

LAMENTATIONS
of the
FLAME PRINCESS
ADVENTURES

FISH FUCKERS



16
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WITH
APOLOGUES
TO
HOLDSAL

Fish Fuckers

*Or, a Record, Compil'd in Truth, of the Sordid
Activities of the People of Innsmouth, Devon.*

By Kelvin Green



Quidquid in litori accidit, in litori remanet.

Inspired by the work of HP Lovecraft.

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2018.

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10
17



Desmond

CONTENT WARNING

Or not, in fact. We did have a content warning here at first, but then we realised that you're buying a book called FISH FUCKERS from Lamentations of the Flame Princess, so you know what kind of thing you're getting.

INTRODUCTION

Innsmouth is a fishing village in north Devon, and it is the centre of a cult whose main activity is having lots of sex with a subaqueous race of fish-like humanoids.

FISH FUCKERS is an adventure for four(ish) characters of no more than Fourth Level or thereabouts. There's a fair chunk of treasure to be found and stolen, but the characters will be facing an entire village of hostile fishermen — and fish-men! — so combat is probably not going to be a path to success.

The map on the inside front cover is designed to be a cheat sheet for the adventure; I suggest reading through everything in detail but using the map as your main tool during play.

Combat statistics are given on the pages for the location where the character is most likely to appear, and also in the appendix starting on p38.

The default reason for visiting the village is because it seems to be the source of a supply of gold, even though there is no mine in the area. Curious! There are some other potential reasons for travelling to Innsmouth on p40.

WHAT, INNSMOUTH LIKE IN THE H.P. LOVECRAFT STORY?

The first playtest group was full of *Call of Cthulhu* veterans and they were on guard the moment they heard the name of the village. On the other hand, I conducted a brief survey online and discovered that not many people had read Lovecraft's original story, some had a vague idea what it was about, and some knew nothing. All of which means I cannot predict how your group is going to approach the adventure.

It's probably better if no one in the group knows the story but even if they do there should still be some surprises for them; they probably will not expect the Deep Ones to come to them asking for help, for example.

If one player knows the story but no one else does, then perhaps their character is the result of a Deep One coupling — from elsewhere, or maybe the Deep Ones visited Innsmouth before Desmond arrived — and will one day grow gills and dive under the sea. Until then, they will have the Innsmouth Look.

If everyone knows the story, I'd be tempted to tell them all that one or more of them are a Deep One hybrid, and then pass out little notes telling them if they are human or not; for extra fun vary the number of hybrids. Perhaps none of them are. Perhaps all of them are! It'll be like *Battlestar Galactica*, but with fish.

THE INNSMOUTH LOOK

A character with Deep One blood will at some point in their adult life — perhaps around the age of thirty — undergo a transformation into a Deep One; it's one of Lovecraft's "don't breed with THEM" allegories but to be fair to the old bastard, he doesn't make the life of a Deep One seem so bad. The last few lines of *The Shadow Over Innsmouth* are almost celebratory in tone and come across like a proto "Octopus's Garden".

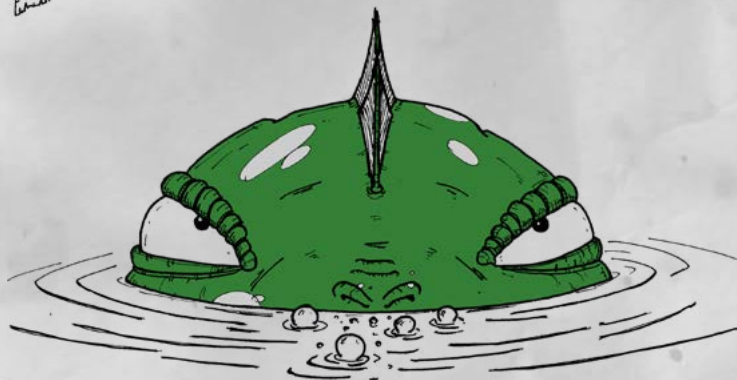
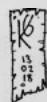
Anyway, that's the future. Until then, the character will look a little odd and — depending on how far along in their transformation they are — literally fishy. Deep Ones will recognise the character for what they are, but the villagers won't, because they haven't let a hybrid live long enough to exhibit such features. It is possible that Desmond will recognise the hybrid.

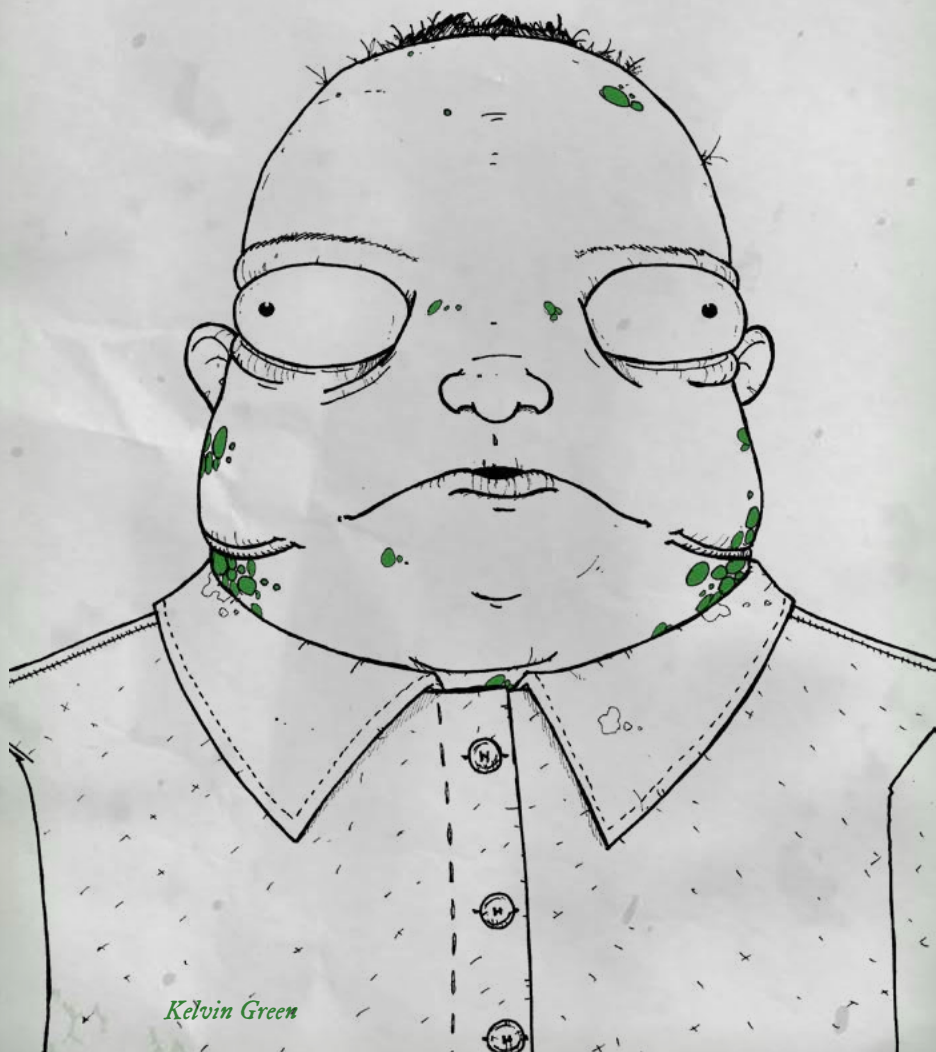
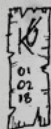
Hybrid characters don't get any special abilities until they turn into a Deep One; I leave it to you to decide what to do with them at that point. Hybrids feel a connection to the Ritual Stone (p18) but are not controlled by it.

The hybrid is in general going to be sympathetic towards the Deep Ones and may be in full support of them; discuss this with the player and decide how far you want to go, bearing in mind that not everyone gets on with "enemy within" type mechanics. I would probably recommend avoiding outright backstabbing and betrayal, if only because the characters will have enough to deal with, but it all depends on your group.

Have fun!

Kelvin Green
By the Sea
November 2017





PUBLIC KNOWLEDGE ABOUT THE INNSMOUTH AREA

Innsmouth is a fishing village about eighty miles west of Bristol along the rocky and rugged north Devon coast.

The fishing died down for some reason about five years ago and a lot of people left the village.

The population was about three hundred at its peak but since the village's decline it is now closer to a third of that.

Fishing seems to have picked up again as traders are now coming once a week with fresh catches.

The traders also sometimes bring gold but there is no mine or metalworking in the area so no one is sure where it comes from. Rumour has it that it's probably smuggling.

Sailors have seen fires lit on the beach near Innsmouth. Rumour has it that it's probably smuggling.

There is an ancient hill fort just outside the village. It is of course haunted by evil spirits.

GAME STUFF ABOUT THE INNSMOUTH AREA

The terrain is indeed rocky and rugged but there are trails, so it can be considered Hills for movement purposes.

Storms are common on the north Devon coast. Roll 1d6 each day and on a 6 there is a storm; modify the roll by +2 in spring and autumn and +4 in winter. During a storm, movement and vision are reduced by half, covered flames are extinguished on a roll of 4+ on 1d6, and ranged attacks are impossible. A storm will last 1d6 hours.

Tides are important to the adventure — see the sea cave on p33 — but tides are also complicated! It's about the position of the Moon and the Sun and all that and I'm not going to produce tables of data for north Devon in 1635. Use this generic information instead, and apologise on my behalf to any sailors in your gaming group:

High: 01:00am

Low: 07:30am

High: 13:30pm

Low: 20:00pm

WHAT'S GOING ON?

Almost everyone in Innsmouth is part of a sex cult started in 1633 by a Magic-User called Desmond. He uses magic to force the amphibious Deep Ones to copulate with the villagers, as well as bring tributes of fresh fish and the creatures' strange gold. In his own disgusting and unnatural way Desmond has revitalised the village and the villagers like the results. These are nasty people.

That said, at least one of the population – Katherine – is having second thoughts about the whole affair. She is pregnant with a Deep One hybrid and wants to keep her child.

What the Villagers Want

The villagers will be represented by Desmond or Andrea. Other villagers will stall for time until one of the two can be fetched.

They want the characters to go away. Villagers will be obnoxious and unfriendly and will make it clear that the characters are not welcome. If pushed they will allow the characters to stay in an abandoned house on the understanding that they will be gone in the morning; the Dog and Bastard (p21) is closed.

If the characters insist on hanging around the villagers will attempt to kill them. Desmond will summon Deep Ones — he deems them to be expendable — for a direct assault with a handful of villagers with arquebuses as backup. If things escalate, the rest of the villagers will form an Innsmouth Mob and attempt to crush the characters with sheer numbers.

The villagers are fanatics but if it looks like the characters have the upper hand Desmond will attempt to pay them off with some of the mysterious Innsmouth gold. The aim is to get the characters to leave and then find some way to kill them on the road.

What the Deep Ones Want

The Deep Ones want to be free of Desmond's ritual compulsion. If the characters present themselves as effective opposition to the villagers, then the creatures will send "Eline", a Deep One disguised by strange Deep One magic — *Dispel Magic* and *True Seeing* work for identification purposes — as an emissary. Eline will reveal as much as she can about the villagers' cult without giving away her true nature; she will identify Desmond as the leader and the Ritual Stone (p18) as the source of his power, but will not explain how the Stone works and does not know its location. She will suggest destroying the Stone as the best course of action and will try to steer the characters away from keeping it. Eline knows where the sea cave (p33) is and will hold this back as a bargaining tool.

Eline cannot offer any direct aid because of Desmond's power over the Deep Ones, but will do whatever else she can if the characters commit to helping her.

If the Stone is destroyed the Deep Ones will emerge from the sea and slaughter everyone in the village, including the characters if they are present. Mutant fish people have no sense of honour.

That said, a characters with the Innsmouth Look (p5) will be spared. Mutant fish people have no sense of honour, but family is family.

What the Thieves Want

Henry Coade represents the thieves. They want the rumoured Innsmouth gold. It would be nice if their missing comrade Liam Temple was returned to them, but if they get their hands on the gold they are not going to hang around to look for him.

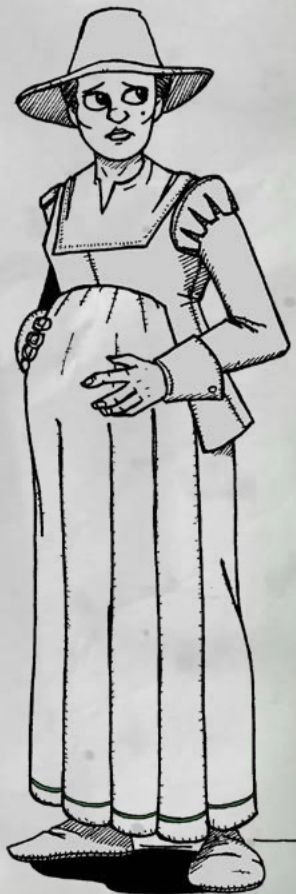
If the characters look competent, but not too competent, Coade will make a deal, but of course will double-cross them and run off with the cash at the first opportunity.

The thieves are not interested in the cult and are even less interested in Deep Ones; if things kick off they will probably flee the area, but charismatic or powerful characters may be able to win them over. Coade and the character should make opposed d20 rolls, adding their Charisma modifiers; the highest score wins and the remaining thieves go over to — or stay with — the winner. If the character wins, roll a new Loyalty score for the thieves, as per *Rules & Magic*, p51.

What Katherine Wants

Katherine doesn't want her unborn child to be killed, as so many others have been before; see the bone pit (p13). If the characters seem at all receptive she will approach them and try to make a deal. She will tell them about the bone pit, explain its purpose and will ask the characters to help her escape the cult. She can reveal the

existence of the sea cave (p33) as a further incentive, although can't help the characters get in. If Katherine's son survives, he becomes an Apocalypse Child when he turns seven. The end of the world is not in the scope of this book. Maybe the next one.



THE BEACH

The beach is in a semi-sheltered cove and is one hundred yards of beautiful white-gold sand. Yes beaches like that do exist in Britain. Shut up.

Steps from the cliff to the beach are wide but steep. The villagers are used to them but anyone else moves at half normal speed; to go faster a character must save versus Paralysis or take 3d6 falling damage as they descend the faster but rougher way.

The boat is intact and in good condition. It can seat four and there is room for some cargo. The villages use this to access the sea cave (p33).

There is evidence that bonfires have been lit on the beach. A character with a background in sailing may guess that these fires have been lit as signals to passing ships but this would be incorrect because the fires are lit as part of the cult's sex rituals.

Ritualised Fish Fucking

It is almost inevitable that the characters will witness the cult's ritual at some point; if they are immoral bastards they will probably try to take part.

The rituals happen whenever the villagers

like; there is no significance attached to particular dates or times, although night is preferred.

Most of the villagers turn up; there will be 40+6d10 villagers present plus Desmond and Richard. Andrea does not attend unless Desmond requests it. It is possible an Innsmouth Mob may form. 1d6 villagers armed with arquebuses will stand guard, 2d6 if the villagers are alerted.

The Ritual Stone (p18) is brought to the beach and Desmond pours seawater and blood over it. The blood is sourced from a "volunteer"; the most recent one was Liam Temple and the next will be Geoff (p21). Volunteering is fatal.

There's the usual chanting and guff — none of which is necessary; Desmond just likes to show off — then 4d10 Deep Ones emerge from the sea, at which point there is a horrible orgy as the horny villagers fall upon the fish-people. The Deep Ones are not willing participants; Desmond compels them to participate.

ANDREA BURKE, HENCHWOMAN

Armour 16, Move 120', 3rd Level Fighter, 18hp, pistol 1d8 (1d4 mêlée) or sword 1d8, Morale 10. Can attack a second time in the round if her first roll was a natural 17-20.

Effects of Fish Fucking

A character engaging in sex with a Deep One gains 2d4 temporary Hit Points and a general high that both last for twenty-four hours. There is a chance of addiction: the character should save versus Magic or they will become addicted and will do whatever it takes to participate again. If the character goes cold turkey, they can try to save again the next day. A character with a womb can become pregnant by a male Deep One.

Breastplate, buff coat, morion, flintlock pistols (4), sword, keys for Desmond's house and the sea cave.

Andrea finds the whole sex cult situation creepy and doesn't partake, but is loyal to Desmond and likes the money. She is taciturn but respects fellow warriors.

DEEP ONE

Armour 14, Move 90' (150' swimming), 2 Hit Dice, 9hp, bite 1d6 or claw 1d4 or weapon, Morale 8.

DESMOND, AWFUL SEX CULTIST

Armour 13, Move 120', 4th Level Magic-User, 11hp, pistol 1d8 (1d4 méléé) or sword 1d8, Morale 10.

Spells: *Light, Summon, Levitate, Mirror Image (Bind Deep One on ritual nights).*

Desmond's allies use his Morale score while he is conscious and able to communicate. Once per round, if he is able to speak, he can force a retainer to make a Loyalty check.

Buff coat, sword, fancy cult robes, golden fish mask; always carries a flintlock pistol, and keys for Desmond's house and the sea cave.

Desmond is charming but cocky, like Robert Downey Jr. in the Marvel films. He's an immoral hedonist and will throw even his closest allies under the bus if it means he lives to drink, eat, and fuck another day.

RICHARD MARSH, NASTY BASTARD

Armour 13, Move 120', 2nd Level Magic-User, 6hp, pistol 1d8 (1d4 méléé), Morale 8.

Sneak Attack 2, Stealth 2.

Spells: *Faerie Fire, Forget-Me-Do.*

Buff coat, flintlock pistols (2), knife.

Richard is Desmond's apprentice and hates his master, but doesn't know what to do about it. Cruel and weaselly, he enjoys the Innsmouth situation but wishes he were in charge. If things go bad, he will try to escape; to heck with everyone else!

INNSMOUTH HACKBUTEER

Armour 12, Move 120', 0 Level Fighter, 4hp, arquebus 1d8 (1d6 méléé), Morale 6.

Wheellock arquebus, powder horn, shot bag.

INNSMOUTH MOB

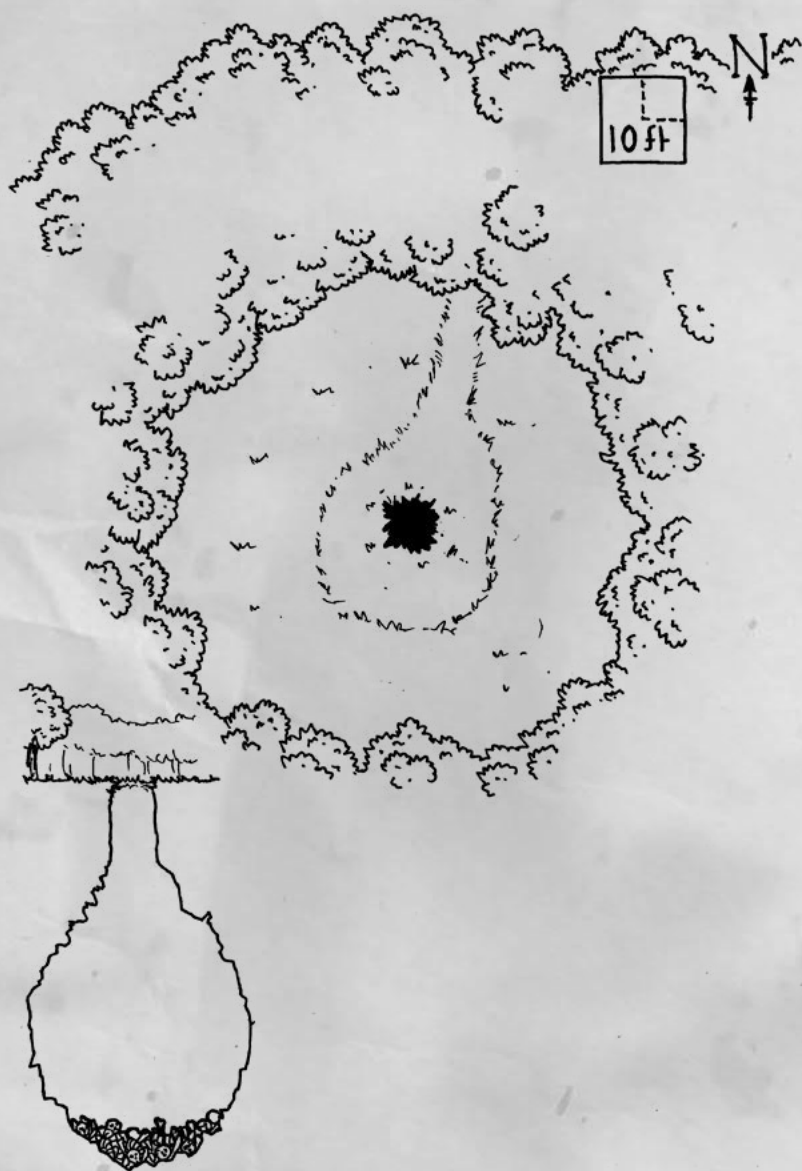
Armour 12, Move 60', 1 Hit Die (40hp)*, flailing hands 1d3 and grab **, Morale 12***.

This is a big bundle of peasants; members of the upper classes will cream their pantaloons at the prospect of killing them.

*For the purposes of experience, saves, spell effects, and so on, the Mob has 1 Hit Die.

***The Mob starts with ten attacks and loses one for every four Hit Points lost. If the same target is hit four times in a row by the Mob, it is grabbed and takes 2 damage every round until it saves versus Paralysis; the victim's Strength Modifier applies to this save.

***The Mob's Morale drops by one for every four Hit Points lost. The Mob tests Morale whenever it takes four or more points of damage from a single source. If the Mob fails the Morale test, it disperses.



THE BONE PIT

This area shows frequent use. There is a clear trail from the village and the grass in the clearing is trampled and worn away in places.

On a roll of 5+ on 1d6 Katherine (p17) is here, weeping.

There is a strong smell of rot coming from the hole, and the soft sound of cracking and creaking as the bones in the pit shift.

There are lots of bones in the pit. Most are those of babies but some come from adults; the infants have had their necks broken and their skulls smashed.

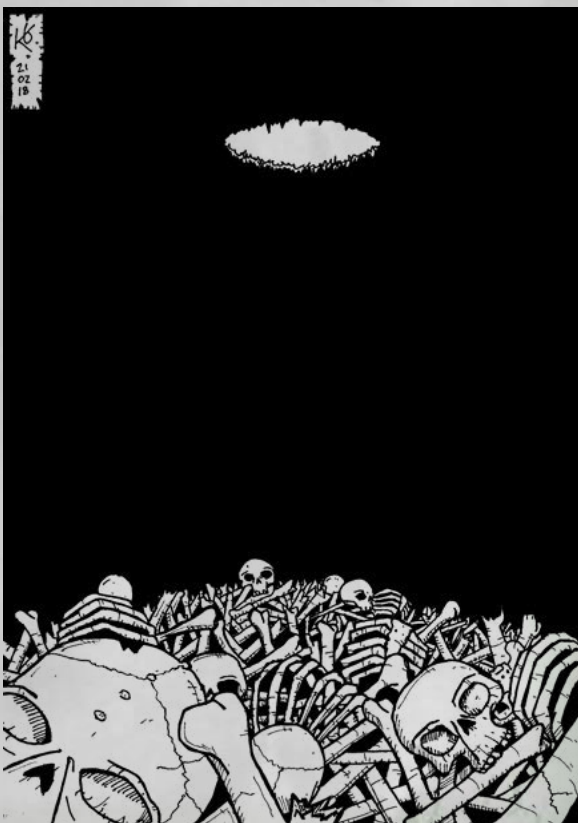
The baby skeletons also show deformities; the skulls are an odd shape and the bones have strange structures. Any character with experience of anatomy or fishing will note that the children's bones have much in common with the bones of aquatic animals.

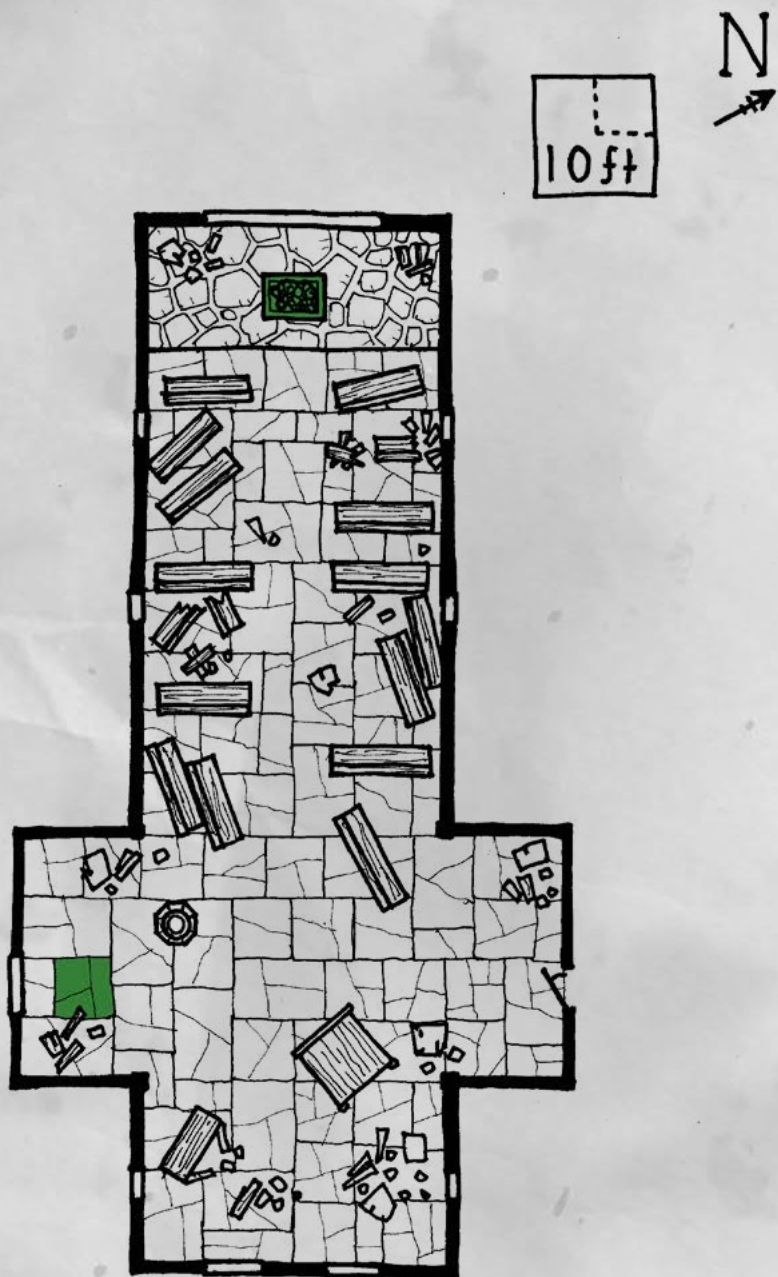
The cult kills any children that are born from a Deep One coupling and throws their bodies in the pit; no one knows these children will grow up to be Deep Ones — perhaps Desmond suspects it — but everyone considers them to be an inconvenient, nasty reminder of what they are doing.

The adult bones come either from ritual sacrifices (p18) or outsiders that have discovered too much.

If *Speak With Dead* is cast on a baby's skull then all a Magic-User will get is an overwhelming sense of distress, confusion, and helplessness, as the child cannot communicate in words. An adult skull may be able to reveal some details of the cult's activities, depending on how long they lived. About half of the skulls in the pit have been there between a day and a year, so can answer two questions, and the other half have been there for longer.

One of the skulls belongs to Owen Rowe, the village priest (p15).





THE CHURCH OF SAINT PETROCK

Petrock is considered the patron saint of Cornwall and Devon, although most accounts of his life proclaim him to be a Welsh prince, albeit one who liked to travel; some stories have him adventuring in India. He died circa 564 and his remains are thought to be lost; in fact, they were hidden in Saint Petroc's Church in Bodmin, about seventy-five miles to the southwest, and will not be rediscovered until the nineteenth century.

The church in Innsmouth is small and in poor condition. The windows are smashed and the door is wide open. Birds nest within. The damage seems recent and the structure itself is sound; it could be made defensible with a little bit of work.

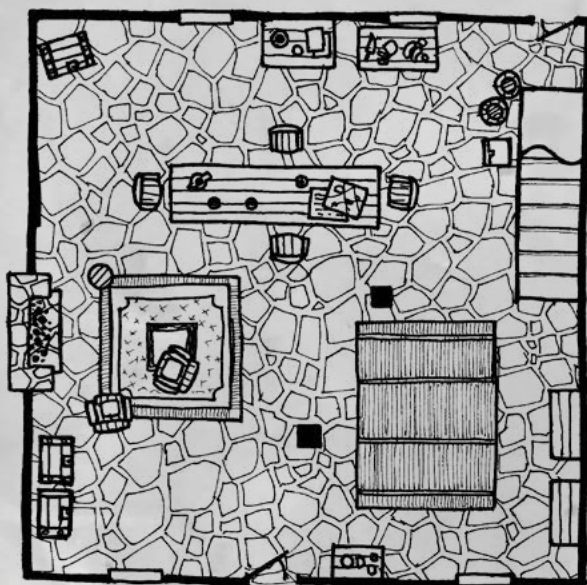
The altar has been repurposed and Christian imagery has been replaced with a jumble of coral, fish bones, and sea shells; there is a vague visual suggestion of waves in the arrangement of the detritus.

A loose stone in the floor conceals the diary of the parish priest, Owen Rowe. He mentions the arrival of Desmond in March of 1633, then the entries become more scattered and urgent in tone; Rowe mentions the turning of the villagers, something he refers to as "the horror on the beach" (see p10), and his intention to confront Desmond. The latter is his last entry and is dated March 1634.

Owen Rowe is in the bone pit (p13).



10 ft



DESMOND'S HOUSE

Desmond has secured one of the larger houses in the village for himself, and has spent money on doing it up. It has glass in the windows and everything!

The door is locked; Andrea and Desmond have keys, but Richard does not, because Desmond doesn't trust him. Unless there is a ritual or other pressing cult business, Andrea and Desmond will be present on a roll of 2+ on 1d6 and if so, Richard will be here on a roll of 5+.

The Ritual Stone is kept upstairs in a locked room — again only Andrea and Desmond have the keys — along with two Deep Ones that are chained to the floor but have enough mobility to get around the room. Desmond has compelled them to guard the Stone from everyone but himself and Andrea.

Under Desmond's bed is a long and narrow wooden chest — locked, of course; he has the key — containing 120sp, his spellbook, and — if it's not a ritual day — his gold ritual mask, worth 350sp. The spellbook contains *Bind Deep One*, *Faerie Fire*, *Featherfall*, *Identify*, *Levitate*, *Light*, *Mirror Image*, *Phantasmal Force*, *Read Magic*, *Summon*, and *Wall of Fog*.

A small — not locked! — iron box in Andrea's room contains assorted coins worth 152sp and letters signed by "Q"; these seem to be from a soldier engaged in various military adventures in mainland Europe.

A separate iron box — also not locked! — contains enough shot and powder for one hundred rounds.

ANDREA BURKE, HENCHWOMAN

Armour 16, Move 120', 3rd Level Fighter, 18hp, pistol 1d8 (1d4 mêlée) or sword 1d8, Morale 10.

Can attack a second time in the round if her first roll was a natural 17-20.

Breastplate, buff coat, morion, flintlock pistols (4), sword, keys for Desmond's house and the sea cave.

Andrea finds the whole sex cult situation creepy and doesn't partake, but is loyal to Desmond and likes the money. She is taciturn but respects fellow warriors.

DESMOND, AWFUL SEX CULTIST

Armour 13, Move 120', 4th Level Magic-User, 11hp, pistol 1d8 (1d4 mêlée) or sword 1d8, Morale 10.

Spells: *Light*, *Summon*, *Levitate*, *Mirror Image* (*Bind Deep One* on ritual nights).

Desmond's allies use his Morale score while he is conscious and able to communicate. Once per round, if he is able to speak, he can force a retainer to make a Loyalty check.

Buff coat, sword, fancy cult robes, golden fish mask; always carries a flintlock pistol, and keys for Desmond's house and the sea cave.

Desmond is charming but cocky, like Robert Downey Jr. in the Marvel films. He's an immoral hedonist and will throw even his closest allies under the bus if it means he lives to drink, eat, and fuck another day.

DEEP ONE

Armour 14, Move 90' (150' swimming), 2 Hit Dice, 9hp, bite 1d6 or claw 1d4 or weapon, Morale 8.

The Ritual Stone

This greenish-black flat stone is about eight inches thick, one yard across, and is sort of square; any attempt to get exact measurements fails, and the character must save versus Magical Device or be stunned for a round as their mind wanders. They will have a headache for a full day afterwards. One side of the object is covered in abstract carvings of fish-like shapes that conform to no known human culture; the other is flat and featureless. It has a texture similar to pumice stone — but is much heavier — and has a faint scent of seaweed.

The Stone counts as two Oversized items for encumbrance purposes, and one Oversized item if carried by two people. It has the equivalent of 44 Hit Points and has the saving throws of a fourth level Fighter.

It is worth 444sp to a collector of weird junk. A character with the Innsmouth Look (p5) will feel drawn to the Stone. The Stone is required to cast *Bind Deep One*.

Bind Deep One

Magic-User Level 1

Duration: 2d6 hours

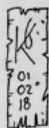
Range: 1d3 miles

This spell requires the use of a special ritual stone, carved by inhuman hands in prehistoric times or on worlds far from this one. Seawater must be poured over the stone as the spell is cast. When the spell is cast, Deep Ones within range will travel towards the caster's location and can be commanded by the caster; when the spell expires the Deep Ones will return to their original location.

The spell does not teleport Deep Ones from elsewhere; they travel under their own steam and it is possible that the spell will expire before they arrive. If there are no Deep Ones within range, the spell does not fail but is ineffective; the caster will not be aware of this.

The blood sacrifice is not required and is just Desmond being a bastard.

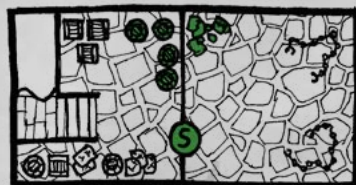
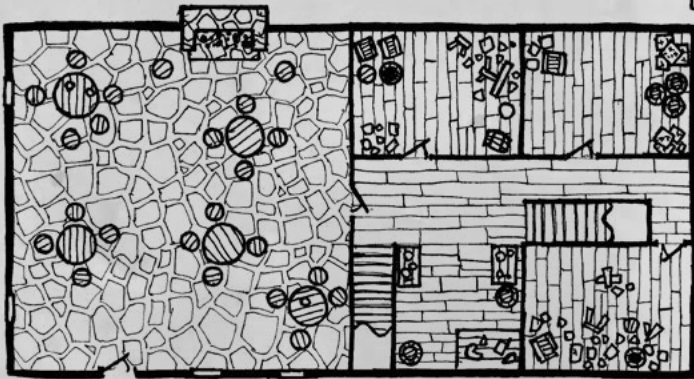
Once the spell is cast, the affected Deep Ones will be unable to harm the caster, even after the spell has expired. If a different caster uses the stone to cast the spell, or if the stone is destroyed, this connection is broken.



Deep One



10ft



THE DOG AND BASTARD

This smallish establishment is run by Morris Bowring and is officially closed to travellers; aside from Morris's room the upstairs is dusty and it's clear it hasn't been used in a while. The rooms downstairs are in more regular use — Desmond sometimes holds meetings here — and drinks and food are available, although neither is good.

Morris keeps 127sp in coins in a locked chest in his room.

As well as the usual stuff, the cellar contains four barrels of local scrumpy — the only decent stuff Morris stocks — of 2d10% alcohol content. Each barrel is worth about 20sp and is an Oversized item.

Three of the walls are made of stone but the southern wall is wooden and conceals a room beyond; characters get a +1 bonus to Architecture rolls to detect the false wall. Part of the wall can be detached to allow access beyond.

If the characters are noisy in their investigations, they may hear a muffled moaning from behind the wooden wall.

A man in rags is chained to the floor. He has been gagged, and is weak and dehydrated; this is Geoff and he is being kept for the next ritual (p18). Geoff was passing through Innsmouth "at least four days ago" when he was bashed over the head and bundled into the cellar. He has seen Deep Ones and knows the villagers are all

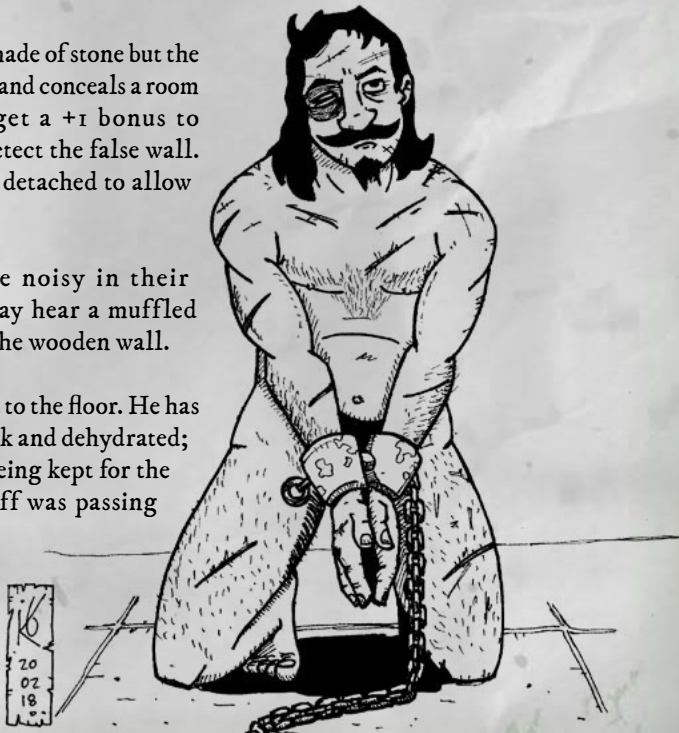
involved in something dodgy; he can be convinced to help the characters if freed, with a normal retainer roll as per *Rules & Magic*, p51, at +2 if the characters provide healing.

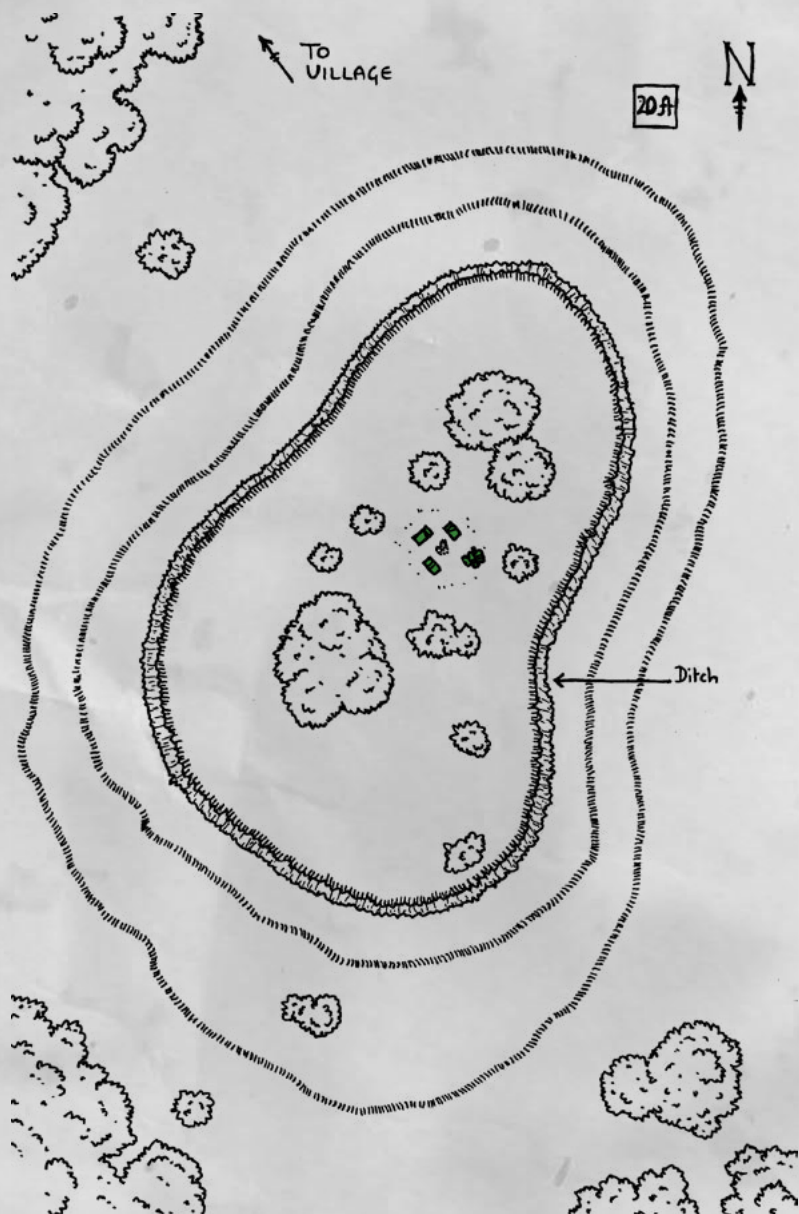
Geoff is not the missing thief Liam Temple, but Temple was here before he was sacrificed; a bundle in the corner of the room contains his buff coat, dagger, specialist's tools, and sword.

GEOFF, CULT PRISONER

Armour 12, Move 120', 1st Level Fighter, 1hp (down from 4hp), no weapons, Morale 9.

Geoff is an average bloke with a strong sense of right and wrong.





THE HILLFORT

This is an Iron Age hillfort, although no one uses the term “Iron Age” in 1635. It’s old, anyway, and like all old things out in the countryside, attracts stories of ghosts, spirits, and witches. At night, the Innsmouth hillfort is occupied by 2d12 Castigating Hellwraiths™.

No, no, I’m joking.

There are no monsters here, but the thieves (p9) are using the location as a camp. They claim to be travelling merchants but are here for the rumoured treasure; they visited the village but were chucked out, losing track of their colleague Liam Temple in the process, and are plotting their next move.

They are well-prepared and the following items can be found in the camp:

Bedrolls (4)	Powder horn (4)
Cooking pots	Rations (12)
Drum	Rope (2)
Iron spikes (12)	Shot bag (2)
Lantern (2)	Specialist’s tools
Lantern oil (2)	Waterskin (4)
Normal clothing (4)	A sack containing 211sp in coins and small jewellery

HENRY COADE, THIEF

Armour 13, Move 120’, 2nd Level Specialist, 9hp, pistol 1d8 (1d4 mêlée), Morale 10.

Bushcraft 3, Climb 2, Languages 2, Search 3.

Buff coat, flintlock pistol (2), sword.
Humourless and patronising.

IRENE STOCKHAM, ANOTHER THIEF

Armour 13, Move 120’, 2nd Level Specialist, 3hp, knife 1d4 or sword 1d8, Morale 8.
Sleight of Hand 2, Sneak Attack 3, Stealth 3, Tinker 2.

Buff coat, knife (3), sword.

Gullible and lusty.

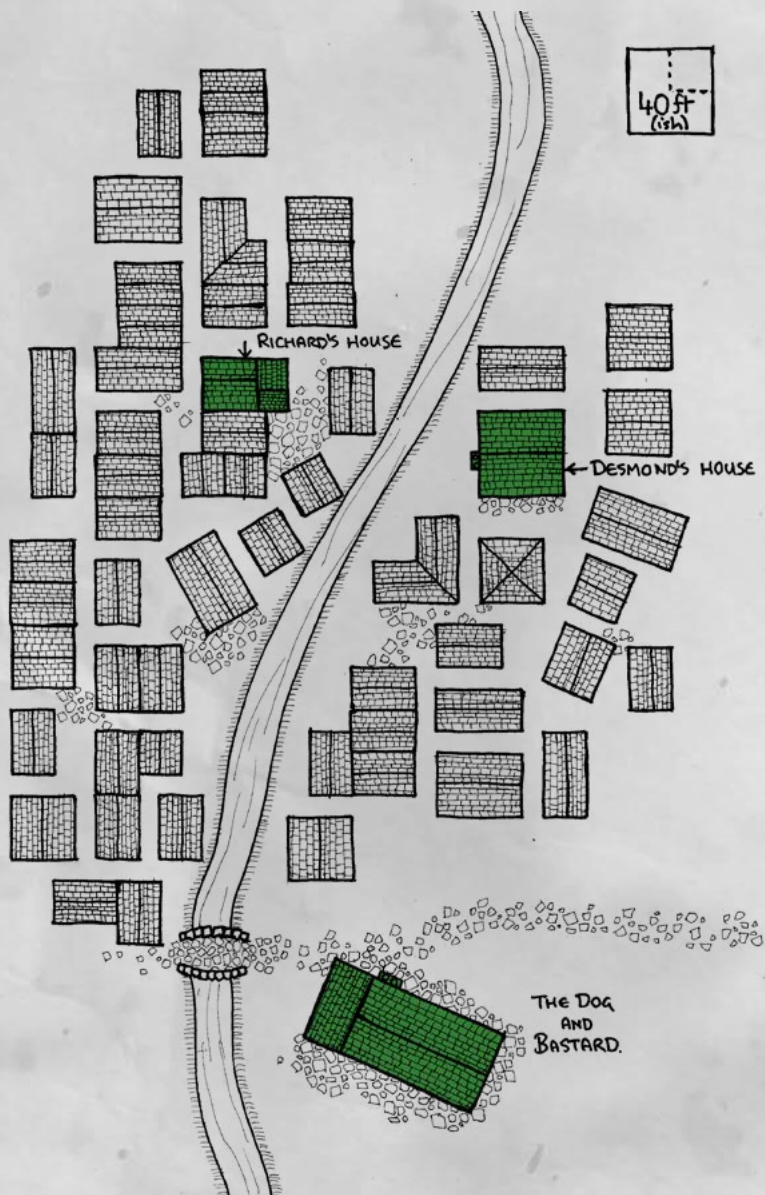
JOHN KING, ALSO A THIEF

Armour 13, Move 120’, 2nd Level Specialist, 10hp, pistol 1d8 (1d4 mêlée), Morale 8.

Bushcraft 3, Search 2, Sneak Attack 2, Stealth 2.

Buff coat, flintlock pistol, sword.

Good-mannered and hard-working. How the heck did he end up as a thief?



INNSMOUTH

Innsmouth should have a population of about three hundred, but it reduced to a third of that when the fishing stopped and people moved away. Now Desmond has arrived bringing prosperity and the remaining villagers have used that wealth to live in relative comfort.

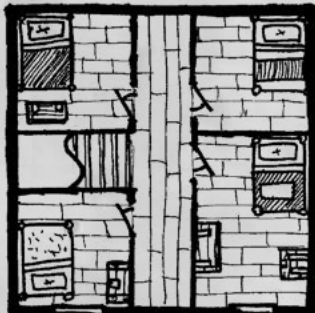
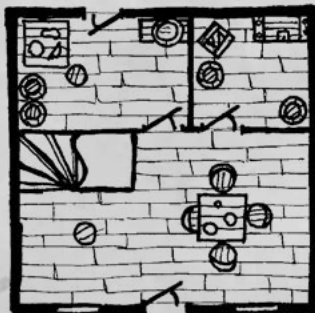
About twenty houses are occupied, with another fortyish left to crumble and rot. Everything smells of fish. The streets are narrow but two people can just about walk abreast; fighting may be tricky in such close quarters.

The boats on the beach have been left to decay; the fish sold by the village is brought by the Deep Ones and the people of Innsmouth do sod all.

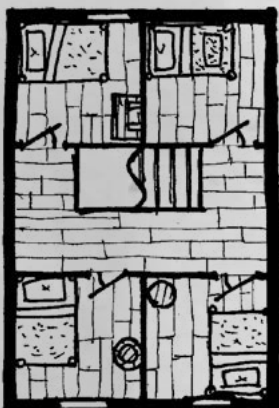
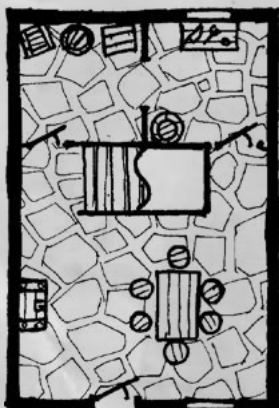
I'm not going to map every house in the village but at some point your players are going to go exploring, or will need somewhere to hide, so there are six sample houses on the next couple of pages; roll 1d6 for the layout of the house, then roll 1d6 to determine the contents; houses in the unoccupied part of the village will probably be empty but you may decide otherwise that there may be some useful items there.

I also suggest crossing off the contents once they've been rolled, lest your players spend the entire adventure looting civilian properties like common brigands.

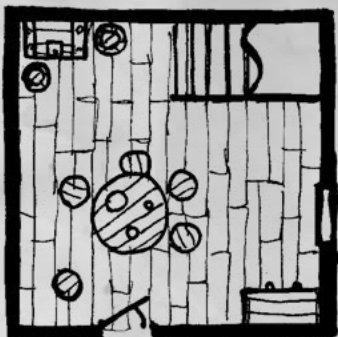
INNSMOUTH HOUSES (d6)



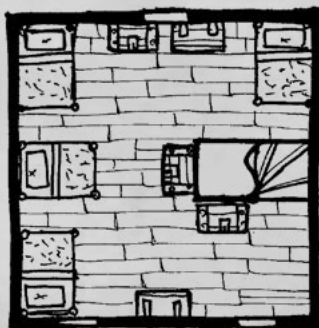
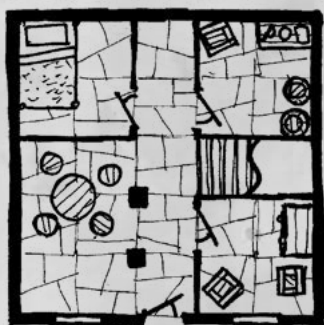
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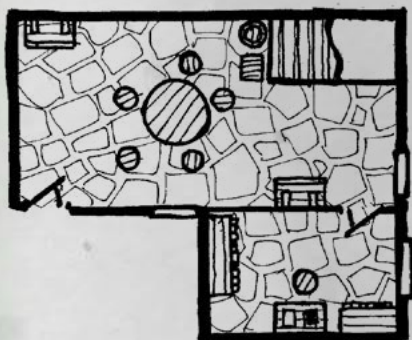
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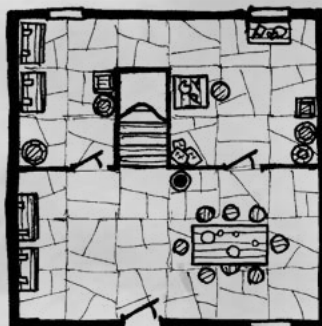
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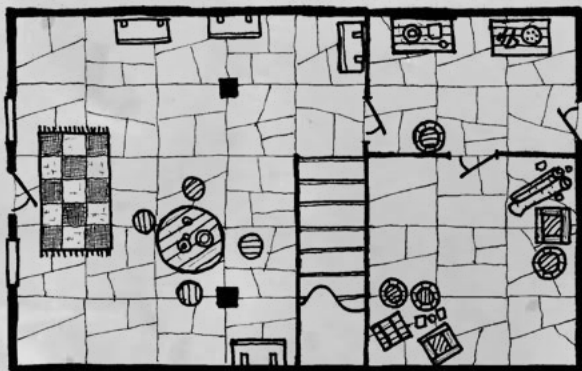
6

<i>d6</i>	<i>Occupants (All residents are level 0 characters.)</i>
1	Brother and sister, corpulent and festering. They have 30sp in a box under one of the beds, and the kitchen holds three bottles of fine wine, each worth 50sp.
2	Father, mother, and twin sons aged about eighteen. A locked chest downstairs contains 30sp in coins and 120sp in gems; the key is held by the father. In the main bedroom is a small coffer containing 90sp worth of jewellery of normal human design.
3	Mother and three daughters, aged between seventeen and twenty. A chest downstairs contains 120sp in coins. The eldest daughter has been training with Andrea (p10) and has a flintlock pistol and enough powder and shot for fifty rounds of fire.
4	Grumpy loner. 60sp in coins is hidden in a sack under a loose floorboard upstairs. Among the coins is a gold crown from an alternate timeline in which the House of York won the Wars of the Roses. It radiates magic.
5	Four young men, snide and unpleasant all. Each of them has a coffer: these contain 81sp, 87sp, 92sp, and 100sp, all in coins. One of the coffers also contains 120sp in gems and the owner hasn't told the others.
6	Young man and woman in their twenties, married, who seem quite pleasant aside from the fish sex cult thing. The wife has a jewellery box containing 30sp in gems. The husband has an exotic sword worth 90sp but has no idea how to use it.



Richard Marsh

10 ft



RICHARD'S HOUSE

Richard's house is locked and only he has the key. Unless there is cult business or he is at Desmond's house (p17), Richard will be here, plotting something.

Richard has converted one upstairs room into a study. He has a small but decent library of books on anatomy and medicine, such as it is in 1635; this collection is worth 90sp. Richard's spellbook is also present, disguised as a book about ducks; it contains the spells *Faerie Fire*, *Featherfall*, *Forget-Me-Do*, *Read Magic*, *Shield*, and *Sleep*.

A second upstairs room contains a small art studio in which Richard creates detailed drawings that show cult activity in excruciating detail. A sordid pervert — probably one of the landed gentry — would pay 60sp for the drawings.

RICHARD MARSH, NASTY BASTARD

Armour 13, move 120', 2nd Level Magic-User, 6hp, pistol 1d8 (1d4 mêlée), Morale 8. Sneak Attack 2, Stealth 2.

Spells: *Faerie Fire*, *Forget-Me-Do*.

Buff coat, flintlock pistols (2), knife.

Richard is Desmond's apprentice and hates his master, but doesn't know what to do about it. Cruel and weaselly, he enjoys the Innsmouth situation but wishes he were in charge. If things go bad, he will try to escape; to heck with everyone else!

FORGET-ME-DO

Magic-User Level 1

Duration: 1 round/level

Range: Touch

This spell renders the subject uninteresting on a cosmic scale, such that people have to concentrate to even notice it, and may forget it is there. The subject is not invisible and any act that draws attention to it will make the spell useless; standing still, slow movement, or whispering are okay; running away, attacking someone, or holding a conversation are not. Observers that are aware of the subject must make a save versus Magic in order to focus long enough to interact with it; this save must be performed each round the spell is active. Spells that counteract invisibility and illusions also work against this spell, but if directed at the subject rather than a general area, the caster must make the save.

Forget-Me-Do was first discovered in the book of a Magic-User apparently known as Glyph, but no one remembers a spellcaster by that name.



THE SEA CAVE

This cave is a couple of hundred yards along the coast to the west and is where the cult keeps its treasure. Everyone in the cult knows about the cave and what it contains but only Andrea, Desmond, and Richard know about the trap.

The cave is accessible by boat at low tide. Here's a quick reminder of the inaccurate and probably implausible tide times I made up:

High: 01:00am

Low: 07:30am

High: 13:30pm

Low: 20:00pm

The tunnel can be traversed at high tide but this requires an underwater swim for a distance of four hundred feet.

Swimming Underwater

A character can swim a distance equal to half their Move per round, and can hold their breath for a number of rounds equal to their Constitution score, or half that if under any sort of difficult conditions; rushing or swimming while encumbered would count as "difficult".

After that, the character must save versus Poison every round, with a -1 penalty per round after the first. If the save fails the character begins to drown, cannot continue swimming, and will be dead in a number of rounds equal to a third of their Constitution score. Bastard Referees may choose to ignore the grace period and just kill the character.

There is no light in the cave but there are hooks where lanterns can be hung and there is a supply of candles in a box near the boat mooring point.

The walls of the cave are covered in strange semi-geometric carvings; looking at the carvings causes a buzzing sensation in the viewer's head, and a sharp pain between their eyes. Magic-Users can save versus Magical Device to ignore this effect.

The metal gate is locked and only Andrea and Desmond have keys. It has rusted a bit but is still strong, and will take at least three noisy turns to break down.

The treasure room contains two large chests and a trunk. All are locked — guess who has the keys? — and the second chest is trapped; when it is opened, a small glass vial shatters and fills a 10' radius space with gas. The effects of the gas, and the contents of the other containers, are described overleaf.

18
05
02
18



TREASURE ROOM CONTENTS

Chest 1

678sp in Innsmouth gold, almost all shaped into items of jewellery that are grotesque and strange in design. There is an unusual preponderance of tiaras.

Chest 2

Empty aside from some worthless rags and the poison gas trap.

If the trap is not disarmed everyone in the room must save versus Poison or be put to sleep for 1d6 hours, during which time they dream of something shadowy and vast moving in the depths of the ocean and calling to them in a booming but indistinct voice, like a distant peal of thunder, or a titanic murmuring. Characters that — for whatever reason — do not breathe are immune to the effect, and if the character opening the chest rolls a 20 for their save they can close it before most of the gas escapes.

All That Glisters...

Bastard Referees may decide that the Innsmouth gold is a radioactive alloy. Deep Ones are immune to the radiation and the villagers don't hold on to it long enough to be affected; Desmond's ritual mask is made from the stuff, so maybe he's just been lucky.

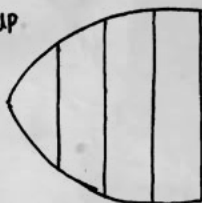
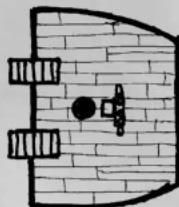
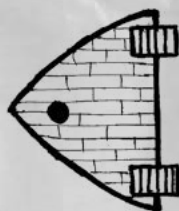
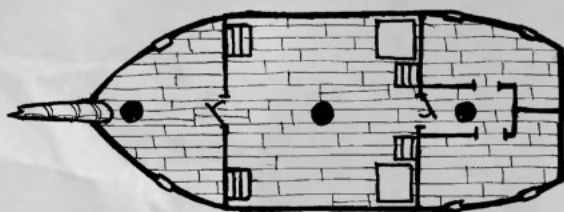
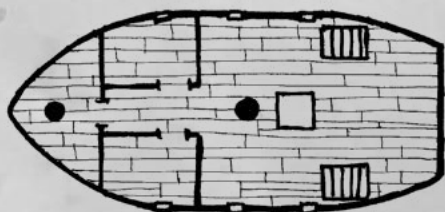
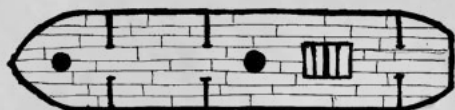
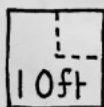
Those in possession of radioactive gold must save versus Poison each day or lose a point of Constitution. This loss continues until they have offloaded the gold or they are dead.

Trunk 3

This contains items gathered from the sacrificial victims of the cult. For the most part it is general clothing or equipment, worth nothing as treasure, but probably useful; each player can pick five items from the Miscellaneous Equipment, Armour, M  lee Weapons or Missile Weapons parts of the LotFP price list, from the Rural column.

+

Also in the trunk is a copper ring, mottled with verdigris. It is magic! Anyone wearing the ring will be able to control a single mollusc — Slugs count, Cthulhu does not — via telepathy, but after 1d4 hours they also develop squishy, slimy skin, an effect that persists even after the ring is removed.



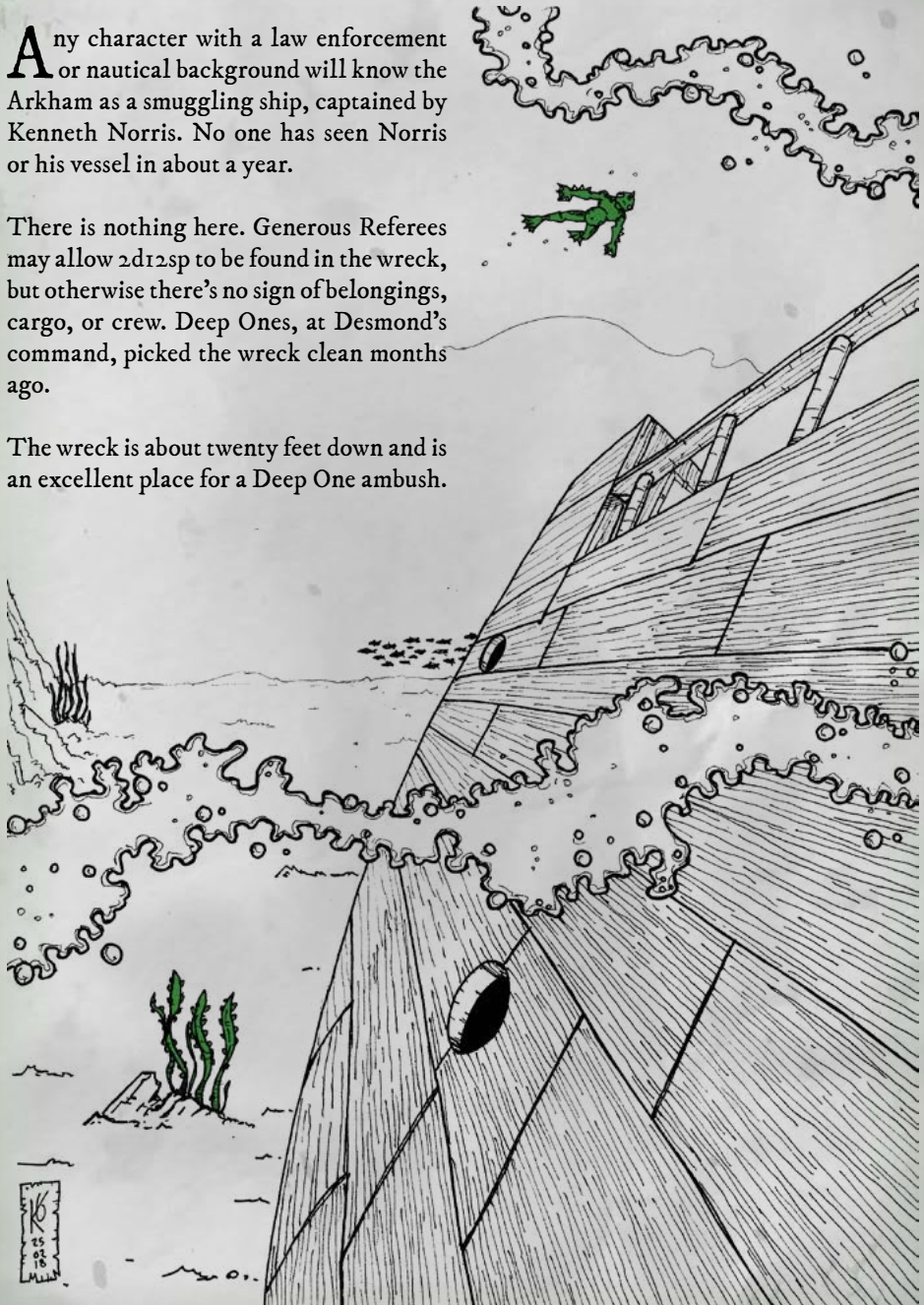
THE BOAT HAS CAPSIZED
SO THE WALLS ARE NOW
THE FLOORS AND VICE VERSA
BUT AS IT'S ALL UNDER-
WATER IT'S PROBABLY
NOT AN ISSUE.

THE WRECK OF *THE ARKHAM*

Any character with a law enforcement or nautical background will know the Arkham as a smuggling ship, captained by Kenneth Norris. No one has seen Norris or his vessel in about a year.

There is nothing here. Generous Referees may allow 2d12sp to be found in the wreck, but otherwise there's no sign of belongings, cargo, or crew. Deep Ones, at Desmond's command, picked the wreck clean months ago.

The wreck is about twenty feet down and is an excellent place for a Deep One ambush.



ADVERSARIES AND ALLIES

(BUT LET'S FACE IT, MAINLY ADVERSARIES)

Most Innsmouth inhabitants are level 10 characters; the exceptions are below. Characters with guns are assumed to have them ready to fire at least once.

ANDREA BURKE, HENCHWOMAN Armour 16, Move 120', 3rd Level Fighter, 18hp, pistol 1d8 (1d4 m    ) or sword 1d8, Morale 10.

Can attack a second time in the round if her first roll was a natural 17-20.

Breastplate, buff coat, morion, flintlock pistols (4), sword, keys for Desmond's house and the sea cave.

Andrea finds the whole sex cult situation creepy and doesn't partake, but is loyal to Desmond and likes the money. She is taciturn but respects fellow warriors.

DEEP ONES

"I think their predominant color was a greyish-green, though they had white bellies. They were mostly shiny and slippery, but the ridges of their backs were scaly. Their forms vaguely suggested the anthropoid, while their heads were the heads of fish, with prodigious bulging eyes that never closed. At the sides of their necks were palpitating gills, and their long paws were webbed. They hopped irregularly, sometimes on two legs and sometimes on four. I was somehow glad that they had no more than four limbs. Their croaking, baying voices, clearly used for articulate speech, held all the dark shades of expression which their staring faces lacked." - The Shadow Over Innsmouth

Deep Ones are humanoid, amphibious frog-fish-things, and a zoologist's nightmare. They are ageless, but die just as easily as anything else if you stab them in the guts. They can breathe underwater, and see in the dark, although they are somewhat shortsighted; they suffer an additional -1 to all range penalties if you're bonkers enough to give them guns. On the whole, Deep Ones are intelligent, and patient on a cosmic scale.

DEEP ONE

Armour 14, Move 90' (150' swimming), 2 Hit Dice, 9hp, bite 1d6 or claw 1d4 or weapon, Morale 8.

DESMOND, AWFUL SEX CULTIST

Armour 13, Move 120', 4th Level Magic-User, 11hp, pistol 1d8 (1d4 m    ) or sword 1d8, Morale 10.

Spells: *Light, Summon, Levitate, Mirror Image* (*Bind Deep One* on ritual nights).

Desmond's allies use his Morale score while he is conscious and able to communicate. Once per round, if he is able to speak, he can force a retainer to make a Loyalty check.

Buff coat, sword, fancy cult robes, golden fish mask; always carries a flintlock pistol, and keys for Desmond's house and the sea cave.

Desmond is charming but cocky, like Robert Downey Jr. in the Marvel films. He's an immoral hedonist and will throw even his closest allies under the bus if it means he lives to drink, eat, and fuck another day.

GEOFF, CULT PRISONER

Armour 12, Move 120', 1st Level Fighter, 1hp (down from 4hp), no weapons, Morale 9.

Geoff is an average bloke with a strong sense of right and wrong.

INNSMOUTH HACKBUTEER

Armour 12, Move 120', 0 Level Fighter, 4hp, arquebus 1d8 (1d6 mêlée), Morale 6.

Wheellock arquebus, powder horn, shot bag.

INNSMOUTH MOB

Armour 12, Move 60', 1 Hit Die (40hp)*, flailing hands 1d3 and grab **, Morale 12***.

This is a big bundle of peasants; members of the upper classes will cream their pantaloons at the prospect of killing them.

*For the purposes of experience, saves, spell effects, and so on, the Mob has 1 Hit Die.

**The Mob starts with ten attacks and loses one for every four Hit Points lost. If the same target is hit four times in a row by the Mob, it is grabbed and takes 2 damage every round until it saves versus Paralysis; the victim's Strength Modifier applies to this save.

***The Mob's Morale drops by one for every four Hit Points lost. The Mob tests Morale whenever it takes four or more points of damage from a single source. If the Mob fails the Morale test, it disperses.

RICHARD MARSH, NASTY BASTARD

Armour 13, move 120', 2nd Level Magic-User, 6hp, pistol 1d8 (1d4 mêlée), Morale 8.

Sneak Attack 2, Stealth 2.

Spells: *Faerie Fire*, *Forget-Me-Do*.

Buff coat, flintlock pistols (2), knife.

Richard is Desmond's apprentice and hates his master, but doesn't know what to do about it. Cruel and weaselly, he enjoys the Innsmouth situation but wishes he were in charge. If things go bad, he will try to escape; to heck with everyone else!

HENRY COADE, THIEF

Armour 13, Move 120', 2nd Level Specialist, 9hp, pistol 1d8 (1d4 mêlée), Morale 10.

Bushcraft 3, Climb 2, Languages 2, Search 3. Buff coat, flintlock pistol (2), sword. Humourless and patronising.

IRENE STOCKHAM, ANOTHER THIEF

Armour 13, Move 120', 2nd Level Specialist, 3hp, knife 1d4 or sword 1d8, Morale 8.

Sleight of Hand 2, Sneak Attack 3, Stealth 3, Tinker 2.

Buff coat, knife (3), sword.

Gullible and lusty.

JOHN KING, ALSO A THIEF

Armour 13, Move 120', 2nd Level Specialist, 10hp, pistol 1d8 (1d4 mêlée), Morale 8.

Bushcraft 3, Search 2, Sneak Attack 2, Stealth 2.

Buff coat, flintlock pistol, sword.

Good-mannered and hard-working. How the heck did he end up as a thief?

WHY ARE WE HERE?

In the first playtest, the players found the bone pit (p13), decided that no amount of gold was worth that sort of trouble, and ran off.

If loot and treasure is not sufficient motivation for your players, or you're running this as a one-shot, then you may want to consider some of these alternatives.

Any Port in a Storm Is Better Than This

The characters are sailors and have had to moor in Innsmouth bay for a length of time. Perhaps they have been caught by one of the infamous Devon storms (p7) or they are smugglers and are hiding from passing Navy patrols; whatever the reason, they cannot leave the village until the danger passes, but what happened to the Arkham (p37) could happen to them!

Death and Taxes

If there's money to be made in Innsmouth, then the Crown wants it! The characters could be customs officers sent to the village to collect the relevant duties or break up any suspected smuggling activities.

Like the Deserts Miss the Rain

Someone has gone missing and the characters aim to find them. It could be a friend or colleague, or it could be someone like Geoff (p21) or Owen Rowe (p15). It could also be someone important to the wider campaign who was last seen in the area; perhaps they had the Innsmouth Look (p5) and were heading home.

I Kick Arse for the Lord!

The characters have been sent by the Church to find out why Owen Rowe (p15) has been so quiet of late, or why no contributions have made their way up the chain. It's also possible that some sniff of what's going on has reached church leaders — perhaps Rowe's diary made it out of the village — and the characters have been sent to investigate.

No Place Like Home

One or more of the characters is from Innsmouth, or are descended from Innsmouth stock. How will they respond to friends, or even family, getting jiggy with the fish-monsters? It may be that the character's family is from the damper, fishier part of Innsmouth, in which case see p 5.

YOU! PEASANT! WHAT'S YOUR NAME?

You can probably make up the name of a random Innsmouth resident and you'll be fine, but if you have one of those historical authenticity people at your table, you can feel safe in the knowledge that all of these names were drawn from local court documents of the time. You can roll a d20 once and read across to generate a villager, but that will probably get you some sort of 60's Marvel Comics alliterative name, so it's perhaps best to roll for each column.

D20	SURNAME	FORENAME 1	FORENAME 2
1	Adeane	Agnes	Abraham
2	Bishop	Alice	Andrew
3	Bonfield	Anne	Benjamin
4	Cartwright	Cicely	Christopher
5	Chock	Dorothy	Edmond
6	Dymock	Elinor	Francis
7	Eyton	Elizabeth	George
8	Fisher	Emma	Henry
9	Fry	Flower	James
10	Hill	Isabel	John
11	Jones	Jane	Llewellyn
12	Langley	Joyce	Mark
13	Nelson	Katherine	Nathaniel
14	Northall	Margaret	Nicholas
15	Orchard	Mary	Ralph
16	Potter	Rachel	Richard
17	Rosworme	Rebecca	Robert
18	Stephens	Sarah	Roger
19	Wale	Susanna	Thomas
20	Young	Ursula	William

VAM! SPELL CONVERSIONS

If you are using the alternate spellcasting system introduced in *Vaginas Are Magic!* then here are VAM! versions of the two new spells introduced in this adventure.

BIND DEEP ONE MISCAST TABLE (1d12)

1	The spell fails and all the Deep Ones in the world become aware of the caster and her location, and are not happy.
2	<p>DAGON or HYDRA, a Deep One of immense size, arrives instead. For convenient fuck-up-your-wizards purposes, Dagon or Hydra is always within range and always furious.</p> <p>FATHER DAGON/MOTHER HYDRA, ENORMOUS BOSS MONSTERS Armour 14, Move 100', 20 Hit Dice (100hp), Bite 2d6/Claw 2d4/Claw 2d4, Morale 12</p> <p>Dagon and Hydra are either gods, or are on their way to becoming gods. They can cast spells as 20th Level Clerics, if the Referee hates their players.</p>
3	The spell works, but if the caster didn't have Deep One DNA before, she does now. The caster has the Innsmouth Look (p5) and will one day go to live beneath the waves.
4	Instead of Deep Ones, all aquatic life within range attempts to reach the caster's location. Fish throw themselves onto land, dolphins and whales beach themselves, and so on. Most of these creatures die.
5	All humans within range throw themselves into the sea and attempt to swim to the nearest Deep One settlement. As these are all underwater, the swimmers probably drown long before the spell expires.
6	Sea levels within range rise by ten yards. This is probably catastrophic.
7+	Refer to Miscast Table, <i>Vaginas Are Magic!</i>

FORGET-ME-DO MISCAST TABLE (1d12)

1	The spell affects the caster. If the caster was not the original target, the spell affects the most inconvenient object or person in the immediate area.
2	The caster is erased from the memory of the world. All crimes up to that point are forgotten or attributed to someone else, but so are any contracts or holdings. Bank accounts, property, marriage, demonic pacts, all are null and void.
3	Everyone is hyper aware of the subject for the spell's duration. The subject will be impossible to hide and even magic like invisibility won't conceal its presence.
4	The spell affects the caster as both observer and subject. What this means is that the caster has zero self-awareness and is more or less catatonic for the duration of the spell. If anyone notices the caster, they may be able to help.
5	The caster forgets the spell and can never learn or cast it again.
6	The subject blinks out of existence, history, and memory. It has never existed, no one remembers it, and the gaps it leaves behind in the world are considered insoluble mysteries.
7+	Refer to Miscast Table, <i>Vaginas Are Magic!</i>

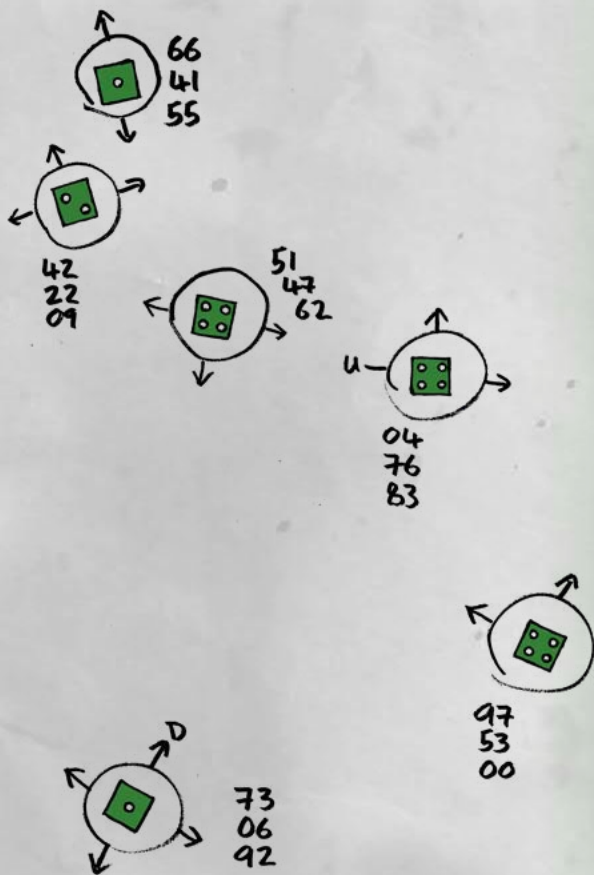
THE RANDOM ESOTERIC DEEP ONE SETTLEMENT GENERATOR

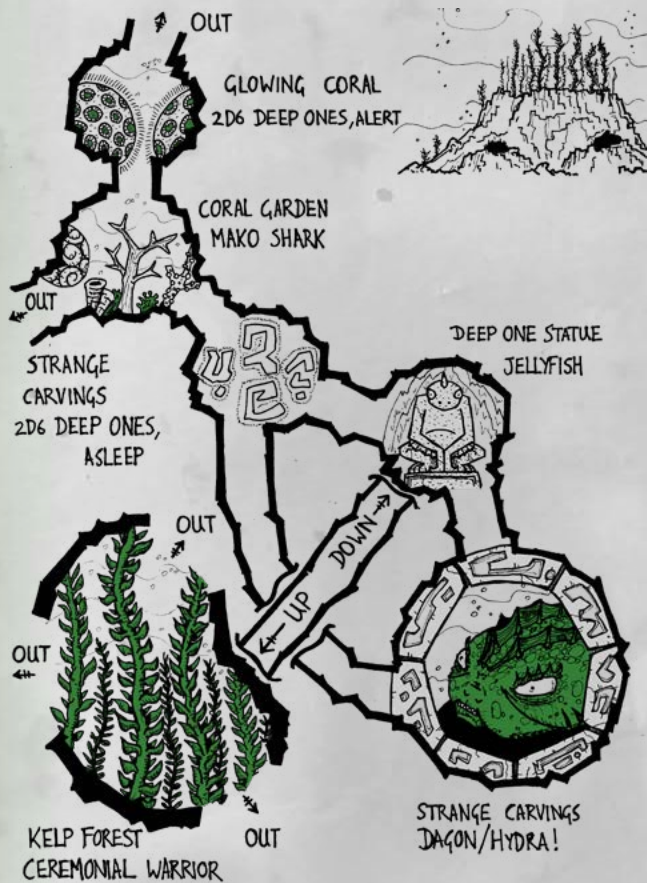
Logic says that the Deep Ones are coming from somewhere, and years of gaming with near-sociopaths says that at some point, a group of players is going to want to follow the Deep Ones home. That's what this generator is for; it's not going to create a complex and layered setting for underwater adventuring, but it should give the Referee a starting point and a bit of wiggle room.

We're going to use a basic die drop approach, similar to some you may have seen elsewhere; the key thing to bear in mind is that Deep One settlements are underwater, so we are going to be thinking in three dimensions. The assumption is that Deep Ones live in enclosed locations.

You will need a piece of piece of paper, A4 or the nearest local equivalent if you live in a barbarian country. You will also need a pencil, percentile dice (droo), and a handful of d6s; the d6s will represent the locations within the settlement, so you'll want more for a larger community. A box lid would be handy to catch any d6s that may try to escape.

Drop the d6s onto the paper. Draw a circle around each die but don't move them just yet. Any dice that end up touching will represent larger locations with more than one point of interest.





For each die, roll d100 and consult the table on p46 to determine the number and location of the exits, what is in the location, and whether there are occupants. You can either roll once and read across the columns, or you can roll for each column. You can also just pick the results if you like; I don't mind. Note the results next to the dice as you go.

The locations will not be perfect cubes, but the faces of the dice will tell you the rough location of each exit.

Draw connections between the locations. The simplest way to do so is to join the nearest exits; remember that some locations will have exits in their ceilings and floors. It might be a kelp garden or something without a ceiling, but you

get what I mean.

Mark connections going up with a U and connections going down with a D. You will probably get some screwy connections but you can handwave them away by saying the Deep Ones are messing about with non-Euclidean space.

Not every exit will lead to another location; these connect the Deep One settlement to the outside world.

When you are done, you should have something like this, and you are ready to go!

Deep Ones will have the statistics listed on p11, unless otherwise specified. All locations are full of seawater, again unless otherwise specified.

<i>d100</i>	<i>Exits</i>	<i>What's There?</i>	<i>Who's There?</i>
01-14	1, 2, 4	Kelp forest. Halves movement.	Shortfin Mako Shark, trained to attack intruders. AC16, Move 180', 4 Hit Dice, 18hp, bite 2d6 or tail flick, Morale 7. Tail flick: save versus Paralyze or stunned for one round.
15-28	3, 4, 5	Coral garden. Quite nice.	School of harmless fish.
29-42	3, 4, 6	Patches of glowing coral bathe the location in neon blue light.	1d6 huge sea snails of a hitherto unknown species; each is worth 1d10sp to a scholar or chef.
43-56	2, 5, 6	Walls covered in strange carvings; see Sea Cave (p33).	2d6 Deep Ones, alert to intruders.
57-70	1, 3, 4	Deep One fishing gear. Fishing nets and spears.	2d6 Deep Ones, asleep.
71-78	3, 4, 5, 6	Enormous statue of enormous Deep One.	Huge Eel, up inside ya! AC 14, Move 90', 5 Hit Dice, 22hp, bite 2d4, Morale 7.
79-80	1, 2	Dry room containing 1d12 human prisoners kidnapped from the surface, cold and terrified.	1d6 Deep One hybrids, taking their first underwater swim; treat as 0 Level Fighters.
81-82	2, 3, 4, 5	Huge statue of a winged humanoid with an octopus-like head.	Jellyfish. AC12, Move 10', 1 Hit Die, 5hp, sting special, Morale 12. Sting: save versus Paralyze or be incapacitated for 1d6 turns.
83-84	1, 2, 4, 5	Huge statue of a winged humanoid with an octopus-like head. 4d6 Deep Ones genuflect before it.	2d6 Deep Ones, looking for a fight.
85-86	1, 3, 4, 5	Eighty-seven clay pots of unknown origin, all sealed with wax, all empty.	Deep One caretaker, sweeping with a seaweed broom.
87-88	1, 2, 3, 4	Skull collection, arranged for display. There are lots of skulls, from various species, not all of this world.	2d6 Deep Ones, apparently friendly. Apparently. Yep.

<i>d100</i>	<i>Exits</i>	<i>What's There?</i>	<i>Who's There?</i>
89-90	3, 4, 5, 6	Dry room containing a large number of wooden trunks. Inside the trunks are the belongings of the Deep Ones, from before they changed. There is nothing of value, unless you count dry clothes.	2d6 Deep Ones, plotting a coup against the High Priest of Dagon on behalf of the (not High) Priest of Dagon.
91	1, 2, 3, 4, 5	Skeleton of some huge unknown sea creature, arranged for display; if recovered, the skeleton would be worth 100sp to a scholar.	Blind mutant Deep One, left to die by its fellows.
92	2, 3, 4, 5, 6	Dry room containing books and scrolls from the surface. Roll 1d20 if the players search; on a 1 there is a random Cleric spell scroll, on a 2 there is a random Magic-User spell scroll, and on a 20 there is a treasure map pointing to another adventure.	Ceremonial warrior; as a Deep One, except with 4 Hit Dice, the abilities of a 4th Level Fighter, and a big nasty spear (1d8).
93	1, 3, 4, 5, 6	Glass case containing what looks like a human skeleton, except it has tiny bird-like wings on the ankles.	Ceremonial warrior (as 92)
94	1, 2, 5, 6	Vast bell made of an unknown black metal. If rung, the bell can be heard throughout the complex, and if it is a full moon, on nearby land. After a minute or so, 2d6 Deep Ones will arrive to investigate.	Ceremonial warrior (as 92)
95	1, 5	One exit is a portal made of strange blackish-green stone; the portal leads to another Deep One settlement somewhere else in the world.	Ceremonial warrior (as 92)
96	2, 5	One exit is a portal made of strange blackish-green stone; the portal leads to 1d10x1d10 years in the past.	Ceremonial warrior (as 92)
97	2, 6	One exit is a portal made of strange blackish-green stone; the portal leads to 1d10x1d10 years in the future.	Priest of Dagon; as a Deep One, except with 4 Hit Dice, the spellcasting abilities of a 4th Level Cleric, and a big hat.
98	5, 6	One exit is a portal made of strange blackish-green stone; the portal leads to Carcosa.	Priest of Dagon (as 97)
99	6	Deep One treasury. 3313sp in strange jewellery. May be radioactive, see p35.	Priest of Dagon (as 97)
00	1, 2, 3, 4, 5, 6	Temple to the Old Ones. Large and intimidating room full of strange carvings and stranger statues. The water here counts as holy water. There will always be 2d6 Deep Ones here.	Dagon or Hydra, see p42.

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Andrea Burke

How Deep Is Your Love?

Devon, 1635, and the once-moribund fishing village of Innsmouth is seeing something of a renaissance. Fish is being sold once again and rumour has it that the villagers have found a source of gold; but what brought about this drastic change of fortunes?

Oh, let's be honest, the cover and title probably answers that question, but *FISH FUCKERS* dares to ask — in a totally non-pretentious way — the more salient question: who are the real monsters?

FISH FUCKERS is written and drawn by Kelvin Green, who also did *FORGIVE US*, which is the other one with the black and white cover, and drew *DEATH LOVE DOOM*, *SLÜGS!*, *THE SQUID*, *THE CABAL*, *AND THE OLD MAN*, and *THULIAN ECHOES*.

FISH FUCKERS is an adventure for low-level characters, for use with *LAMENTATIONS OF THE FLAME PRINCESS WEIRD FANTASY ROLEPLAYING* and other traditional role-playing games.



“Oh! I do like to be beside the seaside!”

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