

2 Sharklings stand guard by her. **2d4 Fishlings** stand on the walkways around the room. The pool teams with the weird creations of **Meztli**. Most are harmless except for the **2 Mer-Jaguars**. **Meztli's** life goal is to become a mermaid and live in the sea. Anyone who interferes with her research is her enemy. Anyone who helps is her friend. She wants more creatures to experiment on to perfect her Mermaidification spell. She trapped **Ayotl**, in the Lab to siphon her magical energy. She didn't mean to curse the bay but doesn't care.

6. Incubation Room: Large egg sacs are attached to magical warming plates(\$15) in the floor. The sacs are clear but filled with an opaque, milky liquid. Hints of movement can be detected within. To pass through, PCs must carefully squeeze between the egg sacs or risk popping them. If popped, roll to determine the contents.

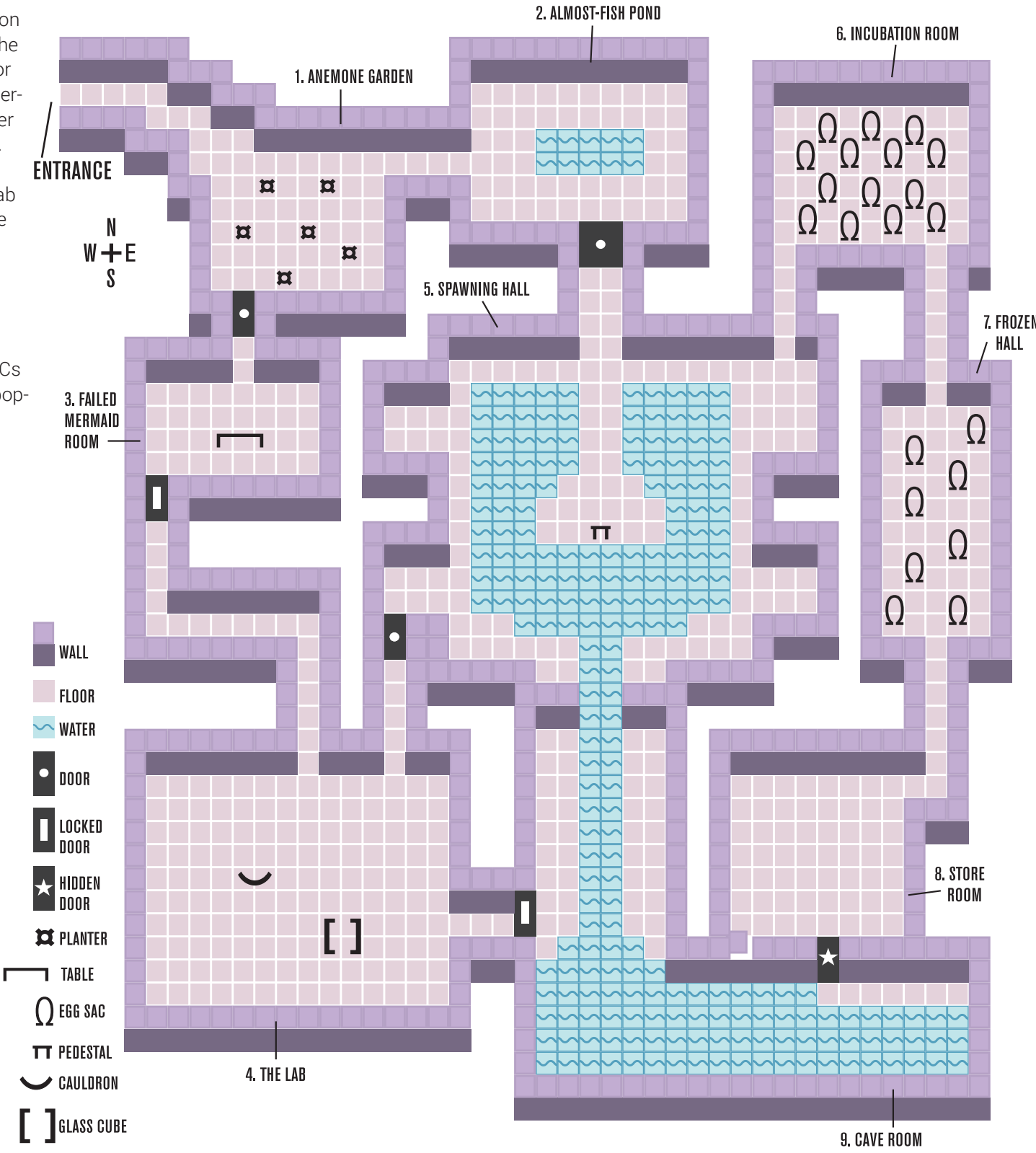
1d4 Egg Sac Contents

- 1. White putrid slime. -1 on DEX for an hour or until slime's washed off.
- 2. Poison yellow slime. 1d6 poison damage to any one near.
- 3. A Fishling.
- 4. A Sharkling.

7. Frozen Hall: This room is painfully cold due to malfunctioning warming plates. CON save or take 1d4 damage every turn in this room. Egg sacs in this room are frozen solid.

8. Store Room: A neglected room full of clay jars, rotted shelves, and furniture. A faded tapestry barely conceals a secret door to the **Cave Room**. Searching this room will reveal an opal idol of a winged lizard (\$50), a quiver of 10 onyx tipped arrows (+1), a stone tablet with the spell Seahorse Steed, and a turtle shell shield.

9. Cave Room: The pool from the **Spawning Hall** continues into this room. There's an underwater cave in the east wall that eventually leads to the bay. This is how the almost-fish get out and how **Ayotl** was brought in.



The coastal village of **Mazunte** has been cursed! The once lucrative fishing industry is in shambles as the normal fish have all but disappeared from the bay and been replaced with smelly, hideous almost-fish that have random body parts of other animals. There are also reports of missing pets and cattle. **Cualli**, leader of the fishers union will give \$100 and a magic fishing net to whoever can restore the bay to normal. The villagers blame the wizard **Meztli**! She dwells beneath the ruins of an old step pyramid east of **Mazunte**.

- 1. Anemone Garden:** Strong smell of fish. Brightly colored "plants" sit in ceramic planters. They're really **Sea Anemones**. DEX save to avoid being grabbed by their tentacles if PC walks near.
- 2. Almost-Fish Pond:** A murky pond in the floor contains 3d4 almost-fish. **2 Fishlings** sprinkle fish food into the pond.
- 3. Failed Mermaid Room:** Rotten meat stench. Blood stained metal table with surgical tools is in the center of the room. Dead mermaid experiments litter the floor. Cats, dogs, goats, and other small animals with lower bodies replaced with fish tails. **1d6 Pirahna Fishlings** gnaw on them.
- 4. The Lab:** Smells of rotten fish and chemicals. Shelves of books, beakers, bottles, and plants. A large cauldron contains a simmering red liquid (*turns skin to fish scales if consumed*). **Ayotl**, a large sea turtle encased in a glass cube turns to watch the PCs. **Ayotl** is the ancient Guardian of the Bay and her presence there will cause the natural fish to return. She can only fit through the east door to the **Cave Room**. She will give the PCs an emerald turtle egg if they help her escape.
- This room contains 2 potions of Water Breathing, 1 potion of Fish Speech, and a sharkskin bound tome of Marine Anatomy (\$150).*
- 5. Spawning Hall:** A pool fills most of this room with walkways along the wall and a walkway extending into the center of the room. Here, **Meztli** stands at a pedestal mixing potions and pouring them in the pool.

1d4 Almost-Fish

- 1. Hairy tilapia with multiple cat-like eyes all over its body.
- 2. Yellow stingray with clumps of human-like fingers on its back.
- 3. Tumorous catfish with human ears.
- 4. Cyclops bass with two reptilian legs.



Cualli



Fishling

Once a day, **Cualli's** magic fishing net will catch 1d8 fish if cast into the ocean



Meztli

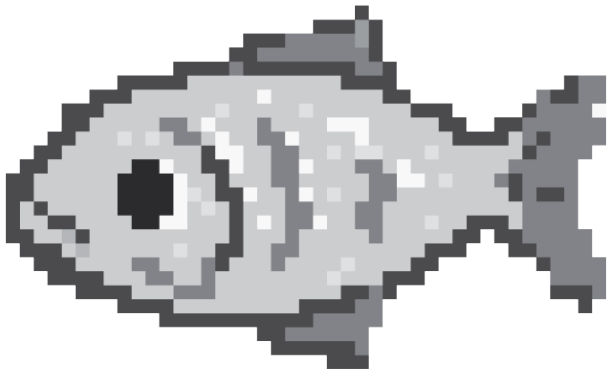
MONSTERS

- SEA ANEMONE**
(HD: 1; AD: 9; ATT: 1 Tenacle 1d4, 1 Bite 1d6; ML: 9;)
- FISHLING**
(HD: 1; AD: 11; ATT: 1 Claw 1d6; ML: 5; SP: 30')
- PIRHANA FISHLING**
(HD: 2; AD: 12; ATT: 1 Bite 1d8; ML: 6; SP: 30')
- SHARKLING**
(HD: 3; AD: 12; ATT: 1 Bite 2d6; ML: 7; SP: 30')
- MER-JAGUAR**
(HD: 3; AD: 12; ATT: 1 Bite 1d8, 2 Claws 1d6; ML: 7; SP: 40' Swim)
- MEZTLI**
(HD: 3; AD: 12; ATT: 2 Water Missile 2d4 ML: 9; SP: 30')

The Mephitic Laboratory of the Pescamancer

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OF DOOBIOUS QUOLIDEE

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