

THE CLAMS ARE BARBED AND FULL OF VENOM

In honor of our Lady Antheia:

CLAMDASH!

For a few hours each year, the seas beneath the glaciers of Kergüs retreat, revealing salted dungeons in their wake. Within these waterlogged tunnels of ice - the CLAMS. The ones who find them get rewarded - those who find the most win the finest prize of all: an audience with our Lady Antheia.

For each bucket-ful: Snatch them up: Test Agility or d6 damage. Pick them carefully: Safe but **slow** (MARK 2).

PCs start with two buckets each. If half of them are filled, the audience is theirs. Otherwise, the reward is 100 silver per bucket. A shadowy type says the clams could be sold for three times that in Grift.

1. Entrance

Salty air that crusts your nostrils. Silent but for a distant drip-drip. Sunlight shimmers through the ice.
There's a bucket-ful of CLAMS among the rocks.

- ↑ Rope ladder to OUTSIDE
- ↓ Vertical chute to 2
- ↓ Icicled steps to 3
- ↓ Watery slide to 5

On the **WAY OUT**: Cowards (1 per PC) wait to steal the CLAMS.

HP 5, Morale 4, CLAM-picking gloves -d2
♦ Ice shank d4
♦ 1x Pocket CLAMS d6, DR14

2. Belly of the Tonne-a-tuna

Mushy soft with the telltale smell of rotting gas. Pitch-dark and damp.

Dig a path through the sloughing flesh: Test Toughness or become infected. Light a flame: The tuna explodes but anyone inside it is **broken**.

- ↑ Vertical chute to 1
- Tunnel to 4

4. Calamurder Dungeon

Salty and sour, the odor of a calamurder squid. Echoes of someone licking your ear.

When the room is half-flooded: The squid leaves.

Calamurder Squid
HP 12, Morale 11
♦ Tentacle grab d6 + special

- ← Tunnel to 2
- Crawlspace to 3
- ↓ Rock-wall to 6

Special: Attacks everyone in the room (DR10).

5. Salt Caves

Semi-transparent blocks of salted ice, strong enough to smell.

Three preserved people, their lives suspended in salt.

Break them out: find an **occult treasure**, but MARK 2. Use as replacement PCs or as diversions.

- ↑ Watery slide up to 1
- ↓ Squeeze-cave to 3
- ↓ Boulder-wall to 7

3. Lair of the Kergüs Krabs

The stench of crustaceans. Dimly lit. The click-clack of carapaced steppers.

Here are 3 starved krabs that hunt those who flee. Each pincer contains salt-sweet goop (restores d6 HP).

- ↑ Icicled steps to 1
- ← Crawlspace to 4
- Squeeze-cave to 5
- ↓ Slope-tunnel to 7

Kergüs Krab
HP 4, Morale 8, Shell -d6
♦ Pincers d6

Special: May break shell to ignore all damage from one attack.

6. THE CLAMS THE CLAMS THE CLAMS THE CLAMS THE CLAMS THE CLAMS

Overwhelming aroma of pungent delicacies. Enough to fill a hundred buckets.

- ↑ Rock-wall to 4
- Dripping corridor to 7

7. The Lost Pride of Patferrick

Ship-debris, lit by twenty sailor spectres. Wailing sobs drip from their lips, but they stop and smile when they see you.

They are glad for the company and ask you hear their tale.
 Stay a while and listen: A winding story (MARK 3) that ends with them giving directions to the CLAMS in 6. Walk through them: Be filled with a haunting sliver of unlife (-d4 Presence but heal that much HP). Take the chest: Contains 1000 silver (heavy, test Strength to move between rooms).

- ↑ Slope-tunnel to 3
- ← Dripping corridor to 6
- ↓ Boulder-wall to 5



SALT SEAS RETURN

- Flood rooms in reverse order, starting at 7.
- ▷ For each failed test, MARK 1.
- ▷ For each Fumble, MARK 2.
- ▷ Loitering? MARK 3.

In a half (or more) flooded room: Water that blisters and burns like nettles. PCs take 1 damage whenever a MARK is added to **any** room.

In a whole-flooded room: Float, but test Strength to avoid swallowing the water. Failure gives you **salt-lung**.

Salt-lung. You are infected, and your organs pickle (permanently). You no longer have to eat but must drink just as much brine instead. It's the only thing that soothes the stinging (nothing soothes the acid reflux).