

FOSSILIZED IN FISHPORT

JASON ERMER · @MYTHEMATICS

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STORY HOOK. Early one morning, an uncharted island mysteriously appears in the fishing waters near the coastal town of Fishport. That night, everyone dining at the Whale and Whelk tavern – the patrons, the cook, the bartender, everyone! – suddenly turns to stone. The mayor of Fishport begs for help. Will the heroes find a fix for this fossilization and free the folks of Fishport?

SECRETS. A fishing vessel, the Cormorant, caught its haul close to the mysterious island, which is home to a gorgon and other creatures who possess petrifying powers. The cook at the Whale and Whelk bought most of the Cormorant's catch and made a big pot of chowder for the that evening's meal. Everyone who eats the fish turns to stone! Fortunately, the island may also have an antidote...

= ACT I · IN TOWN =

The owner of the **Whale and Whelk Tavern** wonders why she didn't turn to stone like the rest of her employees and patrons. She last saw the cook as he was leaving for the wharf to buy fish for dinner, and she recalls being disappointed at his proposed menu: the cook was going to make a tomato-based chowder, and the innkeeper is allergic to tomatoes. She didn't eat any.

Down at the **Harbor**, the crew of the **Cormorant** hasn't shown up for work this morning. It turns out that they all took fish home for dinner, and they are currently sitting, fossilized, at their dining tables!

= ACT II · AT SEA =

Our heroes need transportation to the mysterious island, but the superstitious ship captains down at the harbor require significant persuasion, intimidation, or bribery if they are to be convinced to help.

Once at sea, beware! Rocky, uncharted reefs surround the island. As the heroes approach, roll d100: there is 60% chance of a shipwreck! If shipwrecked, roll d100 as the heroes swim for shore: there is 20% chance of encountering a school of petrifying piranhas! If bitten by these fossilizing fish, you must save against being turned to stone. If petrified, you sink to the shallow reef!

= ACT III · ON THE MYSTERIOUS ISLAND =

The heroes come ashore in **Basilisk Territory**, which covers the southern half of the island. While the heroes explore, roll 1d12 for encounters: 1-3 = one adult basilisk. 4-5 = two adult basilisks. 6-8 = one adult and one young basilisk*. 9-10 = one adult and 1d3+1 young basilisks*. 11-12 = unusually realistic statue (roll on the "Who Dis?" table below).

*Young basilisks haven't learned to control their poison output yet. They do reduced damage compared to adults, but a have higher chance of petrifying their target!

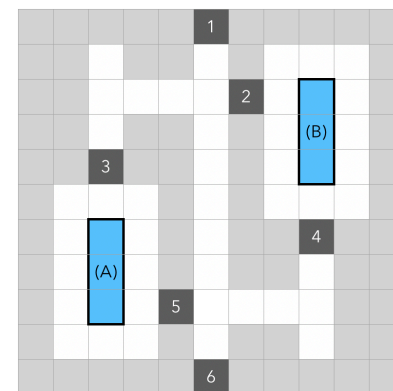
One pathway from the coast leads to the **Ruined Palace**, which is occupied by the gorgon **Koralia** (human above the waist, big snake below, snake hair, petrifying gaze, the works) and her human consort **Pelagios** (beefcake gladiator type).

Pelagios wears an *amulet of immunity to petrification*, which allows him to (ahem) serve Koralia in all the ways that she requires. Putting the amulet around the neck of an already-petrified person will cure them of their affliction.

Naturally, neither Koralia nor Pelagios is keen to part with the amulet!

The other pathway from the coast leads to the **Shrine of Skin & Stone**, which contains a *Sokoban*-inspired puzzle (below). Squares 1 through 6 are smooth stone cubes that fill the entire hallway. The heavy cubes can be pushed in the direction of their hallway, stopping when they hit a wall or another cube. **Pool A** is full of magic potion that turns *flesh to stone*. Meanwhile, **Pool B** holds magic potion that turns *stone to flesh*. But., how will the heroes know which pool is which?!

Incidentally, watch out! Pushing stone cubes 2 or 4 into Pool B will transform the block of stone into a gelatinous cube!



Toward the northern end of the island, the elevation rises and becomes **Cockatrice Territory**, home to wandering herds (or are they flocks?) of hungry cockatrice! While the heroes explore, roll 1d12 for encounters: 1-3 = 1d4 cockatrice. 4-6 = 1d4+2 cockatrice. 7-8. = 1d4+4 cockatrice. 9-11 = benevolent talking tree who will answer three questions about the island. 12 = unusually realistic statue (roll on the "Who Dis?" table below).

At the highest, northernmost point on the island stands a **Lighthouse** that has a catwalk around the glowing, glass-walled room at the top, but no doors or windows. The bright light is produced by the *Daybreak Lantern* (see below). The tower is home to **Gabbro**, a ghost who is willing to make a deal in exchange for the lantern... but at what cost?!

CONCLUSION. After collecting whatever antidotes they can, the heroes will be able to help the citizens of Fishport, though they will need to be creative about how they get back to the island.

After that, the heroes may wish to investigate just where the mysterious island came from!

THE DAYBREAK LANTERN

This handheld lantern radiates magical golden light. While holding it, you can expend one or more sparks to perform minor healing (1 spark per target), major healing (2 per target), or to cure a disease or affliction, including petrification (3 per target). The lantern has a maximum of 6 sparks and regains 1d6 sparks at dawn. If you use the last spark, there is a 5% chance that the lantern goes dark forever!

Who Dis? It's a fossilized hero! Roll 2d4: 1 = dwarf / fighter. 2 = elf / ranger. 3 = halfling / rogue. 4 = human / wizard.