

The Mollusk of Madness

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Ten miles from an exotic shoreline, a colossal shell extends several stories above the stormy seas below. It was once the home of a behemoth crab, but has since come to rest in the sand and is currently being used as a mine. The interior of the shell is coated with a thick creamy white substance flecked with maroon known as Siren's Nectar. The substance is extraordinarily valuable, as finding a vacant shell this close to the surface is a rarity. Siren's Nectar is prized among coastal monarchs, and alchemists seek it due to the arcane power it is rumored to have over the sea. Most commonly it is used to create intricate reliefs and sculptures. The area surrounding the shell has been fought over since its discovery. In the past few weeks it has recently come under the control of a brutal corsair crew aboard the *Southborn Gale*, who have been using slave labor to mine out the core at an extraordinary rate. The captain of these bandits is protective of his recently acquired prize and will patrol the vicinity attacking anyone in the area of the shell on sight. Unsure of what to do with the current status of the mine, he will spare the players if they are able to cleanse the mine of its infestation.

FLUCTUATING WEATHER

Waters surrounding the shell are notoriously stormy and unpredictable. Roll every three hours.

1d20	Result
1-3	Severe Storm 50% chance dock will crumble. Flooding.
4-7	Stormy Seas Flood Rooms 2 & 3 (use Sea Encounters)
8-12	Rough Waters Difficult sailing conditions.
13-16	Calm Seas
17-20	Tide Receded Dock is 30' above dry land. Use Land Encounters half mile around the shell.

- 1 Choked with barnacles, the dock extrudes out from the mouth of the large shell, braced against its interior wall. The smooth walls extend upward to a 30' high curved ceiling. The mouth is about 20' wide, the dock is 5' wide. The stench of rot and a curious sickly sweetness emanate from the doorway inward.
- 2 Debris from Room 3 is often washed out into this foyer area during the occasional flood. Navigating around bits of broken timber and mining tools is difficult, but searching the refuse for a turn will yield 1d6 bits of *Siren's Nectar* worth 5 gold each. The curved staircase is slick with algae and will slide the uncautious into the dangerous rubble below.
- 3 The interior of the shell is a precarious shaft extending upwards 120'. The floor beneath the few inches of flooding is slightly spongy, and discarded tools and bits of scaffolding are strewn about it. The sides of the shaft are lined sparsely with pitons and ropes. The lift in the center is broken, and the large bucket used to carry guards, workers, and goods up and down the shaft is now the home of a *Sea Snake*.

SEA ENCOUNTERS

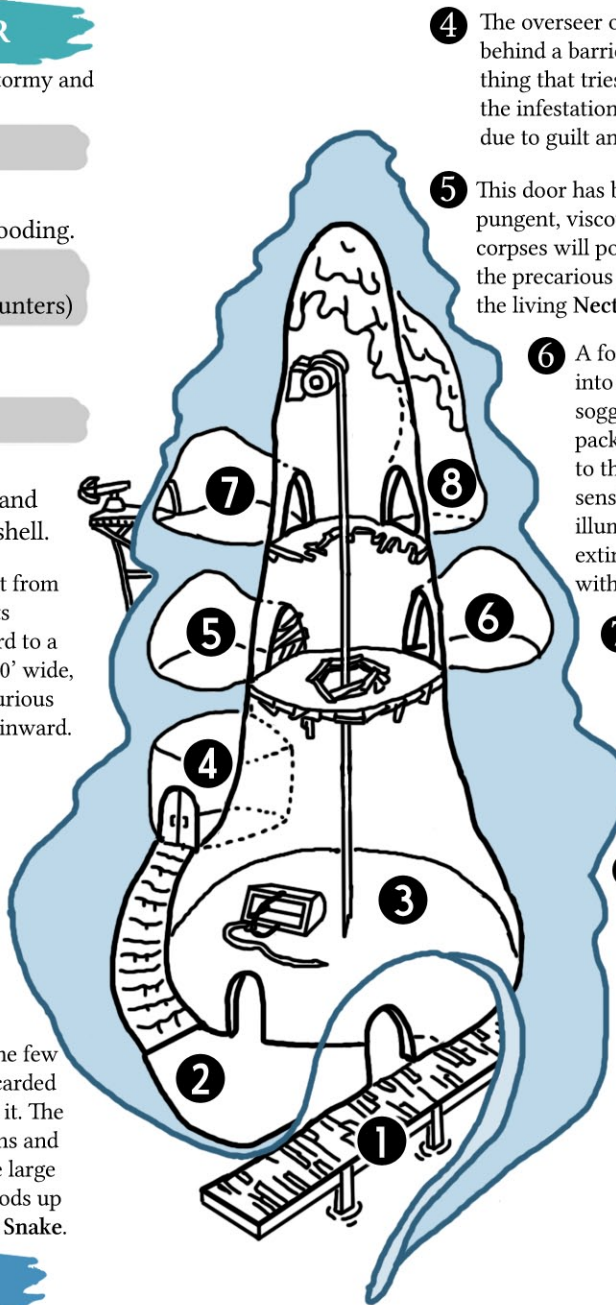
1d6	Result
1	School of harmless fish
2	Glowing Jellyfish Swarm
3	1d6 Giant Eels
4	1d12 Barracuda
5	1d4 Dire Squid
6	<i>BlackBack</i>

LAND ENCOUNTERS

1d6	Result
1	Lone Pelican
2	Swarm of Sea Urchins
3	Giant Hermit Crab
4	1d6 Nectaroids

BLACKBACK

An infamous and ferocious *Giant Shark* that patrols the shallows around the shell. If an encounter is rolled while sailing a small vessel, *BlackBack* will be the first to attack them. His unique coloration makes him twice as hard to see in the water at night.



- 4 The overseer of the mining operation, the portly *Buffar*, covers behind a barricade of furniture. He fires his crossbow at anything that tries to enter the room. He has information regarding the infestation of the *Nectaroids*, but is reluctant to reveal much due to guilt and embarrassment over his inability to stop it.
- 5 This door has been hastily barred shut. If forced, a deluge of pungent, viscous material and a half dozen starved *Nectaroid* corpses will pour out, forcing a *Save* to avoid being forced over the precarious edge to Room 3 below. The noise will also attract the living *Nectaroids* in Room 6.
- 6 A foul, yet strangely alluring rotten smell is soaked into every pore of this worker's dormitory. Heavy, soggy breathing emanates from among the densely packed bunk beds. 2d4 *Nectaroids* are loosely affixed to the wall with a thick layer of spongy secretion. The sensitive parasites will react in a frenzy to any who illuminate this area until the light source is extinguished. One *Nectaroid* wields a *golden cutlass* with a falcon-shaped handguard.
- 7 This guard station lies abandoned, and has been ransacked of all but the most battered of weapons. A small balcony protrudes 10' out of a large jagged hole in the exterior of the shell. The *ballista* is affixed to the edge has a clear vantage point of the *Southborn Gale*. 1d6 harpoons can be found at the base of it.
- 8 This dark room is the source of infection inside the shell. The walls and ceiling are caked with a thick layer of *Siren's Nectar*. Heavy sharp scooping implements and large buckets are scattered about. Small stairs have been carved into the lairs of nectar, as they wind deeper into the core. Several hands and feet of unfortunate workers prod out from the hastily-dug piles of *Nectar*. 2d6 *Nectaroids* stand near a concentrated chunk of the maroon substance typically found sparsely inside *Siren's Nectar*. They hum in unison and will attack anyone who disturbs them. Coming in contact with the *maroon chunk* in this room has a 50% chance of transferring the infection.