colossal (1)
6-8	Zombie (1d4+2)
9-12	Special Encounter

Eagle, Giant, Sickly: Giant birds with patchy feathers and noxious red boils abandon feeding on a rotten whale corpse and screech toward the ship, hungrily grasping with their gnarled claws. AL N; SZ L; MV 10 (fly 160); DX 13; AC 6; HD 4+2 (hp 15); #A 3/1 (claw/claw/bite); D 1d4/1d4/2d4; SV 15; ML 10; XP 350.

Special: On dive attack of 60+ feet, makes two claw attacks at +2 bonus, inflicting double damage; if eagle's intent is to carry prey to nest, *avoidance* save must be made to escape. When eagle wounded, boils have 1-in-4 chance to splash toxic, bacteria-ridden fluid on attacker, causing 1d10 hp damage; must make *death* (poison) save or contract disease (as *inflict disease*).

Man, Pirate: *Dread Claw*⁹ attacks, eager to sell everyone to the Witch-Queen of Yithorium.

Squid, Colossal: Giant tentacles burst from the water, attempting to rip the party's ship to pieces. AL N; SZ L; MV 0 (swim 60); DX 6; AC 0 (body) or 5 (arms); HD 18 (hp 108); #A 8/1 (arm ×8); D 2d8 (×8); SV 8; ML 9; XP 9,250.

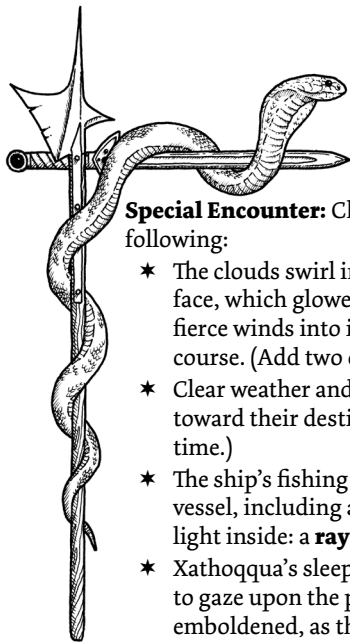
Special: Successful hit followed by 4d6 hp damage per round from constriction and toothed suckers; for each attached arm, victim suffers -1 attack penalty. If 2+ arms enwrap same creature, victim pulled to beaked mouth for bite attack, which causes 4d8 hp damage. An arm struck for 16 hp damage is rendered useless; crippled arm does not detract from overall hp total. If squid loses 5+ arms, it jets away at ×3 MV whilst releasing ink that fills 100 × 100 × 100-foot cube behind it. If squid attacks a ship and hits with 6+ arms, it will sink vessel in 2d4 rounds.

Zombie: A group drifts into the party's path and crawls hand over hand up their ship's sides. UT 2; AL CE; SZ M; MV 30; DX 3; AC 8; HD 2 (hp 9); #A 1/1 (pummel or bite); D 1d8 or 1d3; SV 16; ML 12; XP 64.

Special: Always attacks last; no running allowed. Immune to poison, paralysis, fear, and cold. *Cure disease* destroys. Arrows and bolts inflict 1 hp damage (plus bonuses); other piercing / thrusting weapons cause ½ damage. Any natural 19 or 20 attack roll vs. zombie considered "head shot" inflicting maximum damage, regardless of weapon type. 1-in-4 chance of bite attempt per round; otherwise, pummel attacks apply until zombie drops foe, which it then will attempt to eat. Bite infects victim with zombiism (no save allowed). Infection manifests 1 turn after bite and begins with fever, followed by loss of consciousness 1d6+6 turns later. Within 1d10+2 hours victim dies; 1d6 turns thereafter rises as zombie. *Cure disease* can alleviate, if cast before victim's death. Multiple zombies will *overbear* victims.

Gear: 4d6 cp, 4d4 sp, 3d4 ep, 1d8 gp.

⁹ See PART I: AREA K, #K-1.



Special Encounter: Choose or roll randomly (1d4) one of the following:

- ★ The clouds swirl into the shape of an old man's bearded face, which glowers at the party's ship and then blows fierce winds into its sails for hours, pushing it far off course. (Add two days to travel time.)
- ★ Clear weather and a perfect breeze speed the adventurers toward their destination. (Subtract one day from travel time.)
- ★ The ship's fishing nets catch some debris from a smashed vessel, including a curious glass phial with a beam of light inside: a **ray of Helios**¹⁰.
- ★ Xathoquua's sleepy eye appears in the sky, seeming to gaze upon the party's ship favourably. The PCs feel emboldened, as their weapons begin to glow a cool blue colour. (Treat weapons as +1 vs. *Otherworldly Beings* when wielded on Crystal Point.)

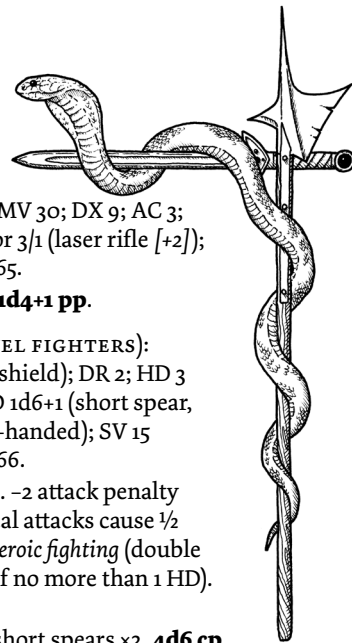
ACHIEVING THE ISLAND

Few men have set foot in the foggy forest of spruces and ferns that covers Crystal Point, but many know of the island's massive 500-foot cliff. This steep crag protrudes from the sea like a gigantic crystal, dominating the small island, which stretches four miles long and two miles wide. Save a dark, pebbly beach beneath the cliff, jagged rocks form the island's shoreline, leaving few spots suitable for close anchoring and easy ingress. (Refer to the CRYSTAL POINT MAP on the inside back cover.)

Two overgrown stone paths crisscross Crystal Point, barely discernible beneath the canopy. On the island's eastern half, the ground rises precipitously as it narrows and levels into a plateau that holds a cool, clear lake and the remains of a temple. A nigh omnipresent mist envelops the island's high plateau, obscuring all but the dense spruces that create a palisade along its edge. Strong winds and the slippery surface impose a -2 penalty on any *climb* checks to scale the cliff.

ANCHORING: Any ship anchored near the island risks a 1-in-6 chance per day that either a **copper oon** or **crab-man** war party will attack. The oon will emerge only at night; if the PCs destroy the canoes at AREA H, then the oon will be unable to launch an attack. If the PCs have befriended the crab-men (either in Kren-Fak through the elders, or on Crystal Point through Sityiok), then their risk likewise may be ignored.

Crab-Men (x3): AL N; SZ L; MV 30; DX 9; AC 3; HD 3+3 (hp 15, 16, 17); #A 2/1 (pincer/pincer); D 2d4/2d4; SV 15; ML 9; XP 75.
Gear: 1d4+1 pp.



Crab-Man Warriors (x3): AL N; SZ L; MV 30; DX 9; AC 3; HD 3+3 (hp 20); #A 2/1 (pincer/pincer) or 3/1 (laser rifle [+2]); D 2d4/2d4 or 3d6 (x3); SV 15; ML 9; XP 165.
Gear: laser rifle (range 150; 51 charges), 1d4+1 pp.

Oon, Copper¹¹, Warriors (x6) (3rd-LEVEL FIGHTERS): AL N; SZ M; MV 30; DX 9; AC 4 (3 with shield); DR 2; HD 3 (hp 15); FA 3; #A 3/2 (short spear [+1]); D 1d6+1 (short spear, one-handed) or 1d8+1 (short spear, two-handed); SV 15 [death +2, transformation +2]; ML 12; XP 66.

Special: Infrared vision to 120-foot range. -2 attack penalty when exposed to bright light. Electrical attacks cause 1/2 damage, or 1/4 damage if save made. *Heroic fighting* (double normal melee attacks vs. opponents of no more than 1 HD). *Weapon mastery* (short spear).

Gear: copper chain mail, small shield, short spears x2, 4d6 cp.

RANDOM ENCOUNTERS: Encounters occur on a 1-in-6 chance; check once per hour during daylight and once per night.

Table 5: Island Encounters

d12 Roll	Encounter
1	Automaton, Flesh (1)
2	Crab Swarm
3	Eagle, Giant, Sickly (1d4)
4	Ghost (1)
5	Jellyfish, Reactor (1d4+2)
6	Oon, Barnacle (1d8)
7	Sityiok
8	Zombie (1d4+2)
9	Event (Lightning Reactor)
10	Item (Blood Heart)
11	Item (Message in a Bottle)
12	Item (Seashell Eye Patch)

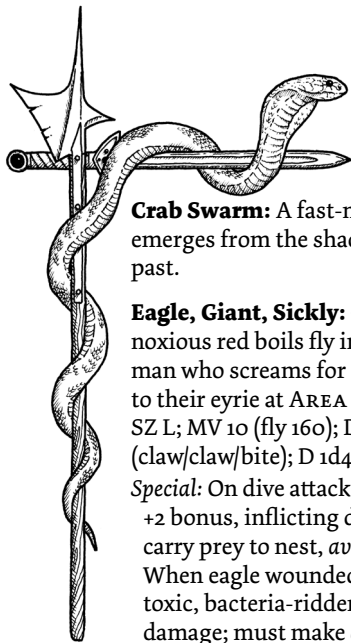
Automaton, Flesh: This oversized, copper-coloured man covered in stitches and blood flagellates itself with a whip, roaring, "Why? WHY?" The **mi-go** lost control of this creation, which now wanders the island aimlessly, but exhibits rudimentary intelligence and emotion. It sometimes can be found encamped at AREA J. The creature will not always attack at first sight and could become an ally. AL N; SZ M; MV 20; DX 7; AC 7; HD 9+2 (hp 70); #A 1/1 (whip [+2]) or 2/1 (pummel/pummel); D 1d2+2+3d6 (whip) or 2d8/2d8 (pummel/pummel); SV 12; ML 11; XP 1,600.

Special: +1 or better weapon to hit. Immune to *charm*, *hold*, *sleep*, and other mind-affecting sorcery. Electrical attacks heal it. 1-in-10 chance per round that creature loses control, attempting to kill all in sight; it attacks berserkly at +2 to attack and damage rolls and then flees after 2d6 rounds.

Gear: +2 shocking whip.

¹⁰ See APPENDIX C.

¹¹ See APPENDIX B.



Crab Swarm: A fast-moving swarm of coin-sized red crabs emerges from the shadows, ignoring the party as it scurries past.

Eagle, Giant, Sickly: Giant birds with patchy feathers and noxious red boils fly into view. One carries a copper-coloured man who screams for help; they will convey this **copper oon**¹² to their eyrie at AREA F, where they will devour him. AL N; SZ L; MV 10 (fly 160); DX 13; AC 6; HD 4+2 (hp 15); #A 3/1 (claw/claw/bite); D 1d4/1d4/2d4; SV 15; ML 10; XP 350.

Special: On dive attack of 60+ feet, makes two claw attacks at +2 bonus, inflicting double damage; if eagle's intent is to carry prey to nest, *avoidance* save must be made to escape. When eagle wounded, boils have 1-in-4 chance to splash toxic, bacteria-ridden fluid on attacker, causing 1d10 hp damage; must make *death* (poison) save or contract disease (as *inflict disease*).

Ghost: A shimmering white sailor appears in the distance, appearing to strangle a copper-coloured man. If *turned*, it will return to AREA G. UT 10; AL LE; SZ M; MV 30 (fly 50); DX 8; AC 0; HD 10 (hp 60); #A 1/1 (touch); D —; SV 12; ML 10; XP 1,900.

Special: Sight causes victims to flee for 2d6 rounds, unless *sorcery* saves made. Immune to poison, paralysis, fear, and cold. Harmed only by silver or magical weapons. Touch causes victim to age 13 years unless *death* save made.

Jellyfish, Reactor¹³: An intense red light flashes in the distance, where several floating jellyfish have entangled a struggling, barnacle-covered man. AL N; SZ M; MV 10 (fly/swim 30); DX 10; AC 0; HD 3 (hp 17); #A 1/1 (sting); D 2d4; SV 15; ML 12; XP 53.

Special: Flashes intense, bright red colour, causing disorientation; make *transformation* save or suffer -1 attack penalty. Once per day can expel poisonous gas against single target, causing 2d12 hp damage (*death* [poison] save for 1/2).

Oon, Barnacle¹⁴: Barnacle-covered men awaken from their sleep and arise from the mud, angry at the disturbance. AL N(E); SZ M; MV 40; DX 9; AC 3; DR 2; HD 2 (hp 10); #A 2/1 (pummel/pummel); D 1d4+2/1d4+2; SV 16; ML 10; XP 28.

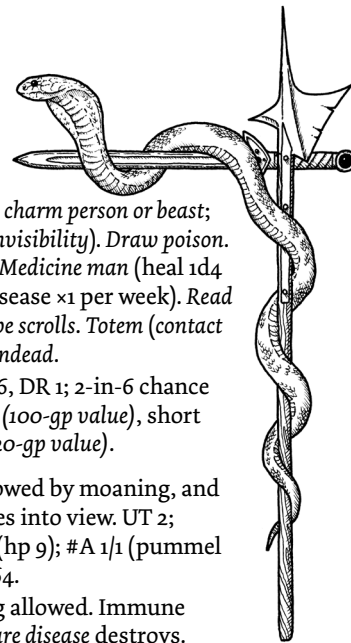
Special: *Infrared* vision to 120-foot range. -2 attack penalty when exposed to bright light. Electrical attacks cause 1/2 damage, or 1/4 damage if save made.

Sitiyok (5TH-LEVEL ESQUIMAUX MALE SHAMAN): A burly Esquimaux wearing the moulted shell of a **crab-man** stabs at a sick-looking **giant eagle** on the ground, saying, "Stay back! These are dangerous." The reclusive but friendly shaman, who is missing the ring finger on his right hand, resides at #C-12 in the SEA CAVES. Sitiyok occasionally explores the island, collecting information for the crab-men. He will fight if necessary, but would prefer to negotiate. Depending on the PCs' approach, his response could range from sharing information, to helping the PCs meet the crab-men, to reporting them to the crab-men. AL N; SZ M (5'9", 210 lbs.); MV 30; AC 6; DR 1; HD 5 (hp 14); FA 2; TA 3; CA 5; #A 1/1 (short spear or dagger); D 1d8 (short spear, two-handed) or 1d4 (dagger); SV 14 [*death* +2, *sorcery* +2]; ML 6; XP 200; ST 12, DX 9, CN 12, IN 12, WS 12, CH 8.

12 See APPENDIX B.

13 *ibid.*

14 *ibid.*



Special: Druid spells (*pass without trace*; *charm person or beast*; *plant growth*). Magician spells (*dash*; *invisibility*). *Draw poison*. *Magic item use* (as magician or cleric). *Medicine man* (heal 1d4 hp ×5 allies per day; treat poison or disease ×1 per week). *Read magic*. *Read scrolls* (shaman only). *Scribe scrolls*. *Totem* (contact otherworldly being ×1 per week). *Turn undead*.

Gear: **crab-man** carapace armour (AC 6, DR 1; 2-in-6 chance of spell failure), **pearl-hilted dagger** (100-gp value), short spear, **copper crab totem pendant** (20-gp value).

Zombie: A horrible stench arises, followed by moaning, and then a pack of bloated corpses shambles into view. UT 2; AL CE; SZ M; MV 30; DX 3; AC 8; HD 2 (hp 9); #A 1/1 (pummel or bite); D 1d8 or 1d3; SV 16; ML 12; XP 64.

Special: Always attacks last; no running allowed. Immune to poison, paralysis, fear, and cold. *Cure disease* destroys. Arrows and bolts inflict 1 hp damage (plus bonuses); other piercing / thrusting weapons cause 1/2 damage. Any natural 19 or 20 attack roll vs. zombie considered "head shot" inflicting maximum damage, regardless of weapon type. 1-in-4 chance of bite attempt per round; otherwise, pummel attacks apply until zombie drops foe, which it then will attempt to eat. Bite infects victim with zombiism (no save allowed). Infection manifests 1 turn after bite and begins with fever, followed by loss of consciousness 1d6+6 turns later. Within 1d10+2 hours victim dies; 1d6 turns thereafter rises as zombie. *Cure disease* can alleviate, if cast before victim's death. Multiple zombies will *overbear* victims.

Gear: 4d6 cp, 4d4 sp, 3d4 ep, 1d8 gp.

Event (Lightning Reactor): Storm clouds, rain, and lightning roll in. After 1 turn, a bright reddish-brown beam of light erupts from the cliff top, disappearing into the maelstrom. This luminance lasts 1d6 turns, with a 75% chance per turn to attract a lightning strike.

Item (Blood Heart): A metal object peeks up out of the earth: the tip of a heart-shaped brass box. The box is **locked** and contains a soft leather pouch holding a single **ruby**, known as the **blood heart**¹⁵. (*Ignore this encounter if the item was found elsewhere.*)

Item (Message in a Bottle): A glass bottle protrudes from the ground. Inside is a rolled animal skin. Writ in blood in the Common tongue are the nautical coordinates of Crystal Point and the message "SAVE ME, AND THE TREASURE SHALL BE YOURS!" (*Ignore this encounter if the item was found elsewhere.*)

Item (Seashell Eye Patch): A skull lies partially exposed in the dirt. Unearthing it reveals the remains of several pirates buried nearby. A different skull wears a **seashell eye patch**¹⁶. (*Ignore this encounter if the item was found elsewhere.*)

15 See APPENDIX C.

16 *ibid.*

A. RUINED TEMPLE

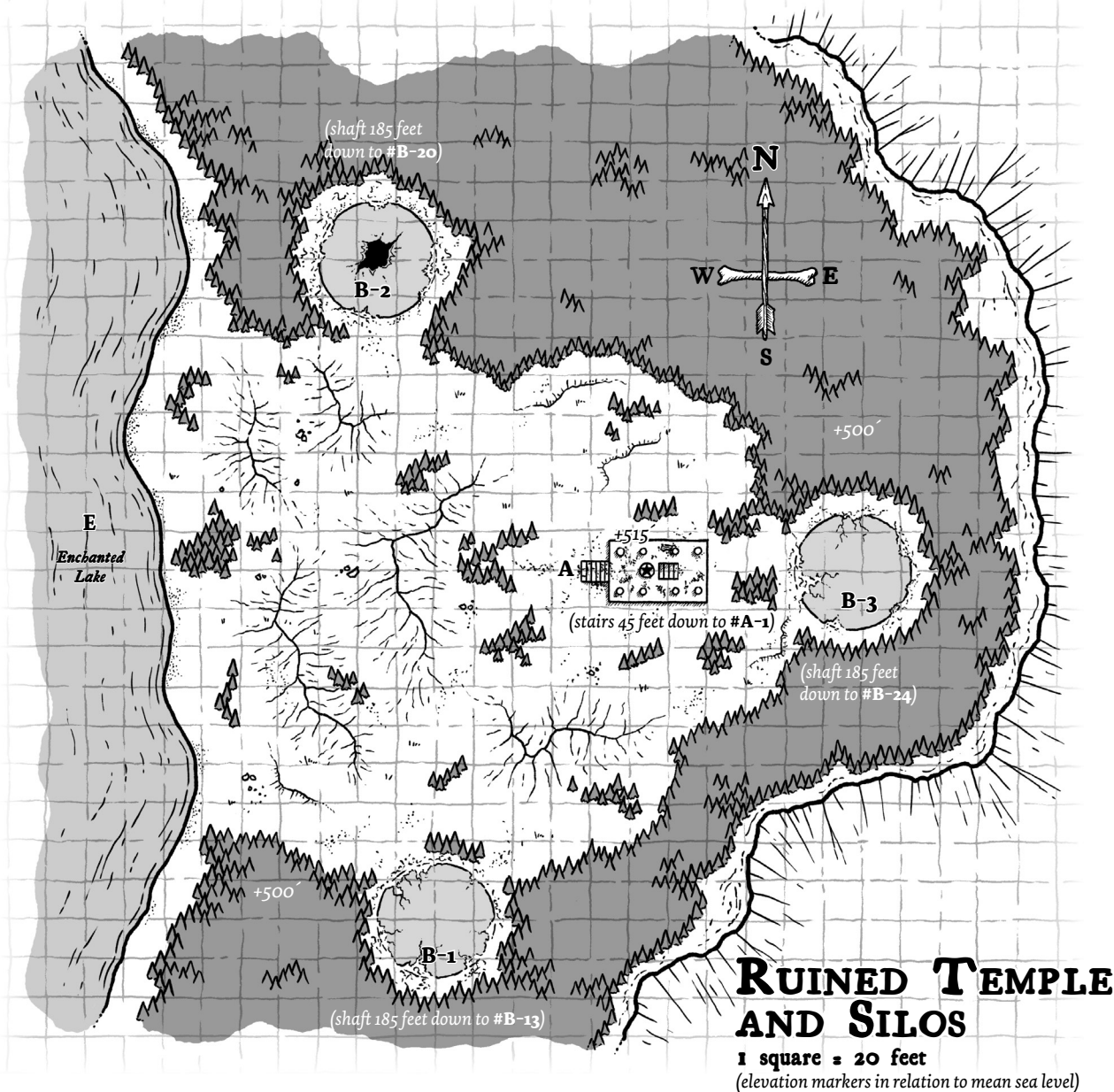
Crumbling stone steps ascend 15 feet to a 30 × 50-foot stone platform littered with human bones. Eight broken columns line the northern and southern sides of the platform. A few feet beyond the steps, a swarm of flies clusters about the open stomach of a rotting human corpse.

Ten feet behind the cadaver stands an angular goat statue sculpted from black crystal, its eyes glowing red. The idol is stylized to portray Shub-Niggurath, “The Black Goat of the Woods with a Thousand Young”; a later addition, its construction does not comport with the rest of the temple. This **black goat automaton** will remain motionless until a living creature touches the stair or platform, when it will animate and breathe a

thick swarm of flies. Ten feet behind the goat statue, a steep stair leads down 45 feet to **#A-1**; refer to the **BLACK CRYSTAL LAIR MAP** on p. 20 for further exploration.

Automaton, Black Goat¹⁷: AL CE; SZ L; MV 20; DX 6; AC -3; HD 10+2 (hp 40); #A 1/1 (gore); D 2d10; SV 12; ML 12; XP 2,200.
Special: +1 or better weapon to hit. Immune to *charm*, *hold*, *sleep*, and other mind-affecting sorcery. Cold attacks heal it. Intelligent creatures of 1 HD or fewer flee when viewing it; those of 2–5 HD may attempt *sorcery* saves, though even success results in -2 attack penalty. Every 6 rounds can breathe flies, which envelop anyone within 20 feet. If victim fails *death* save, then he falls *prone* and suffers 2d4 hp damage per round. Damage continues until victim makes save or dies. If automaton reaches 0 hp, it shatters, releasing final swarm of flies.

¹⁷ See APPENDIX B.





The Black Goat of the Woods with a Thousand Young

B. SILOS

Fern leaves and other natural debris partially obscure three 60-foot-diameter metal discs embedded in the rocky surface here. Refer to the LIGHTNING REACTOR COMPLEX MAP on p. 30 for further exploration.

B-1. SILO ALPHA: This disc has no seam and resists all forms of prying, but does feel cool to the touch. Engraved in the centre is the Hellenic letter A (alpha). The disc opens by rotating horizontally via the **red lever** (now destroyed) in Control Room Alpha (**#B-11**) of the LIGHTNING REACTOR COMPLEX. Below the disc, a 185-foot shaft descends to Reactor Core Alpha (**#B-13**).

B-2. SILO BETA: Jagged grey metal protrudes upwards in the centre of this circle, where the disc has burst. Close inspection might discern segments of the Hellenic letter B (beta) engraved in the ruptured metal. The breach (about 10 × 10 feet) exposes a shaft that descends 135 feet to a pool of water (which is a further 50 feet deep). Red light emanates from the base of the shaft, beneath the water, illuming a metal access ladder that extends down the wall to a 5 × 10-foot platform and door at the water's surface. This shaft connects to Reactor Core Beta (**#B-20**) in the LIGHTNING REACTOR COMPLEX.

B-3. SILO GAMMA: This disc has no seam and resists all forms of prying, but does feel warm to the touch. Engraved in the centre is the Hellenic letter Γ (gamma). The disc opens by rotating horizontally via the **red lever** in Control Room Gamma (**#B-22**) of the LIGHTNING REACTOR COMPLEX. Below the disc, a 185-foot shaft descends to Reactor Core Gamma (**#B-24**).

C. SEA CAVES

Each of these cave openings is roughly eight feet in diameter and sits about five feet above the sandy beach below. Refer to the SEA CAVES MAP on p. 38 for further exploration.

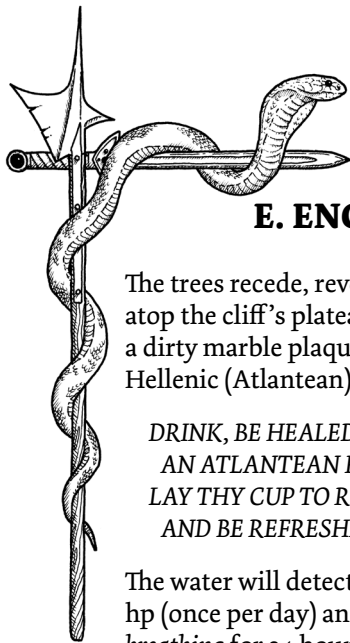
D. DEEP CAVES

Here, approximately 95 feet below mean sea level, a rift 150 feet wide and 20 feet high opens into a WATERY TEMPLE deep beneath the island's surface. A strong outflow carries coolant from the **lightning reactor**¹⁸ and disperses it into the sea. Refer to the WATERY TEMPLE MAP on p. 47 for further exploration.

¹⁸ See APPENDIX A.



Silo Beta



E. ENCHANTED LAKE

The trees recede, revealing a large, crystal-clear lake atop the cliff's plateau. On the lake's southern side, a dirty marble plaque inset near the shore reads in Hellenic (Atlantean):

DRINK, BE HEALED, AND LIVE AS
AN ATLANTEAN FOR A DAY.
LAY THY CUP TO REST FOR A NIGHT,
AND BE REFRESHED FOREVER.

The water will detect as magical. Quaffing it heals 1d8 hp (once per day) and imbues the drinker with *water breathing* for 24 hours. These effects only occur when the water is consumed directly from the lake. Too, anyone who buries a waterskin or similar container in the mud overnight will find that it refills (as a **flask of plenteous water**), though the water will have no special properties.

N.B.: For more background on the ENCHANTED LAKE and the **lightning reactor**, please see APPENDIX A.

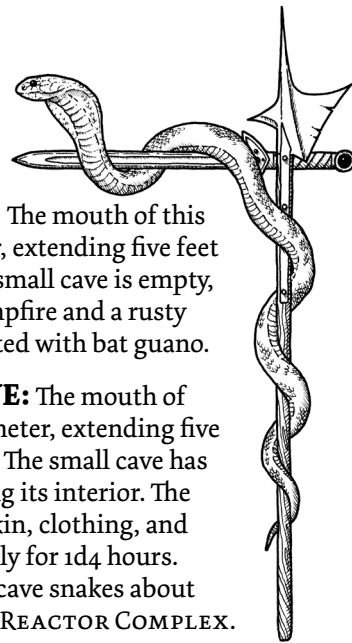
F. CLIFF CAVES

The eastern cliff face has three small cave openings about 135 feet below the summit (365 feet above mean sea level). The southern cave (#F-3) emits a faint red glow, which is visible on a 1-in-6 chance in daylight, or 5-in-6 at night. The caves otherwise may be hard to see, because of their height and the protruding ledge immediately beneath them. Living on this 40-foot-wide, 20-foot-deep ledge is an aggressive flock of **8 sickly giant eagles** resting in a large nest of bones. (Reduce their number for any killed elsewhere on the island.) The nest **conceals** an old finger bone wearing an **ichthyic ring**¹⁹, both of which belonged to **Sitiyok**, the crab-kin shaman from #C-12 in the SEA CAVES.

Eagles, Giant, Sickly (x8): AL N; SZ L; MV 10 (fly 160); DX 13; AC 6; HD 4+2 (hp 15); #A 3/1 (claw/claw/bite); D 1d4/1d4/2d4; SV 15; ML 10; XP 350.

Special: On dive attack of 60+ feet, makes two claw attacks at +2 bonus, inflicting double damage; if eagle's intent is to carry prey to nest, *avoidance* save must be made to escape. When eagle wounded, boils have 1-in-4 chance to splash toxic, bacteria-ridden fluid on attacker, causing 1d10 hp damage; must make *death* (poison) save or contract disease (as *infect disease*).

F-1. NORTHERN CLIFF CAVE: The mouth of this cave is about three feet in diameter, extending seven feet to a five-foot-diameter hollow. The small cave is empty, save an abandoned bird's nest and dried bat guano.



F-2. CENTRAL CLIFF CAVE: The mouth of this cave is about three feet in diameter, extending five feet to a six-foot-diameter hollow. The small cave is empty, save the charred remnants of a campfire and a rusty (albeit useable) iron pot, now painted with bat guano.

F-3. SOUTHERN CLIFF CAVE: The mouth of this cave is about three feet in diameter, extending five feet to a five-foot-diameter hollow. The small cave has moist, red-glowing fungus covering its interior. The fungus rubs off easily and stains skin, clothing, and armour, which then will glow faintly for 1d4 hours. A 2 x 5-foot crack at the rear of the cave snakes about 40 feet to #B-9 in the LIGHTNING REACTOR COMPLEX.

G. SHIPWRECK

A small cog called *Saturn's Skald* crashed on the jagged rocks here two weeks ago. Its ragged blue flag still bears the visible image of Saturn. The ship's main deck appears broken and unsafe, but a hole in the port hull permits access to its holds.

Inside, broken timbers, barrels, and rigging float in knee-deep water, and the temperature eerily drops 20°F. Only one door remains intact; it has swollen shut and feels unnaturally cold. Behind this door lurks the **ghost** of the first mate, defending the ship even in death.

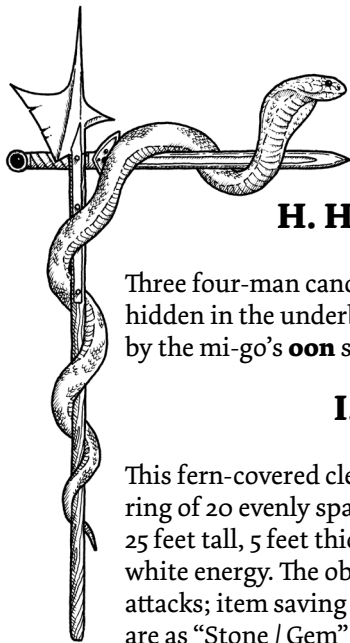
Ghost: UT 10; AL LE; SZ M; MV 30 (fly 50); DX 8; AC 0; HD 10 (hp 60); #A 1/1 (touch); D —; SV 12; ML 10; XP 1,900.

Special: Sight causes victims to flee for 2d6 rounds, unless *sorcery* saves made. Immune to poison, paralysis, fear, and cold. Harmed only by silver or magical weapons. Touch causes victim to age 13 years unless *death* save made.

This room also contains three bloated, floating corpses and a half-submerged desk. The rotting bodies resemble a Hyperborean female (in robes), a Viking male (in chain mail), and a Pictish male (in leather armour), all of which are badly scorched. All three have had their skulls sliced open and their brains neatly removed.

The desk has two drawers. The sinistral drawer contains a journal writ in Old Norse runes. It reveals plans to drop "Shagorizan and Crotos" at Crystal Point and pick them up one week later. The author also notes that he does not trust Crotos and has seen him talking to something in the water late at night. A false bottom in the dextral drawer hides a small sack holding **12 rubies** (500-gp value each), a **cleric scroll** (*remove curse*), and a soft leather pouch with **6 pills of healing** (as the potion).

¹⁹ See APPENDIX C.



H. HIDDEN BOATS

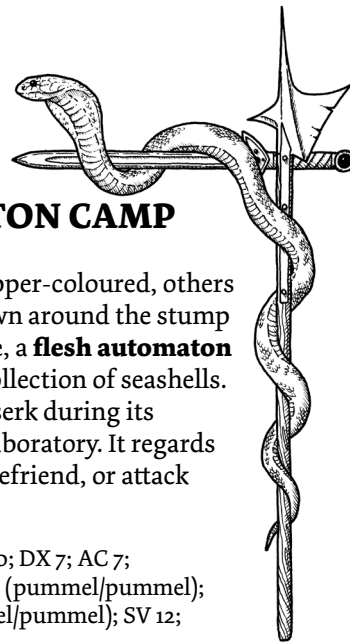
Three four-man canoes and two six-man sailboats lie hidden in the underbrush near the shore, placed here by the mi-go's **oon** servants.

I. OBELISKS

This fern-covered clearing features a 100-foot-diameter ring of 20 evenly spaced black crystal obelisks, each 25 feet tall, 5 feet thick, and crackling with spidery white energy. The obelisks resist all non-magical attacks; item saving throws versus magical attack forms are as "Stone / Gem" with a +2 bonus. They exude an aura of Evil so powerful that intelligent creatures of no more than 1 HD will refuse to approach within 20 feet.

Alien hieroglyphs are imprinted on the inner faces of the obelisks, translating as, "SLEEP, CRUSTACEOUS ONE, AND DO NOT LET THE STORMS DISTURB YOU." The **mi-go** created this ward to protect themselves from Chalak's psychic emanations and keep him from stirring during their experiments. They watch the structure carefully from their Display Terminal (#A-9) in the BLACK CRYSTAL LAIR; if necessary, they will dispatch **6 copper oon warriors**²⁰ to protect it.

²⁰ See APPENDIX B.



J. FLESH AUTOMATON CAMP

Bent and broken corpses (some copper-coloured, others decayed and waterlogged) lay strewn around the stump of a broken tree. On a 3-in-6 chance, a **flesh automaton** sits upon the stump, admiring a collection of seashells. This red-fleshed creature went berserk during its creation and escaped the mi-go's laboratory. It regards strangers warily and may ignore, befriend, or attack them, subject to a reaction roll.

Automaton, Flesh: AL N; SZ M; MV 20; DX 7; AC 7; HD 9+2 (hp 70); #A 1/1 (whip [+2]) or 2/1 (pummel/pummel); D 1d2+2+3d6 (whip) or 2d8/2d8 (pummel/pummel); SV 12; ML 11; XP 1,600.

Special: +1 or better weapon to hit. Immune to *charm*, *hold*, *sleep*, and other mind-affecting sorcery. Electrical attacks heal it. 1-in-10 chance per round that creature loses control, attempting to kill all in sight; it attacks berserkly at +2 to attack and damage rolls and then flees after 2d6 rounds.

Gear: +2 **shocking whip**.

PART III: CAVES and TUNNELS

BLACK CRYSTAL LAIR

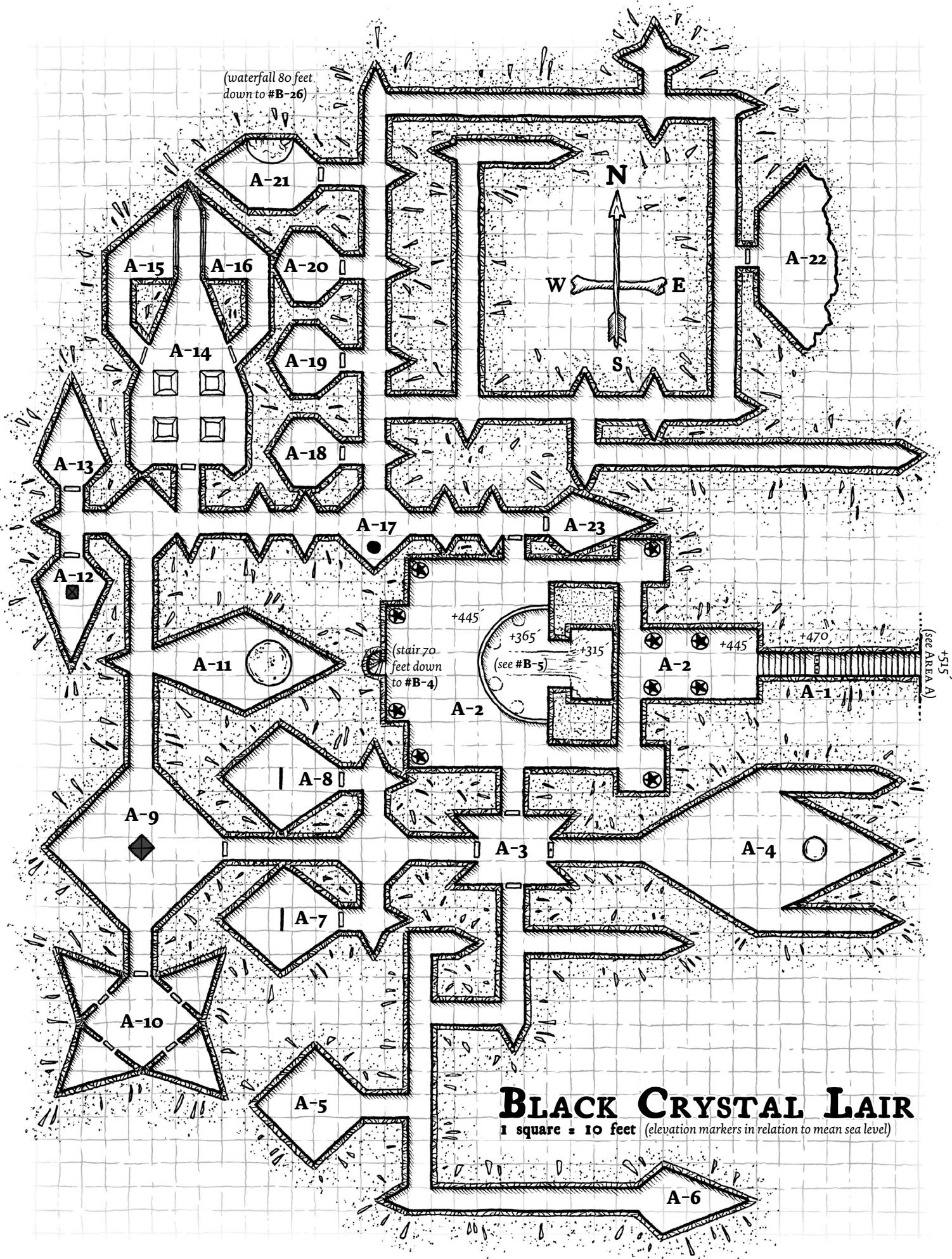
Refer to the BLACK CRYSTAL LAIR MAP on p. 20. Corridors generally are 10 feet wide and high; most rooms are of 25-foot height, unless otherwise noted. Spiky black crystal covers every surface, bathing the level in a dim purplish luminance. A bone-chilling, Yuggothian gas fills the air, enabling the **mi-go** to fly easily, as if soaring on the gelid winds of the Black Gulf. This gas may cause initial dizziness to men, who must make *death* (poison) saves or suffer -1 penalties to armour class and attack rolls for 1 turn.

DOORS: Unless otherwise noted, all doors on this level comprise opaque black crystal plates that materialize and dematerialize. To the left and right of each door, the mi-go have placed a six-inch-deep, finger-sized hole, each with a button at the end (left to open, right to close). The mi-go use their skinny, clawed pincers to press the buttons. The doors are impervious to non-magical attacks and save versus magical attacks as "Stone / Gem" with a +2 bonus.

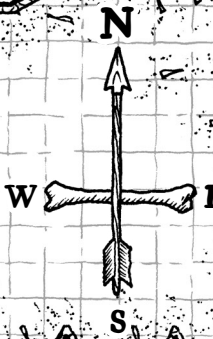
RANDOM ENCOUNTERS: Encounters occur on a 1-in-6 chance; check every 1 or 2 turns, depending on the party's noise and activity.

Table 6: Black Crystal Lair Encounters

d6 Roll	Encounter
1	Mi-Go (2)
2	Oon, Copper, Assistant (1d4+1)
3	Event (Eyes)
4	Event (Scream)
5	Hazard (Gas)
6	Item (Laser Pistol)



(waterfall 80 feet down to #B-26)



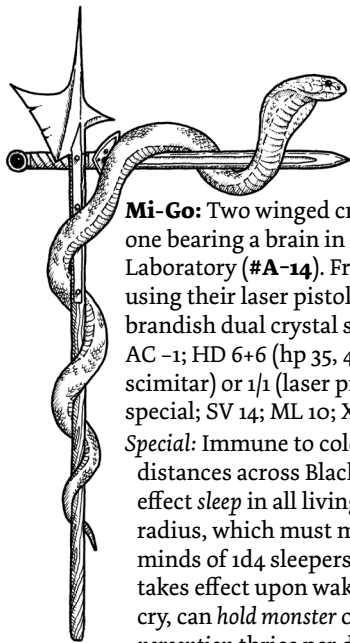
(stair 70 feet down to #B-4)

+365
+315
(see #B-5)

(see AREA A)
+515

BLACK CRYSTAL LAIR

1 square = 10 feet (elevation markers in relation to mean sea level)



Mi-Go: Two winged crustaceans flutter around a corner, one bearing a brain in a small glass tank, as they head to the Laboratory (#A-14). From a distance, the mi-go will attack using their laser pistols, but if drawn into melee, they may brandish dual crystal scimitars. AL LE; SZ M; MV 40; DX 11; AC -1; HD 6+6 (hp 35, 40); #A 4/1 (claw x4) or 2/1 (scimitar/scimitar) or 1/1 (laser pistol); D 1d4+4 (x4) or 1d4+8/1d4+8 or special; SV 14; ML 10; XP 1,290.

Special: Immune to cold and airless vacuum. Can fly vast distances across Black Gulf. Through buzzing whispers, can effect *sleep* in all living creatures of 6 or fewer HD in 30-foot radius, which must make *sorcery* saves or slumber 4d6 turns; minds of 1d4 sleepers can be implanted with *suggestion* that takes effect upon waking. Once per day, through buzzing cry, can *hold monster* on single creature. Can cast *extrasensory perception* thrice per day. If laser pistol hits, target must make *death* save or be disintegrated; if save successful, damage is 3d6 hp. If killed, creature's fungous innards break down to corrosive acid that dissolves mi-go within 1d12+12 hours.

Gear: crystal scimitars x2 (1d8+1 hp damage in human hands), laser pistol (range 120; 28-charge clip).

Oon, Copper²¹, Assistant (2ND-LEVEL SCOUT): A group of copper-coloured men bearing mining gear round a corner. AL N; SZ M; MV 40; DX 9; AC 4; DR 1; HD 2 (hp 8); FA 1; #A 1/1 (horseman's pick); D 1d6; SV 16 [device +2, avoidance +2]; ML 12; XP 46.

Special: *Infrared vision* to 120-foot range. -2 attack penalty when exposed to bright light. Electrical attacks cause ½ damage, or ¼ damage if save made. *Alertness* (-1 to be surprised). *Backstab* (x2 damage). *Controlled fall* (no damage from 20-foot fall if within 5 feet of wall). *Detect secret doors* 3-in-6. *Determine depth and grade* 2-in-6. *Track* (7-in-12 wilderness, 9-in-12 non-wilderness). *Climb* 8-in-12. *Discern noise* 4-in-12. *Hide* 5-in-12. *Manipulate traps* 3-in-12. *Move silently* 5-in-12. *Open locks* 3-in-12.

Gear: horseman's pick, tool belt (pincers, tongs, wrench), 4d6 cp.

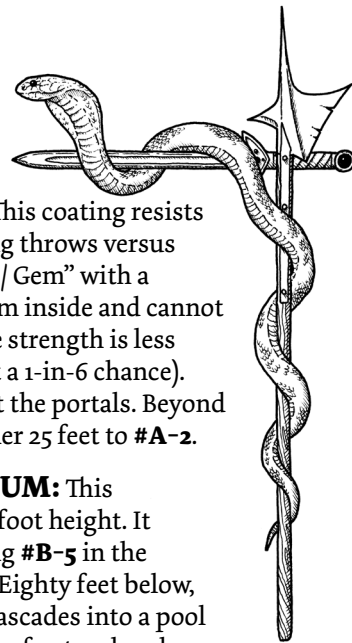
Event (Eyes): A pair of green eyes flash in the darkness down the hall and then disappear.

Event (Scream): A blood-curdling scream suddenly pierces the silence.

Hazard (Gas): A crystal breaks below someone's foot, releasing a cloud of glowing purple gas that stains the legs of any who fail *avoidance* saving throws. This coloration fades in 1d6+1 days, or can be removed in an hour with soap and water.

Item (Laser Pistol): One PC spots a mi-go laser pistol wedged betwixt two crystals in the floor. Upon a successful attack, the target must make a *death* saving throw or disintegrate; if the save succeeds, the target suffers 3d6 hp damage. The pistol has 7 charges. N.B.: This weapon was not designed for human hands, and the referee would be justified in imposing an *unskilled weapon attack penalty*²²; even fighters initially might suffer a -1 attack penalty.

A-1. DOUBLE DOORS: At the base of the stair from the RUINED TEMPLE stand a pair of iron double doors, each 5 feet wide and 10 feet high, covered with



a foot-thick black crystal coating. This coating resists all non-magical attacks; item saving throws versus magical attack forms are as "Stone / Gem" with a +2 bonus. The doors are **barred** from inside and cannot be broken down by any man whose strength is less than 17 (at a 1-in-12 chance) or 18 (at a 1-in-6 chance). Alternatively, a *knock* spell will part the portals. Beyond the doors, the stair descends another 25 feet to #A-2.

A-2. UPPER GROTTO ATRIUM: This voluminous chamber arches to 45-foot height. It features a large balcony overlooking #B-5 in the LIGHTNING REACTOR COMPLEX. Eighty feet below, a waterfall can be heard, where it cascades into a pool another 50 feet down. A spiral stair of natural rock on the western wall descends 70 feet to #B-4; another stair on the eastern wall ascends through **barred** iron doors to the RUINED TEMPLE above. Along the walls stand 10 statues of Hyperboreans with destroyed heads.

Guarding here are 2 **mi-go** and 2 **lightning oon**: one of each by the northern door, and the other pair by the southern door. Should anyone make noise breaking through the iron doors from the surface, the lightning oon will prepare to ambush them at the bottom of the eastern stair. Meanwhile, the mi-go will observe from the sides; if the battle goes poorly, then they will retreat to alert the others.

Mi-Go (x2): AL LE; SZ M; MV 40; DX 11; AC -1; HD 6+6 (hp 29, 40); #A 4/1 (claw x4) or 1/1 (laser pistol); D 1d4+4 (x4) or special; SV 14; ML 10; XP 1,290.

Special: Immune to cold and airless vacuum. Can fly vast distances across Black Gulf. Through buzzing whispers, can effect *sleep* in all living creatures of 6 or fewer HD in 30-foot radius, which must make *sorcery* saves or slumber 4d6 turns; minds of 1d4 sleepers can be implanted with *suggestion* that takes effect upon waking. Once per day, through buzzing cry, can *hold monster* on single creature. Can cast *extrasensory perception* thrice per day. If laser pistol hits, target must make *death* save or be disintegrated; if save successful, damage is 3d6 hp. If killed, creature's fungous innards break down to corrosive acid that dissolves mi-go within 1d12+12 hours.

Gear: laser pistol (range 120; 28-charge clip).

Oon, Lightning²³ (x2): AL N; SZ M; MV 20; DX 9; AC 5; DR 1; HD 5 (hp 30); #A 1/1 (lightning shot); D 3d6; SV 14; ML 12; XP 225.

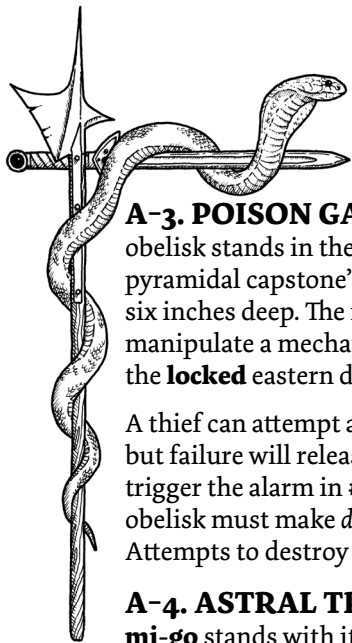
Special: *Infrared vision* to 120-foot range. -2 attack penalty when exposed to bright light. Electrical attacks cause ½ damage, or ¼ damage if save made. Upon successful hit, target must make *transformation* save or be *stunned* for 3 rounds; if victim stunned, then electricity will damage him for 2d6 hp on round 2 and 1d6 hp on round 3. Each usage incurs 1-in-6 chance of explosive malfunction, causing 6d6 hp damage to all within 20 feet (*avoidance* saves for ½).

Gear: lightning rifle (1d6+4 charges if separated), 9 cp.

21 See APPENDIX B.

22 See AS^{SH} VOL. I, p. 112; TABLE 43.

23 See APPENDIX B.



A-3. POISON GAS TRAP: A three-foot-tall onyx obelisk stands in the centre of the room. Each of its pyramidal capstone's four faces has a narrow hole six inches deep. The mi-go use their long pincers to manipulate a mechanism in the obelisk, unfastening the **locked** eastern door (to **#A-4**).

A thief can attempt an *open locks* roll on the obelisk, but failure will release **poison gas** from the holes and trigger the alarm in **#A-9**. All within 10 feet of the obelisk must make *death* (poison) saving throws or die. Attempts to destroy the obelisk yield a similar effect.

A-4. ASTRAL TRIP TO YUGGOTH: A single **mi-go** stands with its pincers touching a nine-foot-diameter, transparent crystalline hemisphere embedded in the floor. Trespassers have a +1 bonus to their chance-in-six of surprizing the completely engrossed mi-go. If attacked and not slain immediately, it will be *stunned* for 1 round before defending itself.

Mi-Go: AL LE; SZ M; MV 40; DX 11; AC -1; HD 6+6 (hp 35); #A 4/1 (claw $\times 4$) or 2/1 (scimitar/scimitar) or 1/1 (laser pistol); D 1d4+4 ($\times 4$) or 1d4+8/1d4+8 or special; SV 14; ML 10; XP 1,290.

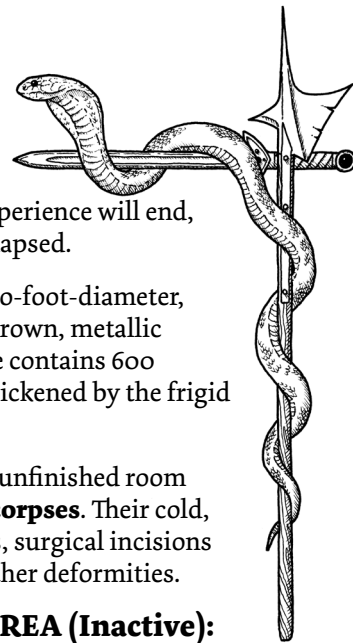
Special: Immune to cold and airless vacuum. Can fly vast distances across Black Gulf. Through buzzing whispers, can effect *sleep* in all living creatures of 6 or fewer HD in 30-foot radius, which must make *sorcery* saves or slumber 4d6 turns; minds of 1d4 sleepers can be implanted with *suggestion* that takes effect upon waking. Once per day, through buzzing cry, can *hold monster* on single creature. Can cast *extrasensory perception* thrice per day. If laser pistol hits, target must make *death* save or be disintegrated; if save successful, damage is 3d6 hp. If killed, creature's fungous innards break down to corrosive acid that dissolves mi-go within 1d12+12 hours.

Gear: crystal scimitars $\times 2$ (1d8+1 hp damage in human hands), laser pistol (range 120; 28-charge clip).

The crystalline hemisphere will detect as magical, though not as Evil. Stars, planets, and other celestial bodies swirl inside it. A spot in the hemisphere's centre is devoid of any light; men of learning may cognize this strange dark orb as Yuggoth, inhabited by the mi-go.

Anyone placing both hands on the hemisphere will undergo an out-of-body experience, soaring from Hyperborea across the Black Gulf at unfathomable speed. Arriving at Yuggoth, he will glimpse numerous mi-go floating in the darkness above a black river of pitch. The traveller then must make a *device* saving throw (modified by *willpower adjustment*) or suffer a damaged mind, losing 1 point each of intelligence and wisdom, also developing a random form of madness²⁴. If the roll succeeds, then the cosmic journey and otherworldly visions will impart a deeper understanding of time, space, and reality, raising the traveller's intelligence and wisdom scores by +1.

²⁴ See AS&SH VOL. III, p. 264: SPECIAL DAMAGE, *madness*.



Succeed or fail, the out-of-body experience will end, only 10 seconds (1 round) having elapsed.

A-5. SLUDGE PUDDLE: A two-foot-diameter, one-foot-deep puddle of reddish-brown, metallic sludge has pooled here. The puddle contains 600 pounds of pure **liquid copper**²⁵, thickened by the frigid temperature.

A-6. PILE OF CORPSES: This unfinished room contains a pile of **11 copper oon**²⁶ **corpses**. Their cold, rigid bodies all have missing limbs, surgical incisions (some sewn closed), and various other deformities.

A-7. PORTAL TO UNDERBOREA (Inactive): A 10-foot-wide, 2-foot-high black crystalline console sits in this room's centre. On the floor before the console, the mi-go have chiselled hieroglyphs that read "INSTALLATION 426, HYPERBOREA" in their inscrutable language. A narrow channel runs lengthwise through the console's centre, badly scorched in one spot. This device functioned as a portal to the mi-go's lair in Underborea, but an attempt to transport a load of **charged crystals**²⁷ caused an explosion, destroying both portal and crystals.

A-8. PORTAL FROM UNDERBOREA (Active): A disc of crackling yellow energy projects vertically from a 10-foot-wide, 2-foot-high black crystalline console in this room's centre. The shimmering energy disc illumines the room but rejects all objects and forms of attack. The console is impervious to mundane attacks and saves versus magical attacks as "Stone / Gem" with a +2 bonus. In the wall above the door, the mi-go have chiselled hieroglyphs that read, "INSTALLATION 31812, HYPERBOREA" in their inscrutable language. If anyone has triggered the alarm at **#A-9**, then **2 mi-go** will arrive through this portal every 1d6 turns until the alarm is deactivated.

Mi-Go ($\times 2$): AL LE; SZ M; MV 40; DX 11; AC -1; HD 6+6 (hp 34); #A 4/1 (claw $\times 4$) or 1/1 (laser pistol); D 1d4+4 ($\times 4$) or special; SV 14; ML 10; XP 1,290.

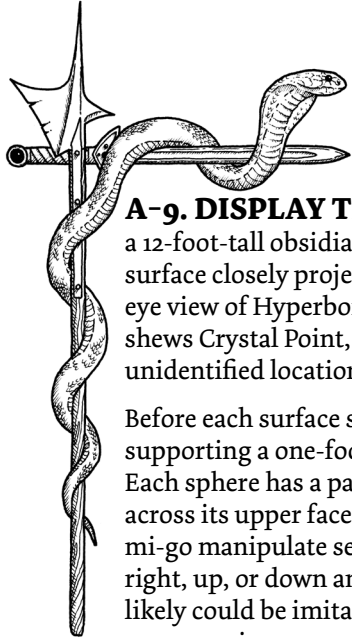
Special: Immune to cold and airless vacuum. Can fly vast distances across Black Gulf. Through buzzing whispers, can effect *sleep* in all living creatures of 6 or fewer HD in 30-foot radius, which must make *sorcery* saves or slumber 4d6 turns; minds of 1d4 sleepers can be implanted with *suggestion* that takes effect upon waking. Once per day, through buzzing cry, can *hold monster* on single creature. Can cast *extrasensory perception* thrice per day. If laser pistol hits, target must make *death* save or be disintegrated; if save successful, damage is 3d6 hp. If killed, creature's fungous innards break down to corrosive acid that dissolves mi-go within 1d12+12 hours.

Gear: laser pistol (range 120; 28-charge clip).

²⁵ See APPENDIX A.

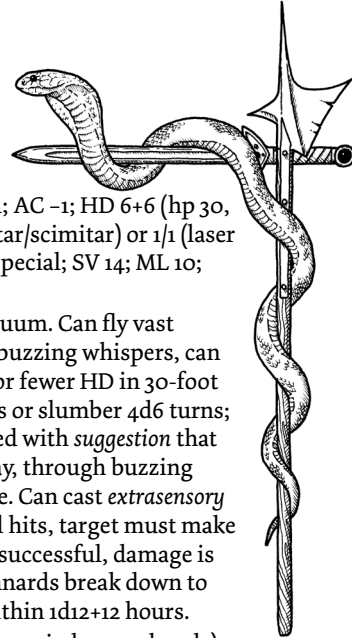
²⁶ See APPENDIX B.

²⁷ See APPENDIX A.



A-9. DISPLAY TERMINAL: Conniving before a 12-foot-tall obsidian pyramid are **4 mi-go**. Each surface closely projects a hologram of a different bird's-eye view of Hyperborea. The current configuration shews Crystal Point, Kren-Fak, Khromarium, and an unidentified location in a snowy mountain range.

Before each surface stands a slim metal pedestal supporting a one-foot-diameter sphere of black glass. Each sphere has a pair of six-inch, finger-sized holes across its upper face. Using their long pincers, the mi-go manipulate sensors in these holes to pan left, right, up, or down and zoom in or out. These actions likely could be imitated by a thief using his tools, or by anyone using a severed mi-go pincer. The southeastern pedestal also has three holes on its underside: One activates / deactivates the alarm, one powers the pyramid display on / off, and one materializes / dematerializes the double doors at **#A-1**.



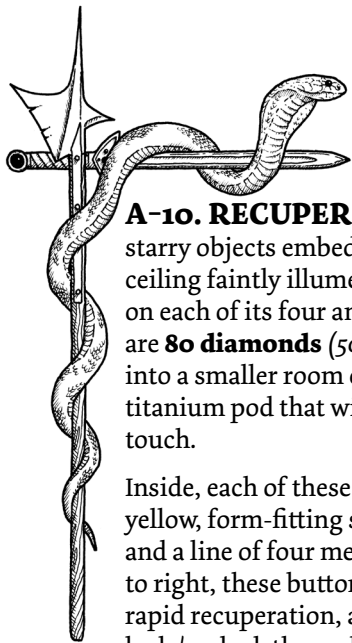
Mi-Go (x4): AL LE; SZ M; MV 40; DX 11; AC -1; HD 6+6 (hp 30, 35, 39, 45); #A 4/1 (claw x4) or 2/1 (scimitar/scimitar) or 1/1 (laser pistol); D 1d4+4 (x4) or 1d4+8/1d4+8 or special; SV 14; ML 10; XP 1,290.

Special: Immune to cold and airless vacuum. Can fly vast distances across Black Gulf. Through buzzing whispers, can effect *sleep* in all living creatures of 6 or fewer HD in 30-foot radius, which must make *spell* saves or slumber 4d6 turns; minds of 1d4 sleepers can be implanted with *suggestion* that takes effect upon waking. Once per day, through buzzing cry, can *hold monster* on single creature. Can cast *extrasensory perception* thrice per day. If laser pistol hits, target must make *death* save or be disintegrated; if save successful, damage is 3d6 hp. If killed, creature's fungous innards break down to corrosive acid that dissolves mi-go within 1d12+12 hours.

Gear: crystal scimitars x2 (1d8+1 hp damage in human hands), laser pistol (range 120; 28-charge clip). The 45-hp mi-go also bears an **Atlantean lightning rod** (41 charges).



Display Terminal



A-10. RECUPERATION PODS: Scores of small, starry objects embedded into the black, pyramidal ceiling faintly illumine an empty room with a single door on each of its four angled walls. The sparkling objects are **80 diamonds** (500-gp value each). Each door opens into a smaller room containing a seamless, egg-shaped titanium pod that will open and close slowly upon a touch.

Inside, each of these **recuperation pods** has pale yellow, form-fitting spongy material on the bottom and a line of four metal buttons on the top. From left to right, these buttons open / close the pod, activate a rapid recuperation, activate a full recuperation, and lock / unlock the pod. Rapid recuperation takes one hour, relieving all weariness and hunger and healing 1 HD of wounds (roll using the character's HD type); sorcerers recover the same spells memorized the previous day. Full recuperation takes 12 hours and can restore all lost hit points, remove disease, repair limbs, and even raise the dead contingent on a *trauma survival* check²⁸.

Northwestern Pod: This pod is open and empty.

Northeastern Pod: This pod is closed, **locked**, and occupied. Inside, a severely injured, unconscious **mi-go** undergoes a full recuperation (2d6-1 hours remaining). If the pod is touched, glowing colours will dance along its surface, and it will emit a whispering buzz.

Southwestern Pod: This pod is closed and empty.

Southeastern Pod: This pod is closed and empty.

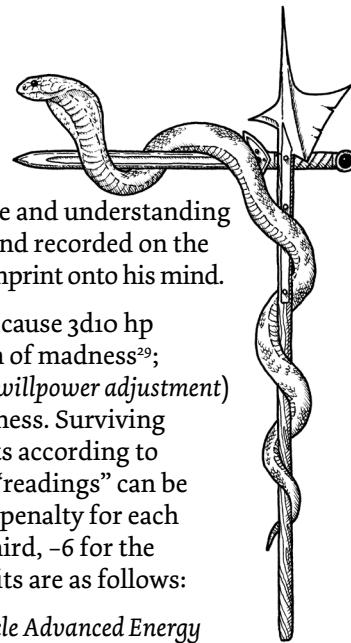
Mi-Go: AL LE; SZ M; MV 40; DX 11; AC -1; HD 6+6 (hp 7 [31]); #A 4/1 (claw ×4); D 1d4+4 (×4); SV 14; ML 10; XP 990.

Special: Immune to cold and airless vacuum. Can fly vast distances across Black Gulf. Through buzzing whispers, can effect *sleep* in all living creatures of 6 or fewer HD in 30-foot radius, which must make *sorcery* saves or slumber 4d6 turns; minds of 1d4 sleepers can be implanted with *suggestion* that takes effect upon waking. Once per day, through buzzing cry, can *hold monster* on single creature. Can cast *extrasensory perception* thrice per day. If killed, creature's fungous innards break down to corrosive acid that dissolves mi-go within 1d12+12 hours.

A-11. BUBBLING POOL: A 20-foot-diameter basin at the back of this room effervesces slowly with a bright green spume that illumines the area. Above each of the four square, black crystal pedestals at the centre of each wall floats a light blue, crystalline sheet, each bearing a mi-go hieroglyph. A small slot in the front of the basin appears sized to accept a crystalline sheet.

Sliding a crystalline sheet into the slot will cause the pool to glow more brightly. Anyone who then enters the pool, submerging himself, will feel intense agony

²⁸ See AS²SH VOL. I, p. 8: ATTRIBUTES, *constitution*.



in his head. Millennia of knowledge and understanding gathered from across the cosmos and recorded on the crystalline sheet immediately will imprint onto his mind.

This intellectual system shock will cause 3d10 hp damage and induce a random form of madness²⁹; a *transformation save* (modified by *willpower adjustment*) halves the damage and averts madness. Surviving characters will enjoy enhancements according to which sheet was used. Additional “readings” can be attempted, at a cumulative -2 save penalty for each (i.e., -2 for the second, -4 for the third, -6 for the fourth). The sheets and their benefits are as follows:

Northwestern Pedestal: *Third Circle Advanced Energy Mastery* (+1 dexterity, 18 maximum; by concentrating, can resist electrical, laser, or radium damage)

Northeastern Pedestal: *Outer Circle Collected Knowledge Vol. I* (+1 intelligence, 18 maximum; can comprehend telepathic mi-go language and hieroglyphs)

Southwestern Pedestal: *Inner Circle Advanced Biochemical Mastery* (+1 constitution, 18 maximum; always recover maximum HD rolls from natural healing)

Southeastern Pedestal: *Secrets of the Physical Form* (+1 strength, 18 maximum; natural AC improves by +1)

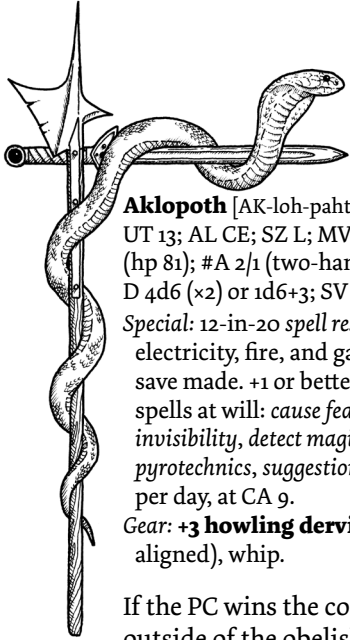
A-12. OBELISK OF AKLOPOTH: A 5-foot-wide, 20-foot-tall obelisk of smooth, glossy, blood-red material stretches up from the centre of this room, almost to the ceiling. Occasionally the surface seems to swirl, like shifting sand. The obelisk will detect as highly Evil and magical. It resists all non-magical attacks; item saving throws versus magical attack forms are as “Stone / Gem” with a +2 bonus. Inside it, the mi-go have imprisoned the dæmon prince **Aklopoth**.

The dæmon can leverage the power of strongly Evil objects like the **black claw of Chalak**³⁰ to weaken its prison so that it may feed on living beings just outside its walls. If a PC possesses the **black claw of Chalak** (or a like Evil artefact), then that person alone will see a repeating silver inscription wrapping around the base of the obelisk. It reads, “THE DÆMON PRINCE WELCOMES YOU, IDOLATER,” in the reader's native tongue.

If the PC then presents the artefact before the obelisk, then he must make a *sorcery* save or be *teleported* to the extra-dimensional space inside the obelisk. He will appear before Aklopoth, who immediately will attack. After 3 rounds, the dæmon will loose its **+3 howling dervish two-handed scimitar**, immolate, and then attack with its whip. The weapon will continue to fight for 3 more rounds, causing 3d4+3 hp damage on a successful hit.

²⁹ See AS²SH VOL. III, p. 264: SPECIAL DAMAGE, *madness*.

³⁰ See APPENDIX C.



Aklopoth [AK-loh-pahth], **Class VI Greater Dæmon:** UT 13; AL CE; SZ L; MV 20 (fly 60); DX 17; AC -4; HD 13 (hp 81); #A 2/1 (two-handed scimitar [+3]) or 1/1 (whip); D 4d6 (x2) or 1d6+3; SV 10; ML 11; XP 5,000.

Special: 12-in-20 spell resistance vs. CA 12 casters. Cold, electricity, fire, and gas inflict 1/2 damage, or 1/4 damage if save made. +1 or better weapon to hit. Can cast following spells at will: *cause fear*, *darkness*, *decipher language*, *detect invisibility*, *detect magic*, *infrared vision*, *polymorph self*, *pyrotechnics*, *suggestion*, *telekinesis*. Can *dispel magic* thrice per day, at CA 9.

Gear: +3 **howling dervish two-handed scimitar** (Evil aligned), whip.

If the PC wins the combat, then he will reappear outside of the obelisk. If Aklopoth wins the combat, then it will absorb the victim's soul; he is forever dead. Others in the room might briefly notice their companion's face inside the obelisk, twisting in anguish as it fades away.

If the **black claw** bearer is victorious, or if he saves successfully to avoid combat, then his eyes permanently will turn white. He will gain the ability to *summon* Aklopoth once per month to do his bidding for 1 turn. The summoning merely requires 1 round of concentration. Unbeknownst to the summoner, each instance risks a 2-in-6 chance that Aklopoth breaks free from the binding and attempts to slay him, freeing it from the prison permanently. If Aklopoth is slain outside of its prison, then its wicked spirit will be banished to the Hadean realm whence it came.

A-13. TORNADO OF SOULS: Strong winds fill this chamber, caused by a **tornado of souls** spinning fiercely inside an eight-foot-diameter circle of **100 emeralds** (300-gp value each) embedded in the smooth black floor. Within the tempest, repulsive human faces appear and disappear, prior victims of the beast. Whilst the emerald ward remains intact, the hateful creature inside cannot harm any being on the outside; likewise, those on the outside cannot harm it. Removing even one of the emeralds, however, breaks the ward and frees the tornado, which then will attack everything in its path.

Tornado of Souls³¹: AL CE; SZ L; MV 20 (fly 60); DX 11; AC 0; HD 12 (hp 60); #A 1/1; D —; SV 11; ML 12; XP 3,100.

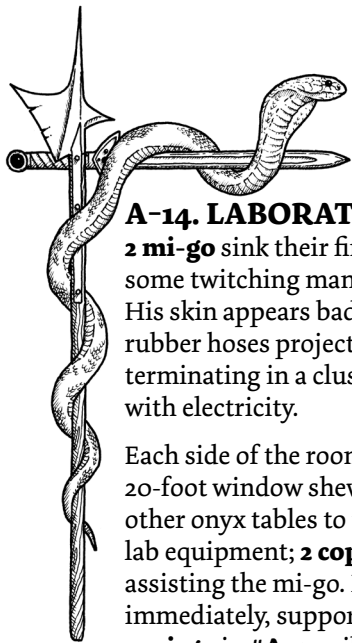
Special: Immune to poison, paralysis, and mental sorcery. +1 or better weapon to hit. Anyone attempting to approach within 20 feet must make *test of strength* each round or be flung back 1d4x10 feet, causing 1d6 hp damage per 10 feet. On successful hit, winds absorb victim, where he may fight at attack penalty equal to WC; must make *death save* each round or lose 1 level. Tornado gains hp victim loses, up to its maximum. Survivors regain lost levels if tornado destroyed.

31 See APPENDIX B.



Obelisk of Aklopoth





A-14. LABORATORY: Screams fill the air as **2 mi-go** sink their fingers into the exposed brain of some twitching man secured to a large onyx table. His skin appears badly burnt in spots. Four thick rubber hoses project from the ceiling over him, each terminating in a cluster of metal needles that crackle with electricity.

Each side of the room's narrow northern hall bears a 20-foot window shewing **#A-15** or **#A-16**. Three other onyx tables to the south are cluttered with lab equipment; **2 copper oon** attend one of them, assisting the mi-go. If interrupted, the mi-go will attack immediately, supported by the oon. After 3 rounds, the **2 mi-go** in **#A-15** will join the combat, unless the room is magically silenced.

Mi-Go (x2): AL LE; SZ M; MV 40; DX 11; AC -1; HD 6+6 (hp 35, 40); #A 4/1 (claw x4) or 1/1 (laser pistol) or 1/1 (**laser sword** [+2]); D 1d4+4 (x4) or special or 2d10; SV 14; ML 10; XP 1,290, 990.

Special: Immune to cold and airless vacuum. Can fly vast distances across Black Gulf. Through buzzing whispers, can effect *sleep* in all living creatures of 6 or fewer HD in 30-foot radius, which must make *sorcery* saves or slumber 4d6 turns; minds of 1d4 sleepers can be implanted with *suggestion* that takes effect upon waking. Once per day, through buzzing cry, can *hold monster* on single creature. Can cast *extrasensory perception* thrice per day. If laser pistol hits, target must make *death save* or be disintegrated; if save successful, damage is 3d6 hp. If killed, creature's fungous innards break down to corrosive acid that dissolves mi-go within 1d12+12 hours.

Gear: One is armed with a laser pistol (range 120; 28-charge clip), the other a **+2 laser sword** (20 charges).

Oon, Copper³², Assistants (x2) (2ND-LEVEL SCOUTS): AL N; SZ M; MV 40; DX 9; AC 4; DR 1; HD 2 (hp 10); FA 1; #A 1/1 (horseman's hammer); D 1d6; SV 16 [*device* +2, *avoidance* +2]; ML 12; XP 46.

Special: *Infrared vision* to 120-foot range. -2 attack penalty when exposed to bright light. Electrical attacks cause 1/2 damage, or 1/4 damage if save made. *Alertness* (-1 to be surprized). *Backstab* (x2 damage). *Controlled fall* (no damage from 20-foot fall if within 5 feet of wall). *Detect secret doors* 3-in-6. *Determine depth and grade* 2-in-6. *Track* (7-in-12 wilderness, 9-in-12 non-wilderness). *Climb* 8-in-12. *Discern noise* 4-in-12. *Hide* 5-in-12. *Manipulate traps* 3-in-12. *Move silently* 5-in-12. *Open locks* 3-in-12.

Gear: horseman's hammer, tool belt (pincers, tongs, wrench), **18 cp**.

Northwestern Table: A jumble of mechanical tools, metal containers, wires, and crystals of various sizes and shapes fill this table. Amongst them are:

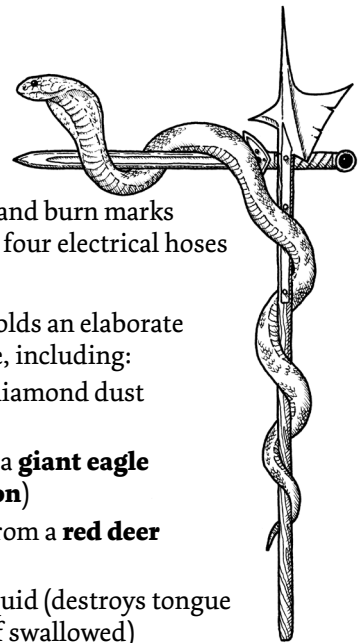
- ★ **8 charged crystals³³**
- ★ a disconnected **lightning oon³⁴** rifle (10 charges)
- ★ a **girdle of the mountain lion³⁵**

³² See APPENDIX B.

³³ See APPENDIX A.

³⁴ See APPENDIX B.

³⁵ See APPENDIX C.



Northeastern Table: Bloodstains and burn marks speckle this table. Above the table, four electrical hoses project from the ceiling.

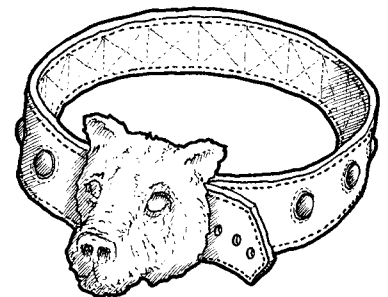
Southwestern Table: This table holds an elaborate assortment of alchemical equipage, including:

- ★ a glass phial of blue-glowing diamond dust (**potion of invincibility**)
- ★ a glass phial with the blood of a **giant eagle** (**potion of super-heroic action**)
- ★ a glass phial with a bit of fur from a **red deer** (**potion of super-speed**)
- ★ a glass phial of dark orange liquid (destroys tongue if tasted; death by implosion if swallowed)
- ★ two crystalline phials of **liquid copper³⁶**
- ★ two empty crystalline phials and five empty crystalline flasks (suitable for **liquid copper**)
- ★ three melon-sized globs of yellow, putty-like material, two of which are dark and burnt. These are the **spell books** of **Vanch A'Ney** (in **#A-16**). Using secret words known only to Vanch ("Yenah c'nav!"), the globs reform into leathery pages. Two of the books were destroyed by mi-go experimentation (lacking the command words), but the third contains the following magician spells: *fireball*, *invisibility hemisphere*, *protection from evil*, *15' r.*; *dimension door*, *sorcerer eye*; *contact otherworldly being*, *magic jar*, *teleport*; *geas*, *legend lore*.

Southeastern Table: As with the northeastern table, bloodstains and burn marks speckle the table's surface, and four electrical hoses project from the ceiling. An olive-skinned man lies secured to the table, his body badly burnt in spots. The top of his skull is absent, exposing his brain. He twitches randomly, and his eyes dart back and forth.

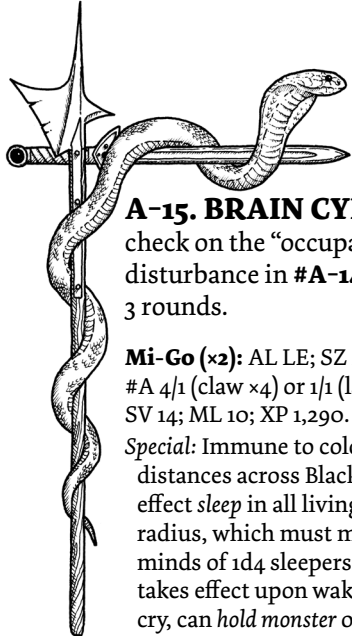
If somehow healed, the man (named Rhulsai) will say that he last remembers helping to crew a ship that was attacked by **crab-men** near Crystal Point. He can confirm that during the attack, the Pict **Crotos** [KROH-tohs] seemed to side with the crab-men, but he remembers little else since then. Despite any sorcerous healing, he will continue to twitch uncontrollably.

Rhulsai [rool-SI] (COMMON MALE): Olive-skinned sailor missing half his head. AL N; SZ M (5'8", 170 lbs.); MV 40; AC 9; HD 1 (hp 1 [4]); FA 0; #A 1/1 (weapon); D (per weapon); SV 17; ML 5; XP 5.



Girdle of the Mountain Lion

³⁶ See APPENDIX A.

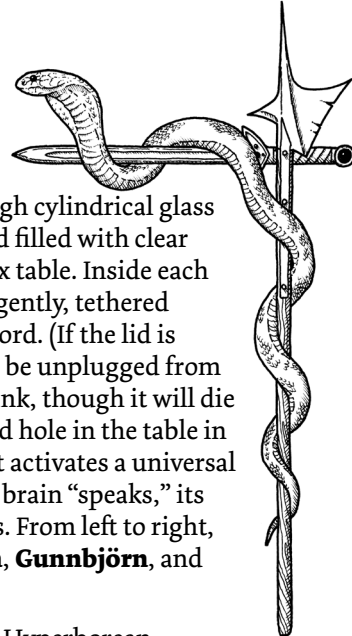


A-15. BRAIN CYLINDERS: A pair of **mi-go** check on the “occupants” of this room; if they hear a disturbance in **#A-14**, then they will respond within 3 rounds.

Mi-Go (x2): AL LE; SZ M; MV 40; DX 11; AC -1; HD 6+6 (hp 33); #A 4/1 (claw x4) or 1/1 (laser pistol); D 1d4+4 (x4) or special; SV 14; ML 10; XP 1,290.

Special: Immune to cold and airless vacuum. Can fly vast distances across Black Gulf. Through buzzing whispers, can effect *sleep* in all living creatures of 6 or fewer HD in 30-foot radius, which must make *sorcery* saves or slumber 4d6 turns; minds of 1d4 sleepers can be implanted with *suggestion* that takes effect upon waking. Once per day, through buzzing cry, can *hold monster* on single creature. Can cast *extrasensory perception* thrice per day. If laser pistol hits, target must make *death* save or be disintegrated; if save successful, damage is 3d6 hp. If killed, creature’s fungous innards break down to corrosive acid that dissolves mi-go within 1d12+12 hours.

Gear: laser pistol (range 120; 28-charge clip).



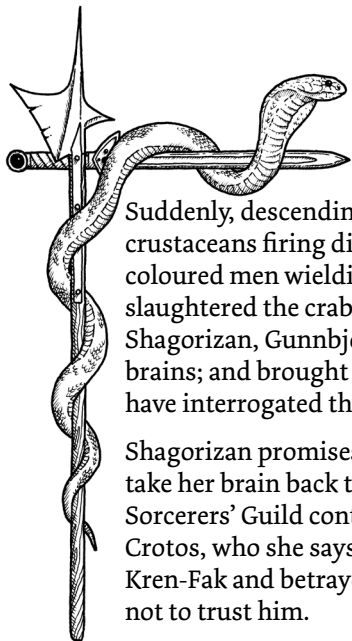
Six one-foot-diameter, two-foot-high cylindrical glass tanks fitted with dull metal lids and filled with clear blue liquid rest on a 3 × 12-foot onyx table. Inside each of the leftmost three, a brain bobs gently, tethered to the tank floor by a thin, silvery cord. (If the lid is removed, then the brain inside can be unplugged from its tether and extracted from the tank, though it will die after 1 turn.) A six-inch, finger-sized hole in the table in front of each tank has a button that activates a universal communication system. When the brain “speaks,” its voice emanates from the tank walls. From left to right, the brains are those of **Shagorizan**, **Gunnbjörn**, and **Crotos**³⁷.

Shagorizan [shuh-GOH-rih-zan]: This Hyperborean magician sailed here seeking the lost treasure of Atlantis, hearing the same rumours as the adventurers. She says an unseen force hurled her ship onto the rocky shore. Dozens of **crab-men** then rose from the shallows and attacked with orange beams of pure fire.

³⁷ See PART II: AREA G.



Brain Cylinders



Suddenly, descending from the treeline came winged crustaceans firing disintegration rays and copper-coloured men wielding lightning. This new group slaughtered the crab-men and sailors. They captured Shagorizan, Gunnbjörn, and Crotos; removed their brains; and brought them here, where they periodically have interrogated them.

Shagorizan promises **10,000 gp** to anyone who can take her brain back to Khromarium, to one of her Sorcerers' Guild contacts in the "Old City". She curses Crotos, who she says secretly met with the crab-men in Kren-Fak and betrayed her to them. She warns the PCs not to trust him.

Gunnbjörn [GUHN-byawrn]: This brain belongs to the captain of the wrecked ship, *Saturn's Skald*. One side of the brain is visibly dark and sunken. If addressed, it only repeatedly roars its name, "Gunnbjörn!"

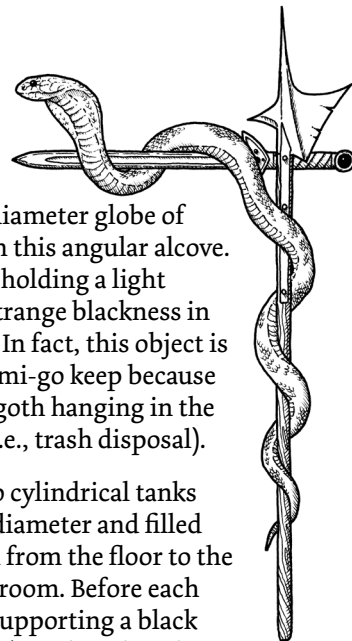
Crotos: This brain identifies itself as a warrior (actually a legerdemainist) who accompanied Shagorizan in search of treasure here at Crystal Point. He says that the magician betrayed the group to the crab-men and urges the PCs to destroy her brain whilst they still can.

A-16. GREEN PRISM: A 10-foot-wide, 15-foot-tall, transparent green prism hovers here; inside it floats an amorphous yellow blob of roughly eight-foot diameter, slowly changing shapes. The blob will project a series of symbols into the air above it, which a magician's *read magic* ability may decipher as, "HELP! FREE ME!" If questioned, the blob repeatedly will project the same symbols. Casting *dispel magic* versus CA 12 sorcery will free the creature, as will physically destroying the prism, which makes item saving throws as "Stone / Gem" with a +2 bonus.

If freed, the yellow blob will project characters in the Common tongue to identify itself as **Vanch A'Ney**, an Underborean sorcerer imprisoned by the mi-go. Vanch will explain the history of the **lightning reactor** and his involvement with the mi-go³⁸. He will offer to join the party, helping them destroy the remaining mi-go and sharing knowledge from his spell books (in **#A-14**). In his new incarnation, Vanch A'Ney has no physical attack forms, but retains a few spells that he had memorized before his capture.

Vanch A'Ney (12TH-LEVEL UNDERBOREAN MALE MAGICIAN): AL N; SZ L; MV 10 (fly 30); AC 0; HD 9+3 (hp 30); FA 5; CA 12; #A —; D —; SV 11 [*device* +2, *sorcery* +2, *willpower* +1]; ML 11; XP 3,150; ST 3, DX 8, CN 7, IN 18, WS 17, CH 13.
Special: Magician spells (*invisibility*; *invisibility hemisphere*; *sorcerer eye*; *legend lore*). *Read magic*. *Read scrolls*.

38 See PART I: INFORMATION FOR THE REFEREE, *the lightning reactor* and *Vanch A'Ney* and the mi-go.



A-17. YUGGOTH: A two-foot-diameter globe of utter blackness floats motionless in this angular alcove. Adventurers moving carefully and holding a light source likely will notice the orb's strange blackness in the alcove, as it absorbs even light. In fact, this object is a **sphere of annihilation** that the mi-go keep because of its aesthetic resemblance to Yuggoth hanging in the night sky, as well as for its utility (i.e., trash disposal).

A-18. CLONING ROOM: Two cylindrical tanks of clear crystal, each of three-foot diameter and filled with reddish-brown liquid, stretch from the floor to the 12-foot ceiling in the centre of this room. Before each tank stands a slim metal pedestal supporting a black glass sphere of one-foot diameter. The sphere has three six-inch, finger-sized holes across its upper face. These holes hold buttons that, from left to right:

- ★ Drain / fill the tank through grates in the floor and ceiling.
- ★ Open / close the tank once drained, the glass walls descending into the floor.
- ★ Awaken / suspend a gestating occupant.

Activating the buttons requires mi-go fingers, thieves' tools, or some similar object. The tanks contain a mixture of nutrient-enriched water and **liquid copper**³⁹. Although harmless to touch, ingesting this mixture causes uncontrollable vomiting for 1d6 rounds, followed by 1d6 turns of nausea (-1 attack penalty) unless a *death* (poison) save is made.

Inside of each tank, a man bobs gently, suspended in the liquid. Black tubes originate from the men's eyes, ears, noses, and mouths and terminate above, where the tanks meet the ceiling. The **copper oon** contained in these two tanks have finished forming physically, but their brains remain immature and have not been programmed. If removed from their tanks, either by using the control panel or breaking the glass (item saving throw required), they will fall to the ground, flop around violently, and scream uncontrollably.

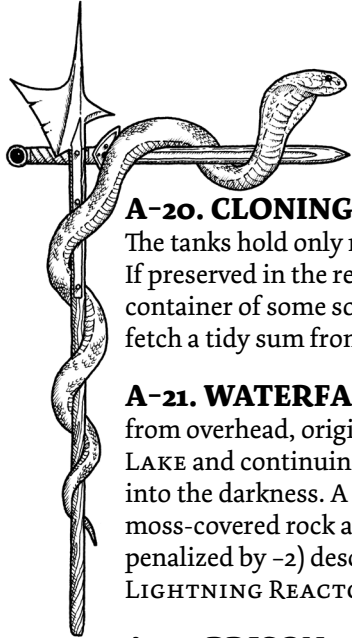
Oon, Copper⁴⁰ (×2): AL N; SZ M; MV 40; DX 9; AC 5; DR 1; HD 1 (hp 3); #A —; D —; SV 16; ML 2; XP 16.

Special: *Infrared vision* to 120-foot range. -2 attack penalty when exposed to bright light. Electrical attacks cause ½ damage, or ¼ damage if save made.

A-19. CLONING ROOM: This room is as **#A-18**. The tanks hold two half-formed men who have only the beginnings of a head and stumps for arms and legs.

39 See APPENDIX A.

40 See APPENDIX B.



A-20. CLONING ROOM: This room is as #A-18. The tanks hold only misshapen, flesh-coloured globs. If preserved in the reddish liquid (perhaps inside a container of some sort), a sample of this tissue might fetch a tidy sum from a necromancer (2,500-gp value).

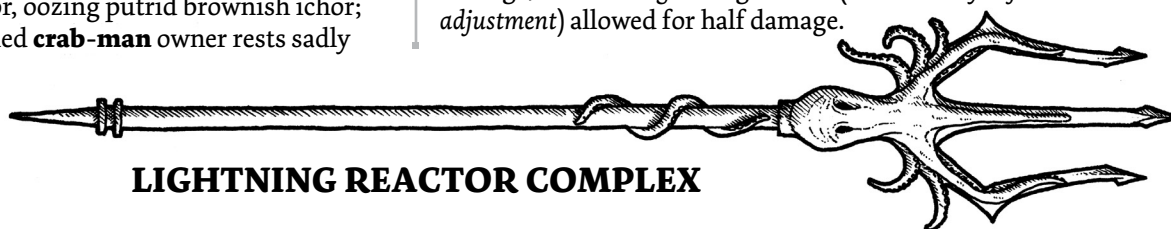
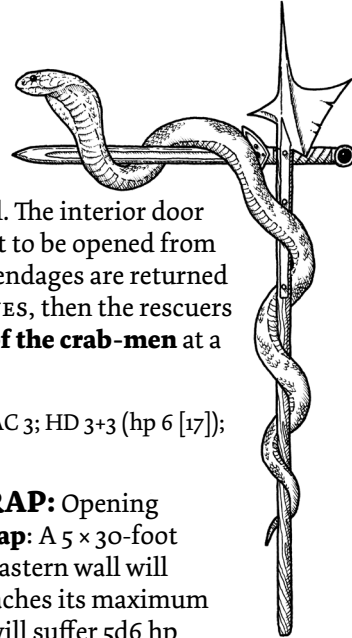
A-21. WATERFALL: Crashing water pours down from overhead, originating from the ENCHANTED LAKE and continuing downwards, disappearing into the darkness. A narrow section of slippery, moss-covered rock adjacent to the falls (*climb* checks penalized by -2) descends 80 feet to #B-26 in the LIGHTNING REACTOR COMPLEX.

A-22. PRISON: Two large, severed crab claws lie discarded on the floor, oozing putrid brownish ichor; their severely wounded **crab-man** owner rests sadly

against the unfinished eastern wall. The interior door has no buttons that would enable it to be opened from within. If the prisoner and his appendages are returned to his party at #C-7 in the SEA CAVES, then the rescuers might be “gifted” with two **claws of the crab-men** at a later date (per referee discretion).

Crab-Man: AL N; SZ L; MV 30; DX 9; AC 3; HD 3+3 (hp 6 [17]); #A —; D —; SV 15; ML 2; XP 75.

A-23. LIGHTNING BOLT TRAP: Opening this black crystal door triggers a **trap**: A 5 × 30-foot bolt of lightning from the room’s eastern wall will strike all within its path until it reaches its maximum range of 90 feet. Struck creatures will suffer 5d6 hp damage, with *sorcery* saving throws (modified by *defence adjustment*) allowed for half damage.



LIGHTNING REACTOR COMPLEX

Refer to the LIGHTNING REACTOR COMPLEX MAP on p. 30. Only burn marks, blood spatter, and bones decorate the grimy marble halls of this derelict facility. The complex has no light; room descriptions assume the PCs have a light source. The corridors arch to 12-foot height; most rooms have 15-foot domed ceilings, unless otherwise noted. The eastern waterways are 15 feet deep and set 50 feet below the level’s two bridges; the western waterway is even with the rest of the complex.

N.B.: For a full description of the **lightning reactor** itself, please see APPENDIX A.

DOORS: All doors are 3 × 8-foot rounded rectangular hatches of heavy iron set in marble arches, which open via attached wheels. The hatch wheels have corroded over time, making them difficult to turn and requiring *tests of strength* to open (with a 3-in-6 chance of a loud metallic screech audible to 120 feet).

RANDOM ENCOUNTERS: Encounters occur on a 1-in-6 chance; check every 1 or 2 turns, depending on the party’s noise and activity.

Table 7: Lightning Reactor Complex Encounters

d10 Roll	Encounter
1	Centipede, Giant Pink (2d4)
2	Crab Swarm
3	Jellyfish, Reactor (1d4+2)
4	Spider, Giant Crab (1d4+1)
5	Event (Beeping)
6	Event (Tremor)
7	Hazard (Light)
8	Item (Charged Crystal)
9	Item (Diamond)
0	Item (Message in Blood)

Centipede, Giant Pink: Oversized myriapods appear at the edge of the party’s torchlight, feeding hungrily on a **crab-man** corpse. AL N; SZ S; MV 20; DX 13; AC 9; HD ½ (hp 2); #A 1/1 (bite); D 1d2; SV 17; ML 7; XP 45.

Special: Bite delivers venom; make *death* (poison) save or suffer blindness immediately and paralysis 1d6 turns later. In 1d2 days, additional *death* (poison) save must be made or victim dies; otherwise paralysis will fade, but blindness is permanent.

Crab Swarm: A fast-moving swarm of coin-sized red crabs emerges from the darkness. Roll 1d6: On a 1–4, they quickly crawl on the ceiling past the party. On a 5 or 6, the crabs are flesh-eating and seek to feed. They will attack a random target for 1d8 rounds, causing 2 hp damage per round, as the spell *summon insect swarm*.

Jellyfish, Reactor⁴¹: Several large jellyfish float into the hall, headed to their lair at #B-19, and begin flashing bright red; reduce numbers there for any slain here. AL N; SZ M; MV 10 (fly/swim 30); DX 10; AC 0; HD 3 (hp 17); #A 1/1 (sting); D 2d4; SV 15; ML 12; XP 53.

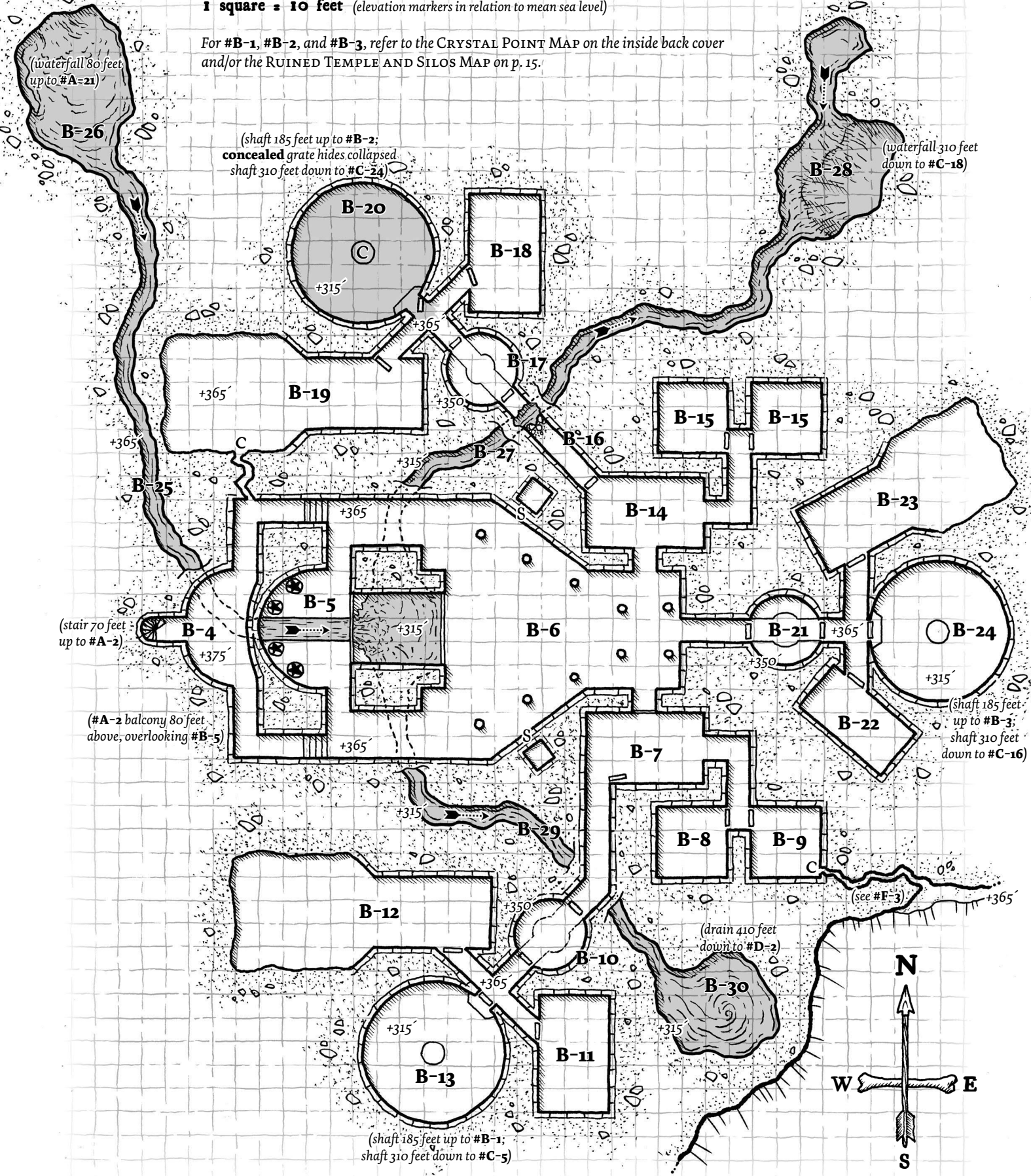
Special: Flashes intense, bright red colour, causing disorientation; make *transformation* save or suffer -1 attack penalty. Once per day can expel poisonous gas against single target, causing 2d12 hp damage (*death* [poison] save for ½).

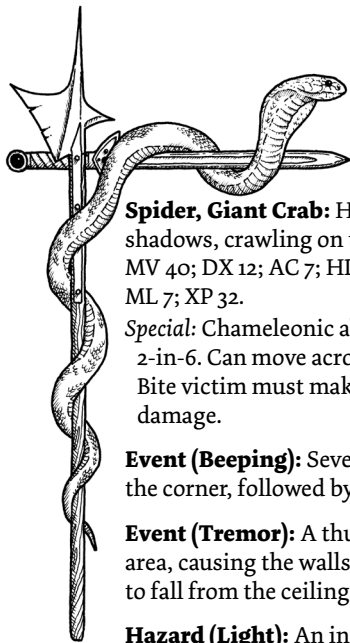
⁴¹ See APPENDIX B.

LIGHTNING REACTOR COMPLEX

1 square = 10 feet (elevation markers in relation to mean sea level)

For #B-1, #B-2, and #B-3, refer to the CRYSTAL POINT MAP on the inside back cover and/or the RUINED TEMPLE AND SILOS MAP on p. 15.





Spider, Giant Crab: Huge arachnids swarm out of the shadows, crawling on the floor, walls, and ceiling. AL N; SZ M; MV 40; DX 12; AC 7; HD 2 (hp 8); #A 1/1 (bite); D 1d8; SV 16; ML 7; XP 32.

Special: Chameleonic ability increases chance to surprize by 2-in-6. Can move across walls and ceilings at normal MV. Bite victim must make *death* (poison) save or suffer 1d8 hp damage.

Event (Beeping): Several electronic beeps echo from around the corner, followed by an inhuman scream and then quiet.

Event (Tremor): A thunderous boom echoes through the area, causing the walls and ceiling to shake and minor debris to fall from the ceiling.

Hazard (Light): An intense flash of white light fills the area, blinding for 1 turn anyone who fails a *device* saving throw.

Item (Charged Crystal): The party spot a blue-glowing, fist-sized **charged crystal**⁴² in some rubble.

Item (Diamond): The party's light illumines a mostly eaten human corpse. One hand still clutches a large **diamond** (2,500-gp value).

Item (Message in Blood): The party's light reveals the Common words "HELP ME" smeared on the wall in fresh blood.

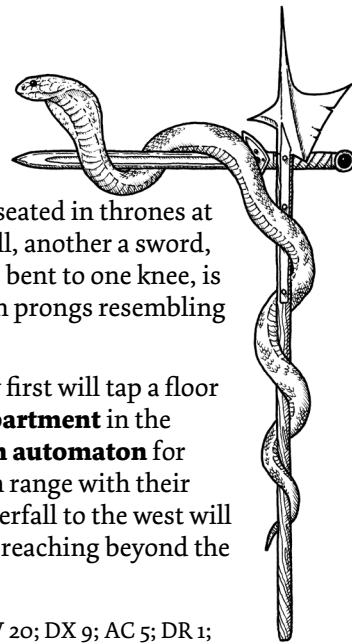
B-4. GROTTO STAIR: The eastern wall bears a vandalized relief of an Atlantean presenting a lightning bolt to a Hyperborean. The remaining walls shimmer as if reflecting water, which can be heard flowing from down the northern and southern passages. A natural rock stair in the western wall connects to the Upper Grotto Atrium (up 70 feet to #A-2 in the BLACK CRYSTAL LAIR). A fissure in the northern corner, barely three feet wide, wends down to #B-19.

B-5. LOWER GROTTO ATRIUM: This grotto contains a long pool of clear water. An archway to the east shews the crackling copper coils of the **lightning columns** in #B-6. Eighty feet above, a distant light illumines a balcony (#A-2 in the BLACK CRYSTAL LAIR).

Four alcoves in the western wall hold statues of Atlantean women in long, regal gowns, though vandals have damaged them badly. A tunnel betwixt the middle two statues pumps water in, thence to cascade over the ledge on the eastern side and fall 50 feet into a larger pool. From there it flows away to the north and south.

B-6. LIGHTNING ATRIUM: A pair of **lightning oon** guard this area, which is lighted by 10 three-foot-diameter, 15-foot-tall crystalline **lightning columns**. To the west, an arched opening reveals a balcony overlooking the waterfall and pool in #B-5. The columns also illumine a vandalized seascape relief on the ceiling, which domes to 25 feet at its centre.

⁴² See APPENDIX A.



Three Hyperborean nobles appear seated in thrones at the ceiling's apex. One bears a scroll, another a sword, and the third a sickle. Before them, bent to one knee, is an Atlantean holding a trident with prongs resembling lightning bolts.

If the guards spot trespassers, they first will tap a floor trigger that opens the **secret compartment** in the southeastern wall, releasing a **flesh automaton** for support. They then will attack from range with their rifles. The noise of the exposed waterfall to the west will suppress any combat sounds from reaching beyond the chamber.

Oon, Lightning⁴³ (x2): AL N; SZ M; MV 20; DX 9; AC 5; DR 1; HD 5 (hp 30); #A 1/1 (lightning shot); D 3d6; SV 14; ML 12; XP 225.

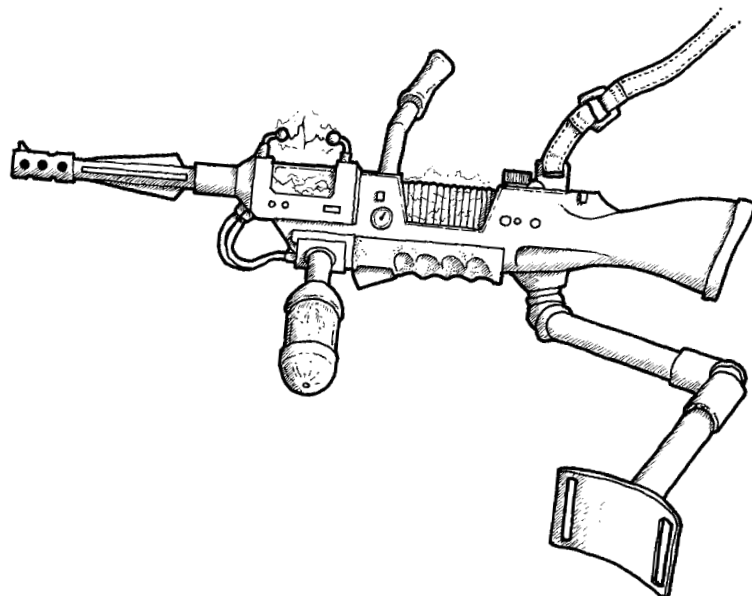
Special: *Infrared vision* to 120-foot range. -2 attack penalty when exposed to bright light. Electrical attacks cause ½ damage, or ¼ damage if save made. Upon successful hit, target must make *transformation* save or be *stunned* for 3 rounds; if victim stunned, then electricity will damage him for 2d6 hp on round 2 and 1d6 hp on round 3. Each usage incurs 1-in-6 chance of explosive malfunction, causing 6d6 hp damage to all within 20 feet (*avoidance* saves for ½).

Gear: lightning rifle (1d6+4 charges if separated), **13 cp**.

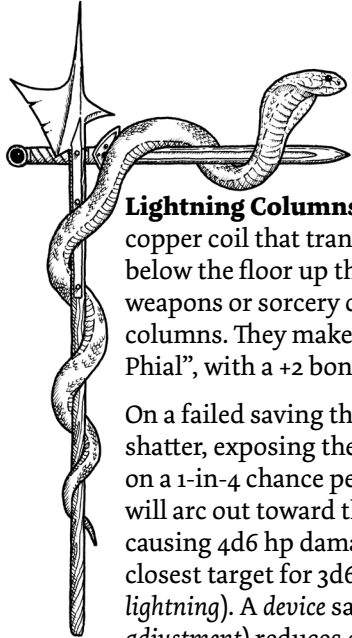
Automaton, Flesh: AL N; SZ M; MV 20; DX 7; AC 7; HD 9+2 (hp 60); #A 2/1 (pummel/pummel); D 2d8/2d8; SV 12; ML 11; XP 1,600.

Special: +1 or better weapon to hit. Immune to *charm*, *hold*, *sleep*, and other mind-affecting sorcery. Electrical attacks heal it. 1-in-10 chance per round that creature loses control, attempting to kill all in sight; it attacks berserkly at +2 to attack and damage rolls and then flees after 2d6 rounds.

⁴³ See APPENDIX B.



Lightning Rifle



Lightning Columns: Each column contains a large copper coil that transfers crackling white energy from below the floor up through the ceiling. Only magical weapons or sorcery can damage these crystalline columns. They make item saving throws as “Crystal / Phial”, with a +2 bonus.

On a failed saving throw, the crystalline column will shatter, exposing the energized coil within. Thereafter, on a 1-in-4 chance per round, the coil’s strange energy will arc out toward the nearest target within 20 feet, causing 4d6 hp damage. It then will leap to the next closest target for 3d6 hp damage, and so on (cf. *chain lightning*). A *device* saving throw (modified by *defence adjustment*) reduces damage by half in each case.

Northeastern Compartment: This 10 × 10-foot cubicle is separated from the main chamber by a **secret door**, which is opened via a hidden trigger on the floor. It holds an **apparatus of the Atlanteans**, which presents as a large bronze barrel. The **apparatus** has seen extensive use and thus far has sustained 83 hp damage; at 90 hp, it will begin to leak.

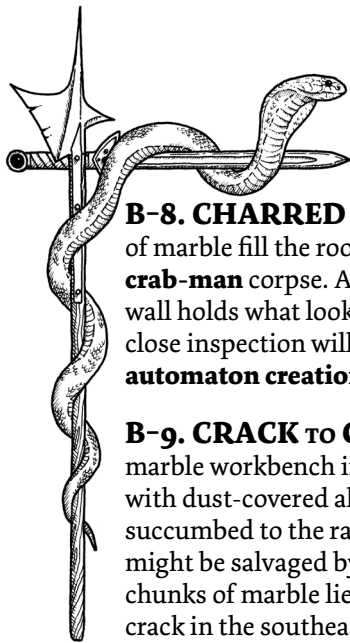
Southeastern Compartment: This hidden space is as its twin opposite. As noted, a **flesh automaton** lurks here; it is otherwise empty.

B-7. CORAL ATRIUM: The mi-go have installed a sheer, opaque black crystal plate to block the northern archway. It is impervious to mundane attacks and saves versus magical attacks as “Stone / Gem”, with a +2 bonus. South of the plate, a seascape relief featuring a swarm of crabs emerging from the crevices of a large coral formation decorates the walls of this small atrium. Behind a barrier of broken marble chunks near the (open) southwestern hatch stand **2 crab-man warriors**; a third lurks in the passage beyond. Those behind the barricade are *partially concealed* and gain a +2 armour class bonus versus missile attacks.

Crab-Man Warriors (×3): AL N; SZ L; MV 30; DX 9; AC 3 (or 1); HD 3+3 (hp 18, 20, 25); #A 2/1 (pincer/pincer) or 3/1 (laser rifle [+2]); D 2d4/2d4 or 3d6 (×3); SV 15; ML 9; XP 165.
Gear: laser rifle (range 150; 46 charges), **3 pp.**



Lightning Atrium



B-8. CHARRED REMAINS: Broken chunks of marble fill the room, partly obscuring a charred **crab-man** corpse. An iron shelf set on the western wall holds what looks to be another lump of marble; close inspection will reveal it as a **manual of crystal automaton creation**⁴⁴ covered in stone dust.

B-9. CRACK TO CLIFF CAVES: A smooth marble workbench in the centre of this room is strewn with dust-covered alchemical glassware. Much has succumbed to the ravages of time, but a **fortunate still** might be salvaged by discerning investigators. Broken chunks of marble lie piled along the walls, **concealing** a crack in the southeastern corner that leads to one of the **CLIFF CAVES (#F-3)**.

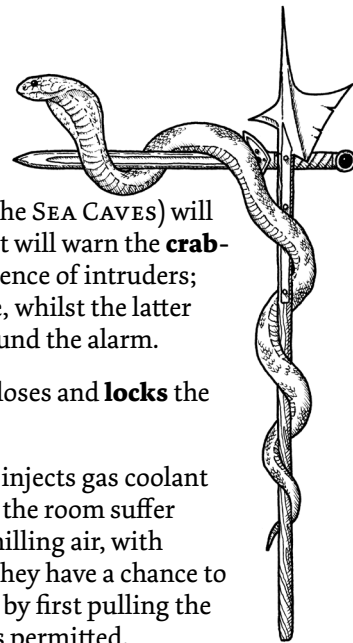
B-10. DECONTAMINATION ROOM ALPHA:

Engraved in the outer surface of the northeastern hatch is the Hellenic letter A (alpha). Dull grey metal covers the walls of this spherical room, and green glass orbs lie recessed randomly across the surface. Through the middle of the room extends a metal bridge with a circular widening at its centre, from which sprouts a slender metal pedestal with a crystal-shaped recess. If a **charged crystal**⁴⁵ is placed in the recess, then the wall orbs will emit beams of green energy toward the centre of the sphere. This energy will remove any effects from exposure to the toxic **liquid copper**⁴⁶ and also will heal 2d8 hp.

B-11. CONTROL ROOM ALPHA: A large machine with buttons, knobs, and levers lines the walls, but appears charred and badly damaged. In one area, a **red button** and a **green button** remain intact; in another, a **black lever** and a **blue button** are unbroken. Manipulating these controls will cause the following effects⁴⁷:

Red Button: Pressing this button activates the concentrated beam of copper particles from the **crystal hemisphere** in **#B-13**. With the silo cover (**#B-1**) closed, pressing this button could result in large-scale destruction. If the PCs activate the beam, it will superheat the silo until the pressure causes the cover disc and iron hatch to rupture (1d6+3 rounds). Anything in the shaft would be killed instantly (no save), and anything in the hallways betwixt **#B-10** and **#B-13** would suffer 5d10 hp damage (*avoidance* saves for half damage). This explosion will attract the **crab-men** from **#B-12** to investigate.

Green Button: Pressing this button flushes the coolant through the lower drain, down into the **SEA CAVES**. Three extremely loud, three-second beeps (audible in



#B-10, **#B-12**, **#B-13**, and **#C-5** in the **SEA CAVES**) will precede the coolant flush. This alert will warn the **crab-men** in **#B-12** and **#C-5** to the presence of intruders; the former will come to investigate, whilst the latter will retreat to the main camp to sound the alarm.

Black Lever: Lowering this lever closes and **locks** the door to **#B-12**.

Blue Button: Pressing this button injects gas coolant into **#B-12**. Any living creatures in the room suffer 5d4 hp damage from the blast of chilling air, with *avoidance* saves for half damage if they have a chance to escape. If the door has been locked by first pulling the black lever, then no saving throw is permitted.

B-12. CRYSTAL ROOM ALPHA: Scores of tiny holes riddle the walls of this room, used for injecting and ventilating gas coolant. In the room's eastern side stand six black stone pedestals, four feet high and two feet square; each has six small, regular holes on its top surface. Close inspection of the room's wider western side reveals a natural cavern surface with several raisin-sized crystals growing in various nooks and crevices. A party of **6 crab-men** hide in the shadows of the western area and will ambush anyone unaccompanied by other crab-men.

Crab-Men (x4): AL N; SZ L; MV 30; DX 9; AC 3; HD 3+3 (hp 9, 11, 16, 17); #A 2/1 (pincer/pincer); D 2d4/2d4; SV 15; ML 9; XP 75.
Gear: 4 pp.

Crab-Man Warriors (x2): AL N; SZ L; MV 30; DX 9; AC 3; HD 3+3 (hp 21, 23); #A 2/1 (pincer/pincer) or 3/1 (laser rifle [+2]); D 2d4/2d4 or 3d6 (x3); SV 15; ML 9; XP 165.
Gear: laser rifle (range 150; 49 charges), 5 pp.

B-13. REACTOR CORE ALPHA: Blast marks speckle the dirty marble walls and floor of this circular shaft. An observation platform of rusty metal hangs loosely beneath the hatch. An adjacent metal ladder descends 50 feet to the floor below and stretches 135 feet above, where the shaft's circular disc cover⁴⁸ rests firmly in place, blocking any view outside.

The noisome charred carcasses of **2 crab-men** lie beside a 10-foot-diameter **crystal hemisphere**⁴⁹ in the centre of the floor. Reddish-brown **liquid copper**⁵⁰ slowly swirls inside the device, which is raised five feet above the floor by six metal struts. Beneath, a six-foot-diameter metal grate covers a 300-foot shaft descending to the ceiling of **#C-5** in the **SEA CAVES**.

B-14. OCTOPUS ATRIUM: A seascape relief featuring crabs picking away at a dead octopus decorates the walls here.

44 See APPENDIX C.

45 See APPENDIX A.

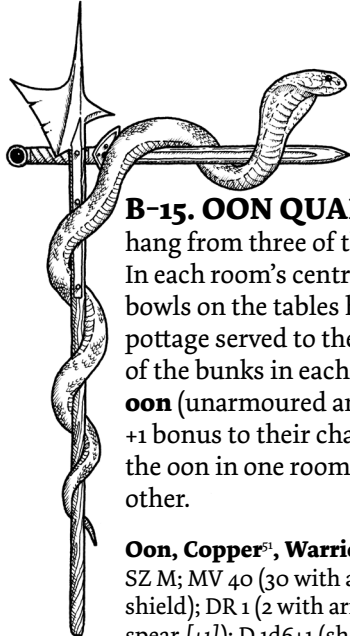
46 *ibid.*

47 For more on the **lightning reactor** controls, see APPENDIX A.

48 See PART II: AREA B, **#B-1**.

49 See APPENDIX A.

50 *ibid.*



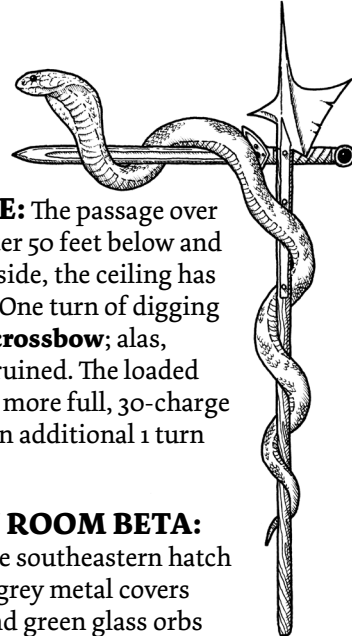
B-15. OON QUARTERS: Three pairs of bunks hang from three of the walls in each of these rooms. In each room's centre stand a table and four chairs; tin bowls on the tables hold remnants of the homogenized pottage served to the oon by their mi-go masters. Half of the bunks in each room are occupied by **3 copper oon** (unarmoured and asleep), granting the party a +1 bonus to their chance-in-six of surprise. If disturbed, the oon in one room will support their fellows in the other.

Oon, Copper⁵¹, Warriors (x6) (3RD-LEVEL FIGHTERS): AL N; SZ M; MV 40 (30 with armour); DX 9; AC 5 (3 with armour and shield); DR 1 (2 with armour); HD 3 (hp 15); FA 3; #A 3/2 (short spear [+1]); D 1d6+1 (short spear, one-handed) or 1d8+1 (short spear, two-handed); SV 15 [death +2, transformation +2]; ML 12; XP 66.

Special: Infrared vision to 120-foot range. -2 attack penalty when exposed to bright light. Electrical attacks cause 1/2 damage, or 1/4 damage if save made. *Heroic fighting* (double normal melee attacks vs. opponents of no more than 1 HD). *Weapon mastery* (short spear).

Gear: copper chain mail, small shield, short spears x2, **15 cp**.

⁵¹ See APPENDIX B.

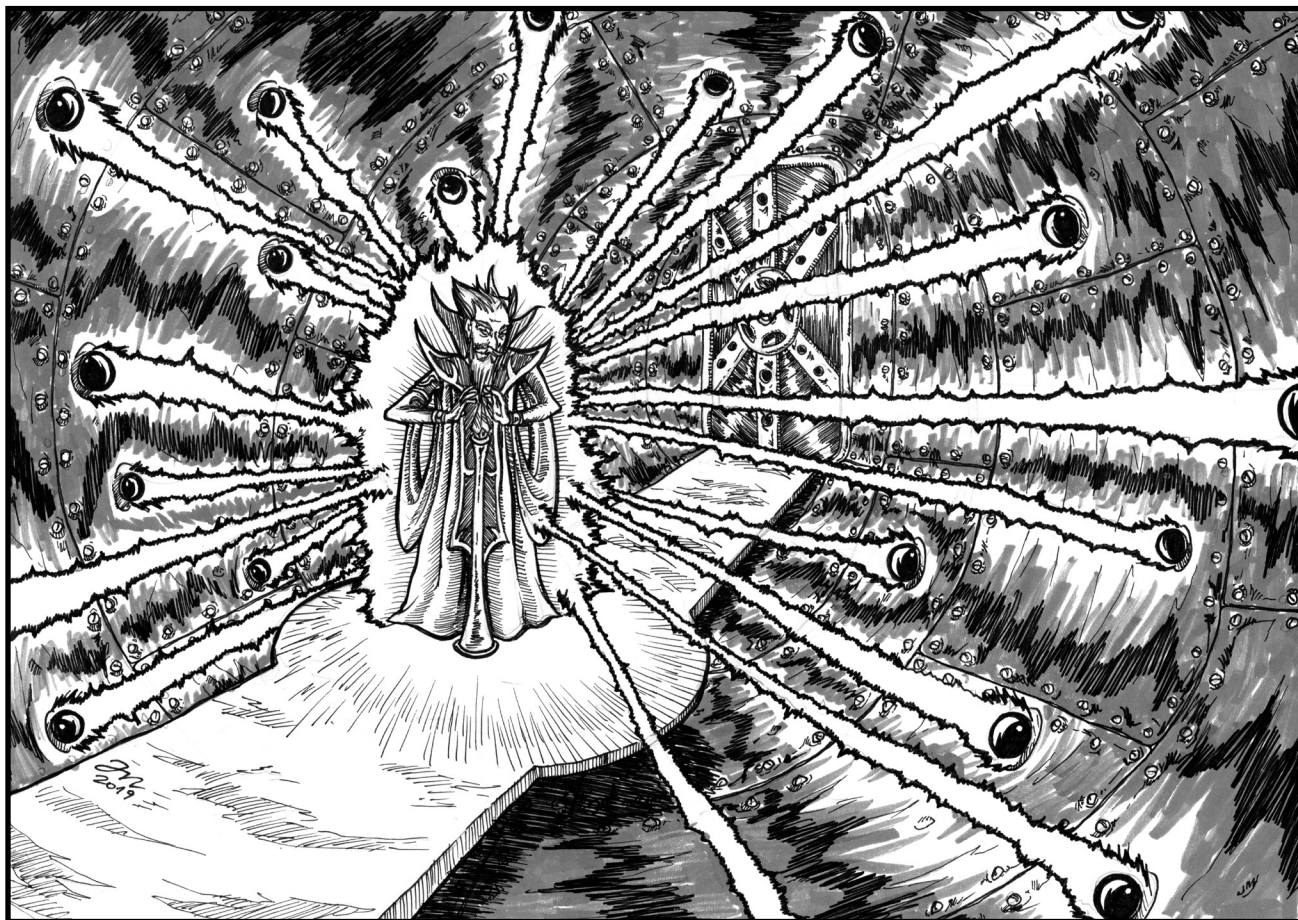


B-16. COLLAPSED PASSAGE: The passage over the river has collapsed into the water 50 feet below and been swept away. On the southern side, the ceiling has collapsed and rocks block the way. One turn of digging in the rubble may unearth a **laser crossbow**; alas, the weapon's laser scope has been ruined. The loaded magazine contains 19 charges; two more full, 30-charge magazines might be located after an additional 1 turn each.

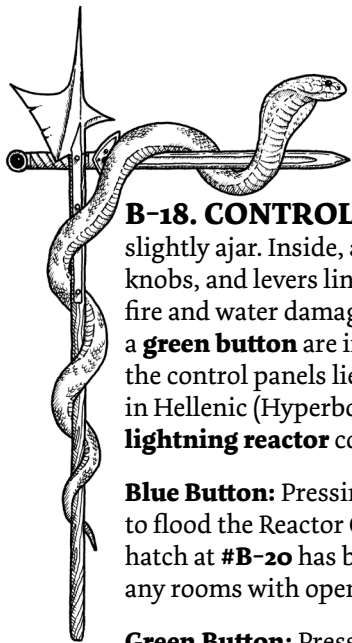
B-17. DECONTAMINATION ROOM BETA: Engraved in the outer surface of the southeastern hatch is the Hellenic letter **B** (beta). Dull grey metal covers the walls of this spherical room, and green glass orbs lie recessed randomly across the surface. Through the middle of the room extends a metal bridge with a circular widening at its centre, from which sprouts a slender metal pedestal with a crystal-shaped recess. If a **charged crystal⁵²** is placed in the recess, then the wall orbs will emit beams of green energy toward the centre of the sphere. This energy will remove any effects from exposure to the toxic **liquid copper⁵³** and also will heal 2d8 hp.

⁵² See APPENDIX A.

⁵³ *ibid.*



Decontamination Room



B-18. CONTROL ROOM BETA: The hatch rests slightly ajar. Inside, a large machine with buttons, knobs, and levers lines the walls, but has suffered severe fire and water damage. In one area, a **blue button** and a **green button** are intact. In a cabinet below one of the control panels lies a waterlogged **manual**⁵⁴, writ in Hellenic (Hyperborean), with instructions for the **lightning reactor** controls⁵⁵.

Blue Button: Pressing this button causes lake water to flood the Reactor Core to 100-foot depth. Unless the hatch at **#B-20** has been closed, this water also will fill any rooms with open hatches to five-foot depth.

Green Button: Pressing this button flushes the coolant through the lower drain, into the SEA CAVES. Three extremely loud, three-second beeps will precede the coolant flush.

B-19. CRYSTAL ROOM BETA: This chamber's hatch rests ajar. Scores of tiny holes riddle the dirty marble walls, used for injecting and ventilating gas coolant. Near the door, the room's features include six black stone pedestals, four feet high and two feet square. Each pedestal holds six egg-sized crystals. Three are **charged crystals**⁵⁶ that glow faintly; the other 33 appear dark and cracked.

On the room's western side, hundreds of tiny crystals and 1d6+18 egg-sized crystals grow on the cavern walls. Floating in this area are **1d4+6 reactor jellyfish**, which jealously guard the crystals behind them; unless surprised, they will attack anyone entering. This cavern also has a fissure in the southern wall (leading to **#B-4**), though the natural irregularities of the cavern **conceal** it.

Jellyfish, Reactor⁵⁷: AL N; SZ M; MV 10 (fly/swim 30); DX 10; AC 0; HD 3 (hp 17); #A 1/1 (sting); D 2d4; SV 15; ML 12; XP 53. *Special:* Flashes intense, bright red colour, causing disorientation; make *transformation* save or suffer -1 attack penalty. Once per day can expel poisonous gas against single target, causing 2d12 hp damage (*death* [poison] save for 1/2).

B-20. REACTOR CORE BETA: Just over 50 feet of collected rainwater fills this reactor shaft, spilling over into the open hatch at the observation platform. An adjacent metal ladder descends into the water and stretches to the ceiling 135 feet above, where can be seen a small, jagged opening⁵⁸. Debris from above floats on the water, including spruce branches, fern leaves, and a human corpse, the latter charred beyond recognition.

A reddish glow emanates from deep below the water, tinting everything a reddish-brown colour. Touching the water causes no harm, but anyone diving down to

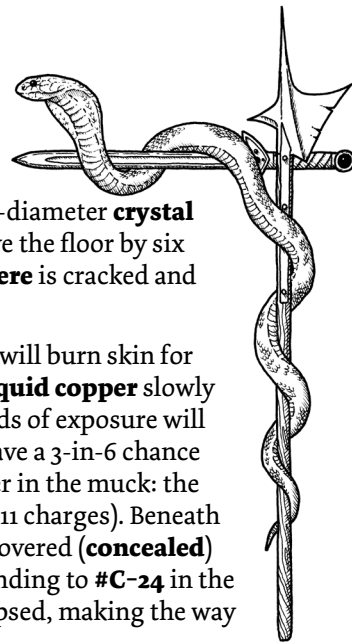
⁵⁴ See PLAYERS' HANDOUT.

⁵⁵ For more on the **lightning reactor** controls, see APPENDIX A.

⁵⁶ See APPENDIX A.

⁵⁷ See APPENDIX B.

⁵⁸ See PART II: AREA B, **#B-2**.



inspect the glow will find a 10-foot-diameter **crystal hemisphere**⁵⁹, raised five feet above the floor by six metal struts. The **crystal hemisphere** is cracked and leaking toxic **liquid copper**⁶⁰.

At close proximity, the toxic water will burn skin for 1d8 hp damage per round, as the **liquid copper** slowly bonds with the diver's skin; 3 rounds of exposure will yield permanent effects⁶¹. Divers have a 3-in-6 chance to notice a strange metallic cylinder in the muck: the bladeless hilt of a **+2 laser dagger** (11 charges). Beneath the **crystal hemisphere**, a muck-covered (**concealed**) grate covers a 300-foot shaft descending to **#C-24** in the SEA CAVES, but the shaft has collapsed, making the way impassable.

B-21. DECONTAMINATION ROOM GAMMA:

Engraved in the outer surface of the western hatch is the Hellenic letter Γ (gamma). Dull grey metal covers the walls of this spherical room, and green glass orbs lie recessed randomly across the surface. Through the middle of the room extends a metal bridge with a circular widening at its centre, from which sprouts a slender metal pedestal with a crystal-shaped recess. If a **charged crystal**⁶² is placed in the recess, then the wall orbs will emit beams of green energy toward the centre of the sphere. This energy will remove any effects from exposure to the toxic **liquid copper**⁶³ and also will heal 2d8 hp.

B-22. CONTROL ROOM GAMMA: A large machine with buttons, knobs, and levers lines the walls, complete with a fully functional set of **lightning reactor** controls, indicators, and gauges⁶⁴. This room always will contain **2 mi-go** overseers and **4 copper oon** operators intent on some aspect of the control panel.

Mi-Go (x2): AL LE; SZ M; MV 40; DX 11; AC -1; HD 6+6 (hp 37, 40); #A 4/1 (claw x4) or 1/1 (laser pistol); D 1d4+4 (x4) or special; SV 14; ML 10; XP 1,290.

Special: Immune to cold and airless vacuum. Can fly vast distances across Black Gulf. Through buzzing whispers, can effect *sleep* in all living creatures of 6 or fewer HD in 30-foot radius, which must make *sorcery* saves or slumber 4d6 turns; minds of 1d4 sleepers can be implanted with *suggestion* that takes effect upon waking. Once per day, through buzzing cry, can *hold monster* on single creature. Can cast *extrasensory perception* thrice per day. If laser pistol hits, target must make *death* save or be disintegrated; if save successful, damage is 3d6 hp. If killed, creature's fungous innards break down to corrosive acid that dissolves mi-go within 1d12+12 hours. *Gear:* laser pistol (range 120; 28-charge clip).

⁵⁹ See APPENDIX A.

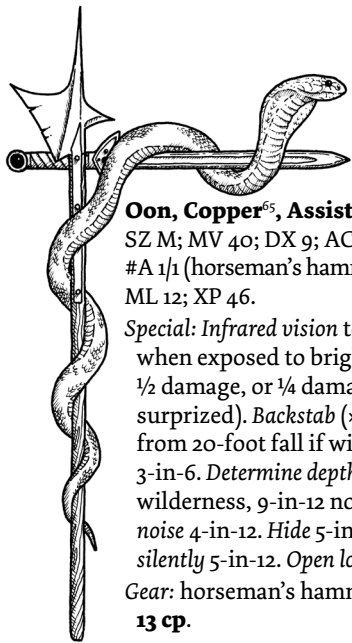
⁶⁰ *ibid.*

⁶¹ *ibid.*

⁶² *ibid.*

⁶³ *ibid.*

⁶⁴ *ibid.*



Oon, Copper⁶⁵, Assistants (x4) (2ND-LEVEL SCOUTS): AL N; SZ M; MV 40; DX 9; AC 4; DR 1; HD 2 (hp 5, 8, 10, 12); FA 1; #A 1/1 (horseman's hammer); D 1d6; SV 16 [device +2, avoidance +2]; ML 12; XP 46.

Special: Infrared vision to 120-foot range. -2 attack penalty when exposed to bright light. Electrical attacks cause 1/2 damage, or 1/4 damage if save made. *Alertness* (-1 to be surprised). *Backstab* (x2 damage). *Controlled fall* (no damage from 20-foot fall if within 5 feet of wall). *Detect secret doors* 3-in-6. *Determine depth and grade* 2-in-6. *Track* (7-in-12 wilderness, 9-in-12 non-wilderness). *Climb* 8-in-12. *Discern noise* 4-in-12. *Hide* 5-in-12. *Manipulate traps* 3-in-12. *Move silently* 5-in-12. *Open locks* 3-in-12.

Gear: horseman's hammer, tool belt (pincers, tongs, wrench), **13 cp**.

B-23. CRYSTAL ROOM GAMMA: Scores of tiny holes riddle the dirty marble walls of this room, used for injecting and ventilating gas coolant. On the western side stand six black stone pedestals, four feet high and two feet square; each has six small, regular holes on its top surface. On the eastern side, the marble walls transition to a natural cavern surface. A multitude of small crystals cover the walls, but the cavern also has 1d8+8 crystals large enough for use at the charging stations. In torchlight or similar luminance, the crystals will twinkle like eyes.

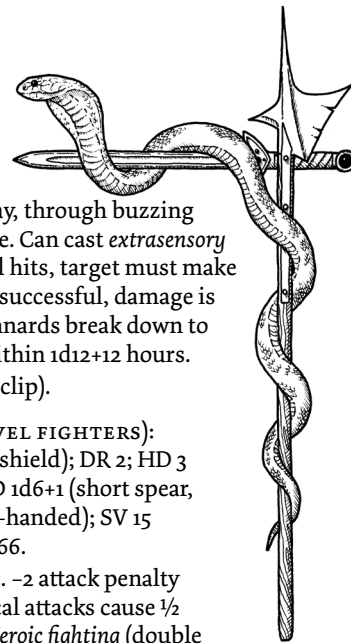
B-24. REACTOR CORE GAMMA: The marble walls of this circular shaft glisten white. The hatch opens to an observation platform 50 feet from the floor. An adjacent metal ladder descends to the floor and stretches 135 feet above, where the shaft's circular disc cover⁶⁶ rests firmly in place, blocking any view outside.

In the centre of the floor sits a 10-foot-diameter **crystal hemisphere**⁶⁷. Reddish-brown **liquid copper**⁶⁸ slowly swirls inside the device, which is raised five feet above the floor by six metal struts. Beneath, a six-foot-diameter metal grate covers a 300-foot shaft descending to the ceiling of **#C-16** in the SEA CAVES.

N.B.: If anyone has opened the grate in **#C-16** in the SEA CAVES, then **2 lightning oon** will be stationed at floor level, flanking the floor grate, to surprise anyone coming through it. In the hallway beyond the platform's hatch, **2 mi-go** will stand behind a contingent of **6 copper oon**, prepared to attack anyone who comes through within one hour.

Mi-Go (x2): AL LE; SZ M; MV 40; DX 11; AC -1; HD 6+6 (hp 32, 38); #A 4/1 (claw x4) or 1/1 (laser pistol); D 1d4+4 (x4) or special; SV 14; ML 10; XP 1,290.

Special: Immune to cold and airless vacuum. Can fly vast distances across Black Gulf. Through buzzing whispers, can effect *sleep* in all living creatures of 6 or fewer HD in 30-foot radius, which must make *sorcery* saves or slumber 4d6 turns; minds of 1d4 sleepers can be implanted with *suggestion* that



takes effect upon waking. Once per day, through buzzing cry, can *hold monster* on single creature. Can cast *extrasensory perception* thrice per day. If laser pistol hits, target must make *death* save or be disintegrated; if save successful, damage is 3d6 hp. If killed, creature's fungous innards break down to corrosive acid that dissolves mi-go within 1d12+12 hours.
Gear: laser pistol (range 120; 28-charge clip).

Oon, Copper⁶⁹, Warriors (x6) (3RD-LEVEL FIGHTERS): AL N; SZ M; MV 30; DX 9; AC 4 (3 with shield); DR 2; HD 3 (hp 15); FA 3; #A 3/2 (short spear [+1]); D 1d6+1 (short spear, one-handed) or 1d8+1 (short spear, two-handed); SV 15 [death +2, transformation +2]; ML 12; XP 66.

Special: Infrared vision to 120-foot range. -2 attack penalty when exposed to bright light. Electrical attacks cause 1/2 damage, or 1/4 damage if save made. *Heroic fighting* (double normal melee attacks vs. opponents of no more than 1 HD). *Weapon mastery* (short spear).

Gear: copper chain mail, small shield, short spears x2, **15 cp**.

Oon, Lightning⁷⁰ (x2): AL N; SZ M; MV 20; DX 9; AC 5; DR 1; HD 5 (hp 30); #A 1/1 (lightning shot); D 3d6; SV 14; ML 12; XP 225.

Special: Infrared vision to 120-foot range. -2 attack penalty when exposed to bright light. Electrical attacks cause 1/2 damage, or 1/4 damage if save made. Upon successful hit, target must make *transformation* save or be *stunned* for 3 rounds; if victim stunned, then electricity will damage him for 2d6 hp on round 2 and 1d6 hp on round 3. Each usage incurs 1-in-6 chance of explosive malfunction, causing 6d6 hp damage to all within 20 feet (*avoidance* saves for 1/2).

Gear: lightning rifle (1d6+4 charges if separated), **11 cp**.

B-25. NORTHWESTERN WATERWAY:

Water from **#B-26** completely fills this roughly 10-foot-diameter tunnel before flowing out in **#B-5**.

B-26. WATERFALL: This cave opens to 50-foot height and contains breathable air. Crashing water, originating from the ENCHANTED LAKE, pours down from overhead and flows out to the south. A narrow section of slippery, moss-covered rock adjacent to the falls (*climb* checks penalized by -2) ascends 80 feet to **#A-21** in the BLACK CRYSTAL LAIR.

B-27. NORTHEASTERN WATERWAY: Water fills this roughly 10-foot wide, 65-foot-high chasm to a depth of 15 feet, flowing northeast to **#B-28**. Where the river crosses under **#B-16**, a strong light source (such as a bull's-eye lantern) might reveal the hole in the ceiling.

B-28. WATER ELEMENTAL GUARDIAN:

A 12-foot bubbling wave suddenly forms out of the water, with angry eyes and a frowning mouth, roaring in Hellenic (Atlantean), "WHO HAS COME TO MY ONCE PEACEFUL HOME?" This **water elemental** despises the **crab-men** and **mi-go**, whose battle has left toxic **liquid copper**⁷¹ leaking into the waterways that the

65 See APPENDIX B.

66 See PART II: AREA B, **#B-3**.

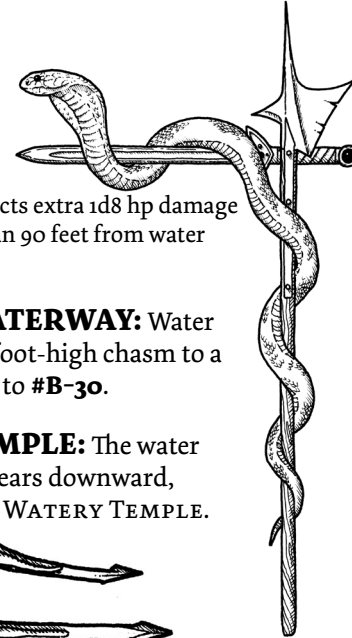
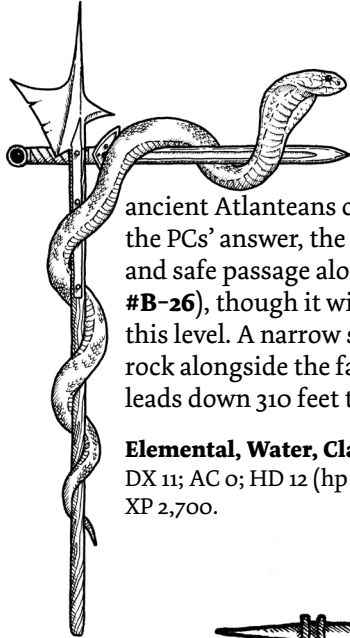
67 See APPENDIX A.

68 *ibid*.

69 See APPENDIX B.

70 *ibid*.

71 See APPENDIX A.



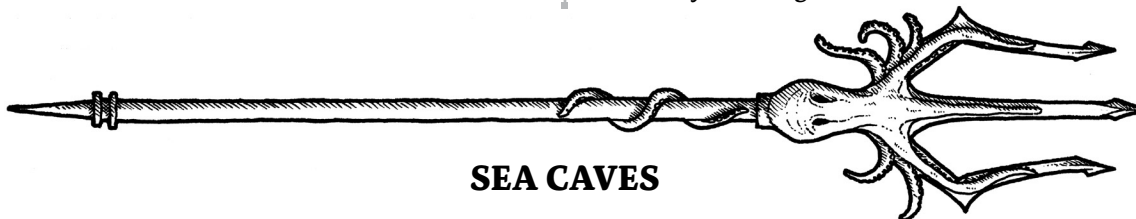
ancient Atlanteans charged it to protect. If pleased with the PCs' answer, the elemental may offer information and safe passage along the waterways (including to #B-26), though it will neither join their fight nor leave this level. A narrow section of slippery, moss-covered rock alongside the falls (*climb* checks penalized by -2) leads down 310 feet to #C-18 in the SEA CAVES.

Elemental, Water, Class II: AL N; SZ L; MV 20 (swim 60); DX 11; AC 0; HD 12 (hp 90); #A 1/1 (slam); D 2d20; SV 11; ML 10; XP 2,700.

Special: +1 or better weapon to hit. Inflicts extra 1d8 hp damage vs. foes in water. If removed more than 90 feet from water source, death is instantaneous.

B-29. SOUTHEASTERN WATERWAY: Water fills this roughly 10-foot wide, 65-foot-high chasm to a depth of 15 feet, flowing southeast to #B-30.

B-30. SINK TO WATERY TEMPLE: The water swirls into a whirlpool and disappears downward, eventually draining to #D-2 in the WATERY TEMPLE.



SEA CAVES

Refer to the SEA CAVES MAP on p. 38. The caves and tunnels here range from 8 to 12 feet in height. Moist sand and shells cover the floors, water drips from the ceilings, and wet moss speckles the uneven rock walls, which glow coppery red here and there. **Liquid copper**⁷² from the damaged reactor core at #B-20 in the LIGHTNING REACTOR COMPLEX slowly drains into these caves, mutating the creatures that live in the darkness here.

⁷² See APPENDIX A.

TIDES IN HYPERBOREA: The rise and fall of sea levels in Hyperborea are caused by the gravitational effects of the sun (Helios), the moons (Phobos and Selene), and the planet Saturn (Kyranos). Furthermore, some sages aver that the inscrutable Great Obelisks, which rise from the six corners of the world, also may regulate the tides. Selene appears to exert the most daily influence, pulling the high tide with it in from 5- to 10-foot swells; when Selene is full (every 45½ days), 15-foot swells are not unusual. When both moons are full (every 91 days), swells of up to 25 feet have been recorded, oft resulting in tragic floods.

On most Hyperborean shores, the sea level ebbs and floods from low to high tide in cycles of approximately nine hours. If the referee finds such verisimilitude enhances his players' enjoyment, then he might wish to track the times of low and high tide and their effects on the adventuring environment. For example, the SEA CAVES are presented as five feet above mean sea level, but at high tide, water would spill into their mouths. During particularly large swells, the outermost caves could be flooded to a depth of five or more feet, creating additional challenges for intrepid seekers.

RANDOM ENCOUNTERS: Encounters occur on a 1-in-6 chance; check once per hour during daylight and once per night.

Table 8: Sea Caves Encounters

d10 Roll	Encounter
1	Automaton, Flesh (1)
2	Crab Swarm
3	Ghost (1)
4	Jellyfish, Reactor (1d6)
5	Oon, Barnacle (1d8)
6	Sitiyok
7	Zombie (1d4+2)
8	Item (Blood Heart)
9	Item (Message in a Bottle)
0	Item (Seashell Eye Patch)

Automaton, Flesh: If not encountered elsewhere⁷³, this rogue mi-go construct might be found wandering these caves. AL N; SZ M; MV 20; DX 7; AC 7; HD 9+2 (hp 70); #A 1/1 (whip [+2]) or 2/1 (pummel/pummel); D 1d2+2+3d6 (whip) or 2d8/2d8 (pummel/pummel); SV 12; ML 11; XP 1,600.

Special: +1 or better weapon to hit. Immune to charm, hold, sleep, and other mind-affecting sorcery. Electrical attacks heal it. 1-in-10 chance per round that creature loses control, attempting to kill all in sight; it attacks berserkly at +2 to attack and damage rolls and then flees after 2d6 rounds.

Gear: +2 shocking whip.

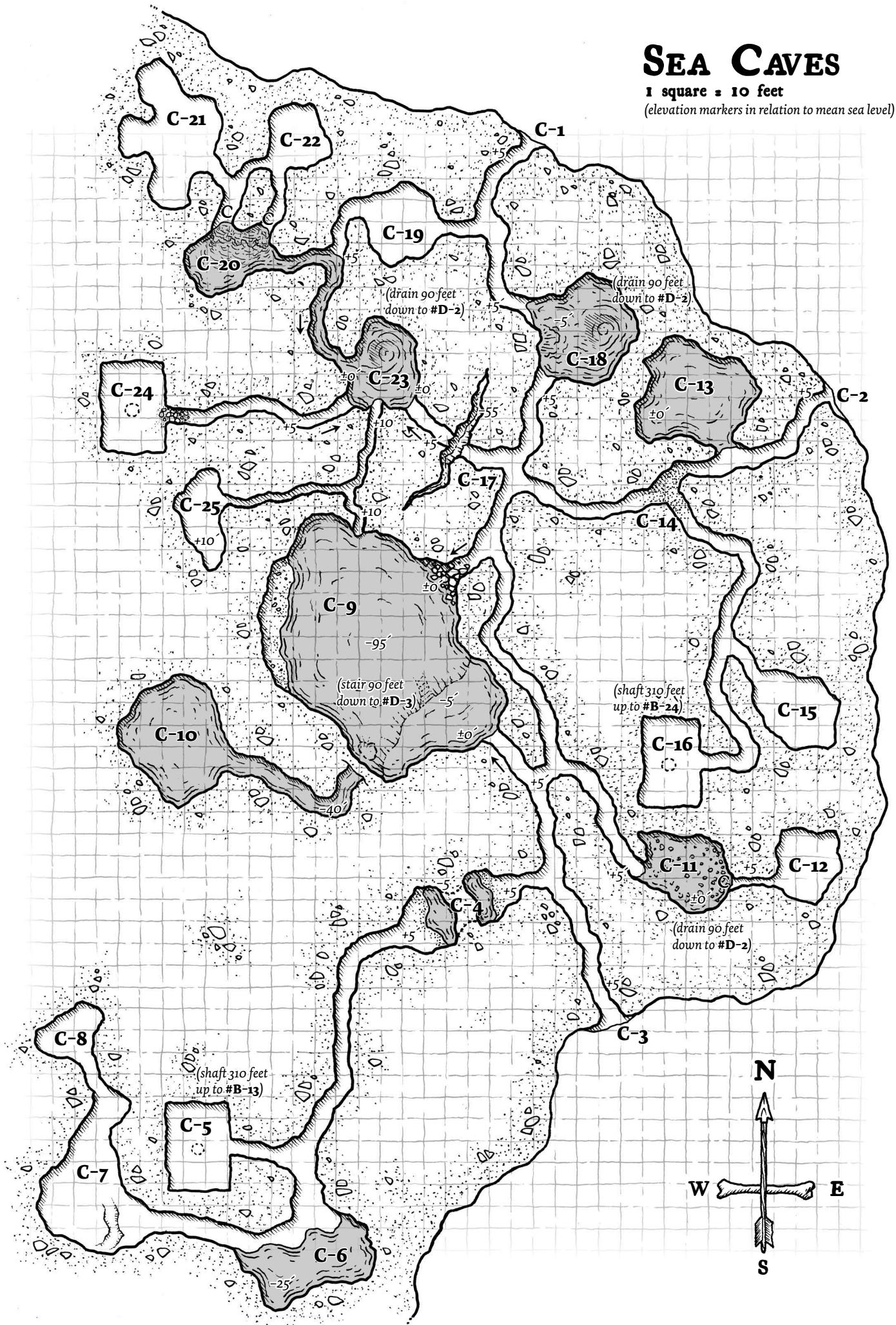
Crab Swarm: A fast-moving swarm of coin-sized red crabs emerges from the shadows. Roll 1d6: On a 1-4, they quickly crawl on the ceiling past the party. On a 5 or 6, the crabs are flesh-eating and seek to feed. They will attack a random target for 1d8 rounds, causing 2 hp damage per round, as the spell *summon insect swarm*.

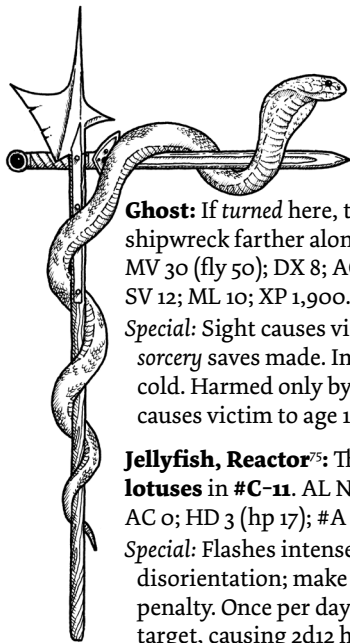
⁷³ See PART II: AREA J.

SEA CAVES

1 square = 10 feet

(elevation markers in relation to mean sea level)





Ghost: If turned here, this incorporeal sailor will return to the shipwreck farther along the shore⁷⁴. UT 10; AL LE; SZ M; MV 30 (fly 50); DX 8; AC 0; HD 10 (hp 60); #A 1/1 (touch); D —; SV 12; ML 10; XP 1,900.

Special: Sight causes victims to flee for 2d6 rounds, unless *sorcery* saves made. Immune to poison, paralysis, fear, and cold. Harmed only by silver or magical weapons. Touch causes victim to age 13 years unless *death* save made.

Jellyfish, Reactor⁷⁵: These creatures are drawn to the **copper lotuses** in #C-11. AL N; SZ M; MV 10 (fly/swim 30); DX 10; AC 0; HD 3 (hp 17); #A 1/1 (sting); D 2d4; SV 15; ML 12; XP 53.

Special: Flashes intense, bright red colour, causing disorientation; make *transformation* save or suffer -1 attack penalty. Once per day can expel poisonous gas against single target, causing 2d12 hp damage (*death* [poison] save for ½).

Oon, Barnacle⁷⁶: Barnacle-covered men awoken from their sleep and arise from the mud, angry at the disturbance. AL N(E); SZ M; MV 40; DX 9; AC 3; DR 2; HD 2 (hp 10); #A 2/1 (pummel/pummel); D 1d4+2/1d4+2; SV 16; ML 10; XP 28.

Special: *Infrared vision* to 120-foot range. -2 attack penalty when exposed to bright light. Electrical attacks cause ½ damage, or ¼ damage if save made.

Sitiyok: Refer to #C-12.

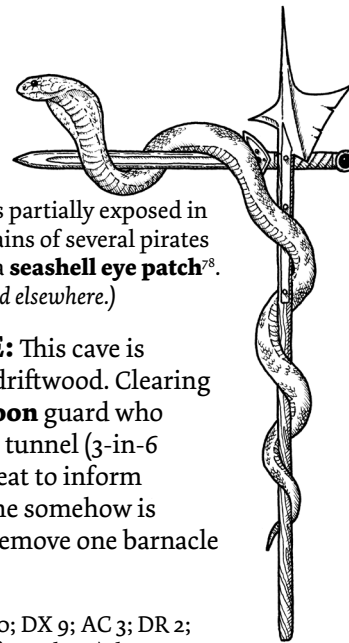
Zombie: A horrible stench arises, followed by moaning, and then a bloated pack of corpses shambles into view. UT 2; AL CE; SZ M; MV 30; DX 3; AC 8; HD 2 (hp 9); #A 1/1 (pummel or bite); D 1d8 or 1d3; SV 16; ML 12; XP 64.

Special: Always attacks last; no running allowed. Immune to poison, paralysis, fear, and cold. *Cure disease* destroys. Arrows and bolts inflict 1 hp damage (plus bonuses); other piercing / thrusting weapons cause ½ damage. Any natural 19 or 20 attack roll vs. zombie considered “head shot” inflicting maximum damage, regardless of weapon type. 1-in-4 chance of bite attempt per round; otherwise, pummel attacks apply until zombie drops foe, which it then will attempt to eat. Bite infects victim with *zombiism* (no save allowed). Infection manifests 1 turn after bite and begins with fever, followed by loss of consciousness 1d6+6 turns later. Within 1d10+2 hours victim dies; 1d6 turns thereafter rises as zombie. *Cure disease* can alleviate, if cast before victim’s death. Multiple zombies will *overbear* victims.

Gear: 4d6 cp, 4d4 sp, 3d4 ep, 1d8 gp.

Item (Blood Heart): A metal object peeks up out of the earth: the tip of a heart-shaped brass box. The box is **locked** and contains a soft leather pouch holding a single **ruby**, known as the **blood heart**⁷⁷. (*Ignore this encounter if the item was found elsewhere.*)

Item (Message in a Bottle): A glass bottle protrudes from the ground. Inside is a rolled animal skin. Writ in blood in the Common tongue are the nautical coordinates of Crystal Point and the message “SAVE ME, AND THE TREASURE SHALL BE YOURS!” (*Ignore this encounter if the item was found elsewhere.*)



Item (Seashell Eye Patch): A skull lies partially exposed in the dirt. Unearthing it reveals the remains of several pirates buried nearby. A different skull wears a **seashell eye patch**⁷⁸. (*Ignore this encounter if the item was found elsewhere.*)

C-1. NORTHERN SEA CAVE: This cave is choked with spruce branches and driftwood. Clearing the debris may alert the **barnacle oon** guard who sometimes hides deeper inside the tunnel (3-in-6 chance). If forewarned, he will retreat to inform **Androkles**, his master (#C-21); if he somehow is caught and eliminated here, then remove one barnacle oon from #C-21.

Oon, Barnacle⁷⁹: AL N(E); SZ M; MV 40; DX 9; AC 3; DR 2; HD 2 (hp 10); #A 2/1 (pummel/pummel); D 1d4+2/1d4+2; SV 16; ML 10; XP 28.

Special: *Infrared vision* to 120-foot range. -2 attack penalty when exposed to bright light. Electrical attacks cause ½ damage, or ¼ damage if save made.

C-2. CENTRAL SEA CAVE: This cave has empty crab shells haphazardly scattered in front of it. The **giant chameleon** from #C-13 may have passed here recently (3-in-6 chance), leaving faint tracks.

C-3. SOUTHERN SEA CAVE: This cave has a crab image drawn in charcoal above it. **Sitiyok**, the crab-kin shaman who lives in #C-12, may have passed here recently (3-in-6 chance), leaving faint tracks.

C-4. UNDERWATER TUNNEL: From the east, a sandy shore slopes three feet into a pool of reddish-brown water from six to eight feet deep at the centre. The pool is one end of an underwater tunnel continuing westwards. Standing guard at the western side are **2 crab-man warriors**, who admire a few tiny crabs near the edge of the water. If anyone approaches, they will shake their laser rifles and make loud clicking noises to scare them off.

Crab-Man Warriors (x2): AL N; SZ L; MV 30; DX 9; AC 3; HD 3+3 (hp 20, 25); #A 2/1 (pincer/pincer) or 3/1 (laser rifle [+2]); D 2d4/2d4 or 3d6 (x3); SV 15; ML 9; XP 165.

Gear: laser rifle (range 150; 47 charges), 3 pp.

If the crab-men are attacked, then one will engage whilst the other retreats to alert his fellows at #C-5 and #C-6. If **Sitiyok** introduces strangers, then the crab-men will listen, after which they either may insist the party leave or may lead the party to their main camp at #C-7 (one in front, one behind). If angered, one crab-man will attack whilst the other raises the alarm, as noted.

74 See PART II: AREA G.

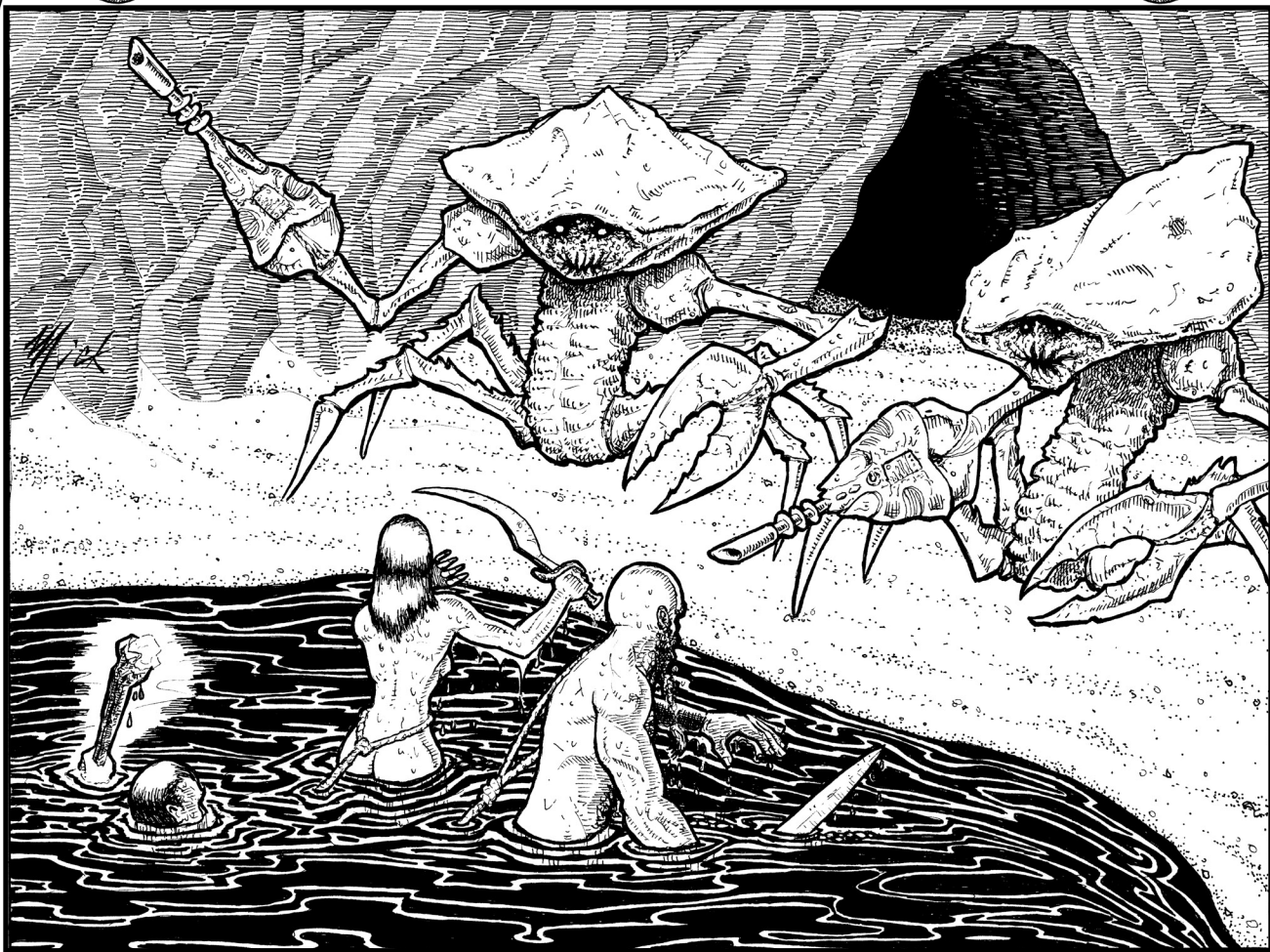
75 See APPENDIX B.

76 *ibid.*

77 See APPENDIX C.

78 See APPENDIX C.

79 See APPENDIX B.



Underwater Tunnel

C-5. SILO ALPHA: This worked cavern has heavy pitting in the walls and a six-foot-diameter shaft in the ceiling, stretching 300 feet upwards to **#B-13** in the **LIGHTNING REACTOR COMPLEX**. The discoloured metal grate that once secured the shaft leans against the northern wall. Near the doorway, **concealed** by discoloration, is a red button etched with the Hellenic letter A (alpha), now broken from disuse. The cavern is guarded by **4 crab-men** and **2 crab-man warriors**, who refuse passage to anyone without permission. They will leave their post only to reinforce the crab-men at **#C-6** if they hear fighting.

Crab-Men (x4): AL N; SZ L; MV 30; DX 9; AC 3; HD 3+3 (hp 14, 15, 16, 17); #A 2/1 (pincer/pincer); D 2d4/2d4; SV 15; ML 9; XP 75.
Gear: **4 pp.**

Crab-Man Warriors (x2): AL N; SZ L; MV 30; DX 9; AC 3; HD 3+3 (hp 20, 25); #A 2/1 (pincer/pincer) or 3/1 (laser rifle [+2]); D 2d4/2d4 or 3d6 (x3); SV 15; ML 9; XP 165.
Gear: laser rifle (range 150; 52 charges), **4 pp.**

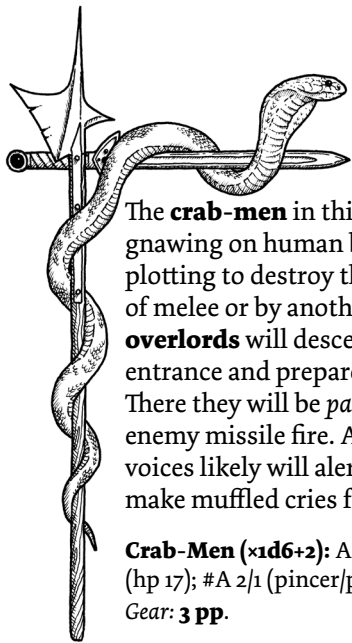
C-6. CRAB-MAN GUARDS: Mostly submerged below the surface of the water to the south are **1 crab-man** and **2 crab-man warriors**. If alerted by the sound of fighting, the two warriors will position defensively at the eastern entrance whilst the third alerts the others at **#C-7**. The water-filled tunnel slopes down gently for 30 feet and then levels out for one mile, before opening onto the sea floor.

Crab-Man: AL N; SZ L; MV 30; DX 9; AC 3; HD 3+3 (hp 13); #A 2/1 (pincer/pincer); D 2d4/2d4; SV 15; ML 9; XP 75.
Gear: **3 pp.**

Crab-Man Warriors (x2): AL N; SZ L; MV 30; DX 9; AC 3; HD 3+3 (hp 20, 25); #A 2/1 (pincer/pincer) or 3/1 (laser rifle [+2]); D 2d4/2d4 or 3d6 (x3); SV 15; ML 9; XP 165.
Gear: laser rifle (range 150; 54 charges), **4 pp.**

C-7. CRAB-MAN CAMP: Along the western wall of this cave, the corpses of six rust-coloured men (**copper oon**⁸⁰) dangle from their feet, suspended from the roof by thin cords. Their flesh hangs ragged, stripped completely in spots; some lack appendages. A few bones lie scattered in the sand beneath them.

⁸⁰ See APPENDIX B.



The **crab-men** in this crude bivouac spend their time gnawing on human bones, cleaning their weapons, and plotting to destroy the mi-go. If alerted by the sound of melee or by another crab-man, the **warriors** and **overlords** will descend into a trench near the eastern entrance and prepare to attack with their laser rifles. There they will be *partially concealed* (+2 AC) versus enemy missile fire. Any loud commotion or human voices likely will alert the captives in **#C-8**, who will make muffled cries for help.

Crab-Men (×1d6+2): AL N; SZ L; MV 30; DX 9; AC 3; HD 3+3 (hp 17); #A 2/1 (pincer/pincer); D 2d4/2d4; SV 15; ML 9; XP 75. Gear: 3 pp.

Crab-Man Warriors (×4): AL N; SZ L; MV 30; DX 9; AC 3 (or 1); HD 3+3 (hp 18, 20, 25, 27); #A 2/1 (pincer/pincer) or 3/1 (laser rifle [+2]); D 2d4/2d4 or 3d6 (×3); SV 15; ML 9; XP 165. Gear: laser rifle (range 150; 47 charges), 4 pp.

Crab-Man Overlords (×2): AL N; SZ L; MV 30; DX 12; AC 0 (or -2); HD 6+6 (hp 32, 34); #A 2/1 (pincer/pincer) or 3/1 (laser rifle [+2]); D 2d6/2d6 or 3d6 (×3); SV 14; ML 10; XP 750. Gear: laser rifle (range 150; 101 charges), 13 pp, 1 jade (40-gp value), 1 opal (1,800-gp value).

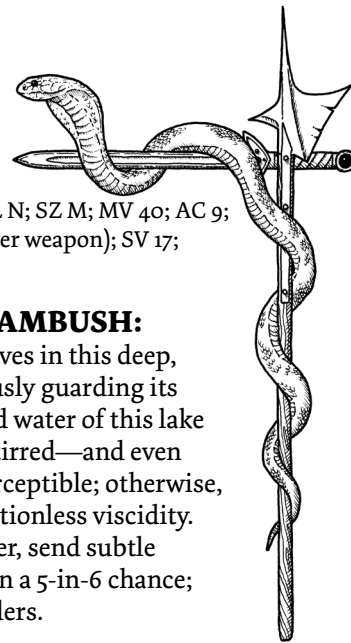
If the adventurers approach with **Sitiyok**, the crab-kin shaman, then the crab-man overlords will listen to their story. They potentially may permit the party to pass upwards through Silo Alpha (**#C-5**) to **#B-13** in the **LIGHTNING REACTOR COMPLEX**, sharing information or lending the support of 2 crab-men. If truly impressed, then the crab-men might gift PCs with carapace armour (AC 6, DR 1) and/or a small sack holding 600 pp (imprinted with a trident on the obverse and a dolphin on the reverse).

C-8. CRAB-MAN PRISONERS: Three ragged and bloody sailors squirm in the damp sand, bound, gagged, and terrified. They are **Vaitorr** [vi-TAWR], **Yann** [YAN], and **Zandai** [ZAN-di], sailors who came here on *Saturn's Skald*⁸¹ seeking the lost treasure of Atlantis. Upon approaching the island, a strange force hurled the ship onto its rocky shore. Dozens of **crab-men** then rose from the shallows and attacked with orange beams of pure fire.

Suddenly, descending from the treeline came winged crustaceans firing disintegration rays and copper-coloured men wielding lightning. This new group slaughtered the crab-men and most of the sailors, including their captain, Gunnbjörn, and his passengers, two strangers from Khromarium⁸². Feigning death on the rocks, the sailors waited until the winged crustaceans and copper men returned into the trees. They then set out from the ship in an undamaged rowboat, hoping to escape; alas, more crab-men captured them a day later.

81 See PART II: AREA G.

82 See BLACK CRYSTAL LAIR, **#A-15**.



Sailors (×3) (0TH-LEVEL FIGHTERS): AL N; SZ M; MV 40; AC 9; HD 1 (hp 5); FA 0; #A 1/1 (weapon); D (per weapon); SV 17; ML 8; XP 10.

C-9. MEGATETRACHELID AMBUSH:

A **four-clawed monstrous crab** lives in this deep, russet-tinged saltwater lake, jealously guarding its crimson eggs (in **#C-10**). The placid water of this lake scarcely ripples, unless violently stirred—and even then its undulation is nearly imperceptible; otherwise, the gelatinous fluid remains in motionless viscosity. Movement in the lake does, however, send subtle vibrations that will alert the crab on a 5-in-6 chance; it then will move to ambush intruders.

Crab, Monstrous, Four-clawed⁸³: AL N; SZ L; MV 20; DX 6; AC 0; HD 15 (hp 55); #A 4/1 (pincer ×4); D 3d6 (×4); SV 9; ML 9; XP 4,800.

Special: On natural 20 attack roll, target must make *avoidance* save or lose an extremity. Swarm of tiny crabs will attack opponent not engaged in melee, who must roll *test of strength* to resist being knocked *prone*. Swarm then will chew victim's face, inflicting 1d6 hp damage per round until destroyed (AC 8; 20 hp).

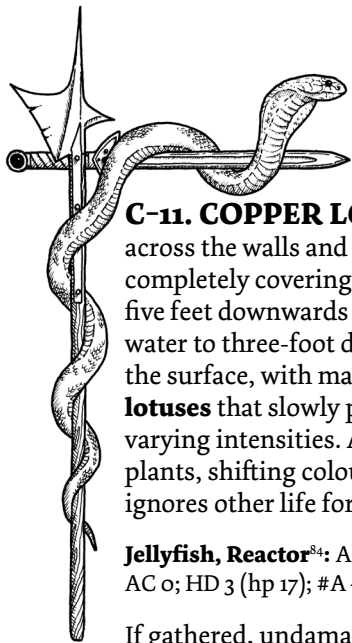
The lake's pebbly southern shallows end at a cliff that drops 90 feet straight down. A set of steep, narrow steps has been carved into the cliffside (leading to **#D-3** in the **WATERY TEMPLE**), but the steep angle and murky water **conceals** them. A small, rocky shore on the western wall is littered with bones, 6 pp of Atlantean mint (imprinted with a trident on the obverse and a dolphin on the reverse), and a **frost ray gun** (44 charges). The cavern also features a collapsed tunnel on the eastern wall and a three-foot-diameter opening on the northern wall (set 10 feet above the waterline). To the southwest, 40 feet below the surface of the water, a 12-foot-wide, 25-foot-high fissure leads to the crab's lair (**#C-10**).

C-10. MEGATETRACHELID LAIR: Across the floor lie strewn 5,000 translucent crimson eggs, resembling beautiful, smooth gems. Each shows the black silhouette of a tiny crab within, trapped inside when the toxic water hardened its shell. These curiosities would be worth 1 sp each to a common jeweller, but as much as 20 gp to a wise bidder. Though they do not detect as magical, the eggs can be hatched through sorcerous means, with a 1-in-10 chance of life for the crab inside. Any surviving crustaceans would grow into **giant crabs** (1% chance of a **monstrous crab**) and be telepathically bonded—and completely obedient—to anyone consuming the broken eggshell.

83 See APPENDIX B.



Megatetrabelid



C-11. COPPER LOTUSES: Leafy vines have spread across the walls and ceiling throughout this cavern, completely covering its walls. The floor gently slopes five feet downwards in the centre and is filled with water to three-foot depth. Dark green lily pads blanket the surface, with many bearing mutated **copper lotuses** that slowly pulse reddish-brown hues in varying intensities. A **reactor jellyfish** floats above the plants, shifting colour in synchronization. The creature ignores other life forms, even if attacked.

Jellyfish, Reactor⁸⁴: AL N; SZ M; MV 10 (fly/swim 30); DX 10; AC 0; HD 3 (hp 17); #A —; D —; SV 15; ML 2; XP —.

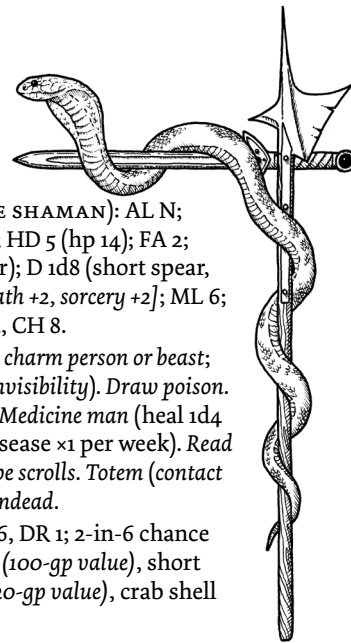
If gathered, undamaged lotuses will continue to shed rust-coloured light in a five-foot radius for 1d12+12 hours. Adventurers with wilderness expertise may recognize the lotuses as a source of poison (referee's discretion). As many as 1d4+1 doses of *penetrative IV* poison gel can be collected and applied to weapons.

On the eastern wall, the vegetation **conceals** a 3 × 3-foot driftwood door, just above the water's surface. Beyond, a narrow crawlway leads to **#C-12**, where lives **Sitiyok** the crab-kin shaman. If the Esquimaux is at home (4-in-6 chance), then he will have the driftwood door **barred** from the inside (requiring a *test of strength* to break open).

C-12. CRAB-KIN SHAMAN: An old, hunchbacked Esquimaux named **Sitiyok** lives here, proudly wearing his moulted **crab-man** armour. He eagerly will explain how the armour denotes his status as the seventh son of a seventh son, revered amongst his people, and grants him special access to the **crab-man overlords**. He has lived on the island for years, but will share information only in exchange for gems or interesting shells, which fascinate him.

Sitiyok knows the island's obvious features (e.g., "There is a black crystal goat by the lake,") and hazards (e.g., "The goat is dangerous," "Undead seem to be attracted to the island,") but few details. He also knows the crab-men have a camp here in the **SEA CAVES**, but he is not privy to the details of their mission. He will introduce adventurers to the crab-men only if they can recover his **silver ring**⁸⁵; he lost the ring when a **giant eagle** severed his finger, carrying it away into the **CLIFF CAVES** above⁸⁶.

If attacked, Sitiyok will try to use his *invisibility* and/or *dash* spells to flee so that he can alert the **crab-men** at **#C-4**. If he cannot escape, then he will surrender immediately, attempt to trade misleading information for his life, and betray his captors as soon as possible. Sitiyok and **Androkles (#C-21)** share an uneasy peace.



Sitiyok (5TH-LEVEL ESQUIMAUX MALE SHAMAN): AL N; SZ M (5'9", 210 lbs.); MV 30; AC 6; DR 1; HD 5 (hp 14); FA 2; TA 3; CA 5; #A 1/1 (short spear or dagger); D 1d8 (short spear, two-handed) or 1d4 (dagger); SV 14 [*death +2, sorcery +2*]; ML 6; XP 200; ST 12, DX 9, CN 12, IN 12, WS 12, CH 8.

Special: Druid spells (*pass without trace; charm person or beast; plant growth*). Magician spells (*dash; invisibility*). *Draw poison. Magic item use* (as magician or cleric). *Medicine man* (heal 1d4 hp ×5 allies per day; treat poison or disease ×1 per week). *Read magic. Read scrolls* (shaman only). *Scribe scrolls. Totem* (contact otherworldly being ×1 per week). *Turn undead*.

Gear: **crab-man** carapace armour (AC 6, DR 1; 2-in-6 chance of spell failure), **pearl-hilted dagger** (100-gp value), short spear, **copper crab totem pendant** (20-gp value), crab shell **spell book** (*dash; invisibility*).

C-13. ISSLYS AND SYLSSI: The floor of this cavern gently slopes five feet downwards in the centre and is filled with water to two-foot depth. A few chewed-up crab shells drift in the water, and a large, brilliant **sparkling spiral shell** (100-gp value) floats near the northern wall. **Isslys** and **Sylssi**, a two-headed **giant chameleon**, have placed the shell there, hoping to attract dinner. Meanwhile, they cling to the cavern's red, spongy ceiling, almost perfectly camouflaged, and wait to surprise prey with their whip-like tongues. Throwing fresh crab into the water may cause the intelligent, highly conversant creature to appear and reward the gift-giver with information or friendship.

Isslys [EES-lihs] and **Sylssi** [SIHL-see], **Mutant Giant Chameleon**: AL N; SZ L; MV 40; DX 10; AC 5; HD 5 (hp 24); #A 2/1 (bite/bite or bite/tail); D 1d10/1d10 or 1d10/1d6; SV 14; ML 9; XP 225.

Special: Blending increases chance to surprise by 2-in-6. Can bite with both heads simultaneously, or can bite with one head whilst other head directs tail. If tail sweep hits, target must make *avoidance* save or be knocked *prone*.

C-14. QUICKSAND: This junction contains a patch of **quicksand**. This hazard can be detected actively by a thief practicing his *manipulate traps* ability, or by a huntsman with his *wilderness traps* ability. Otherwise, on a standard surprise roll, the lead PC will blunder into the quicksand and begin to sink.

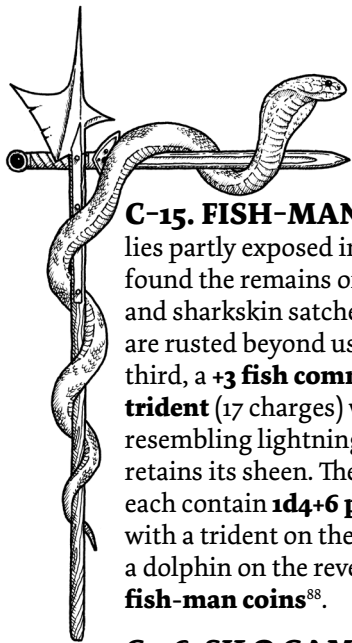
Any PC who slips into the quicksand will submerge completely in 5 rounds, whereupon he will begin to drown⁸⁷. A stranded character can be pulled out with a rope by a companion with 13 strength or greater. Unless safety measures are taken (such as several allies chaining together), the rescuer risks a 1-in-6 chance to slip in as well.

⁸⁴ See APPENDIX B.

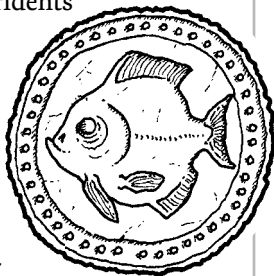
⁸⁵ an **ichthyic ring**; see APPENDIX C.

⁸⁶ See PART II: AREA F.

⁸⁷ See AS&SH VOL. III, p. 263: SPECIAL DAMAGE, *asphyxia*.



C-15. FISH-MAN BONES: A humanoid ribcage lies partly exposed in the moist sand, wherein may be found the remains of **3 fish-men**, each with a trident and sharkskin satchel. Two of the tridents are rusted beyond usefulness; the third, a **+3 fish commander trident** (17 charges) with prongs resembling lightning bolts, retains its sheen. The satchels each contain **1d4+6 pp** (imprinted with a trident on the obverse and a dolphin on the reverse) and **1d4+4 fish-man coins**⁸⁸.

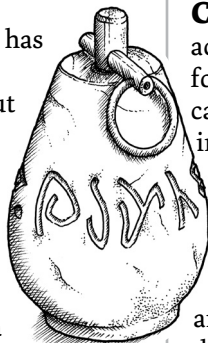


Fish-Man Coin

C-16. SILO GAMMA: Heavy pitting scars the worked stone walls here. Near the doorway, **concealed** by discoloration, is a red button marked with the Hellenic letter Γ (gamma), now broken from disuse. In the centre of the ceiling, a recessed metal grate covers a six-foot-diameter shaft that stretches 300 feet upwards to **#B-24** in the **LIGHTNING REACTOR COMPLEX**. A metal ladder lies embedded in the inner wall of the shaft.

Opening the grate by force (requiring an *extraordinary feat of strength*) will trigger three extremely loud beeps. Thirty seconds later, the **mi-go** attending Control Room Gamma (**#B-22** in the **LIGHTNING REACTOR COMPLEX**) will flush the shaft with toxic, corrosive water. All in the shaft or the room below will suffer 2d20 hp damage, with *avoidance* saves allowed for half damage.

C-17. CHASM: The wet, sandy floor here has collapsed, and clacking noises faintly echo up from the chasm's depths. The rift is about 10 feet wide near the passage and tapers to 60-foot depth. It could be jumped with a successful *test of dexterity*, but those failing would suffer 6d6 hp damage from the fall. At the bottom might be found a pair of skeletons (picked clean by small crabs) and a rotted wooden crate holding **14 radiation grenades**.



Radiation Grenade

C-18. WATERFALL: Crashing water pours down from overhead on the western side, resounding through nearby passages and audible 30 feet away. The water pools to 10-foot depth in this cavern, where it then drains into an underwater tunnel. The pool has a shallow but narrow perimeter ledge, and the southern side of the falls bears a slippery rock area ascending 310 feet to **#B-28** in the **LIGHTNING REACTOR COMPLEX**.

C-19. ORBS: Seven melon-sized orbs, orange with green striations, dangle from overhead by thick green cords, apparently the fruit of some leafy vine growing

on the ceiling. Touching an orb causes it to explode with a loud crack and release a cloud of poisonous spores. The spores cause 2d6 hp damage to anyone within 20 feet, with *death* (poison) saves (modified by *defence adjustment*) for half damage. Meanwhile, the cracking sound will alert the **barnacle oon**⁸⁹ in **#C-20** of intruders on a 4-in-6 chance.

C-20. ENTRANCE TO ANDROKLES' LAIR:

A curtain of water pours from a wide crack near the ceiling on the northern cave wall, filling the room to three-foot depth and then overflowing out into the passage to drain in **#C-23**. Hiding in the mud along the western wall are **6 barnacle oon**, ready to ambush trespassers (chance to surprize increased by 1-in-6).

Oon, Barnacle⁹⁰ (**x6**): AL N(E); SZ M; MV 40; DX 9; AC 3; DR 2; HD 2 (hp 10); #A 2/1 (pummel/pummel); D 1d4+2/1d4+2; SV 16; ML 10; XP 28.

Special: *Infrared vision* to 120-foot range. -2 attack penalty when exposed to bright light. Electrical attacks cause 1/2 damage, or 1/4 damage if save made.

If the PCs have triggered the orb alarm in **#C-19**, then another **4 barnacle oon** will emerge from each of the two passages **concealed** behind the waterfall. The eastern group will be led by **Androkles**, who will brag about Chalak's power and invite the PCs to join his flock. If the orb alarm has not been triggered, then Androkles and the others will be sleeping in **#C-21**.

C-21. MUD BEDS: Tiny, coin-sized crabs scurry across the dark, barnacle-ridden mud here. The two-foot-deep muck imposes a -20 MV penalty (making the cavern impassable to anyone in heavy armour). Buried in the mud of the side chambers are **100 pp** (imprinted with a trident on the obverse and a dolphin on the reverse), which may be uncovered at a rate of one coin per man-hour.

If the PCs did not trigger any alarms, then **Androkles** and **8 barnacle oon** will be sleeping in the mud of the alcoves, **concealed** perfectly. They will awaken on a 3-in-6 chance, in which case they will gain a 1-in-6 bonus to their chance to surprize trespassers as they burst from the mud. If the PCs have triggered the orb alarm in **#C-19**, then this area will be empty, as Androkles and the oon already will have entered **#C-20**.

Oon, Barnacle⁹¹ (**x8**): AL N(E); SZ M; MV 40; DX 9; AC 3; DR 2; HD 2 (hp 10); #A 2/1 (pummel/pummel); D 1d4+2/1d4+2; SV 16; ML 10; XP 28.

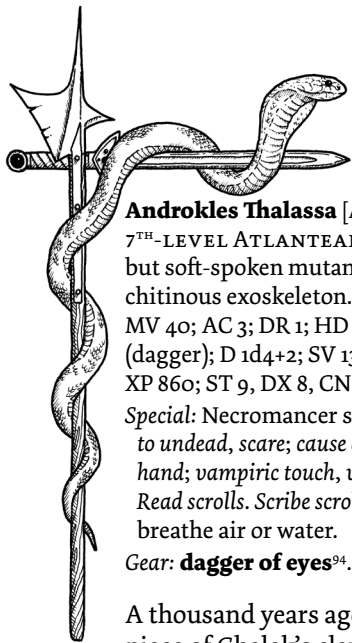
Special: *Infrared vision* to 120-foot range. -2 attack penalty when exposed to bright light. Electrical attacks cause 1/2 damage, or 1/4 damage if save made.

88 See APPENDIX C.

89 See APPENDIX B.

90 *ibid.*

91 *ibid.*



Androkles Thalassa [AN-droh-kleez thuh-LA-suh] (MUTATED 7TH-LEVEL ATLANTEAN MALE NECROMANCER): Wild-eyed but soft-spoken mutant wearing a muddy brown robe over his chitinous exoskeleton. AL N(E); SZ M (5'7", 170 lbs.); MV 40; AC 3; DR 1; HD 7 (hp 35); FA 3; TA 5; CA 7; #A 1/1 (dagger); D 1d4+2; SV 13 [death +2, sorcery +2, poison +1]; ML 7; XP 860; ST 9, DX 8, CN 15, IN 12, WS 12, CH 12.

Special: Necromancer spells (*extermination, identify, invisibility to undead, scare; cause deafness, forest of crab claws*⁹², *spectral hand; vampiric touch, wraithshape; black pincers*⁹³). *Read magic. Read scrolls. Scribe scrolls. Command undead. Alchemy. Can breathe air or water.*

Gear: **dagger of eyes**⁹⁴.

A thousand years ago, Androkles recovered a small piece of Chalak's claw shell during the **lightning reactor's**⁹⁵ construction. Mesmerized by the fragment, he hid it from his fellow cultists and carved it into a small totem. Over time, he became obsessed with the totem, lost interest in the cult, and retreated into the caves to worship it alone. The totem has kept him alive ever since, but eroded his mind.

Androkles spends his years hibernating in the mud, lost in dreams of the deep sea, and worshipping his idol of Chalak (in **#C-22**). As the **mi-go** have discarded oon clones corrupted by overexposure to **liquid copper**⁹⁶, Androkles has welcomed them. They now follow him, venerating his idol and developing crab mutations. Androkles maintains an uneasy peace with the **crabmen**, as they share a common enemy (the mi-go) and a common master (Chalak).

C-22. FALSE IDOL OF CHALAK: An eight-foot-tall effigy resembling the fusion of crab and slug sits near the eastern wall of this muddy cavern. Sculpted of barnacles, bones, driftwood, seaweed, and tar, it rears up on an enormous limacine body, oversized pincers framing its crude maw. The idol radiates an aura of Evil so strong that men of fewer than 2 HD immediately will flee the cavern, running wildly for 1 turn. More powerful explorers will feel compelled to prostrate themselves before the idol unless they make *sorcery* saves (modified by *willpower adjustment*); a new save may be attempted each turn.

Closer inspection of the structure will reveal a small black crab claw totem positioned on its underbelly, at about chest height for a man. This is the **black claw of Chalak**⁹⁷, and removing it dispels the idol's power. On the wall behind the idol, Androkles has scrawled his spells in spiral patterns, serving as his spell book (contains all prepared spells, plus *lightning bolt; inflict madness*).

92 As *forest of bones*, but hundreds of small chelæ hold victims fast.

93 As *black tentacles*, evoking one giant black pincer per CA level.

94 See APPENDIX C.

95 See APPENDIX A.

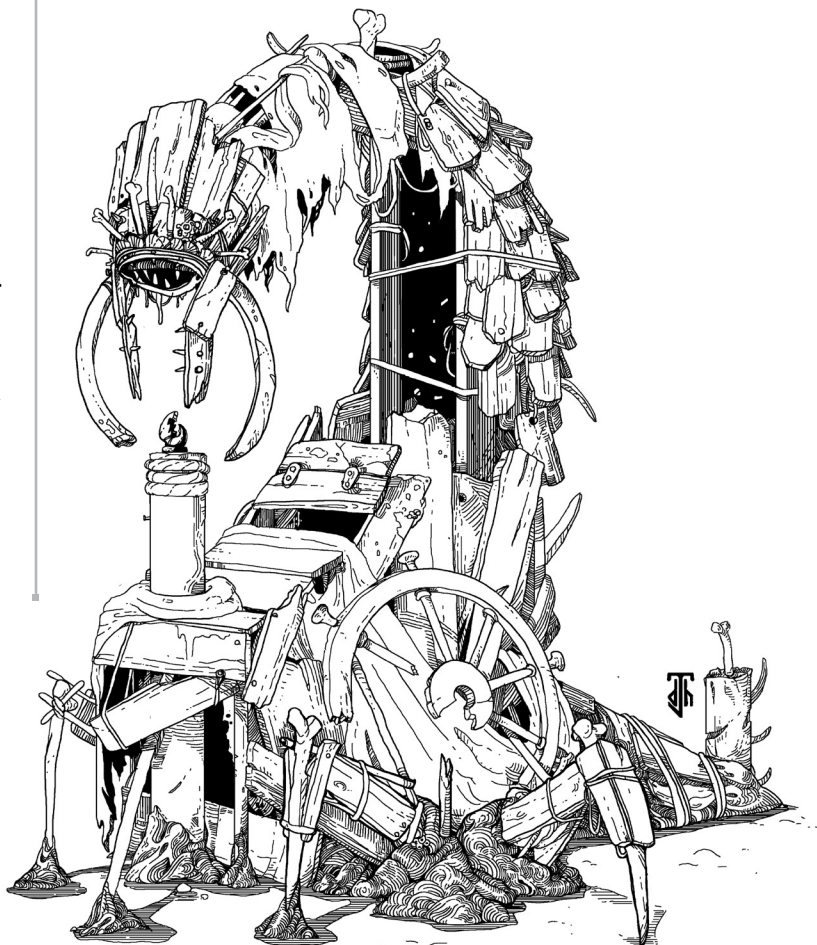
96 *ibid.*

97 See APPENDIX C.

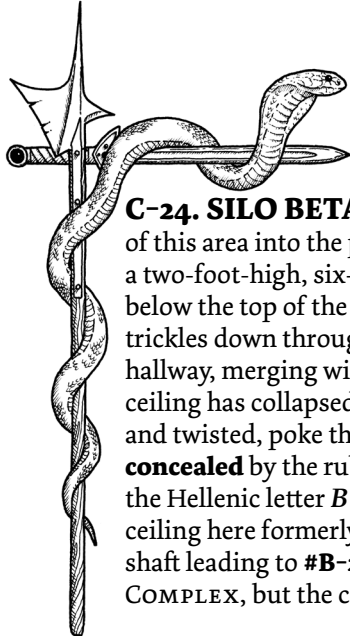
ANDROKLES' TACTICS: If attacked, Androkles will flee to **#C-22**, hoping to lure foes toward the powerful magic of Chalak's idol. From there, his likely spell-casting sequence is as follows:

- * *Black pincers* and/or *forest of crab claws* to immobilize the entire party, if possible.
- * *Spectral hand*, followed by *vampiric touch*.
- * *Scare*, if an enemy closes to melee.
- * *Wraithshape* to escape, should his morale fail.

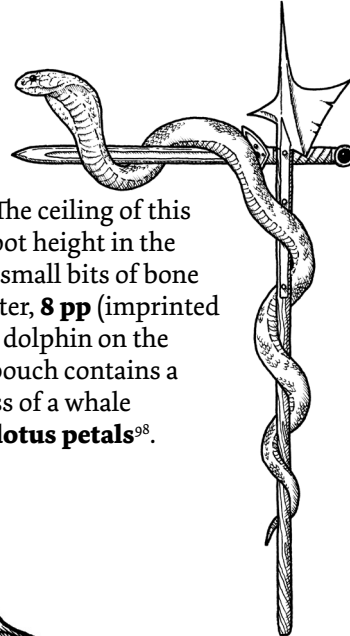
C-23. WATERY CAVERN: Shallow water floods this cavern's southern half, gently swirling to the north, where it disappears into a small water-filled tunnel (eventually draining to **#D-2** in the **WATERY TEMPLE**). The southern wall features a three-foot-diameter opening set 10 feet from the ground. This aperture leads to a tunnel that overlooks the large lake at **#C-9**, where lives a **four-clawed monstrous crab**. Anyone watching the lake for a few minutes has a 1-in-8 chance to see the crab along the cavern's shallow beach, or a 3-in-6 chance to spy its large shadow looming below the surface.



False Idol

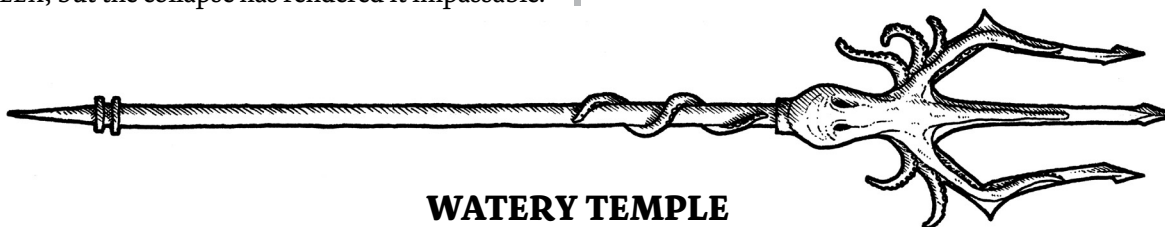


C-24. SILO BETA: Chunks of mossy rock spill out of this area into the passage, mostly blocking entry; a two-foot-high, six-foot-wide opening remains just below the top of the doorway. Reddish-brown water trickles down through the rubble and drains into the hallway, merging with the water in #C-23. Inside, the ceiling has collapsed, and discoloured metal bars, bent and twisted, poke through the rocks. Near the doorway, **concealed** by the rubble, is a red button marked with the Hellenic letter *B* (beta), now inoperative. The ceiling here formerly held a grate beneath a 300-foot shaft leading to #B-20 in the LIGHTNING REACTOR COMPLEX, but the collapse has rendered it impassable.



C-25. ABANDONED NEST: The ceiling of this small cave arches to about seven-foot height in the centre. A long-forsaken nest holds small bits of bone and fur, a firkin (8½ gallons) of butter, **8 pp** (imprinted with a trident on the obverse and a dolphin on the reverse), and a leather pouch. The pouch contains a **bone pipe** fashioned in the likeness of a whale (25-gp value) and **3 dæmon's bane lotus petals**⁹⁸.

⁹⁸ See APPENDIX C.



WATERY TEMPLE

Refer to the WATERY TEMPLE MAP on p. 47. In these water-filled caverns, adventurers will need the ability to breathe underwater and a waterproof light source. Below the Atlantean cultists' temple ruins lie deeper caves leading directly to **Chalak's** resting place.

UNDERWATER COMBAT: Fighting underwater is difficult, though not impossible. The following guidelines are presented in *AS&SH* VOL. III, p. 278: WATERBORNE EXPEDITIONS, *underwater combat*. They are condensed here for the referee's convenience.

- * Surface dwellers suffer -4 attack penalties when fighting underwater.
- * Swords (other than short swords) suffer an additional -4 attack penalty and reduced damage dice: d8 becomes d6, d10 becomes d8, and so on.
- * Hafted weapons impose an additional -8 attack penalty and halved damage dice.
- * Spears and other spear-like weapons, as well as thrusting weapons such as short swords and daggers, suffer no additional penalties (beyond the standard -4 attack penalty incurred by all surface dwellers).
- * Missiles are ineffective except when launched outside of water into water, in which case their penetrative thrust is reduced to half of their shortest range (in feet), and a -5 attack penalty applies.
- * Spells cannot be cast unless some dweomer allows the caster to speak clearly his incantations. Spells associated with air and wind, or fire and heat, are ineffective regardless, but spells that are allowed may have enhanced, reduced, or alternative results as adjudicated by the referee. For example, a *lightning bolt* might spread in a radius away from the caster, not unlike a *fireball*.

DOORS: The doors in the Red Kelp Cavern (#D-9) are 3 × 8-foot rounded rectangular hatches of heavy iron set in the cavern walls, which open via attached wheels. The hatch wheels have corroded over time, making them difficult to turn and requiring *tests of strength* to open.

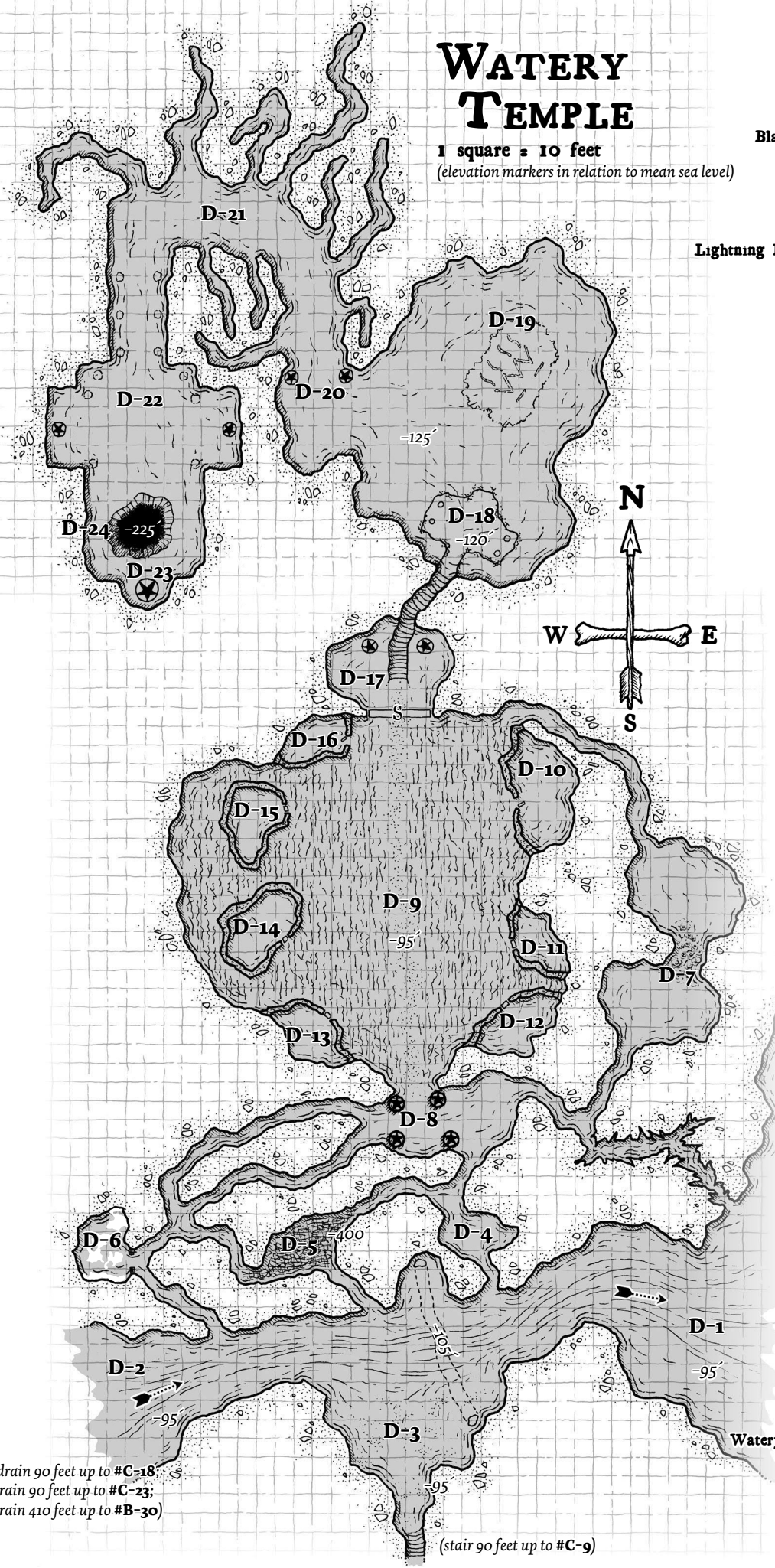
RANDOM ENCOUNTERS: Encounters occur on a 1-in-6 chance; check every 1 or 2 turns, depending on the party's noise and activity.

Table 9: Watery Temple Encounters

d6 Roll	Encounter
1	Crab, Giant (1d4)
2	Fangfish (1d4+4)
3	Ghoul, Lacedon (1d4+2)
4	Shark, Great White (1)
5	Zombie (1d4+2)
6	Item (Wall Carving)

WATERY TEMPLE

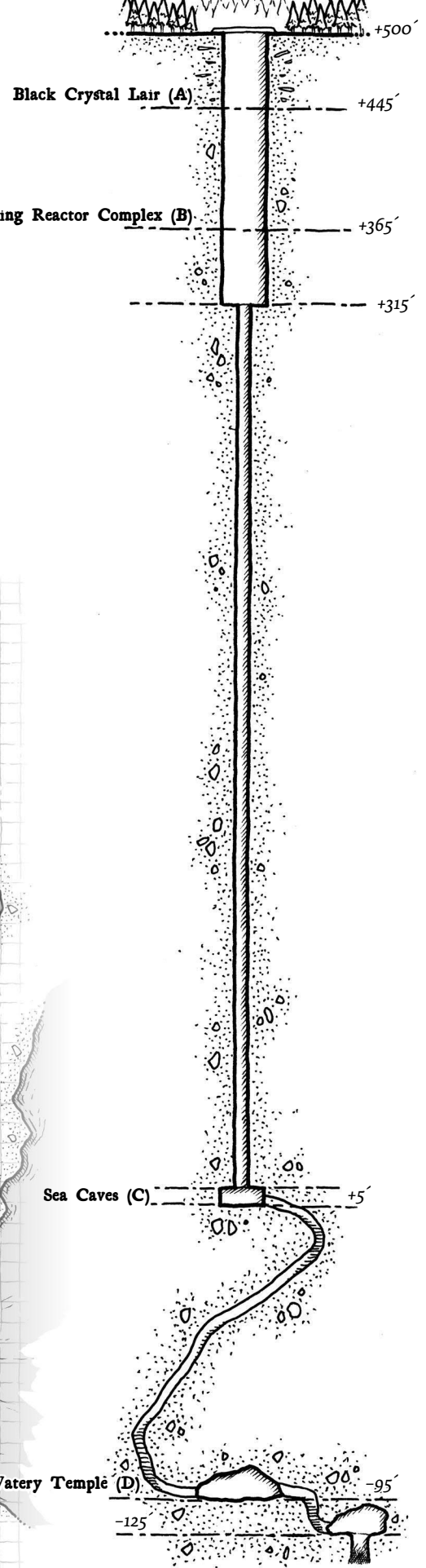
1 square = 10 feet
(elevation markers in relation to mean sea level)



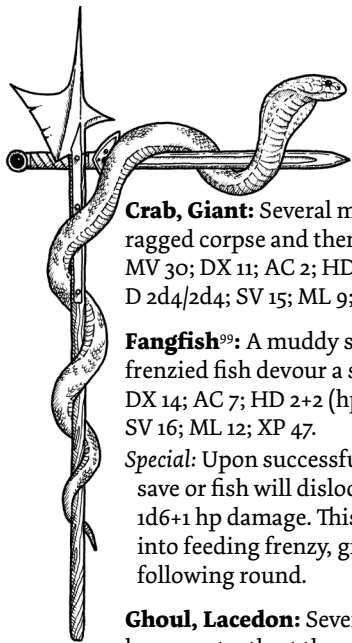
(drain 90 feet up to #C-18;
drain 90 feet up to #C-23;
drain 410 feet up to #B-30)

(stair 90 feet up to #C-9)

siloside view diagram



To Chalak's Resting Place



Crab, Giant: Several man-sized crustaceans tear away at a ragged corpse and then turn toward the party. AL N; SZ M; MV 30; DX 11; AC 2; HD 3 (hp 12); #A 2/1 (pincer/pincer); D 2d4/2d4; SV 15; ML 9; XP 41.

Fangfish⁹⁹: A muddy swirl appears up ahead as a pack of frenzied fish devour a shark. AL N; SZ S; MV o (swim 40); DX 14; AC 7; HD 2+2 (hp 14); #A 2/1 (bite/bite); D 1d6+1/1d6+1; SV 16; ML 12; XP 47.

Special: Upon successful bite, victim must make *avoidance* save or fish will dislodge a chunk of flesh, causing additional 1d6+1 hp damage. This bloodletting will send other fangfish into feeding frenzy, granting +2 attack roll bonus the following round.

Ghoul, Lacedon: Several pallid men appear hunched over a large sea turtle at the edge of the party's light source. UT 3; AL CE; SZ M; MV 40 (swim 40); DX 11; AC 6; HD 2 (hp 11); #A 3/1 (claw/claw/bite); D 1d3/1d3/1d6; SV 16; ML 10; XP 68. *Special:* Immune to poison, paralysis, fear, and cold. *Protection from evil* holds at bay. Hit causes paralysis for 2d6 turns unless *death* save made. Slain victims later become ghouls.

Shark, Great White: Fierce predator of the deeps nosing for warm-blooded prey. AL N; SZ L; MV o (swim 60); DX 14; AC 4; HD 6 (hp 24); #A 1/1 (bite); D 4d8; SV 14; ML 8; XP 300. *Special:* Successful hit followed by 2d8 hp damage per round from ripping and shaking.

Zombie: A few bloated corpses shamble into the light whilst small fish feed on their rotting flesh. UT 2; AL CE; SZ M; MV 30; DX 3; AC 8; HD 2 (hp 9); #A 1/1 (pummel or bite); D 1d8 or 1d3; SV 16; ML 12; XP 64.

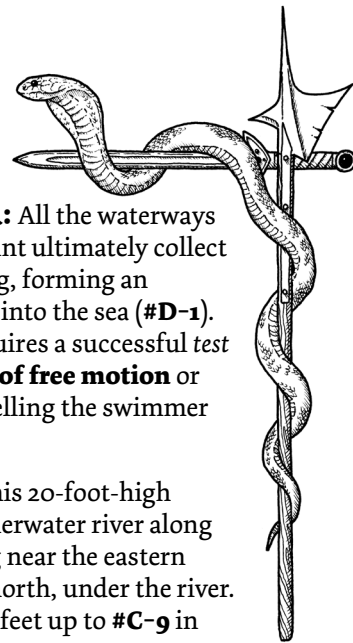
Special: Always attacks last; no running allowed. Immune to poison, paralysis, fear, and cold. *Cure disease* destroys. Arrows and bolts inflict 1 hp damage (plus bonuses); other piercing / thrusting weapons cause ½ damage. Any natural 19 or 20 attack roll vs. zombie considered "head shot" inflicting maximum damage, regardless of weapon type. 1-in-4 chance of bite attempt per round; otherwise, pummel attacks apply until zombie drops foe, which it then will attempt to eat. Bite infects victim with zombiism (no save allowed). Infection manifests 1 turn after bite and begins with fever, followed by loss of consciousness 1d6+6 turns later. Within 1d10+2 hours victim dies; 1d6 turns thereafter rises as zombie. *Cure disease* can alleviate, if cast before victim's death. Multiple zombies will *overbear* victims.

Gear: 4d6 cp, 4d4 sp, 3d4 ep, 1d8 gp.

Item (Wall Carving): On the cavern wall nearby, the party's light illumines a crude carving of a robed figure conjuring a globe around himself. The words "RUN! HIDE! IT IS COMING!" repeat around the globe's perimeter, writ in Hellenic (Hyperborean) letters.

D-1. OPENING TO SEA: The underwater river from #D-2 flows into the sea here, roughly 95 feet below the water's surface. A small fissure has opened in the wall nearby, enabling the bloated **zombies** of drowned seafarers to enter the caverns; the **monstrous electric eel** in #D-9 eats many of them.

99 See APPENDIX C.



D-2. UNDERWATER RIVER: All the waterways from the eastern half of Crystal Point ultimately collect here and flow through this opening, forming an underwater river that soon dumps into the sea (#D-1). Swimming across this current requires a successful *test of strength* (unless one bears a **ring of free motion** or similar sorcery), with failure propelling the swimmer out to sea.

D-3. BOOTS IN THE SAND: This 20-foot-high sandy cavern features a strong underwater river along the northern side. A small opening near the eastern wall drops into a passage leading north, under the river. To the south, a worn stair leads 90 feet up to #C-9 in the SEA CAVES.

A pair of grey boots may be seen near the centre of the cavern. One stands upright, undulating slowly in the water; the other lies flopped over. Broken tibias picked clean of flesh project from each boot. Below the sand around the boots hide 4 **fangfish**; they will emerge to attack anything within 10 feet of these **boots of the shark**¹⁰⁰, gaining a 1-in-6 bonus to their surprise chance.

Fangfish¹⁰¹ (x4): AL N; SZ S; MV o (swim 40); DX 14; AC 7; HD 2+2 (hp 14, 16, 18, 18); #A 2/1 (bite/bite); D 1d6+1/1d6+1; SV 16; ML 12; XP 47.

Special: Upon successful bite, victim must make *avoidance* save or fish will dislodge a chunk of flesh, causing additional 1d6+1 hp damage. This bloodletting will send other fangfish into feeding frenzy, granting +2 attack roll bonus the following round.

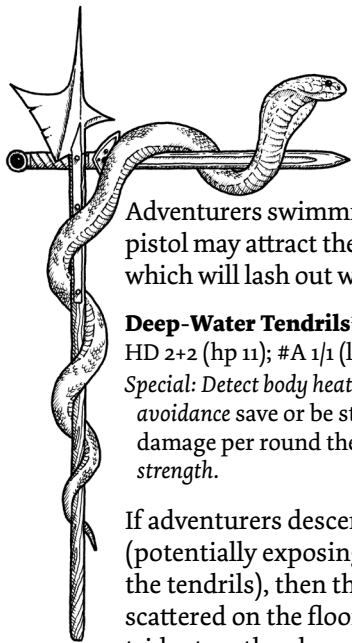
D-4. SLIME-LIT CAVERN: A dozen amorphous, translucent slimes float near the 10-foot ceiling, radiating soft white light that illumines the cavern. These simple creatures absorb (and slowly feed on) any electrical energy discharged within 20 feet of them. The slimes have no means to attack, but if punctured, they will release 3d10 hp of electrical energy that they have absorbed from the **monstrous electric eel** in #D-9. *Sorcery* saves are allowed for half damage, modified by *defence adjustment*, if applicable.

D-5. TENDRIL TRENCH: The passages into this cavern widen and drop steeply into a deep, murky trench about 300 feet deep. One hundred feet down, nearly a score of slender tendrils stretch out of the darkness, each terminating in a single broad leaf. Several bodies appear trapped by the tendrils in different spots.

Toward the centre of the tendril grove, one body wears a bulky yellow suit and a transparent, bubble-shaped helmet that reveals a fleshless skull. One of the corpse's gloved hands still holds a **radium pistol** (5 charges).

100 See APPENDIX C.

101 See APPENDIX B.



Adventurers swimming close enough to retrieve the pistol may attract the nearest **1d4 deep-water tendrils**, which will lash out with their adhesive, corrosive leaves.

Deep-Water Tendrils¹⁰² (**x17**): AL N; SZ L; MV 0; DX 10; AC 7; HD 2+2 (hp 11); #A 1/1 (lash); D —; SV 16; ML 12; XP 53.

Special: Detect body heat in 10-foot radius. Victim must make avoidance save or be stuck to tendril's leaf, suffering 1d6 hp damage per round thereafter; breaking free requires *test of strength*.

If adventurers descend to the bottom of the trench (potentially exposing themselves to attack by all of the tendrils), then they may find additional treasures scattered on the floor below: **549 pp** (imprinted with a trident on the obverse and a dolphin on the reverse), **1 eye agate** (8-gp value), **1 malachite** (16-gp value), **1 moss agate** (11-gp value), **1 rhodochrosite** (13-gp value), **2 turquoises** (6-gp value each), **1 rock crystal** (50-gp value), **1 smoky quartz** (60-gp value), **1 star rose quartz** (100-gp value), **1 coral** (140-gp value), **2 black pearls** (550-gp value each), and a three-pound chunk of uncut **hæmatite** (90-gp value unfinished; **x10 or more if cut and polished by a skilled gem cutter**).

D-6. SILVER ARCHWAY: A shiny grey arch decorated with intricate sigils glows brightly against the cavern wall, preventing water (except shallow puddles) from filling or Evil creatures from entering the cave beyond. Within the air-filled cave, the sentence “I HEARD THEM TELL ME THAT THIS LAND OF DREAMS WAS NOW” is scrawled on the western wall in Hellenic (Hyperborean). Half buried in the cool mud sit **6 bottles** of dark liquid marked “**SLADE’S BLACK SORCERER STOUT**”¹⁰³, SLADE’S HOSTELRY, 280 C.Æ” in Keltic (Goidelic) runes.

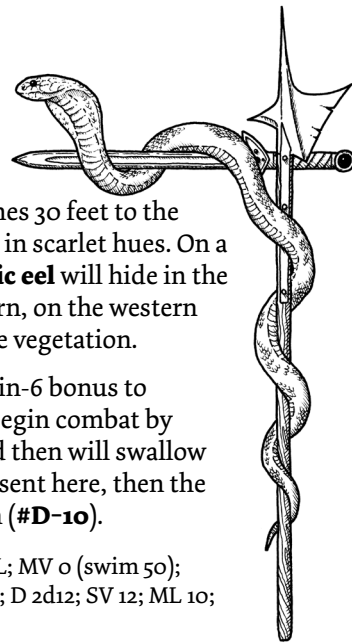
D-7. HYDROTHERMAL VENTS: Superheated water bubbles up from the narrow middle of this double cavern’s muddy floor, scalding anything passing through for 3d6 hp damage (*avoidance save for ½*). Watching the area for 1 turn will reveal that the bubbles pause for 30 seconds every three minutes.

D-8. ATLANTEAN STATUES: Four marble statues of Atlanteans (two men and two women) stand here, dressed in regal but antiquated attire. Each gazes down at an unending stream of coin-sized crabs crawling from its legs upwards into its open mouth. These illusory crabs can be dismissed by a *dispel phantasm* spell versus CA 12 sorcery. Alternatively, the statues themselves can be destroyed with magical weapons or sorcery; they make item saving throws as “Stone / Gem” with a +2 bonus.

D-9. RED KELP CAVERN: Bioluminescent red kelp grows thick in this huge cavern. The giant kelp

102 See APPENDIX B.

103 See APPENDIX C.



covers most of the floor and stretches 30 feet to the domed ceiling, bathing everything in scarlet hues. On a 5-in-6 chance, a **monstrous electric eel** will hide in the kelp toward the middle of the cavern, on the western side of a sandy path that bisects the vegetation.

The concealment grants the eel a 1-in-6 bonus to its chance to surprise prey. It will begin combat by releasing its first electric shock and then will swallow paralyzed victims whole. If not present here, then the eel can be found sleeping in its den (**#D-10**).

Eel, Electric, Monstrous¹⁰⁴: AL N; SZ L; MV 0 (swim 50); DX 12; AC 5; HD 10 (hp 48); #A 1/1 (bite); D 2d12; SV 12; ML 10; XP 2,800.

Special: Twice per turn, can discharge electric shock affecting all within 15-foot radius for 3d10 hp damage and paralysis for 1d4 rounds; *sorcery save* (modified by *defence adjustment*) halves damage and negates paralysis. Eel must recharge for 4 rounds before releasing second shock. On natural 20 attack roll, monster swallows victim, inflicting 1d6 hp damage per round thereafter; after 3 rounds, victim may asphyxiate. Paralyzed victims swallowed automatically. Swallowed prey can cut out with WC 1–3 blade, with attack penalty equal to WC; 12 hp damage from within for escape.

The cavern also contains two large bas reliefs, one on the ceiling and one on the northern wall, at the end of the sandy path. The ceiling relief shews a limacine crustacean with a winged toad in its mouth and three crowned Hyperboreans impaled on its barbed back spines. The northern wall relief (a 30-foot-diameter circle) shews the same crab-slug creature rising from the sea under the blue light of the full moon Selene.

The image of Selene in the northern relief has a small elliptical imprint in its centre 20 feet up, visible under close inspection. This entire relief is a **secret door** that will rotate into the wall if someone places the **gold medallion** from **#D-14** into the depression. Alternatively, a thief’s *open locks* ability or a *knock* spell will effect the same result.

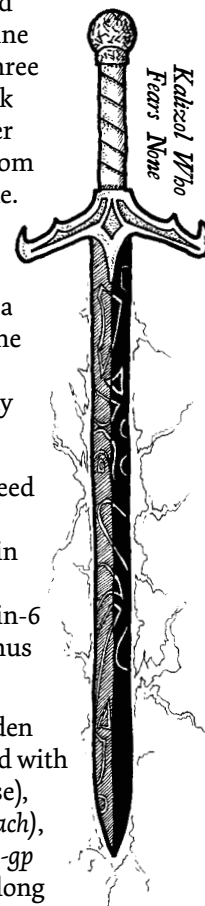
D-10. ELECTRIC EEL DEN: Tall, thick seaweed fills this sandy cave to its 10-foot domed ceiling, wedging the hatch door open. If not encountered in **#D-9**, the **monstrous electric eel** will sleep here, camouflaged in the sand. The sleeping eel has a 4-in-6 chance to notice trespassers and gains a 1-in-6 bonus to surprise them if it awakes.

Mixed amongst the seaweed, sand, and bones, the den contains the following treasure: **3,141 pp** (imprinted with a trident on the obverse and a dolphin on the reverse), **7 jaspers** (70-gp value each), **5 pearls** (100-gp value each), **6 aquamarines** (450-gp value each), **4 peridots** (450-gp value each), a **sea turtle large shield**¹⁰⁵, and a black long sword named **Kalizol Who Fears None**¹⁰⁶.

104 See APPENDIX B.

105 See APPENDIX C.

106 *ibid*.



D-11. THE ENGINEER: A **crystal automaton** stands in the centre of this cell. He identifies himself as **Solon Proteos**, the **lightning reactor's**¹⁰⁷ lead engineer, still alive after a thousand years because of his unique form. In exchange for his freedom, he will offer information.

Solon will explain Crystal Point's history as a gift from the Atlanteans to the Hyperboreans, the infiltration of its construction by saboteurs, and their designs to awaken Chalak. He will continue that the Atlantean cultists who sabotaged the **lightning reactor** felt increasingly drawn to Chalak, seeing his shadow in the deep water and hearing his call in the crashing waves. Unable to resist his will, they built him a secret temple in the submerged caverns below the facility's drainage system, where they believed no one would find them. Unfortunately, they could not hide from the Green Death, a deadly plague that soon thereafter would devastate Hyperborea.

When the plague panic reached its height, and everyone else abandoned Crystal Point, the cultists retreated to the temple, locking themselves in its watery depths.

107 See APPENDIX A.

They believed that the plague signalled Chalak's return and that his power would protect them. They soon died, of course, but Chalak's Evil power trapped their damned souls in undeath, cursed to haunt the chapel forever. Solon has been trapped here ever since. He will offer to help operate the **lightning reactor**, but only if the risk of awakening Chalak first can be eliminated.

Solon Proteos [SOH-lahn PROH-tee-ohs], **Crystal Automaton**¹⁰⁸: AL N; SZ M; MV 30; DX 9; AC 0; HD 2+2 (hp 14); #A 2/1 (pummel/pummel); D 1d6/1d6; SV 16; ML 10; XP 101.

Special: +1 or better weapon to hit. Immune to acid, cold, electricity, fire, gas, poison, and sorcery.

D-12. SACRIFICIAL HYPERBOREANS:

Ancient Hyperborean **lacedons** hungrily scratch at the inside of the hatch door.

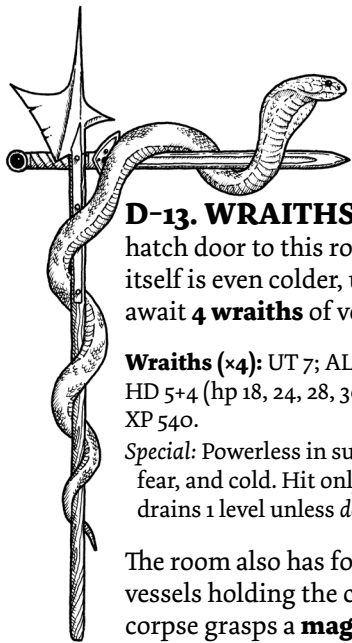
Ghouls, Lacedons (×10): UT 3; AL CE; SZ M; MV 40 (swim 40); DX 11; AC 6; HD 2 (hp 6, 6, 8, 8, 10, 10, 12, 12, 14, 15); #A 3/1 (claw/claw/bite); D 1d3/1d3/1d6; SV 16; ML 10; XP 68.

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

108 See APPENDIX B.



Sacrificial Hyperboreans



D-13. WRAITHS: The water near the rusty iron hatch door to this room feels especially algid; the door itself is even colder, uncomfortable to the touch. Inside await **4 wraiths** of vengeful Atlantean cultists.

Wraiths (×4): UT 7; AL LE; SZ M; MV 40 (fly 60); DX 10; AC 3; HD 5+4 (hp 18, 24, 28, 30); #A 1/1 (touch); D 1d6; SV 14; ML 12; XP 540.

Special: Powerless in sunlight. Immune to poison, paralysis, fear, and cold. Hit only by silver or magical weapons. Touch drains 1 level unless *death save* made.

The room also has four large, oyster-shaped sleeping vessels holding the cultists' long-rotted bodies. One corpse grasps a **magician scroll** (*shocking grasp*, *sorcerous armour*; *lightning bolt*; *control water*, *control weather*; cast at CA 12 capacity) graven on a metal tablet. Another is bedecked in **Atlantean shell armour**. The third wears an **anti-grav belt**, and the last is clad in a **cloak of shadow**.

D-14. SPECTRE: The water around this rusty iron hatch feels extremely cold, and a thick layer of ice covers the door itself. Touching the door causes 1d4 hp damage. Inside the room floats the hateful ancient Atlantean cult leader, now a **spectre** and eager to feed on life.

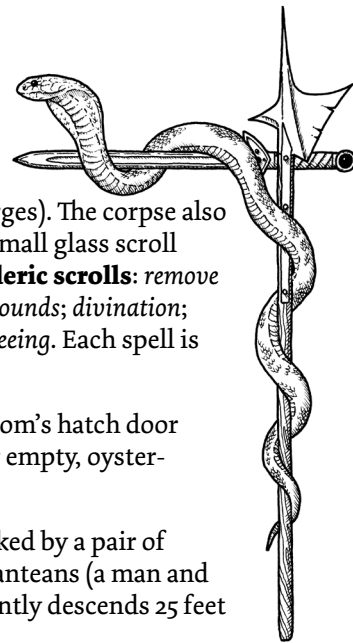
Spectre: UT 9; AL CE; SZ M; MV 50 (fly 80); DX 11; AC 2; HD 7+4 (hp 40); #A 1/1 (touch); D 1d10; SV 13; ML 11; XP 1,080.

Special: Helpless in daylight. Immune to poison, paralysis, fear, and cold. *Raise dead* kills. +1 or better weapon to hit. Touch drains 1d2 levels unless *death save* made.

The room also has a large, oyster-shaped sleeping vessel bearing the spectre's putrefied body. Around its neck the corpse wears a **copper skull necklace**¹⁰⁹. Its hand holds a **gold medallion** bearing an aquamarine in the shape of the moon Selene (1,250-gp value), which opens the **secret door** in #D-9. Beneath the corpse, a rotted leather pouch holds **5 corals** (20-gp value each) and **5 deep blue spinels** (350-gp value each).

D-15. THE HELM OF CHALAK: This room features three cryptic wall carvings and a single corpse. On the southeastern wall, the carving shews men constructing the **lightning reactor**¹¹⁰, whilst the crab-slug seen elsewhere sleeps underneath the island. On the western wall, the crab-slug breaks free of the island and rises from the sea; beneath this carving, an ovoid nook sits empty. The northern wall carving depicts the crab-slug with mouth agape, drinking in the land and sea.

A robed corpse lies on its back in the centre of the room. Upon his head, the corpse wears the **helm of Chalak**¹¹¹, the poor fellow's severely mutilated face shewing through the underbelly of the crab. At his belt



hangs a **paralyzing pistol** (10 charges). The corpse also has a sharkskin pouch with eight small glass scroll tubes containing the following **8 cleric scrolls**: *remove curse*; *speak with dead*; *cure serious wounds*; *divination*; *them*; *cure madness*; *raise dead*; *true seeing*. Each spell is writ at CA 10 capacity.

D-16. EMPTY ROOM: This room's hatch door hangs ajar. The room contains four empty, oyster-shaped sleeping vessels.

D-17. ANTECHAMBER: Flanked by a pair of marble statues depicting regal Atlanteans (a man and a woman), a long, winding stair gently descends 25 feet to #D-18.

D-18. CRAB DAIS: A dais fashioned from hundreds of crab shells stretches out from the stair up to #D-17. To either side, two chitinous pedestals terminate in crab claws that will begin to open and close whenever anyone steps onto the dais. Beyond, red-glowing coral carpets the surfaces of a 15-foot-high natural cavern, dimly lighting the entire area in hazy crimson.

D-19. PURPLE RUNE: A 40 × 50-foot, complex rune emblazoned in the coral radiates purple light. The rune's intricate components change position every few seconds, creating a beautiful, almost hypnotic effect. The Atlantean cultists created this magical rune to help them track Chalak's sleep cycle, but only one wearing the **helm of Chalak**¹¹² will understand the rune's vicissitudes. They suggest that Chalak should have awoken in 572 CÆ.

D-20. SEA-KING HEADS: Two enormous stone heads resembling crowned Atlanteans bracket the entrance to a tunnel opening north. The kings face each other with eyes closed, and their beards morph into dozens of long tentacles that pile up on the floor in front of them. If anyone approaches within 20 feet of the heads, then the eyelids will open, revealing black orbs sans pupils.

If a Good or Neutral PC advances within 10 feet of the tunnel, then the heads will release a jet of harmless bubbles from the corners of their mouths. If the adventurer draws any closer, then the tentacles will rise from the floor and extend to interlock with one another, forming a magical barrier that seals off the tunnel. This barrier resists all non-magical weapons and can withstand 200 hp damage from magical weapons or sorcery. Anyone of Evil alignment, anyone touching an Evil-aligned character, and anyone bearing the **black claw** or **helm of Chalak**¹¹³ may pass betwixt the heads freely.

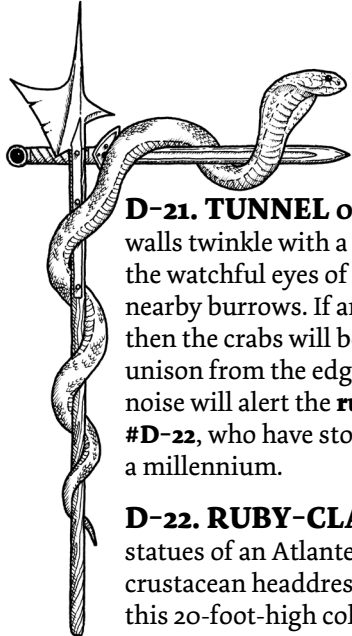
¹⁰⁹ See APPENDIX C.

¹¹⁰ See APPENDIX A.

¹¹¹ See APPENDIX C.

¹¹² See APPENDIX C.

¹¹³ *ibid.*



D-21. TUNNEL OF WORSHIPPERS: The tunnel's walls twinkle with a thousand pinpoints of red light, the watchful eyes of countless mud crabs living in the nearby burrows. If anything passes through the tunnel, then the crabs will begin clacking their claws loudly in unison from the edges of their holes. This unnerving noise will alert the **ruby-clawed guardians**¹¹⁴ in **#D-22**, who have stood watch silently and hungrily for a millennium.

D-22. RUBY-CLAWED GUARDIANS: Marble statues of an Atlantean man and woman wearing crustacean headdresses, arms raised in worship, flank this 20-foot-high columned chamber. A group of **7 ruby-clawed guardians** lurk here, scattered in the darkness and eager to shred any trespassers with their ruby claws. Unable to leave this chamber, they have dwelt here for a millennium, protecting Chalak and feeding on any foolish enough to trespass. A thick layer of silt covers the floor, and melee will disturb enough to create blinding conditions (cumulative -1 attack penalty per round to maximum -4 penalty after 4 rounds). The sightless guardians, of course, will fight unimpeded.

Crabs, Ruby-clawed Guardians¹¹⁵ (×7): AL LE; SZ M; MV 20; DX 9; AC 0; HD 5+5 (hp 30, 30, 30, 35, 35, 35, 40); #A 2/1 (pincer/pincer); D 1d12/1d12; SV 14; ML 12; XP 540.

Special: Immune to sorcery that relies on sight; can be blinded by *silence*. On natural 20 attack roll, target must make *avoidance* save or lose an extremity. If guardian severs a limb, it and any others within five feet must make *sorcery* saves or devour flesh instead of fighting.

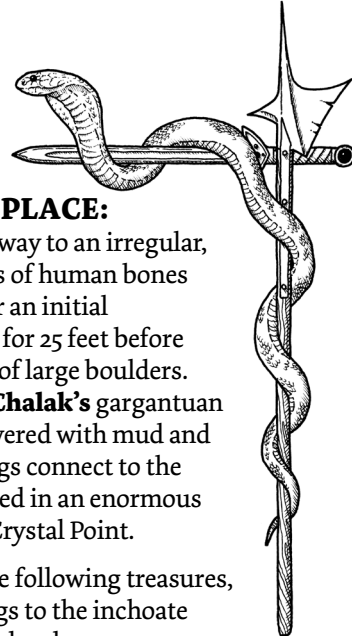
D-23. TRUE IDOL OF CHALAK: Carved from black meteorite, this statue depicts a crab with a maw framed by oversized pincers and long claws projecting from its midsection. It rears up, eight feet tall, on an enormous limacine torso and tail. On its underbelly, the creature has a handprint-shaped indentation.

Anyone placing his hand in the idol's indentation immediately will feel dizzy and see visions of deep space, stars, and swirling planets. Through this blackness, Chalak will appear, mouth agape and drinking in the stars. Suddenly a blinding light will appear, and the space imagery will morph into deep sea and then swamp, followed by Chalak gorging himself on everything in his path. These horrifying but enlightening visions will increase wisdom by +1 (18 max.) for anyone making a *sorcery* save (modified by *willpower adjustment*). Those failing will cower in the mud, babbling helplessly for 1 turn, and thereafter afflicted with madness¹¹⁶.

¹¹⁴ See APPENDIX B.

¹¹⁵ *ibid.*

¹¹⁶ See AS&SH VOL. III, p. 264: SPECIAL DAMAGE, *madness*.



D-24. CHALAK'S RESTING PLACE:

The muddy, silt-covered floor gives way to an irregular, rock-walled hole in which hundreds of human bones swirl slowly at varying depths. After an initial 75-foot descent, the hole bends east for 25 feet before terminating in an apparent cave-in of large boulders. These rocks are actually the tips of **Chalak's** gargantuan legs, drawn tightly together and covered with mud and decaying bones. Eventually these legs connect to the creature's main body, sleeping packed in an enormous shell that forms the foundation of Crystal Point.

Strewn before the "boulders" are the following treasures, representing generations of offerings to the inchoate deity over the long millennia of his slumber: **2,540 sp**, **1,967 gp**, **447 pp**, **1 hæmatite** (13-gp value), **1 carnelian** (85-gp value), **9 onyx** (80-gp value each), **3 sardonyxes** (25-gp value each), **1 peridot** (300-gp value), a verdigris-covered **copper armband** (100-gp value), **2 gold chains** (200-gp value each), an **electrum coffer** studded with tiny carnelians (200-gp value), an **ornate crown** carved of red coral (1,000-gp value), a **jade decanter** (750-gp value), a verdigris-covered **copper goblet** (55-gp value), a **coral goblet** (65-gp value), a disfigured **pewter idol of Xathoquqa** (1-gp value), a **coral idol of Chalak** (200-gp value), a tarnished **silver medallion** set with a sardonyx (200-gp value), an **electrum medallion** set with an eye agate (1,250-gp value), a **platinum medallion** set with an aquamarine (7,500-gp value), **3 electrum necklaces** (200-gp value each), a **platinum necklace** set with tiny aquamarines (1,250-gp value), a **golden statuette** of a Hyperborean warlock holding a falcata (300-gp value), a **ring of spell storing** (colour spray; suggestion), a **ring of X-ray vision**, and a **circlet of invulnerability**.

Chalak, Titanic Crab: AL CE; SZ L; MV 10; DX 3; AC -5; HD 48 (hp 300); #A 2/1 (pincer/pincer); D 1d20+20/1d20+20; SV 8; ML 11; XP 14,500.

Special: Any creature with fewer than 7 HD will flee in terror; those of 3-6 HD are allowed *sorcery* saves (modified by *willpower adjustment*). Immune to cold, electricity, and mental sorcery. +1 or better weapon to hit. On natural 19 or 20, claw grips target tightly. Victim must make *death* save or be cut in two; if he survives, must make *extraordinary feat of strength* to break free, or Chalak will eat him next round. Once per 6 rounds, Chalak can smash enemies beneath his weight. Opponents within 20 feet must make *death* saves (modified by *defence adjustment*) or be crushed; survivors knocked *prone*. Chalak then must spend 2 rounds regaining footing. If faced with powerful opponent, Chalak will attempt mental domination; if target fails *sorcery* save at -4 penalty (modified by *willpower adjustment*), then he will fall under Chalak's sway and turn on former friends. If reduced to 75 hp or fewer, will draw himself into shell (improving AC to -9), summon primordial energies, and launch himself into Black Gulf; force will repel anyone within 50 feet 1d6×10 feet backwards, inflicting damage equal to fall of same distance (*avoidance* save for ½).



← CONCLUSION →

Once the PCs have conquered the immediate threats at Crystal Point, the locale may present opportunities for further adventuring. They may choose to occupy the LIGHTNING REACTOR COMPLEX (possibly defending it against new threats). They might enter the benighted realm of Underborea through a repaired **mi-go** portal, perhaps accompanied by **Vanch A'Ney**. Too, the intrepid adventurers could be charged with finding means to rid Hyperborea of a very large, very hungry crustacean....

Mick



APPENDIX A: THE LIGHTNING REACTOR



ENCHANTED LAKE: When the ancient Atlanteans originally engineered the **lightning reactor**, they needed a source of fresh water to cool its **crystal hemispheres**, so they constructed a lake atop the cliff. At the bottom of the 30-foot-deep lake sits a 20 × 20-foot iron grate, fused into the rocky floor. Through this grate, water can flow down into the cliff interior to chill the **crystal hemispheres** when necessary. Further, the Atlanteans enchanted this lake so that no matter how much of its cool waters drained down into the **lightning reactor**, it never would go dry.

REACTOR CORES: The complex has three identical reactors, designated Alpha, Beta, and Gamma. Each reactor's core area consists of a cylindrical, marble-walled shaft 60 feet in diameter. At the bottom rests a huge, angular **crystal hemisphere**, filled with rare **liquid copper** brought from the watery planet Poseidenos.

The Atlanteans engineered each **crystal hemisphere** to release a beam of concentrated copper particles high into the air above the island. The beam functions as a lightning rod, drawing lightning to itself and then into the **lightning reactor**, where it transfers through unseen conductors to power the complex and charge crystals. These **charged crystals** can be used to fuel fantastic weapons and armour and other mysterious devices.

Each reactor has a control room that regulates the process. However, conflict and inept usage have left Control Rooms Alpha and Beta badly damaged. Furthermore, the **crystal hemisphere** in Reactor Core Beta has cracked and now leaks toxic copper sludge into the reactor's water system.

Silos: These 185-foot-deep shafts each have three main access points. The primary opening at the top is covered by a thick, retractable steel disc¹¹⁷. An observation platform on the wall, 50 feet from the floor, bears an iron hatch leading into the LIGHTNING REACTOR COMPLEX¹¹⁸. Lastly, a circular iron grate on the floor covers a drain with ladder access to a landing in the SEA CAVES¹¹⁹, 310 feet below.

Within each silo, a ladder beside the observation platform ascends from floor to ceiling. Several one-foot-diameter apertures line the circumference of the shaft 100 feet up. These introduce water from the lake as coolant for the **crystal hemispheres**.

Crystal Hemispheres: A **crystal hemisphere** is immune to mundane attack forms. It makes item saving throws to withstand magical damage (either from spells or magical weapons) as “Stone / Gem” with a +2 bonus. If cracked, a **crystal hemisphere** will begin to leak highly toxic **liquid copper**.

Liquid Copper: This radioactive, corrosive substance will cause severe burns upon skin contact (3d8 hp damage) and then immediately harden, staining the exposed area with a permanent copper colour. Once bonded with the skin, this coppery layer absorbs and diffuses electrical attacks, reducing lightning damage by half; it also grants 1 point of damage reduction (DR 1). The Decontamination Rooms (#B-10, #B-17, and #B-21) can reverse these effects.

Mundane weapons and armour immersed in **liquid copper** immediately will corrode, reducing their efficacy. (Armour suffers a -2 AC penalty; weapons use the next lower die for damage.) Magical weapons and armour receive *class 1* item saving throws to avoid the same fate. If ingested, **liquid copper** will cause instant death (no save). Prolonged exposure to **liquid copper** in a diluted form can cause mutations, as seen throughout Crystal Point.

The **liquid copper** cannot be transported without the special crystalline containers found in the BLACK CRYSTAL LAIR (#A-14). Wealthy magicians and alchemists would pay handsomely for this substance (10-gp value per pound). Its incredible density, however, makes it unnaturally heavy: 50 pounds for a full phial, or 150 pounds for a flask.

REACTOR OPERATION: Each Control Room has computer banks lining the walls, replete with buttons, levers, blinking lights, and gauges for temperature, pressure, voltage, capacity, and other measures. The system has two primary sets of controls: one for the copper beam conductor and one for the crystal charging room. Fail-safe mechanisms once guarded against dangerous mistakes, as the buttons and levers would work only when activated in the proper order. Centuries of disuse, vandalism, and recent battle damage have left the fail-safe mechanisms inoperable for Reactors Alpha and Beta; Reactor Gamma's fail-safes still work.

¹¹⁷ See PART II: AREA B.

¹¹⁸ See PART III: LIGHTNING REACTOR COMPLEX, #B-13, #B-20, and #B-24.

¹¹⁹ See PART III: SEA CAVES, #C-5, #C-16, and #C-24.

APPENDIX B: NEW MONSTERS

AUTOMATON (Golem, Living Statue)	Black Goat	Crystal
No. Encountered:	1	1
Alignment:	Chaotic Evil	Any
Size:	L	M
Movement:	20	30
Dexterity:	6	9
Armour Class:	-3	0
Hit Dice:	10+2	2+2
Attack Rate:	1/1 (gore)	2/1 (pummel / pummel)
Damage:	2d10	1d6 / 1d6
Saving Throw:	12	16
Morale:	12	10
Experience Points:	2,200	101
Treasure Class:	-	-

The **black goat automaton** is crafted as an idol of Shub-Niggurath, “The Black Goat of the Woods with a Thousand Young”. Created by the **mi-go** from a piceous crystalline mineral found on Yuggoth, the construct resembles a nine-foot-high, angular goat with glowing red eyes.

A **crystal automaton** is a man-shaped limpid construct, its smooth, faceless exterior shewing crackling, bluish-white energy inside. Unlike most automata, this creature exhibits sentience, ofttest housing the consciousness of a learned man. Some ancient Atlantean scientists employed such forms to achieve a measure of immortality; the secret of their creation has been lost as the Atlantean race has declined. These creatures cannot speak, but can communicate telepathically, usually in the Hellenic (Atlantean) and Hellenic (Hyperborean) dialects.

Special (all):

- ★ +1 or better weapon to hit.

Special (black goat automaton):

- ★ Immune to *charm*, *hold*, *sleep*, and other mind-affecting sorcery.
- ★ Cold attacks heal the monster instead of damaging it.
- ★ Exudes an aura of Evil so strong that intelligent creatures of no more than 1 HD automatically flee when viewing it. Those of 2–5 HD may attempt *spell* saves (modified by *willpower adjustment*), though even success results in a -2 attack penalty.
- ★ Every 6 rounds can breathe a thick swarm of flies, which envelop anyone within 20 feet, attempting to enter every orifice. If a victim fails a *death* saving throw, then he falls *prone* and suffers 2d4 hp damage per round, as the flies chew their way out of his body. This damage continues each round until the victim makes his save and coughs up the flies (which then disperse), or the victim dies.
- ★ If the automaton reaches 0 hp, it shatters, releasing a final swarm of flies, as above.

Special (crystal automaton):

- ★ Immune to acid, cold, electricity, fire, gas, poison, and sorcery.

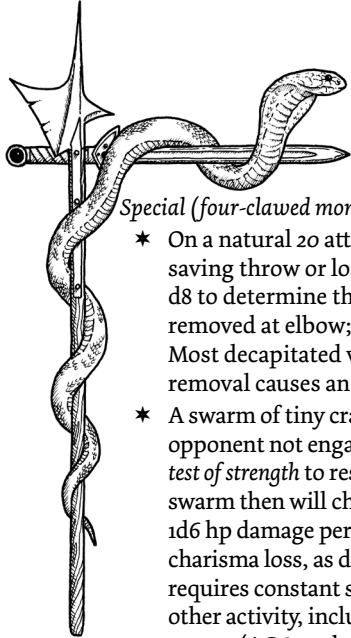
CRAB	Monstrous, Four-clawed (Megatetrachelid)	Titanic (Chalak)	Ruby- clawed Guardian
No. Encountered:	1	1	2d6
Alignment:	Neutral	Chaotic Evil	Lawful Evil
Size:	L	L	M
Movement:	20	10	20
Dexterity:	6	3	9
Armour Class:	0	-5	0
Hit Dice:	15	48	5+5
Attack Rate:	4/1 (pincer ×4)	2/1 (pincer / pincer)	2/1 (pincer / pincer)
Damage:	3d6 (×4)	1d20+20 / 1d20+20	1d12 / 1d12
Saving Throw:	9	8	14
Morale:	9	11	12
Experience Points:	4,800	14,500	540
Treasure Class:	-	Q, Z	-

The **four-clawed monstrous crab** is an enormous red crustacean 10 feet tall and 20 feet in diameter. It has 20 legs and (as its name implies) four large chelæ. Dozens of tiny crabs cling to its back; they will crawl down and attempt to swarm any opponent not engaged in melee, whilst the mutant crab attacks with its four razor-sharp pincers.

Chalak the **titanic crab** most closely resembles a prodigious hermit crab hundreds of feet tall and long. He currently occupies a colossal shell that has formed the foundation of Crystal Point. The creature’s status as an elder crustacean likely places him well outside the capabilities of most adventuring parties. The referee may determine, however, that recovering a lost artefact or summoning a powerful *dæmon* could help defeat him (or prevent his awakening).

Chalak may awaken in two ways: after one or more uses of the **lightning reactor**, or after the end of his millennia-long sleep cycle, which could be in a few days or a few years (referee’s discretion). Once Chalak awakens, he will rise in 1d8 days; this act will destroy the eastern half of Crystal Point. Chalak then will feed for a year, roaming the seas, devouring anything in his path, and occasionally attacking coastal settlements. After this feasting period, he either may rest for a month (d6: 1–5) before feeding again, or resume quiescence for at least a millennium (d6: 6).

Long ago, the most fervent of the ancient Atlantean cultists gave their souls to Chalak, gaining immortality, but also becoming monstrosities. These **ruby-clawed guardians** are crustaceous abominations with sunken eyes, cancrine interlocking mandibles, spiny exoskeletons, and large **ruby claws** (5,000-gp value each). Functionally blind, the guardians echolocate by repeatedly snapping their oversized mandibles.

*Special (four-clawed monstrous crab):*

- * On a natural 20 attack roll, the target must make an *avoidance* saving throw or lose an extremity. For humanoids, roll a d8 to determine the effect: 1-4 = hand removed; 5-6 = arm removed at elbow; 7 = leg removed at knee; 8 = head removed. Most decapitated victims are killed outright; otherwise, limb removal causes an additional 2d10 hp damage.
- * A swarm of tiny crabs will crawl at 40 MV to attack an opponent not engaged in melee, who must roll a successful *test of strength* to resist being knocked *prone* by the swarm. The swarm then will chew away a toppled victim's face, inflicting 1d6 hp damage per round (plus possible disfigurement and charisma loss, as determined by the referee). This attack requires constant swatting at one's face and prevents any other activity, including movement, until an ally destroys the swarm (AC 8; 20 hp).

Special (titanic crab):

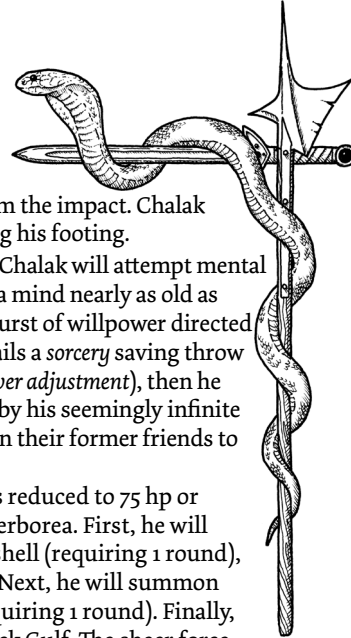
- * Any creature with fewer than 7 HD will flee in terror before Chalak's awesome might; those of 3-6 HD are allowed *sorcery* saving throws (modified by *willpower adjustment*) to resist.
- * Immune to cold, electricity, and mental sorcery.
- * +1 or better weapon to hit.
- * On a natural 19 or 20 attack roll, Chalak's claw grips the target tightly. The victim must make a *death* saving throw or be cut in two; if he survives, then he must make an *extraordinary feat of strength* to break free, or Chalak will eat him on the next round.
- * Once per 6 rounds, Chalak can pivot to one side and fall, attempting to smash his enemies beneath his incredible weight. Any opponents within 20 feet must make *death* saving throws (modified by *defence adjustment*) or be crushed;

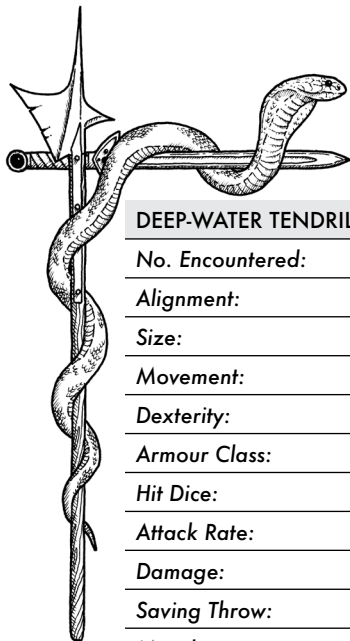
survivors will be knocked *prone* from the impact. Chalak then must spend 2 rounds regaining his footing.

- * If faced with a powerful opponent, Chalak will attempt mental domination. Using the strength of a mind nearly as old as time, he can release an incredible burst of willpower directed at a single opponent. If the target fails a *sorcery* saving throw at a -4 penalty (modified by *willpower adjustment*), then he will fall under Chalak's sway, awed by his seemingly infinite power. Such individuals will turn on their former friends to defend Chalak.
- * In the unlikely event that Chalak is reduced to 75 hp or fewer, he may choose to leave Hyperborea. First, he will draw himself completely into his shell (requiring 1 round), improving his armour class to -9. Next, he will summon unknown primordial energies (requiring 1 round). Finally, he will launch himself into the Black Gulf. The sheer force of this act will repel anyone within 50 feet of Chalak 1d6x10 feet backwards, inflicting damage equal to a fall of the same distance (*avoidance* save for 1/2).

Special (ruby-clawed guardian):

- * Immune to sorcery that relies on sight; can be blinded by a *silence* spell.
- * On a natural 20 attack roll, the target must make an *avoidance* saving throw or lose an extremity. For humanoids, roll a d8 to determine the effect: 1-4 = hand removed; 5-6 = arm removed at elbow; 7 = leg removed at knee; 8 = head removed. Most decapitated victims are killed outright; otherwise, limb removal causes an additional 2d10 hp damage.
- * Ruby-clawed guardians within five feet of a severed limb must make *sorcery* saves or be too interested in devouring the raw flesh to continue fighting.





DEEP-WATER TENDRIL

No. Encountered:	2d20
Alignment:	Neutral
Size:	L
Movement:	0
Dexterity:	10
Armour Class:	7
Hit Dice:	2+2
Attack Rate:	1/1 (lash)
Damage:	—
Saving Throw:	16
Morale:	12
Experience Points:	53
Treasure Class:	I

This aquatic plant's slender, 10- to 20-foot-long structure terminates in a single broad leaf that secretes an adhesive, corrosive gel. If the flesh-eating tendrils sense heat, then they will lash out with their leaves to entrap and drain the source.

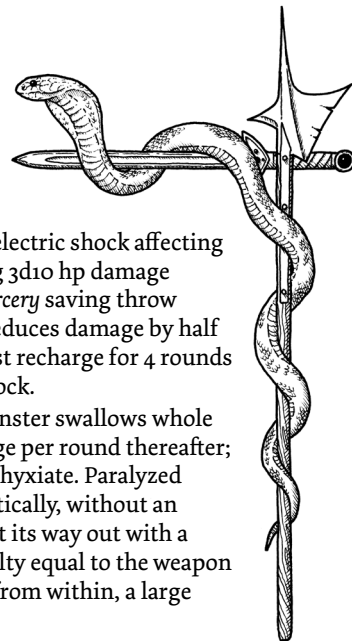
Special:

- ★ Detect body heat (as the spell) in a 10-foot radius, foiling invisibility, silence, and the like.
- ★ A successful attack causes no damage, but the victim must make an avoidance saving throw or find himself stuck to the tendril's leaf. He will suffer 1d6 hp damage per round thereafter from the corrosive gel secreted by the plant. Breaking free requires a test of strength.

EEL, ELECTRIC, MONSTROUS

No. Encountered:	1
Alignment:	Neutral
Size:	L
Movement:	0 (swim 50)
Dexterity:	12
Armour Class:	5
Hit Dice:	10
Attack Rate:	1/1 (bite)
Damage:	2d12
Saving Throw:	12
Morale:	10
Experience Points:	2,800
Treasure Class:	C, R

This 80-foot-long fish is a mutated specimen of its smaller freshwater kindred, long exposed to toxic **liquid copper** leaking from the **lightning reactor** far above. In addition to its deadly electrical currents, this beast can swallow a man whole.



Special:

- ★ Twice per turn, can discharge an electric shock affecting all within a 15-foot radius, causing 3d10 hp damage and paralysis for 1d4 rounds. A *spell* saving throw (modified by *defence adjustment*) reduces damage by half and negates paralysis. The eel must recharge for 4 rounds before releasing a second such shock.
- ★ On a natural 20 attack roll, the monster swallows whole its victim, inflicting 1d6 hp damage per round thereafter; after 3 rounds, the victim may asphyxiate. Paralyzed victims can be swallowed automatically, without an attack roll. Swallowed prey can cut its way out with a WC 1-3 blade, with an attack penalty equal to the weapon class. If 12 hp damage is inflicted from within, a large enough rent is cut for escape.

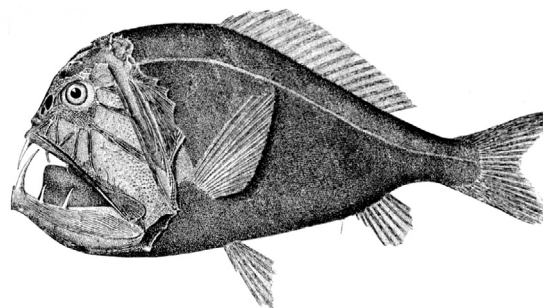
FANGFISH

No. Encountered:	2d4
Alignment:	Neutral
Size:	S
Movement:	0 (swim 40)
Dexterity:	14
Armour Class:	7
Hit Dice:	2+2
Attack Rate:	2/1 (bite / bite)
Damage:	1d6+1 / 1d6+1
Saving Throw:	16
Morale:	12
Experience Points:	47
Treasure Class:	—

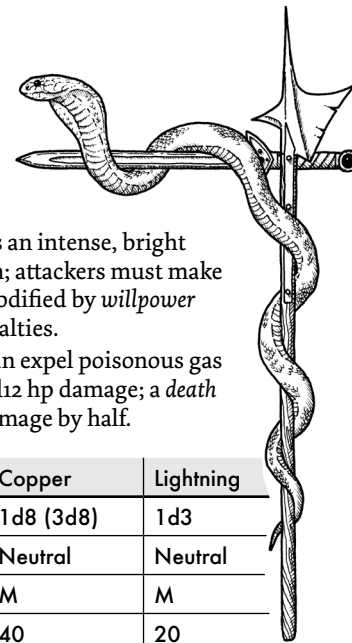
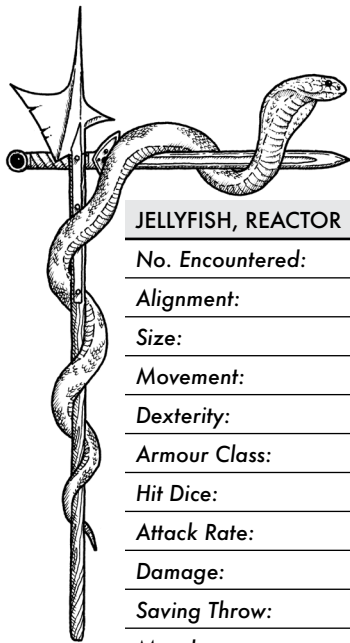
This two-foot-long, narrow green fish displays oversized, needle-like fangs. Fangfish are possessed of superior olfaction and oft are frenzied by the scent of blood, devouring the flesh of their prey clean to the bone.

Special:

- ★ Upon a successful bite, the victim must make an avoidance saving throw or the fangfish will dislodge a chunk of his flesh, causing an additional 1d6+1 hp damage. This bloodletting then will send other nearby fangfish into a feeding frenzy, granting a +2 attack roll bonus in the following round.



Common fangtooth (fangfish), "Anoplogaster cornuta". From plate 55 of "Oceanic Ichthyology" by G. Brown Goode and Tarleton H. Bean, published 1896.



JELLYFISH, REACTOR	
No. Encountered:	1d6 (3d6)
Alignment:	Neutral
Size:	M
Movement:	10 (fly/swim 30)
Dexterity:	10
Armour Class:	0
Hit Dice:	3
Attack Rate:	1/1 (sting)
Damage:	2d4
Saving Throw:	15
Morale:	12
Experience Points:	53
Treasure Class:	—

These three-foot-diameter mutant jellyfish float in air or water with equal facility. Their normal iridescence turns bright red when they are agitated. The reactor jellyfish either attacks with its five-foot-long, stringy tentacles, which secrete acidic gel, or it discharges a toxin into the air. If shewn the pulsing **copper lotuses** from the SEA CAVES (#C-11), then the jellyfish will become docile.



Special:

- ★ During battle, the jellyfish flashes an intense, bright red colour, causing disorientation; attackers must make *transformation* savings throws (modified by *willpower adjustment*) or suffer -1 attack penalties.
- ★ Once per day, a reactor jellyfish can expel poisonous gas against a single target, causing 2d12 hp damage; a *death* (poison) saving throw reduces damage by half.

OON	Barnacle	Copper	Lightning
No. Encountered:	1d8 (3d8)	1d8 (3d8)	1d3
Alignment:	Neutral (Evil)	Neutral	Neutral
Size:	M	M	M
Movement:	40	40	20
Dexterity:	9	9	9
Armour Class:	3 (DR 2)	5 (DR 1)	5 (DR 1)
Hit Dice:	2	1	5
Attack Rate:	2/1 (pummel / pummel)	1/1 (weapon)	1/1 (lightning shot)
Damage:	1d4+2 / 1d4+2	(per weapon)	3d6
Saving Throw:	16	16	14
Morale:	10	12	12
Experience Points:	28	16*	225
Treasure Class:	J	J	J

* Refer to *ASESH VOL. IV*, p. 294: TABLE 122 for classed individuals.

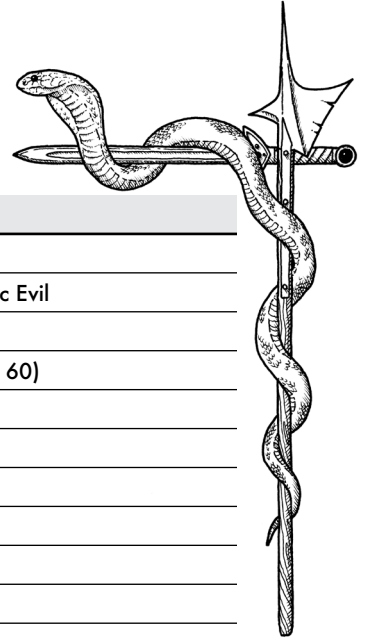
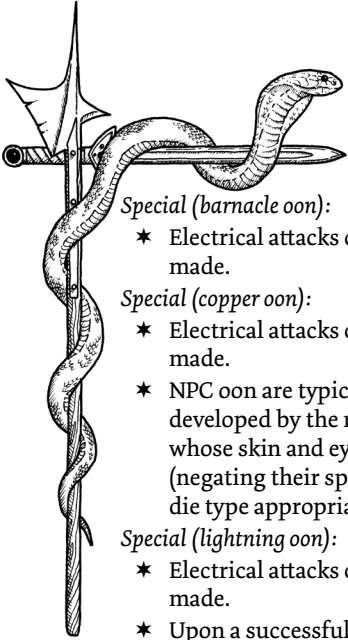
Barnacle oon have sunken, withered features and coppery, chitinous exoskeletons covered in barnacles. In battle, they attack with jagged, razor-sharp fists. Cut off from the mi-go's suppressive elixir, the barnacle oon have developed a modicum of individuality.

Copper oon present as humans with sunken red eyes (sans pupils), straight black tresses, and reddish-brown skin. Unlike normal oon, the **mi-go** have created these oon in cloning tanks mixed with **liquid copper**. Their metal-infused flesh improves their natural armour class and provides damage reduction. Most copper oon are trained in a character class.

Lightning oon are copper oon that have been modified further. The mi-go have embedded experimental electricity dischargers in their backs. The device comprises a long-barrelled weapon connected to a copper backpack with three glowing **charged crystals**. Using two hands, the oon swivels the barrel from a hip-mounted ball joint. When attached to its backpack, the lightning rifle has 99 charges, but if separated (by cutting its wires), it will have residual power equating to 1d6+4 charges.

Special (all):

- ★ *Infrared vision* (as the spell) to 120-foot range.
- ★ -2 attack penalty when exposed to bright light.



Special (barnacle oon):

- * Electrical attacks cause 1/2 damage, or 1/4 damage if save is made.

Special (copper oon):

- * Electrical attacks cause 1/2 damage, or 1/4 damage if save is made.
- * NPC oon are typically assassins or scouts, to be developed by the referee. PC oon might be freed slaves whose skin and eyes slowly will adjust to sunlight (negating their special abilities). All such oon use the hit die type appropriate to their chosen class.

Special (lightning oon):

- * Electrical attacks cause 1/2 damage, or 1/4 damage if save is made.
- * Upon a successful hit, the target not only suffers 3d6 hp damage, but must make a *transformation* saving throw or be *stunned* for 3 rounds. If the victim is stunned, then the electricity stream will continue to damage him for 2d6 hp on round 2 and 1d6 hp on round 3. Because of the device's experimental state, each usage incurs a 1-in-6 chance of an explosive malfunction, causing 6d6 hp damage to all within 20 feet (*avoidance* saves for 1/2).

TORNADO OF SOULS

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	L
Movement:	20 (fly 60)
Dexterity:	11
Armour Class:	0
Hit Dice:	12
Attack Rate:	1/1
Damage:	—
Saving Throw:	11
Morale:	12
Experience Points:	3,100
Treasure Class:	—

This semi-intelligent whirlwind presents as an inverted cone about six feet wide at the top, two feet wide at the bottom, and 12 feet tall. Every few seconds, grotesque, angry human faces appear and disappear in its air currents, the visages of all those slain by its enervating winds.

Special:

- * Immune to poison, paralysis, and mental sorcery.
- * +1 or better weapon to hit.
- * Anyone attempting to approach within 20 feet must make a *test of strength* each round or be flung back 1d4x10 feet, causing 1d6 hp damage per 10 feet thrown.
- * On a successful hit, the winds have absorbed the victim into the tornado, where he may fight as he spins at an attack penalty equal to his weapon class. He must make a *death* saving throw each round thereafter or lose 1 level of experience. The tornado gains any hit points the victim loses, up to its maximum; once the victim has lost all of his levels, the tornado absorbs his soul forever.
- * Survivors regain their lost levels if the tornado is destroyed.



APPENDIX C: NEW MAGIC ITEMS

MAGICAL POTIONS:

Slade's Black Sorcerer Stout: When consumed, this refreshing brown liquid heals 1d8+1 hp and increases the imbiber's strength by +1 for 24 hours. (Strength bonus not cumulative if more than one stout is imbibed.) *XP Value = 300; GP Value = 600.*

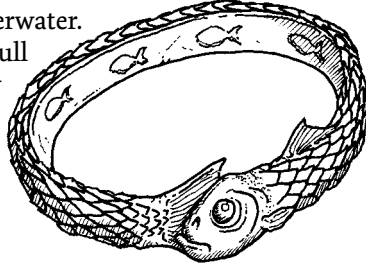
MAGICAL RINGS:

Ichthyic Ring: Wearing this ring of silver fish scales enables the owner to breathe and move normally underwater.

He can swim at his full normal MV and may use any weapon without restriction.

XP Value = 2,000;

GP Value = 12,000.



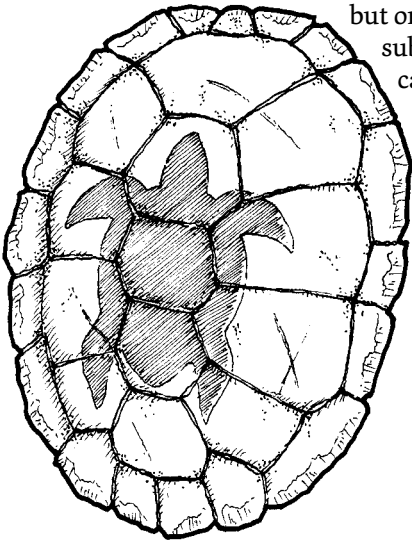
MAGICAL SHIELDS:

Large Shield +2, Sea Turtle: Crafted from the shell of a sea turtle, this magical shield offers a +2 bonus to armour class. If a man straps the shield to his back, however, then he will be transfigured into an anthropomorphic sea turtle with MV 30 (swim 30) and base AC 5 (though he cannot wear armour). He can move and fight normally underwater (negating the usual -4 attack penalty). Although he cannot breathe water, his lung capacity is greatly increased,

necessitating a *test of constitution* but once per hour when submerged. The bearer can remove the shield from his back and return to his own form at will, but risks a cumulative 1-in-20 chance per consecutive day of use that the change will be permanent.

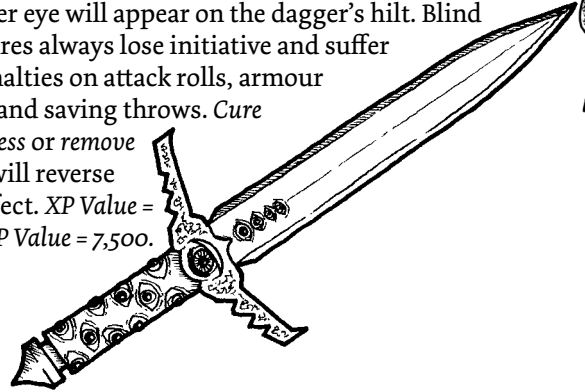
XP Value = 1,500;

GP Value = 15,000.



MAGICAL SWORDS:

Dagger of Eyes: This +2 dagger has a hilt carved with images of open eyes. When the dagger strikes an opponent on a natural 19 or 20 attack roll (assuming such is a hit), the victim must make a *sorcery* saving throw. If the save is failed, the victim's eyes immediately will wither in their sockets, leaving him blind; directly another eye will appear on the dagger's hilt. Blind creatures always lose initiative and suffer -4 penalties on attack rolls, armour class, and saving throws. *Cure blindness* or *remove curse* will reverse the effect. *XP Value = 750; GP Value = 7,500.*

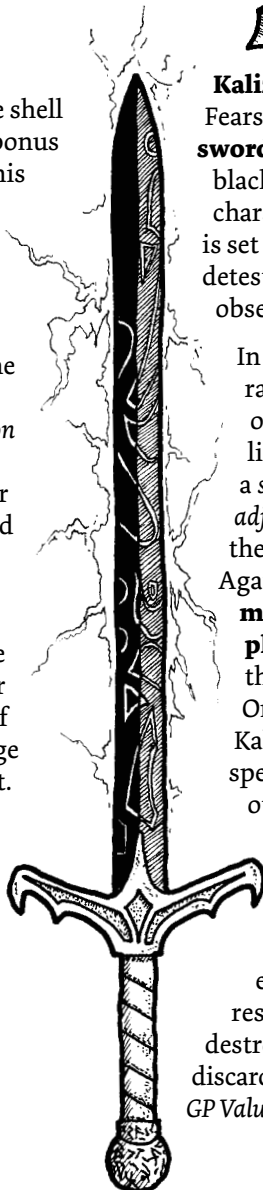


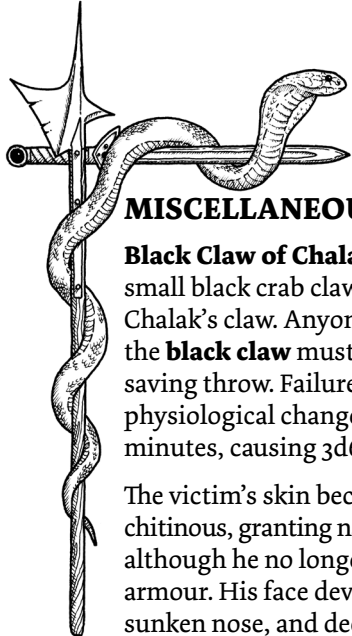
Kalizol Who Fears None: Kalizol [KA-lih-zohl] Who Fears None is an aggressive, intelligent +2 long sword forged of star metal (meteoritic iron). Its black blade is etched with Hellenic (Hyperborean) characters spelling out its name, and its pommel is set with a rune-graven ball of lead. The sword detests otherworldly beings (including Chalak) and obsessively seeks to destroy them at all costs.

In the presence of otherworldly beings (120-foot range), Kalizol Who Fears None crackles with orange energy and emits a deep grating sound, like grinding stones. The wielder must make a *sorcery* saving throw (modified by *willpower adjustment*) to deny the sword's urge to attack the otherworldly beings (and fight to the death).

Against **aboleths, crab-men, elder things, fish-men, the Great Race, mi-go, night-gaunts, phoongh, spore-men, and tentacular horrors**, the sword grants a +4 attack and damage bonus. Once per month, the owner also may beseech Kalizol Who Fears None to cast the *dismissal* spell (at CA 12 capacity), which may banish otherworldly beasts from Hyperborea.

If the wielder dies whilst fighting the otherworldly, the sword's power immediately will *animate* his corpse as a **zombie**. The undead wielder will continue to fight either until victory (whereupon he might be resurrected) or until his body has been utterly destroyed. The sword's owner may not willingly discard it without a *remove curse* spell. *XP Value = 1,200; GP Value = 12,000.*





MISCELLANEOUS MAGIC ITEMS:

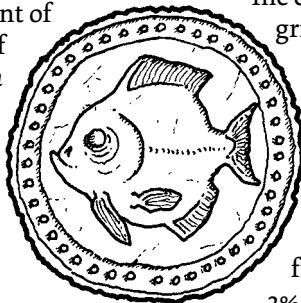
Black Claw of Chalak: Androkles fashioned this small black crab claw totem from a fragment of Chalak's claw. Anyone taking possession of the **black claw** must make a *transformation* saving throw. Failure results in painful physiological changes within 1d4 minutes, causing 3d6 hp damage.

The victim's skin becomes hard and chitinous, granting natural AC 3 and DR 1, although he no longer can wear standard armour. His face develops a cancrine mouth, sunken nose, and deep, beady eyes, and he gains the ability to breathe underwater. *Remove curse* can dispel the condition.

Whether or not the owner is transformed, if he presents the **black claw** like a holy symbol, then any intelligent creatures of fewer than 2 HD who see it will flee in terror. More powerful viewers must make *spellcraft* saving throws (modified by *willpower adjustment*) or fall prostrate for 1 turn, seeing the bearer as a cosmic horror beyond mortal comprehension. This power may be invoked but once per week. For each usage, the bearer risks a cumulative 1-in-20 chance that Chalak will absorb his soul into the claw, leaving his body a withered black husk; a *death save* is permitted at a -4 penalty. (Androkles thus far has used the power thrice). *XP Value* = 4,000; *GP Value* = 20,000.

Blood Heart: If the owner trickles a drop of his blood on this ruby and on his weapon before battle (sacrificing 1 hp), then for the next 3 turns, he will regain hit points equal to half the damage he inflicts. During this time, whenever the user suffers a new wound, the **blood heart** will try to consume his soul, permanently draining 1 point of constitution on a 1-in-4 chance. *XP Value* = 500; *GP Value* = 5,000.

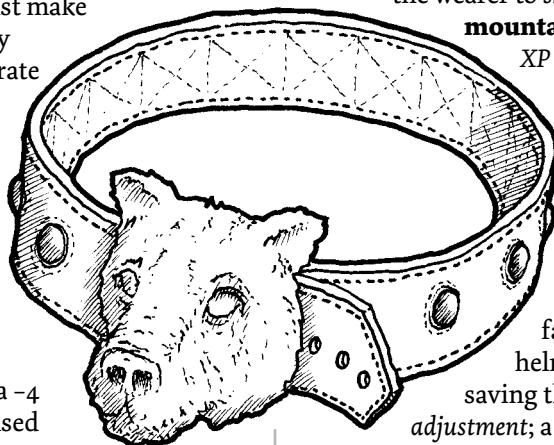
Boots of the Shark: Crafted from the skin of a **great white shark**, these enchanted boots enable the wearer to breathe water, swim at 60 MV, and move freely underwater. The boots must be soaked overnight in salt water at least once per week, or they will fail to activate. *XP Value* = 2,500; *GP Value* = 25,000.



Fish-Man Coin: This small steel coin is imprinted with a fish on the obverse and a seaweed bed on the reverse. The coin tingles softly when held. When the bearer grips it tightly underwater, he and his equipment will *shapechange* (as a druid) into a great **barracuda**. Its relevant statistics are: MV 0 (swim 60); AC 6; #A 1/1 (bite); D 2d4. All other statistics are unchanged.

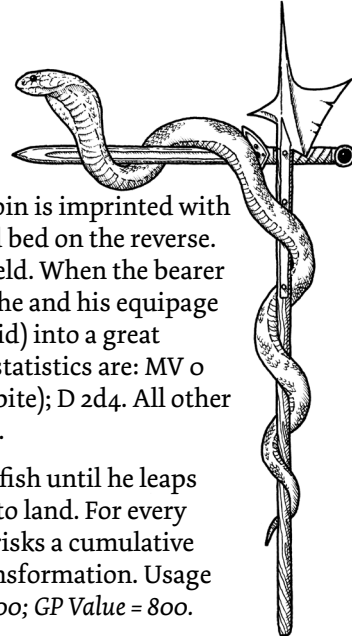
The bearer will remain a fish until he leaps out of the water back onto land. For every full day as a fish, the user risks a cumulative 2% chance of permanent transformation. Usage consumes the coin. *XP Value* = 400; *GP Value* = 800.

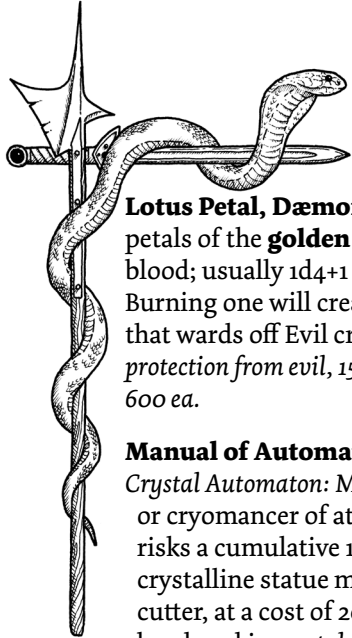
Girdle of the Mountain Lion: This wide leather belt has a large iron buckle fashioned to resemble a **mountain lion's** head. When worn, the girdle provides protection equivalent to armour class 5 (not cumulative with other armour or magical devices). It also enables the wearer to *shapechange* (as a druid) into a **mountain lion** once per day for 1 turn. *XP Value* = 3,000; *GP Value* = 18,000.



Helm of Chalak: This ruddy great helm of alien metal is fashioned in the likeness of a crab, its legs and claws protruding from the sides of the helmet and curling slightly toward the wearer's face. When first donning this Evil helm, the wearer must make a *device* saving throw, modified by *willpower adjustment*; a Good character suffers a -4 penalty, and a Neutral character, -2. If the save fails, then the **helm's** claws and legs quickly will curl inwards, stabbing the wearer's face repeatedly for 1d10+2 hp damage per round until the victim dies or makes a successful save. Too, if damage exceeds 24 hp, then a d12 must be rolled: On a result of 1, the victim is blinded in both eyes; on a 2-4, he is blinded in one eye. Survivors will remain badly scarred despite any healing magic, losing 1 point of charisma per round of damage suffered.

Anyone wearing the **helm** gains a +2 AC bonus and complete protection from mental sorcery. He may cast the following spells once per week each, at CA 12 capacity: *charm person*; *extrasensory perception*; *clairvoyance*; and *fear*. Too, he can decipher the purple rune in #D-19. The **helm** can be removed from the living only with a *remove curse* spell, as it grafts to the victim's skull; any disfigurement remains. *XP Value* = 3,000; *GP Value* = 30,000.



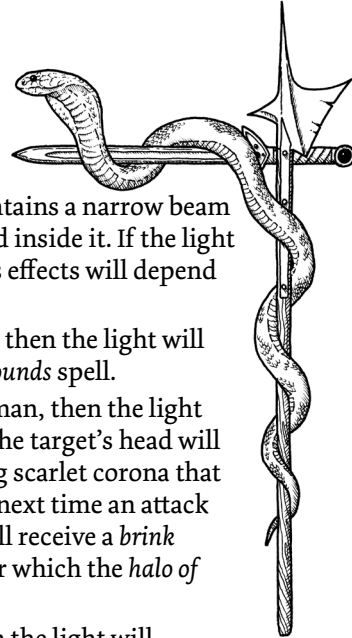
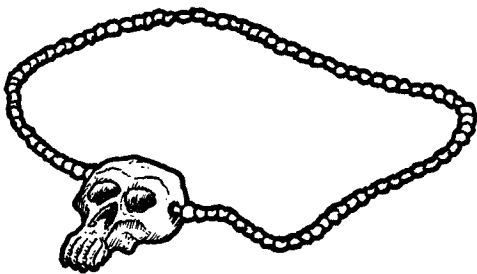


Lotus Petal, Dæmon's Bane: Each of these dried petals of the **golden lotus** has been laced with dæmon's blood; usually 1d4+1 petals may be found together. Burning one will create a cloud of uncanny smoke that wards off Evil creatures for one hour (as the spell *protection from evil*, 15' r.). *XP Value* = 300 ea.; *GP Value* = 600 ea.

Manual of Automaton Creation:

Crystal Automaton: May be created by a magician or cryomancer of at least 9th level; each level lower risks a cumulative 10% chance of failure. A manlike crystalline statue must be fashioned by a master gem cutter, at a cost of 20,000 gp. A willing donor must be placed in a *cataleptic* or *cryonic state* to transfer his consciousness into the construct, which is actuated with a *lightning bolt*. The entire process requires three months to complete, after which the manual is destroyed, and the creature animates. *XP Value* = 3,500; *GP Value* = 35,000.

Necklace, Copper Skull: This copper chain is fitted with a small grinning skull pendant. Any magician (or magician subclass) wearing the necklace can recall one spell he previously cast on the same day (cf. *mnemonic enhancer*)—but the skull feeds on people's life forces. Each time it is invoked, a random person within 10 feet of the sorcerer must make a *sorcery* saving throw or lose 1d10 hp; if no one else is nearby, then the sorcerer must make the save. *XP Value* = 1,500; *GP Value* = 15,000.



Ray of Helios: This glass phial contains a narrow beam of vermilion light bouncing around inside it. If the light is released so as to strike a body, its effects will depend on the nature of the target.

- ★ If released on a wounded man, then the light will heal 4d8 hp, as a *cure critical wounds* spell.
- ★ If released on an unwounded man, then the light will bestow the *halo of Helios*: The target's head will be surrounded in a coruscating scarlet corona that illumines a five-foot radius. The next time an attack reduces him below 0 hp, he will receive a *brink of death* spell 1 round later, after which the *halo of Helios* will vanish.
- ★ If released on a dead man, then the light will resurrect him (subject to a *trauma survival* check), as a **rod of resurrection**.
- ★ If released on an undead or a dæmon, then the light will *turn undead* at TA 12 capacity.

If released on an inanimate object, or with no viable target, then the light will streak upwards to the firmament and be lost. In any event, the **ray of Helios** is a single-use item. *XP Value* = 500; *GP Value* = 2,000.

Seashell Eye Patch: This crude eye covering enables its wearer to see in darkness with his uncovered eye as if in moonlight (cf. *ultraviolet vision*). Lack of depth perception, however, imposes a -2 attack penalty on missile fire. *XP Value* = 900; *GP Value* = 5,400.

Stone of the Bear's Heart: *Nanukupuummanupuyagaka* is the name of this item in the Esquimaux tongue. This small piece of reddish-brown hæmatite is polished smooth and crudely shaped to the form of a crouching bear. It is etched with fine Esquimaux runes that betoken confidence, vigour, and fortitude. Swallowing this stone imbues one with the effects of a **potion of invincibility**, combined with immunity to sorcerous *fear*. He also receives the benefits of *cold protection* and *fire protection* spells (as a recipient, not the caster; i.e., immunity to normal cold / fire, +4 save bonus vs. magical cold / fire). These boons persist until the consumer passes the inert stone 1d3 days later; i.e., each is a single-use item. *XP Value* = 1,000; *GP Value* = 5,000.




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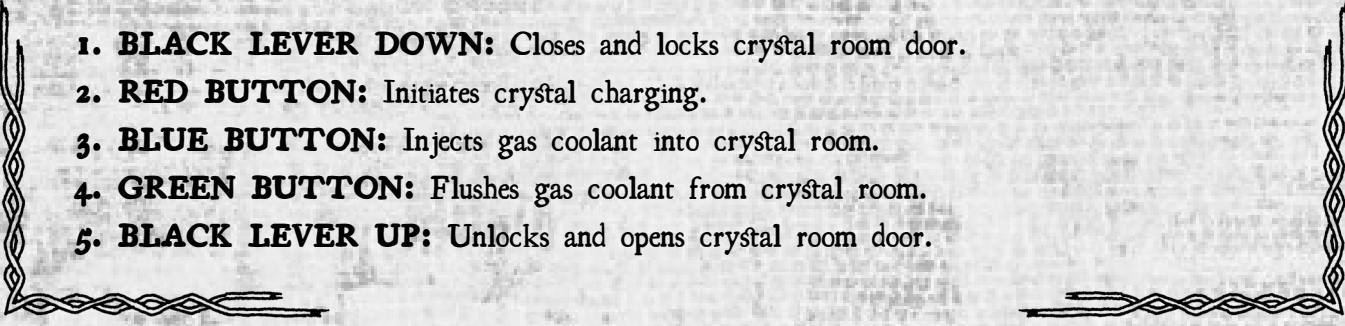


LIGHTNING REACTOR CONTROLS TECHNICAL MANUAL

Lightning Reactor Control Station

1. **BLACK LEVER DOWN:** Closes and locks observation platform door.
2. **RED LEVER DOWN:** Retracts silo cover.
3. **RED BUTTON:** Releases concentrated beam of copper particles from crystal hemisphere.
4. **YELLOW BUTTON:** Stops beam after lightning strikes have charged storage tank.
5. **BLUE BUTTON:** Causes lake water to flood silo to 100-foot depth.
6. **GREEN BUTTON:** Flushes coolant through lower drain.
7. **RED LEVER UP:** Rotates cover back over silo.
8. **BLACK LEVER UP:** Unlocks and opens observation platform door.

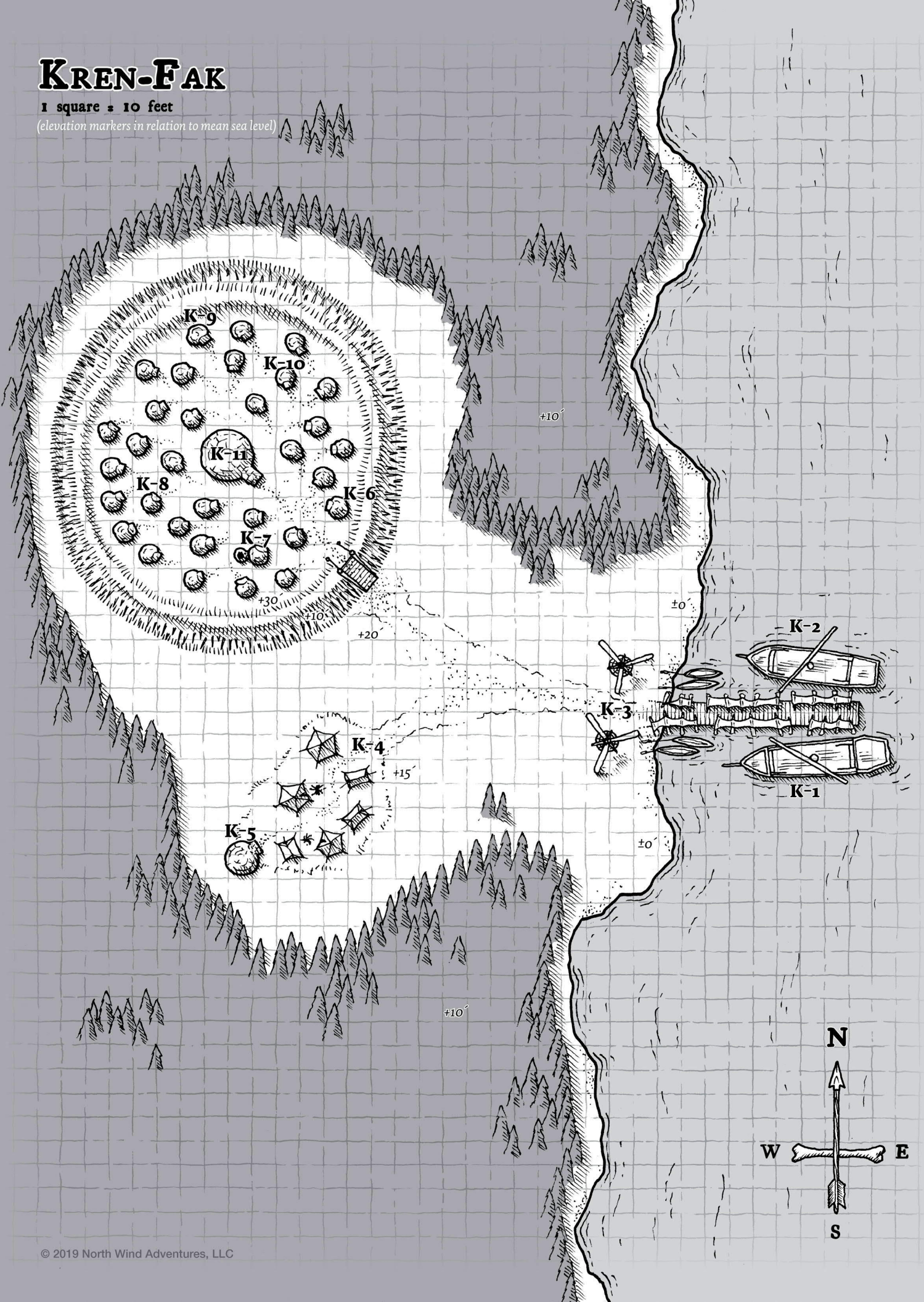
Crystal Charging Control Station

- 
1. **BLACK LEVER DOWN:** Closes and locks crystal room door.
 2. **RED BUTTON:** Initiates crystal charging.
 3. **BLUE BUTTON:** Injects gas coolant into crystal room.
 4. **GREEN BUTTON:** Flushes gas coolant from crystal room.
 5. **BLACK LEVER UP:** Unlocks and opens crystal room door.

KREN-FAK

1 square = 10 feet

(elevation markers in relation to mean sea level)



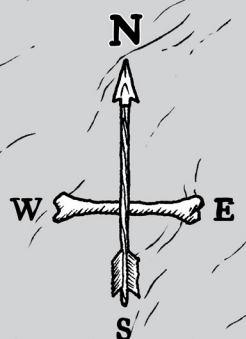
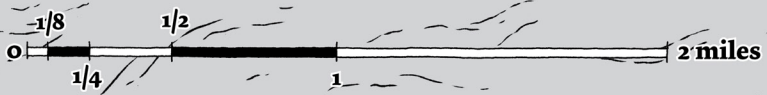
Crystal Point Zoomed Out

hex = 24 miles



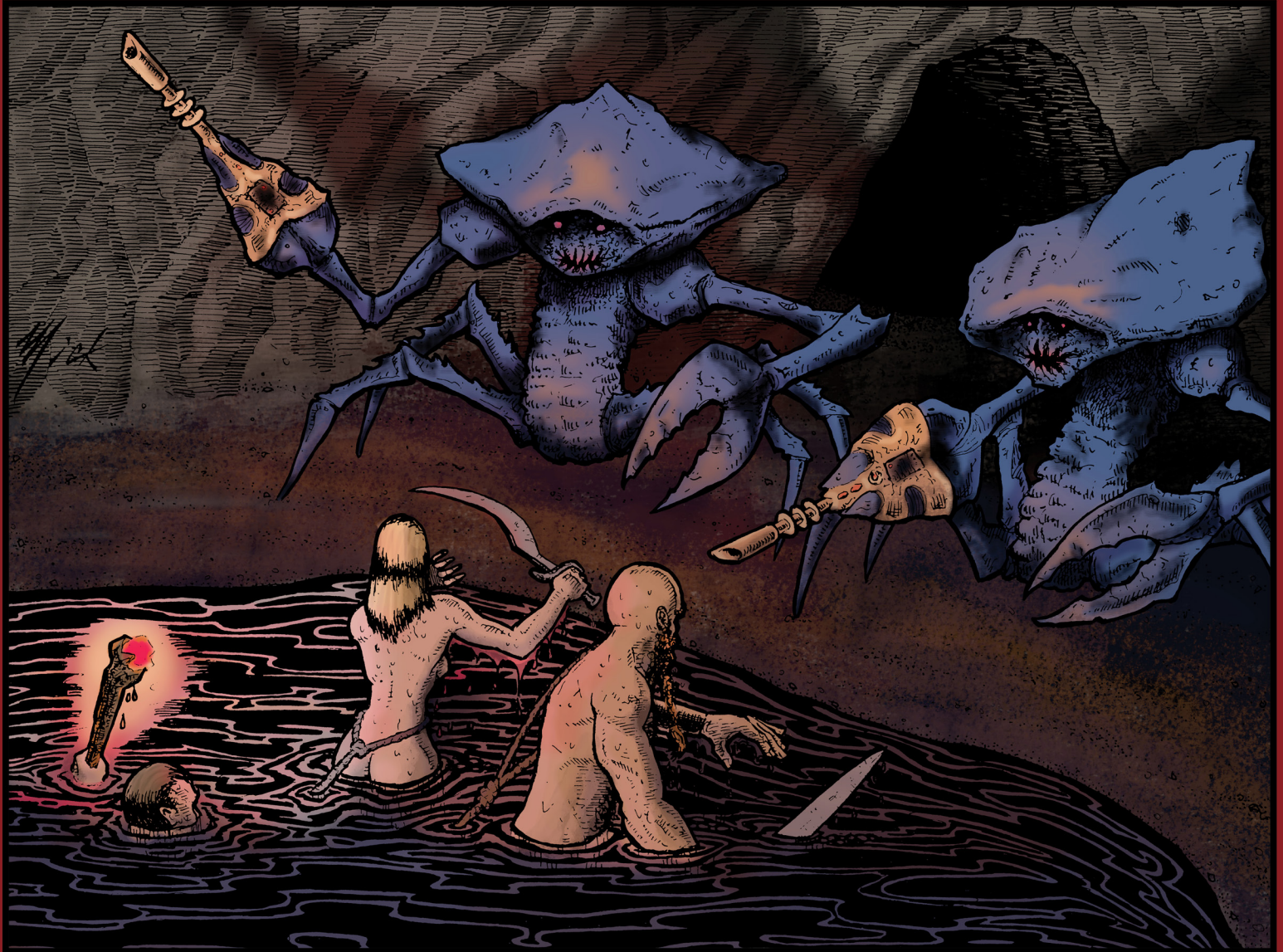
CRYSTAL POINT

(elevation markers in relation to mean sea level)



THE LOST TREASURE OF ATLANTIS™

An adventure in Hyperborea designed for from four to six characters of 6th through 8th level



In the far reaches of Hyperborea's Crab Archipelago lies a small, mountainous island known as Crystal Point. Passing sailors recently have witnessed a crimson glow in Crystal Point's waters and beams of russet light shining up from its steep cliffs. Too, unusually frequent lightning storms in the area have torn the sky in blinding flashes, shattering the air with their awesome sound. The seedy wharf taverns of Khromarium and elsewhere buzz with these strange tales—some even speculate that Crystal Point may hold the lost treasure of Atlantis!

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