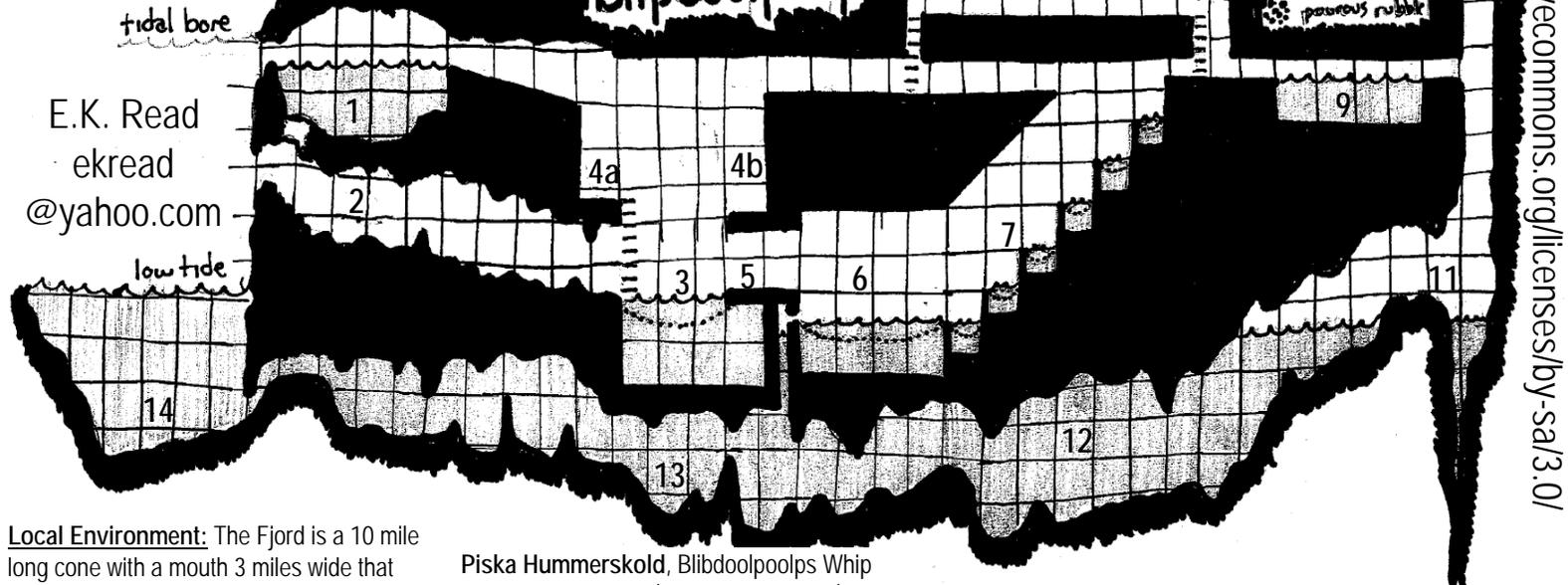


**History:** The best fjords of the mountainous coastline were overrun by well organized battalions of settlers. The hamlet of Mundstrom harbored debt slaves, took in exiles, cheated on taxes, and refused to send conscripts for military service or Intermarriage. Eventually, The hamlet was razed and the inhabitants left to rot where they were executed for flouting the rule of law. Decades later, abandoned Mundstrom Fjord, with it's dangerous tidal bore and sandy soil has attracted the interest of the burgeoning cities. Business interests that have purchased fishing rights and land deeds from the provincial government have contracted your group to investigate rumors surrounding the site and deal with them at the rate contracted.



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**Local Environment:** The Fjord is a 10 mile long cone with a mouth 3 miles wide that ends at a cliff (300' wide x 50' high). Atop this cliff is a 1/2 mile deep sandy field bordered by two small run-off streams and 300' high stone cliffs. The salty, sunbaked remnants of Mundstrom are set back 150' from the cliff edge to avoid the sea spray of the 40 MPH murky brown tidal bore that raises sea level by 30'. During the ebb tide the fjord is littered by silty stony pools of sea water that harbor an astonishing variety of life upon which abundant mammals and birds once fed. Careful observation of the cliff face will reveal that one cave drains a lot during the ebb tide, suggesting a large hidden volume. High Tides occur twice daily just after noon and midnight, low tides occur at sunrise and sunset. After the tide ebbs below the middle cave entrance and it finishes draining, the adventurers have 6 hours until the flow tide crests that opening and floods the mid level. The upper levels fill gradually over the next 3 hours. So keep close track of time elapsed, because the denizens will try to slow down the party and have the tide do their dirty work and provide a big home surf advantage.

**Rumors:** (extra details for the DM)  
 1. (F/T) Mundstrom is haunted and smells like rotting flesh (only during flow tides)  
 2. (F/T) There is a series of tunnels under Mundstrom filled with treasure (just caves)  
 3. (T) Three fishing vessels have gone missing in the fjord (attacked by Homarans)  
 4. (F/T) marine mammals are leaving the area (they are being killed by the Homarian)  
 5. (T) A native hermit was seen kayaking the bore (Priest of Blibdoolpoolp)  
 6. (T) An old lobsterman found a dead baby and a lobster in one of his lobster pots (both parts of a Homarian larvae)

**Piska Hummerskold, Blibdoolpoolps Whip**  
 Human NE Cleric-3 (Water, Destruction)  
 Stats:10/10/12/14/15/12 21 hp AC 10+4 chain Light Mace[1D6], Stinger Net[DC or 1D6 subdual damage (s.d.) Feats: Combat Casting, Brew Potion, Exotic Weapon (net), 4x Rebuke Undead Skills: Climb1 Use Rope1 Craft(net/rope)4 Handle Animal2 Knowledge(local)3, Swim2, knowledge(nature)4, Profession (Boater)6, Concentrate7, Common, Abyssal, Aquan Spells 0-lvl: Create Water, Light, Mending, Purify Food & Drink 1-lvl: Death Watch, Endure Elements, Sanctuary Obscuring Mist 2-lvl: Speak with Animals, Make Whole, Fog Cloud

Piska is the only survivor of Mundstrom and was impressed onto a warship then found common cause with Blibdoolpoolp to wreak havoc upon the invaders. Piska has bred an aberrant race in her image. At sunrise and sunset he tends to the nurturing of the brood and maintains the temple. As tide wets feet of statue he leads 2 hours of worship, then retreats to the residence.

**Homaran Med NE Aberrant Humanoid Hit Dice:**  
 1d8+1 (6hp) Initiative: +0 Speed: base 30 ft.; swim 20 ft. AC: 13 (+2 moult carapace, +1 claw buckler) Atk: 1 per claw Dam: 1D4 per claw Face/Reach: 5 ft. by 5 ft./5 ft. Abilities: 10/10/12/10/10/10 Skills: Hide+3 Feats: Scavenging Gullet

Homarans can have up to 4 lobster-like traits, and each confers a special quality: lobster head (breath water, dark vision vision 60ft), claw (1D4 damage, can be used as buckler), 2nd claw (1D4 damage, can be used for double weapon fighting with penalty), moult skin (+2AC, immunity to stings). Homarans are ambush hunters who devour their prey in the safety of caves. Civilized Homarans prefer to subdue mammalian prey for sacrificial drowning then consumption.

Areas are connected at the center of its width that matches the apparent depth. Roughly hewn walls are barnacled and slimy.

- 1. Jellyfish Pen:** Hidden below the surface are Lion's Mane Jellyfish & 2 Homarans. They will drag PCs into pool (check vs poison take 1D6 s.d./rnd) and sound alarm..
- 2. Mussel Tunnel:** Tubular cave covered in slime and mussels. Check to maintain balance. Homarans of area 1 will open drain, deluging the cave. PCs check balance, and poison (1D6 s.d.) for 3 rnds or wash into area 3. 6 homaran juveniles that look/sound like babies (treat as rats)
- 3. Larvae Pen:** A net below the surface keeps in larva swarm (3HD *crab swarm*) that attacks prone PCs. Check balance to cross.
- 4. Shrine to Blibdoolpoolp:** Piska is chanting in 4a and will ambush PCs with 3 stinger nets (check vs position 1D6 s.d.) then escape back to the area 8. The 20' statue of Blibdoolpoolp (4b) is inlaid with mother of pearl that shimmer from the light spell cast upon a giant crystal ball held aloft in one of the claws.
- 5. Giant Lobster Carapace:** check to realize its not alive.
- 6. Larvae Pen:** same as area 3, except it is a 2HD *crab swarm*
- 7. Terraced Larvae Pens:** each terrace contains a 1HD *crab swarm* each successively smaller larvae held in by nets
- 8. Rectory:** **Adult Homaran Companion** can cast 3 osirons will fight to the death if cornered. There is a hammock large enough to hold 2 humanoids., 3' ivory statue of Blibdoolpoolp, prayerbook, giant pile of nets, kayak and paddle. A table holds potions: Water Breathing, Detect Law, 3x vials of stingers (ingest Unconscious; splash 1D4 s.d.), Delay Poison. **9. Anchorhold:** A *giant lobster* carries 200 "plums" that are Homaran embryoa, and will be released on the next tide. Claws will sell as food on the market and the shell to armorers.
- 10. Collapsed Cistern:** In the Mundstrom ruins as the tide is coming in PCs will feel a blowhole like breeze and smell rotting flesh and algae
- 11. Crevice:** *Moray eels* feed off the temple detritus
- 12. Midden:** One Mundstrom resident remained on as a *Lacedon* through judicious rebuking and being well fed.
- 13. Feral Juveniles:** same as those in the mussel tunnel.
- 14. Fishing Boat Debris:** Broken planks and rigging. Check will reveal that these are the missing fishing boats in the rumors.

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