

ADVANCED ADVENTURES MODULE #30

To End the Rising

by Geoff Gander

AN ADVENTURE FOR CHARACTER LEVELS 1-3



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TO END THE RISING

The shores of Lake Selmar, and the village of Prallis, are normally tranquil – except during the Rising. Every five years, a host of fearsome monsters emerges from the lake to lay waste to the village. The locals have endured this terror for decades, but now innocent travellers have been attacked. Can the party put an end to the Rising, forever?

Stop! The information that follows is for the eyes of the gamemaster only. Knowledge of the contents will only ruin your enjoyment of the game.

Background: For millennia, a primitive kingdom of fish-folk (of the catfish variety—see new monsters) dominated Lake Selmar. They built towns deep underwater, and hunted extensively along the shores. Humans discovered the lake nearly 600 years ago and the first settlers were hunters and trappers which the fish folk generally left alone, but the rich, loamy soils soon attracted homesteaders. These permanent settlers quickly cleared the forests and built homes, spurring the first of many battles with the fish-folk, who resented the intrusion. Although initially evenly matched, the humans learned to lure their enemies onto land, where they had an advantage. After a few crushing defeats the fish-folk retreated to their underwater homes, where they remained dormant for many years.

During the first dormancy period, the village of Prallis was founded, and more people moved into the area. Before long the village had grown into a town, and workers dug a canal to drain part of Lake Selmar to create more rich land for cultivation. Unfortunately, the canal was improperly surveyed, and instead of farmland the locals gained several square miles of swamp. This again disturbed the fish folk, and they resumed their attacks. The situation looked dire for Prallis, until a charismatic cleric named Aldaris came to the town's defence.

Under Aldaris's leadership the fish-folk were pushed back. Although the fish-folk king was defeated, he was determined to make the humans pay dearly for their victory. The creatures mounted a final counterattack, in which they destroyed much of the town and killed many people – including a young woman named Ilyara, Aldaris's lover. Enraged, Aldaris pursued the surviving fish-folk to Tremiran's Isle, where he discovered one of their outposts. He slaughtered every opponent he could find, and destroyed the aboveground temple. His anger sated, Aldaris's injuries took their toll, and he made his way to a secluded clearing on the mainland where he died.

The townsfolk knew nothing of their hero's fate, and for several years enjoyed peace. But the fish-folk had not forgotten the destruction Aldaris had caused. One night, many years later, they attacked the town. The townsfolk were completely unprepared. Hundreds were killed and many more fled, but enough stout-hearted people remained to rebuild Prallis as a village.

The fish-folk staged more attacks over the following years, which have continued to the present day. At first the villagers fought back, but eventually they realised that, as they could not survive for long on land, the fish-folk's only viable tactic was to try and drive the humans away by damaging the village. In the end it proved to be less dangerous for the humans to abandon their homes prior to the attacks, and rebuild after the danger passed. Over time, they fortified their dwellings to minimise the destruction, for it seems the fish-folk cannot maintain continuous attacks.

The Rising (as the fish-folk attacks have become called) is now a manageable, albeit expensive and dangerous, occurrence. The people of Prallis have pleaded many times with the distant lord to send troops to resolve the problem for good, but the village is considered too remote to be worth the effort. The adventure begins on the eve of another Rising...

Notes for the Game Master: This module is intended for use in any campaign. The encounters are designed to be challenging for a party of 4-6 characters of levels 1 to 3 (for a total party level of 6-12). A balanced party, with fighters, a spellcaster, and at least one thief, will probably encounter fewer difficulties.

This module can be inserted as a side adventure while the party is heading somewhere else, or as a quick mission in its own right. Place names, where given, may be changed to accommodate the GM's campaign. Likewise, although the adventure is set on the shores of a lake, the GM may use any large body of water.

THE VILLAGE OF PRALLIS

For well over a century after its founding, Prallis was little more than a collection of farms, with an inn and smithy at a crossroads. Over time, more people trickled north and set up businesses to serve the slowly growing population. Prallis continued to expand until Aldaris's conflict with the fish-folk, after which the aquatic creatures wreaked considerable havoc. Hundreds fled for safer lands in the south after the first attacks, and more followed once it became clear that the danger had not passed. The decades since the Rising began have not been kind. Although Prallis has stabilised, at just under 500 people, it is still less than a third of its former size.

The first thing the PCs will notice about the village is that it appears to be abandoned – but not in a hasty manner. The streets are empty and silent. All of the doors are closed and locked, all of the windows are thickly shuttered, and anything one might expect to be sitting out in the open in a typical village – such as wagons, barrels, and crates of produce – has been put away. Most of the doors have tiny silver tridents nailed to them (the locals believe they provide some protection against the fish-folk).

The next thing the PCs will notice is that all of the buildings – even the smallest shed – are heavily built, and often out of stone. Dwarves, or PCs with skills in engineering, will note that oversized bricks were used and the walls have been angled to reduce the risk of collapse. A closer inspection reveals that many wooden structures (doors, shutters, fences) show signs of having been repaired. The PCs might also notice that the streets have been laid out in a rough grid pattern, so that it is possible to see from one end of the village to the other. Anyone with knowledge of military tactics will quickly realise that this has been done to improve the village's defensibility.

The Stone Bridge Inn, a two-storey structure built of heavy stone blocks, is one of the largest buildings around, and, judging by the smoke coming out of its chimneys, still occupied. It has a flat roof that is ringed with a low parapet. The inn's few windows have been boarded up, and a middle-aged man is inspecting the building. A taller, younger man wearing a sword stands by his side.

The older man notices the PCs, and greets them cautiously. He then asks what they are doing in Prallis, on the eve of the Rising. Once it becomes clear that the party are not locals and have no intention of looting the village, the man, named Gallos, will relax somewhat and introduce himself and his eldest son, Jurandis. Gallos will then explain the phenomenon of the Rising, and suggest to the PCs that they wait it out at the inn, which is the most fortified building in Prallis.

If the PCs hesitate, Gallos will add that they can stay for free, so long as they help defend the inn, should it be attacked. If the PCs ask Gallos why he hasn't left, he explains that his inn is his livelihood, and someone needs to remain behind in case travellers get caught up in the Rising.

Gallos, level 3 Fighter: (AC 5; MV 60 ft.; HD 3, HP 21; #AT 1; Dmg 1-6 +1; AL NG) Although no longer in his prime (age 48 – with a limp that reduces his movement), Gallos is more than capable of defending himself. His nicked **short sword +1** has seen a lot of

action as has his chainmail. His friendly politeness masks deep sadness over the loss of his wife in the last Rising. He carries the key to his strongbox at all times.

Jurandis, level 1 Fighter: (AC 7; MV 120 ft.; HD 1, HP 7; #AT 1; Dmg 1-6 +1; AL NG) Jurandis (age 17) is a strong, serious young man whom Gallos has well-trained. He wants to turn the Stone Bridge Inn into a wealthy business. He wears leather armor and is armed with a short sword. His hatred of the fish-folk runs deep.

If the PCs agree to stay, Gallos and his son will stable their mounts (if they have any), and introduce them to the rest of the family:

Ellaros, normal boy: (AC 7; MV 120 ft.; HP 4; #AT 1; Dmg 1-6; AL NG) Ellaros (age 14) is very dextrous, talkative and cheerful. He loves to hunt, and dreams of travel. He is a competent shot with his shortbow and 40 arrows.

Maras, normal boy: (AC 10; MV 120 ft.; HP 3; #AT 1; Dmg 1-4; AL LG). Maras (age 11) is very timid, and keeps to himself. He is still traumatised over the death of his mother. He carries a dagger for his own protection, but is of little use in a fight (-4 to hit).

THE RISING

Sometime after the PCs enter the inn, or while they are talking to Gallos, everyone hears the sound of something being smashed, followed by a faint scream. Gallos and his sons grab their weapons and jump to their feet, and one of the sons runs up to the roof. Seconds later, he comes back to report that a covered wagon has just entered the village, and is being attacked. Gallos looks concerned, and if asked, explains that the people in the wagon must be from out of town; all of the locals have left.

It is probable that the PCs will need no prompting to get out there and attempt a rescue, but if necessary the GM can have Gallos or one of his sons mention that the wagon's passengers would be much safer if they could get to the inn. If the PCs need extra muscle, Jurandis will volunteer to accompany them.

The stricken wagon is stopped in front of the village temple, just down the road from the inn, surrounded by a small mob of scaly creatures. Some are stabbing the panicking horses with spears, while others are trying to climb the wagon. Two men, armed with swords, are standing on top of the wagon, trying to fight off their attackers. One of buildings between the inn and the temple has been broken into, and sounds of smashing crockery and other destruction can be heard.

The fish-folk are not expecting a counter-attack. If the PCs use magic or missile attacks, they can gain the element of surprise (the GM should roll for surprise, with a +2 bonus). If the fish-folk are caught off guard, the wagon's defenders will gain a morale boost (+1 to their attacks for the rest of the encounter).

In total, **14 fish-folk** (combat statistics below) are attacking the wagon, which has two guards and three passengers:

Lady Zinara (AC 9, hp 2, AL NG), a middle-aged woman en route to a city in the west for "health reasons".

Lady Mirinasi (AC 8, hp 3, AL LG), Lady Zinara's 15-year-old niece.

Garidis (Level 2 thief, AC 6, hp 5, AL NE), a stout, pimply-faced man claiming to be a gem merchant. He is actually on the run from the authorities in the south – there is a 100 gp reward for his capture. He carries a **dagger +1**. He will only fight in self-defence.

Denarian (Level 1 fighter, AC 8, hp 6, AL NG), a young man-at-arms between jobs. He is currently defending the wagon.

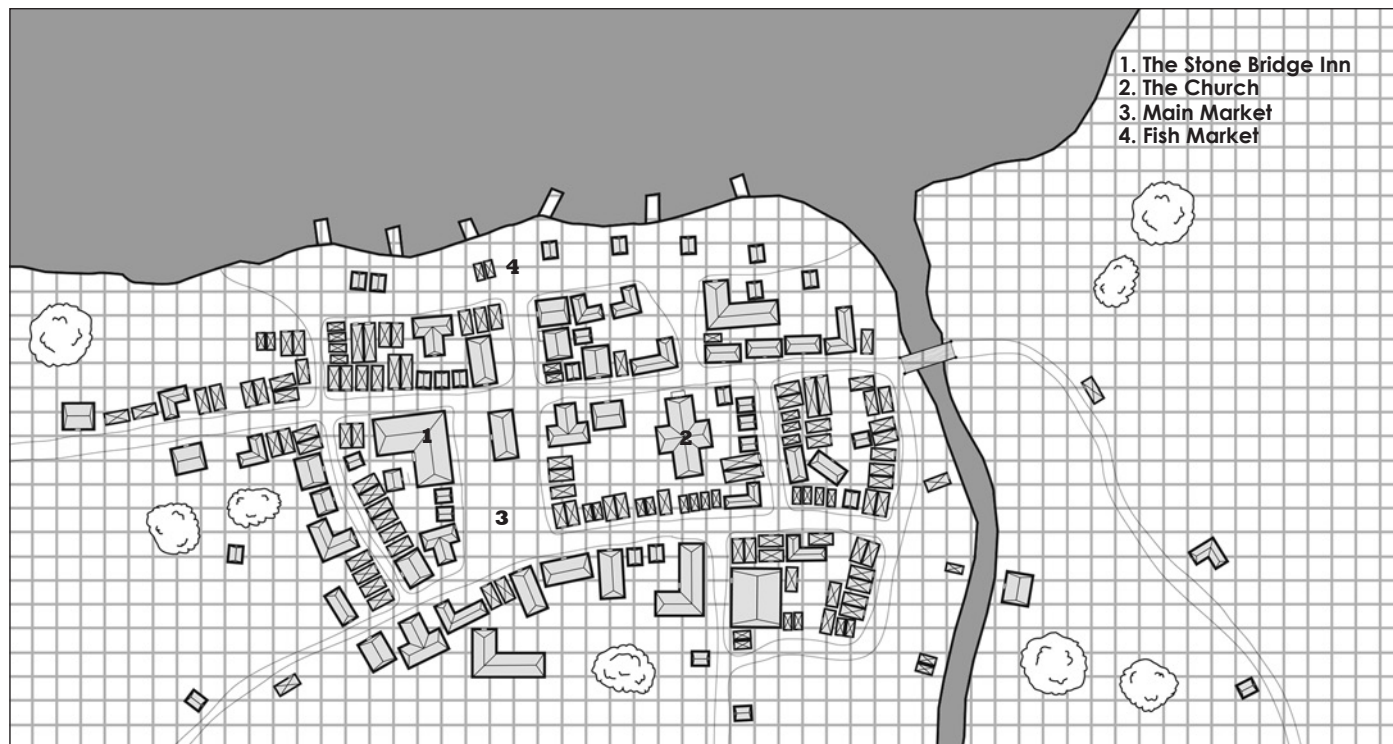
Zilidos (Level 1 fighter, AC 7, hp 7, AL NG), the wagon driver, also fighting off the fish-folk.

Fish-folk (14): AC 6, HD 1+1, hp 7 each, MV 60 ft., #AT 1 spear or trident, Dmg 1d6, AL CE. These fish-folk have already looted an, and carry a total of 24 gp, 79 sp, and 117 cp on their persons. One of them is also wearing a pearl necklace (worth 75 gp).

Each round, the fish-folk mob can make up to ten attacks against the wagon. Half are directed at the men on the roof of the wagon (penalised a -2 due to the height difference), three against the wagon (treat as if AC 6, hp 80), and two against the horses. The horses are terrified and will fight in self-defence.

MAP OF PRALLIS

ONE SQUARE EQUALS 20 FEET



Draft Horses (2): AC 7, HD 3, hp 19 each, MV 90 ft., #AT 1 bite, Dmg 1d3, AL N.

If the horses are killed, their attackers will focus on the wagon. If the wagon is reduced to 0 hit points, its door is smashed open and the fish-folk enter. If the guards are incapacitated or killed, the fish-folk concentrate all of their attacks on the wagon until they break it open. Unless the PCs stop them, the fish-folk will grab Garidis and the Ladies, and take them to their secret lair on Tremiran's Isle.

If the PCs manage to kill eight or more of the fish-folk, the remainder will flee in search of easier pickings. Surviving passengers and guards will need no encouragement to head to the inn for safety – this can be done quickly if the horses are still alive. If the wagon has to be abandoned, Lady Zinara will try to convince the PCs to retrieve her two travelling trunks (each of which weighs 50 pounds). If they are (understandably) reluctant, she will offer them 50 gp, but if they still refuse she will grow sullen. The PCs will be unable to convince her to change her mind.

Once the travellers have reached the inn, the PCs can hunt fish-folk if they wish. For every turn that the party remains outside, there is a 50% chance that 1-6 wandering fish-folk spot them and attack (use the stats given above). The PCs may try to clear fish-folk out of buildings that are being looted, in which case the GM may consider drawing up floor plan for those buildings. If their luck holds out, the PCs may prevent a number of houses from being vandalised. However, it should become clear that they are fighting a war of attrition that they will ultimately lose, if they stay outside too long.

THE SIEGE

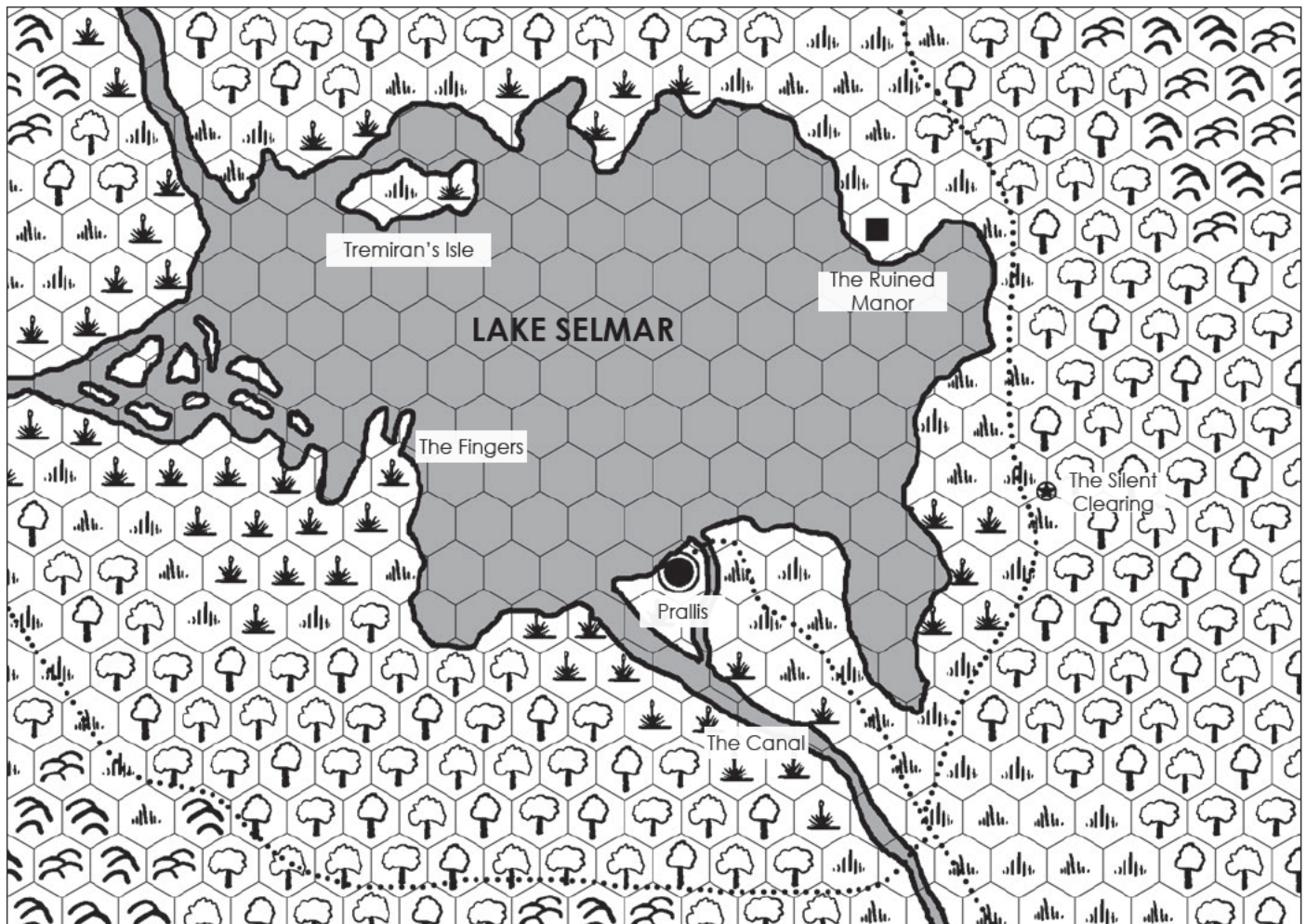
If the PCs' successfully intervene and return to the inn, the fish-folk realise that the inn has become a stronghold for their enemies. As a result, they will mount the most intense attack in decades. As soon as everyone is inside the inn, Gallos and his sons will bolt the door and barricade it with tables (treat as if AC 6, hp 100) from the common room. Barricades penalise all fish-folk attacks by -2, and delay their entry.

Once night has fallen, the fish-folk (use the stats given above) stage their attack. Gallos will order Garidis and the ladies upstairs for their own safety, and ask the best archer to go to the roof and shoot as many attackers as possible. Four fish-folk attack the door (treat as if AC 6, hp 200), while others try to break through the windows. It takes one attacker five minutes (30 rounds) to smash the thick boards protecting a window, and another three rounds to smash through it. Once an opening is made, one fish-folk warrior can crawl through per round. Gallos and his sons will try to plug any breaches with tables or other heavy furniture, and will help fight off intruders. If the situation grows dire, Gallos will order everyone to retreat to the second floor, and barricade the stairs. Interior doors (AC 6, hp 70) can be bolted to delay the fish-folk's advance.

The fish-folk know that the inn's defenders cannot be everywhere at once. They will send enough warriors to attack all the ground-level entrances, with enough warriors in reserve to replace losses. After 20 rounds of battle, they will also begin scaling the walls to reach the second floor. Their priority will be to break in and wreak havoc, but if they come across someone they can capture, they

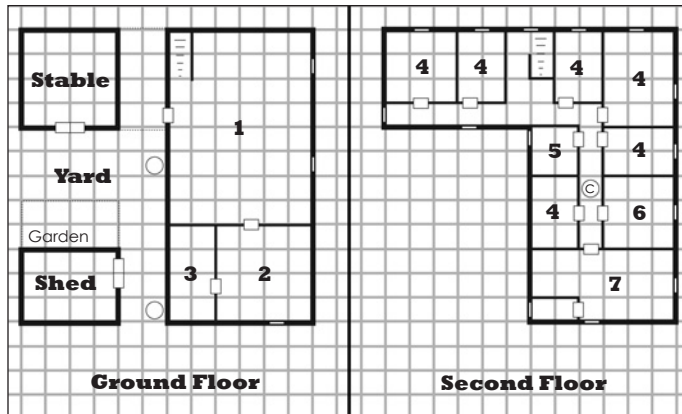
THE LAKE SELMAR REGION

EACH HES EQUALS 1 MILE



The Stone Bridge Inn

EACH SQUARE EQUALS 5 FEET



will do so. The siege will continue until the fish-folk abduct someone, or more than 30 of them are killed. In either case they will pull back, with most running off to ransack other buildings.

THE STONE BRIDGE INN

GM Note: A trapdoor and folding ladder in the ceiling of the second floor hallway leads up to a small, one-room cabin on top of the roof.

SHED: Two 2-wheeled carts (treat as if AC 5, 120 hp) are here, as well as 60 2x4s, two ten-pound bags of nails, ten large burlap sacks, four barrels, and an assortment of carpentry tools (hammers, saws, a plumb line, etc.) Two people, with a combined Strength of 20 or more, can move a cart. If placed on their sides, the carts could be used to barricade the front door from the outside.

STABLE: One draft horse (use the stats given in the Rising section, above), belonging to Gallos, is currently stabled here. There is space for several other mounts. The loft above holds a large quantity of hay, and several sacks of feed.

YARD: This open space is set aside for traffic, which goes onto the street to the north by passing through a short tunnel under the second floor. There is a vegetable garden next to the shed, and two large barrels connected to lead pipes hold waste from the garderobes on the second floor.

- 1. COMMON ROOM:** A large fireplace dominates the north end of this room, while a bar stretches across the southern end. In the middle are a number of sturdy, weather-beaten tables, each of which is large enough to seat six. A stairway leads up to the second floor.
- 2. KITCHEN:** A massive fireplace takes up much of the eastern wall, while a stone counter runs along the south. A washbasin, connected to a pump, is in the northeastern corner.
- 3. PANTRY:** This walk-in pantry contains shelves laden with crockery, utensils, preserves, and smoked meat. A 50-pound sack of potatoes and four 20-pound sacks of flour rest in one corner.
- 4. GUEST ROOM:** Each of these rooms contains at least two simple beds, a wash basin, and (if there is no fireplace) a brazier for chilly nights. Larger rooms also have a table.
- 5. GARDEROBE:** A wooden garderobe sits in the corner. A lead pipe carries the waste down into a barrel sitting in the yard. In the opposite corner is a large wooden tub, which can be used for baths.

6. **SONS' BEDROOM:** Gallos's sons sleep in this room. Their meagre personal effects are kept in two plain wooden chests under their beds.

7. **GALLOS'S APARTMENT:** When he is not busy looking after his inn, Gallos spends his time here. His personal garderobe (connected to a barrel in the yard) is in one corner, and he has placed a magnificent mahogany table and chairs ("liberated" from the mad lord's manor by his ancestor) in an alcove where he and his sons sometimes take their meals. The other half of the apartment is taken up by his bed and a worktable, where he keeps track of finances and other details. Gallos's keeps his money in a reinforced strongbox under his bed. The lock is complicated (-30% to OL rolls), and the strongbox contains 28 pp, 220 gp, 428 sp, 659 cp, a **potion of healing**, and a promissory note (for 185 gp) from a wealthy southern merchant who stays at the inn frequently.

AFTERMATH

Eventually the sounds of destruction fade. If the fish-folk have been unsuccessful in their attack, Gallos (or one of his sons) insists that everyone remain inside for at least half an hour. Prallis has been damaged, but remains standing. Most of the buildings have been vandalised, and any animals foolishly left behind have been slaughtered. Broken furniture, shredded clothing, and food are strewn about. If the wagon was left behind, it has been smashed to pieces, as have Lady Zinara's trunks were they left behind as well. Her possessions cover half the street. If he is still alive, Garidis will sneak over to the wreckage in the hopes of stealing something valuable. If spotted and challenged, he will hastily explain that he was just seeing if anything could be salvaged. If he gets away with it, he will pocket two of Lady Zinara's gold rings (the only valuables left behind), worth 200 gp each.

The PCs can find tracks all over Prallis, heading towards Lake Selmar. Gallos will confirm that, while everyone knows the fish-folk return to the lake, no one knows where exactly they live. He suspects, based on the tale of Aldaris, that the fish-folk congregate somewhere on land, as there is no record of Aldaris being able to breathe underwater.

If Gallos's youngest son was abducted, Gallos and Denarian and Jurandis (provided they survived) ask the PCs to help them get him back, offering to them their assistance for only a half-share of any treasure found. If Lady Mirinasi was abducted, Lady Zinara will offer up to 250 gp for her niece's rescue, but it will not make the initial offer, waiting to see if the PCs are willing to do so for free.

If Gallos's youngest son was not abducted, Denarian, and Jurandis will offer to assist in rescuing Lady Mirinasi if she was abducted, but will insist on a share of any treasure found.

The first villagers begin to return in the afternoon, and will continue to trickle in over the next day.

EXPLORING LAKE SELMAR AND ENVIRONS

If the PCs decide to go after the fish-folk, Gallos knows many sites of interest around Lake Selmar that would be logical places to investigate and will share as much as he knows about their histories (the GM can paraphrase the information provided below). He will offer fresh provisions, and will ensure the party's mounts (if they survived) are looked after if asked.

If one of the PCs is gravely injured, Gallos will (with some reluctance) give the character his potion of healing, one of his few souvenirs from his adventuring days. Gallos will not mention that the potion is a memento, as he would consider that rude, but if asked he will mention its origin. If the PCs repay Gallos for his sacrifice, the GM may consider awarding bonus experience points.

While the party is exploring, the GM should consult the following table once every four hours during the day, and once during the night at mid-night.

Lake Selmar Random Encounter Table: While the party is exploring, the GM should consult the following table (1d10) once every four hours during the day, and once during the night. Lake Selmar is a rather murky lake—only the top three feet of water is translucent enough to see what lurks beneath.

- 1-5 - 1-4 **Deer** (AC 7, HD 2, hp 6 each, MV 240 ft., #AT 1, Dmg 1-4, N). The deer in the region are skittish, due to the activities of the griffon. Unless a fawn is present (5% chance), the deer will always avoid the PCs.
- 6 - 1-6 **Wild Boars** (AC 7, HD 3+3, hp 14 each, MV 150 ft., #AT 1, Dmg 3-12, AL N). These short-tempered animals are even more on edge due to the presence of the griffon, and as a result are more likely to attack if surprised or approached.
- 7 - **Wolverine** (AC 5, HD 3, hp 19, MV 120 ft., #AT 3, Dmg 1-4, 1-4, 2-5, AL N). Wolverines are uncommon predators in the region, but they are stealthy enough to have escaped the griffon's notice. If encountered, there is a 50% chance the wolverine is eating a kill, which it may defend. They are exceptionally ferocious, and have been known to attack creatures much larger than themselves.
- 8 - 1-3 **Giant Weasels** (AC 6, HD 3+3, hp 18 each, MV 150 ft., #AT 1 bite, Dmg 2-12, AL N). The weasels are living comfortably off the griffon's scraps, but will attack the PCs if they pass a morale check. There is a 15% chance that the weasels' lair is nearby, inhabited by 2d2 additional weasels, as well as 1d4 young (who will not fight). The GM should determine whether there is any treasure.
- 9 - 1-4 **Goblin Hunters** (AC 6, HD 1-1, hp 4 each, MV 60 ft., #AT 1 weapon, Dmg 1-6, AL LE). These goblins are part of the clan that lives in the ruined manor (see below). They are armed with spears, and will try to avoid the party if possible. There is a 30% chance they will be carrying a brace of freshly-caught rabbits or skunks.
- 10 - 1-4 **Fish-folk** (AC 6, HD 1+1, hp 6 each, MV 60 ft., #AT 1 spear, Dmg 1-6, AL CE). These fish-folk are foraging near the lakeshore, but will attack the PCs. Their only valuables are simple stone and bone jewellery. This encounter happens only within one mile of Lake Selmar. Re-roll otherwise.
- 11 - **Griffon** (SZ L, AC 3, HD 7, hp 45, MV 120 ft., 300 ft. flying, #AT 3, Dmg 1-4, 1-4, 2-16, AL N). The griffon moved into the area recently, and quickly became the top predator. It is out hunting, and will not hesitate to attack an injured or slow-moving party. The griffon is only encountered during the day. Re-roll at night.
- 12 - **Hethion, normal man** (AC 9, hp 3, MV 120 ft., Dmg 0, AL NG). Hethion is wearing ragged clothing. He is trembling and out of breath, and as soon as he sees the party he rushes up to them, babbling madly. The man, a baker, left Prallis late, and was attacked by the fish-folk. He has been running about aimlessly since then. He will ask whether the Rising has ended and if so, to be escorted back to inspect his bakery. Hethion will be extremely grateful if the PCs help him out, and will give each party member a loaf of waybread (keeps almost indefinitely, feeds one person for three days) as payment.

THE SILENT CLEARING

This is a circular, mossy clearing measuring approximately 90 feet across. In the middle of the clearing is a cairn made of large, mossy stones. All sounds are muted around the fringes of the clearing, but everything is silent inside it. The people of Prallis know about the clearing and its strange properties, but have no idea what caused it. Gallos suspects that someone important is buried beneath the cairn, and once went there intending to dig into it, but fled home because of a strong feeling that he was being watched.

This clearing is where Aldaris died of his injuries, after he avenged his lover's death. His grief was so strong, and his cause was so sincere, that his god took pity on him and sanctified the clearing, which made it silent. Now, no noise disturbs Aldaris's rest. His remains lay exposed for many years before a passing druid built a simple cairn to cover them.

If the PCs investigate the clearing without disturbing the cairn, Aldaris's shade will appear after two turns. The DM can read or paraphrase the following:

A ghostly figure of a young man in battered chain mail materialises above the pile of stones. He raises a flickering trident over his head and sweeps it slowly in front of you. A chill runs down your spines as he does so. He then points towards the lake, and makes a stabbing motion. He then turns to look at you again, with an expectant look in his eyes.

Aldaris will wait for the PCs to indicate that they understand his call to arms against the fish-folk. If the PCs show disrespect, or do nothing, Aldaris's ghost will fade away. If they show that they understand, the ghost will bow his head and point his trident down to the cairn before vanishing.

Deep within the cairn is a small chamber containing a mossy skeleton in rusted armor, gripping a tarnished silver trident. Hung around the skeleton's neck is a thin gold chain attached to half of a circular amulet (the other half was owned by his lover, whose remains are in the fish-folk lair). The weapon is The **Trident of Aldaris**, and if wielded by a lawful character functions as a **trident +1, +4** vs. aquatic races. It acts as a **trident +1** for neutral characters, and as a mundane trident for chaotic wielders. If the party retrieves the trident with the blessing of Aldaris, the GM may consider bestowing 200 additional experience points to the group.

THE MAD LORD'S MANOR

About 150 years ago Lord Brenas, a direct ancestor of the current lord, visited Lake Selmar and fell in love with the landscape. He cleared several acres of prime land by the shore and had a manor built. The project seemed doomed from the beginning: Supplies went missing, and the local workers fell mysteriously ill, prompting many to desert. Lord Brenas thought his problems were due to laziness on the part of his workers, and he replaced them with men from the south. But the problems continued, and the combined toll of continued delays, mounting expenses, and persistent rumours of a curse drove him insane. Lord Brenas's son quietly assumed control of the dominion, and abandoned the estate.

To this day, the ruined, partly-finished manor and its estate are thought to be cursed. Gallos knows little about the place, and if the PCs show interest in going there he will try to discourage them by mentioning that many people who have gone there over the years have disappeared. In truth, there is no curse; the fish-folk sabotaged the construction of the manor, and poisoned the workers' drinking water, in order to drive them away. In recent years, a goblin clan moved into the ruins. They skirmished with the fish-folk, but the recent arrival of a griffon has made things difficult.

The trail that once led to the manor winds through a dark forest, and is now heavily overgrown, making it difficult to locate. Most of the animals in the region are aware of the griffon, and larger animals (such as bears and wolves) have fled for less dangerous locales. Observant PCs may notice this.

The estate is square-shaped, and measures 500 feet on a side. It is surrounded by a chest-high stone wall which has collapsed in many places. The once-manicured lawn is now heavily overgrown, with trees lining the wall.

The manor house, which is situated in the exact centre of the property, is a two-storey red brick building with a columned, two-level porch. The windows on the ground floor appear to have been

boarded up from the inside, as have a couple on the second floor. Smoke comes out of one of the two chimneys. Roughly 20 feet from the entrance, the goblins have planted a line of ten stakes, six of which have fish-folk heads stuck on them. The two groups clash whenever they meet.

Although it is likely that the party will interact with the goblins in the usual hostile manner, if they have been observant they might gain some unlikely allies for their inevitable conflict with the fish-folk. The PCs may be aware of the griffon (via scouting the area or noticing tracks) – or at least suspect that there is something in the manor that frightens the goblins given the nature of their internal defenses. Likewise, the staked fish-folk heads might lead them to conclude that the goblins are also opposed to them. All this can be confirmed if the PCs interrogate any goblin.

Provided they have not already killed too many goblins, the PCs might be able to convince them to join with them against the fish-folk. The chieftain is willing to hear the PCs out if an attempt is made to parlay, but will only agree to an alliance if they kill the griffon as a show of good faith. If the party agrees, they will have free run of the goblin-controlled parts of the manor, but they will be expected to kill the beast promptly. If they succeed, the chieftain will honour the deal by sending five of his warriors back to Prallis with the PCs (the GM should pick from the goblins listed above). These goblins will accompany the PCs for the remainder of the adventure, and will follow simple orders that do not endanger their lives needlessly. At the end of the adventure, surviving goblins will expect a full share of any treasure found.

The GM should note that, although the people of Prallis have never really had problems with the goblins, they will be disliked based on their race's reputation. Reaction rolls should be penalised by -30% as long as the goblins are around.

1. **HALL:** All of the doors in this hallway are closed, and the tiled floor is covered with debris. A close examination will reveal several sets of footprints going to and from all of the doors. During the day the PCs will hear nothing from this room, but during the night muffled conversation can be heard from here as well as from AREA 2. A side passage contains a staircase leading up to the second floor.

Two goblin guards are stationed here at all times. During the day they stay inside and quiet to avoid the griffon and the sunlight, but at night they are more talkative and venture out upon the porch upon occasion. They will shoot at any intruders, but if forced into the manor they will switch to swords and shout an alarm, which will summon all the goblins in (2) the following round.

Goblins (2): (SZ: S; AC 6; MV 60 ft.; HD 1-1; HP 4, 5; #AT 1; Dmg 1-6 (short sword) or 1-6 (short bow); AL LE). Possessions (each): Short sword, short bow, 20 arrows sling stones, 3 gp and 14 sp.

2. **DRAWING ROOM:** The cozy furniture and tasteful artwork that once decorated this room are long gone. In their place is a collection of sleeping pallets. Fifteen goblins live here, nine of whom will fight intruders. The other six are whelps (1 hp each), who will try to escape if attacked.

Goblins (9): (SZ: S; AC 6; MV 60 ft.; HP 1, 2, 3 (x3), 4, 6 (x2); #AT 1; Dmg 1-6 (short sword) or 1-6 (spear); AL LE). These goblins are armed with short swords or spears. In total, they have 16 gp, 59 sp, and 103 cp.

3. **DINING ROOM:** The ornate table and chairs that once graced this room are now at the Stone Bridge Inn (taken by Gallos's ancestor). Now, the room is used as a garbage dump. The refuse is waist-high around the edges of the room, but if the PCs search they can find a dagger +1; an intact, but filthy, grey cloak (actually a cloak of elvenkind); and a small amount of coins (45 sp and 102 cp).

The trash nearly conceals a door leading into the griffon's lair (AREA 6). Clearing a passage through the garbage takes two turns, and the noise has a 95% chance of alerting all of the goblins in the manor. The door itself has been nailed shut, requiring a combined STR of 20 to open. Forcing this door open alerts all the goblins in the manor, as well as the griffon.

4. **KITCHEN:** This room is relatively clean, and, as evidenced by still-warm ashes in the hearth and dried herbs hanging from the ceiling, still in use. A large stone counter runs along one wall, and there is a narrow wooden pantry door in the northwest corner. In front of the door is a straw mattress. A back door (unlocked) leads outside.

The pantry door is locked, but the mechanism is simple to open (thieves open the locks as if they were three levels higher in experience). If opened, the pantry contains dried meat and jars of pickled vegetables (for lean years). The goblin cook lives here, and has the key to the pantry. He is a coward, and will do anything to avoid being hurt. If pressed, he can tell the PCs about the griffon and the clan's problems with the fish-folk.

Goblin Cook: (AC 9, HD 1-1, hp 3, MV 90 ft., #AT None, Dmg 0, AL LE)

5. **LIVING QUARTERS:** This room was intended to house the manor's servants, but is now occupied by two families of goblins. Filthy straw pallets line the walls, and a rusted cooking pot hangs in the fireplace. Of the nine occupants, five will fight intruders. The remaining four are whelps with one hit point each, and will try to run away if attacked.

Goblins (5): (SZ: S; AC 6; MV 60 ft.; HP 1, 2, 3 (x3), 4, 6 (x2); #AT 1; Dmg 1-6 (spear); AL LE). These goblins are armed with spears. In total, the goblins have 4 gp, 35 sp, and 53 cp.

Hidden in one of the pallets is a plain gold ring (worth 80 gp). There is a 50% chance that two of the goblins here will be stationed on the balcony during the night. The cooking pot contains a greasy wild boar stew (nourishing, but unappetising).

6. **LIBRARY:** This room was once the library, but decades of neglect have taken their toll on this part of the manor, and the ceiling caved in many years ago. A griffon recently moved into this chamber, forcing the goblins to barricade the doors on both levels in order to protect their lair. The griffon is able to hunt well enough in the surrounding forest that it ignores its neighbours.

Griffon: (SZ: L; AC 3; HD 7; hp 45; MV 120 ft., 300 ft. flying; #AT 3; Dmg 1-4, 1-4, 2-16; AL N)

The griffon has made a comfortable nest out of old books and chewed-up shelves. During the day there is a 75% chance that the griffon is away hunting, but at night it is home 80% of the time. If it is present, and the PCs have forced their way in through either of the doors, it cannot be surprised. Embedded in the nest are the following items: A battered iron strongbox with a rusty lock containing 112 gp and 217 sp; a well-cut aquamarine worth 500 gp; and a rolled tapestry wrapped in a burlap sack, which depicts a royal hunt in brilliant colors (10 feet long if unrolled, weighs 20 lbs., worth 350 gp – double that to a collector).

7. **ROOT CELLAR:** A flight of steep stone steps leads down to a moss-covered door. Any food has long since rotted away, and the goblins broke up the shelving for firewood soon after moving in. Now, this chamber serves as the clan's latrine. The odor is so intense that any non-goblinoid entering it must save vs. Death Ray or become nauseated for one round.

8. **BALCONY:** Lord Brenas had wanted a luxurious balcony where he could while away the summer evenings. Construction never

progressed beyond the basics, and now the goblins use this rough room as an observation post. There is a 50% chance that two of the goblins from AREA 5 will be here, armed with short bows. They will also shoot at any intruders they see.

9. **SITTING ROOM:** The windows in this room are not boarded up. This room was intended to be the sitting room. Any furniture that was here has long since been broken up for firewood. If the goblin clan continues to grow, this room will likely be occupied. There is nothing of interest here.
10. **BEDROOM:** This room would have been a guest bedroom, but it was never furnished. It is unoccupied. A tasteful white marble fireplace is the only thing of interest here.

If the PCs examine the fireplace, a successful detect secret doors roll will reveal the faint outline of a small doorway at the back. If opened, this door leads to the chieftain's room (AREA11). The goblins are aware of this door, and if the chieftain is attacked in his chamber, he will direct some warriors to sneak through the door and attack the PCs from behind.

11. **CHIEFTAIN'S ROOM:** This room is where Lord Brenas stayed during his time at the manor. The only original furniture remaining is the lord's four-poster bed, which the goblin chieftain uses as a throne. Also in this chamber are his three brothers (who act as his bodyguards), five females (the chieftain's harem) and seven whelps (1 hp each). The females will fight only if the PCs threaten their children; otherwise, they will try to lead them to safety as soon as they can.

Goblin chieftain: (SZ: S; AC 4; MV 60 ft.; HD 1; HP 7; #AT 1; Dmg 2-7 (pick) or 1-4 (sling); AL LE). The chieftain wears dwarf-sized chain mail and is armed with a footman's pick. His heavy silver necklace (worth 60 gp) is prominently displayed. He also wears the key to his treasure chest around his neck.

Bodyguards (3): (SZ: S; AC 6; MV 60 ft.; HD 1-1; HP 5, 6, 7; #AT 1; Dmg 1-6 (short sword) or 1-6 (short bow); AL LE). These burly goblins are fanatically loyal to their brother, and will fight to the death. One of them (the eldest brother) wears a gold earring (worth 20 gp).

Goblin females (5): (SZ: S; AC 6; MV 60 ft.; HD 1-1; HP 1, 2 (x2), 4, 6; #AT 1; Dmg 1-4 (dagger); AL LE). The females will protect their children at all costs. Two of them are favoured by the chieftain, and wear thin silver necklaces (worth 30 gp each).

Hidden under the bed is a locked wooden chest containing the clan's wealth. The lock is well made (OL -10%). The chest contains 11 pp, 91 gp, 89 sp, and 246 cp.

12. **RUINED BEDROOM:** The goblins have nailed boards over this door, which will require two turns to remove and produce enough noise to alert all the goblins in the manor. This would have been Lord Brenas's room if the manor had been completed, but it was never finished. In the years since, the roof and part of the floor caved in, and now the chamber is open to the sky and to the library, below. Enough of the floor remains to form a ledge overlooking the griffon's nest, which is 12 feet down. If the griffon is present, the PCs will have made enough noise breaking into this room to alert it, and it will attack.

DEALING WITH THE GOBLINS

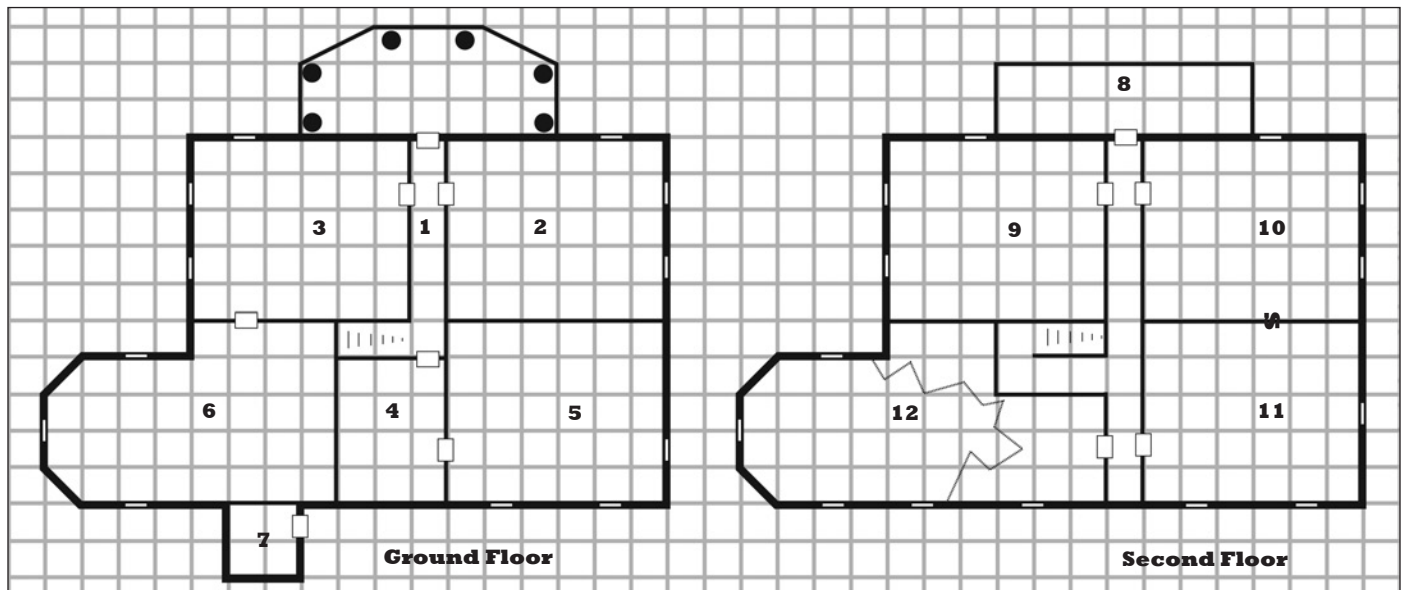
Although it is likely that the party will interact with the goblins in the usual hostile manner, if they have been observant they might gain some unlikely allies for their final conflict with the fish-folk. The PCs may be aware of the griffon – or at least suspect that there is something in the manor that frightens the goblins. Likewise, the staked fish-folk heads might lead them to conclude that the goblins are also opposed to them. All this can be confirmed if the PCs interrogate the cook.

Provided they have not already killed too many goblins, the PCs might be able to convince them to join with them against the fish-folk. The chieftain is willing to hear the PCs out if an attempt is made to parlay, but will only agree to an alliance if they kill the griffon as a show of good faith. If the party agrees, they will have free run of the goblin-controlled parts of the manor, but they will be expected to kill the beast promptly. If they succeed, the chieftain will honour the deal by sending five of his warriors back to Prallis with the PCs (the GM should pick from the goblins listed above). These goblins will accompany the PCs for the remainder of the adventure, and will follow simple orders that do not endanger their lives needlessly. At the end of the adventure, surviving goblins will expect a full share of any treasure found.

The GM should note that, although the people of Prallis have never had problems with the goblins, they will be disliked based on their race's reputation. Reaction rolls should be penalised by -30% as long as the goblins are around. If Gallos (or any member of his family) is with the PCs and the goblins, the penalty is only -10%.

THE MANOR OF LORD BRENAS

EACH SQUARE EQUALS 5 FEET



THE FINGERS

Most of the locals consider the Fingers, which jut out of the swamps near the western end of Lake Selmar, to be little more than a vaguely disturbing rock formation. There are a dozen groupings in all, each resembling the finger bones of a grasping hand, or a circle of giant ribs planted into the ground. They range from 20 to 50 feet across, and are slate grey and heavily-pitted. The stones feel cold to the touch – even on the hottest summer days. Most people find the Fingers unsettling, and avoid the place, but some adventurous youths spend the night here to prove their bravery.

The Fingers are actually the ruins of an ancient fish-folk settlement, which was abandoned when the water level fell following the construction of the canal. The dome-like buildings deteriorated rapidly, leaving the stone frames behind. The loss of this settlement, and other territories, prompted the fish-folk to attack the humans. Although the fish-folk took as many valuables with them as they could, a number of important treasures were left behind. Some of the creatures return here periodically in search of them.

Gallos explored the Fingers in his youth, and found a number of artefacts that helped him figure out what the place really was. He always planned to return to find more treasures, but never ended up doing so. He will share his thoughts about the place with the PCs if asked.

If the PCs explore the Fingers, there is a 50% chance that they will come across a party of fish-folk digging a large hole in the middle of one of the ruined structures. They have also excavated a ramp – obviously to haul something out. At the bottom of the pit is a ten foot tall statue carved from a shiny black stone (obsidian). The statue has a humanoid body, but its head is a protoplasmic blob covered with gaping maws, and instead of arms it has six barbed tentacles. This is a representation of one of the fish-folk's gods. It had been buried here when the water level fell in order to hide it from the humans, but it has been found at last. The statue weighs approximately one ton, but a number of logs have been laid down to allow it to be pulled up the ramp with ropes. If left undisturbed, the fish-folk will haul it out and drag it into the lake in two hours, but they will attack the PCs if they see them.

Fish-folk (15): (SZ: M; AC 6; MV 60 ft.; HD 1+1; HP 2, 4 (x2), 5 (x6), 6 (x2), 7, 8 (x2), 9; #AT 2; Dmg 1-3, 1-3; AL CE).

If a dwarf, or someone knowledgeable about geology, studies the statue, he or she will know immediately that it is carved from obsidian, and that this type of stone does not occur naturally in the region. If the PCs can devise a way to move the statue to a town or city, it could be sold to a collector for 2,000 gp. However, due to its association with the fish-folk, none of the locals will touch it.

TREMIRAN'S ISLE

Tremiran's Isle lies across the lake from the village of Prallis. It is mostly swampy, but a long rocky hill rises from its centre. The northern shore, which lies on the other side of the hill, is sandy in a few places, but is mostly rocky. During the summer the island is infested with mosquitoes. The blueberries grow much larger here than on the mainland, leading to an occasional foraging party from Prallis, although such is rare. As far as the people of the village know, the island has never been inhabited.

There is a longstanding local rumour that river pirates used Tremiran's Isle as a secret base about a century ago. Although the tale is pure fantasy, over the years a few hot-headed youths have been inspired to search for treasure on the isle. Almost all of them returned with nothing but insect bites, but two have disappeared – taken prisoner and sacrificed by the fish-folk.

What the locals do not know is that Tremiran's Isle and the surrounding waters are sacred to the fish-folk of Lake Selmar. The shallow bay off the northern shore is where freshly-laid eggs

traditionally receive blessings from the high priest before they are hidden away. A small temple once stood at the top of the hill, but Aldaris destroyed it in his rage over the loss of his lover. All that is left now is a bowl-shaped depression at the summit, from which a hole leads down into damp caves where the fish-folk continue their religious observances.

A number of rowboats survived the Rising, which the PCs might use to make the trip to the isle. If, after discovering the entrance, the PCs return to Prallis to recruit some extra sword arms, they will receive a lukewarm reception. Most of the returning villagers will be more concerned about rebuilding their homes than striking back at the fish-folk. Some villagers fear a retaliatory strike.

However, the PCs may be able to entice some angry young men to accompany them. If successful, the party will attract 1-4 followers, all of whom will be normal men with 2-5 hit points. Unless the PCs arm them, the men will only have clubs or daggers, but there is a 50% chance one of them will have a longbow and arrows. Depending on how the adventure ends, one or more of these men may remain with the party, seeking to find adventure in the wider world.

THE LAIR OF THE FISH FOLK

GM Note: Unless otherwise noted, the caves and tunnels of the fish folk are unlit. The walls are rough stone, and the ceiling averages seven feet in height. The cave system slopes downwards gradually from southeast to northwest.

The air in the caves is exceptionally humid and thick, to the point that moderately-encumbered PCs who exert themselves (i.e., combat) for more than two minutes (12 rounds) must spend at least one full minute resting, or suffer a cumulative -1 penalty on all actions for every two rounds they continue to be active. The fish-folk suffer no such penalty here, and in fact their gills remain moist enough that they may stay out of the water indefinitely.

1. **FORK:** The tunnel widens slightly here. Faint hissing and murmuring can be heard from the left tunnel, and dripping sounds come from the right. Anyone proficient in tracking, or who is particularly observant, will notice that something has been dragged through here recently, down the left-hand passage.
2. **DAMP CAVE:** The dripping is much louder in this roughly circular chamber, whose irregular floor is dotted with stagnant pools. Stalactites and stalagmites are forming, and the chamber is illuminated by a faint green light, thanks to huge colonies of glowing fungus on the walls.

Nestled amid the glowing fungus are fist-sized green puffballs, which are highly sensitive to changes in air pressure. A man-sized creature passing within a foot of one will cause it to explode, releasing thousands of spores into the air. This produces a toxic cloud five feet cubed; anyone inside it must save vs. poison or immediately begin suffocating. Victims will fall unconscious and die in a number of rounds equal to half their Constitution, but will recover if taken out of the caves into the less-humid and thick air outside. PCs can avoid this obstacle if they stay clear of the cavern walls and pillars.

3. **MUDDY CAVE:** Water has seeped into this cave over the years to turn the floor into a mixture of rubble and mud. The ambient moisture has made this place perfect for a grey ooze. It normally feeds on the worms and tiny cave beetles that live here, but will happily dine on more exotic fare if given the chance.

Grey ooze (SZ: M; AC 8; MV 10 ft.; HD 3+3; HP 17; #AT 1; Dmg 2-16; SA corrosive touch; SD immune to cold/heat magic; AL N)

4. **DEAD END:** The narrow tunnel ends at a solid rock face. A lone skeleton (an unfortunate who ran afoul of the grey ooze) lies on the ground, clutching a rusty, useless dagger.

5. **BALCONY:** This room is trapped. Unless the party walks very carefully, each PC has a 50% chance of triggering a cascade of rounded pebbles, which roll down the sloping floor towards the ledge at the northwestern end of this room. The pebbles tumble into a metal trough at the base of the ledge in AREA 6. The noise alerts the fish-folk, who send 1-4 warriors to investigate.

A ledge running the length of this cave provides a view of the Temple, which is 15 feet down. Anyone proficient in tracking, or who is particularly observant, will notice that something was dragged through this chamber recently. A natural stone staircase to the left leads down to the temple.

6. **TEMPLE:** This immense cavern has a 15 foot high domed ceiling, which is supported by natural stone pillars. Patches of phosphorescent green moss dot the walls, providing an eerie glow. The floor of the cavern seems to be covered with a fine, white sand. A crude dais is by the western wall – close inspection reveals that it is covered with eroded inscriptions, now unreadable.

Any prisoners (Mirinasi, Maras, or someone else) are tied up and lying prone on the dais. A fish-man wearing a golden crown and wielding a rusted knife stands over them. Kneeling in front of the spectacle is a mob of fish-folk, each with a tiny silver bowl in its hands. The crowned creature shouts something in its guttural tongue, which is repeated back by the crowd. The fish-folk are about to sacrifice and eat their victim. Once they

have done so they will bleach the bones in the sun, crush them, and scatter them on the floor of this cavern.

Fish-folk shaman: (SZ: M; AC 6; MV 60 ft.; HD 5; HP 31; #AT 1; Dmg 1-3 (rusted knife); SA spells; AL CE). The shaman knows the following spells: **cause light wounds; cause fear; resist fire.** The shaman's crown is plain, but intricately carved with images of fish-folk building cities and slaughtering humans (worth 300 gp).

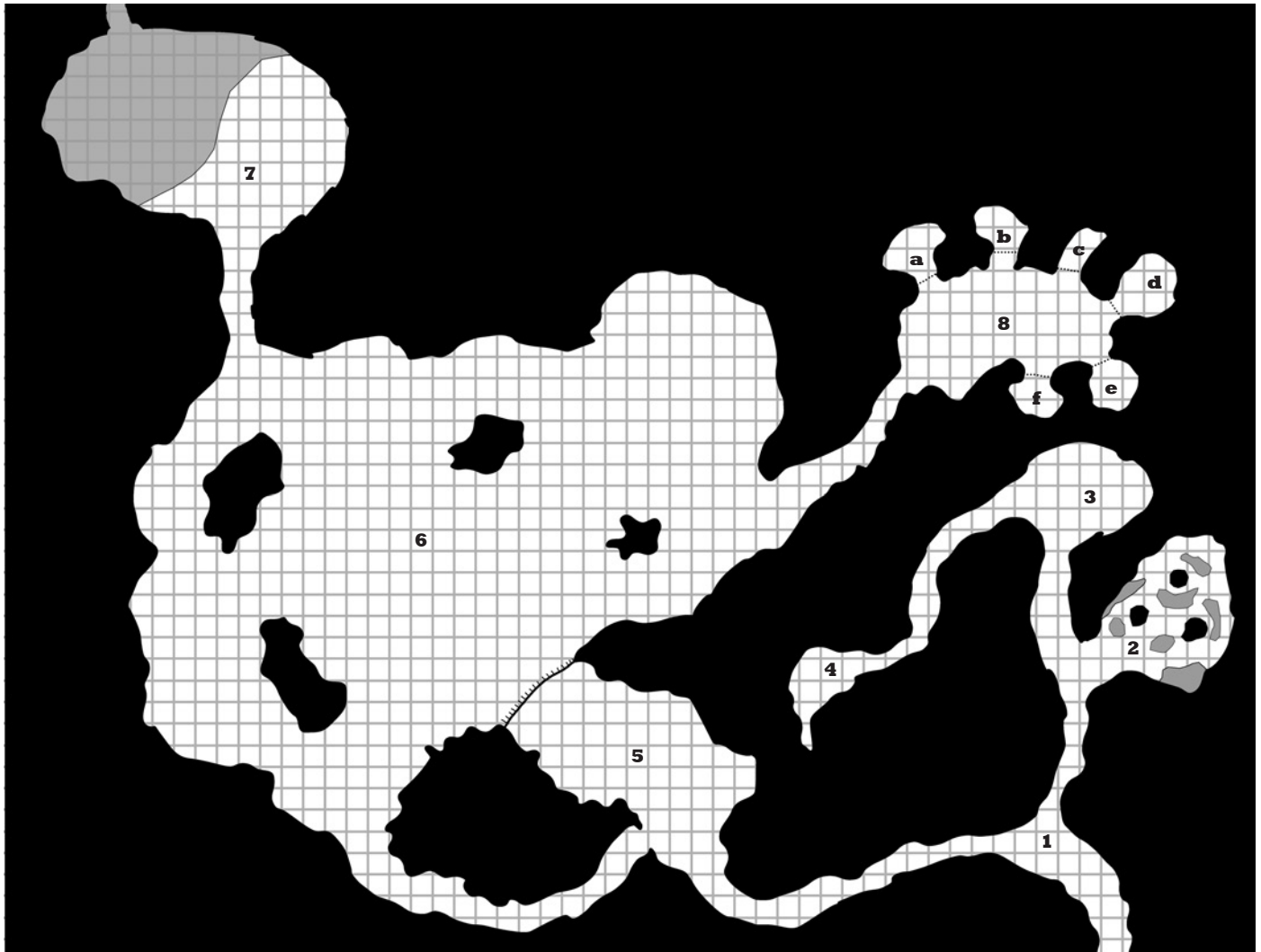
Fish-folk chieftain: (SZ: M; AC 5; MV 60 ft.; HD 4; HP 26; #AT 1; Dmg 1-6+2 (spear +2); AL CE). The chieftain gains a +2 to hit and damage because of his strength. The chieftain sits at the base of the dais, and wears a heavy silver necklace (worth 80 gp).

Fish-folk worshippers (20): (SZ: M; AC 6; MV 60 ft.; HD 1+1; HP 2 (x2), 4 (x3), 5 (x6), 6 (x2), 7 (x2), 8 (x2), 9 (x3); #AT 1; Dmg 2-7 (trident), 1-6 (spear); AL CE). About half of the worshippers wear jewellery stolen from previous victims, such as rings and necklaces (total value 350 gp). Each also carries a silver bowl (worth 30 gp), intended to hold the ceremonial meal.

At the beginning of combat, the chieftain will shout for the guards in AREA 8 to come to their aid. As the temple is sacred ground, the fish-folk will fight with unusual ferocity (+2 to hit). If the priest, chieftain, and more than half of the fish-folk are killed, the remaining creatures will lose heart and flee to AREA 7, where they will dive into the water and swim away. As long as one of the leaders lives, they will fight on.

THE LAIR OF THE FISH-FOLK

EACH SQUARE EQUALS 5 FEET



There is a ten foot deep pit by the north wall containing rotting clothes and other mundane items owned by previous victims. The fish-folk have taken anything of value to their main stronghold, which lies in the middle of Lake Selmar. However, if the PCs search the pit they will find, nestled near the bottom, a smashed skeleton of a woman wearing a gold chain attached to half of a circular amulet. These are the remains of Aldaris's lover, and if they are interred with his bones, Aldaris's spirit will find peace (the GM should award bonus experience points).

7. **POOL:** The northwestern half of this chamber is taken up by a pool of murky water, which grows deep very quickly. If the PCs explore the pool, they will discover a 5-foot-wide underwater tunnel at the far end, which continues for 30 feet before opening into Lake Selmar. At any given time, there is a 50% chance that 1-2 fish-folk are swimming in the water (use the statistics given above).
8. **CELLS:** This rectangular chamber is ringed with alcoves that have been turned into crude cells, barred with lattices made of wooden planking tied together with ropes. A few scrawny patches of phosphorescent green moss provide only the barest amount of illumination.

There are three fish-folk guards here, armed with spears. They will attack the PCs as soon as they enter, and will fight to the death. Upon seeing the party, the prisoners will start screaming for help. The noise will alert the fish-folk in AREA 6 immediately.

Guards (3): (SZ: M; AC 6; MV 60 ft.; HD 1+1; HP 6, 7, 9; #AT 2; Dmg 1-3, 1-3; AL CE). They have nothing of value.

- a. This cell is open, and empty. The sacrificial victim in AREA 6 was being held here.
- b. This cell contains a gaunt man with a haunted look in his eyes. **Trestian** is a fisherman who tried paddling across the lake to escape the Rising, but was caught by the fish-folk. He is terrified, and will not fight.
- c. This cell is empty. If the PCs search, they will find the following message carved into the wall: "They killed Ilyenia. Now they're coming for me. I'll fight." If the PCs ask around after the adventure, they can learn that Ilyenia was a young girl who disappeared 15 years earlier.
- d. A hunter named **Iliris** (F2, AC 8, hp 10) is being kept here. If freed and given a weapon, he will fight alongside the party. He has fought the fish-folk before, and knows some of their limitations.
- e. This cell currently holds **Jurandia** and **Annara**, two sisters aged 14 and 11, respectively (AC 9, hp 3, 2). They wandered away from home a few days ago, and were captured on the lake shore. Shortly before being captured, Jurandia found a silver dagger in the water, which she has concealed from her sister and the fish-folk. She is eager to fight, but is untrained. The girls' parents will reward the party if they are returned safely.
- f. This cell is empty, aside from a small pile of human bones in the far corner. If the PCs search the bones, they will find a plain silver ring (worth 40 gp) inscribed with the crest of Prallis. The ring was traditionally worn by the village headman, but it vanished more than 60 years ago during a Rising. Most people have forgotten about it, but if returned the GM may wish to award extra experience points.

CONCLUSION AND FURTHER ADVENTURES

Hopefully the PCs will have ended the Rising for the foreseeable future. If so, the locals will be extremely grateful and hail the PCs as heroes. However, a number of opportunities for further adventures remain. Some examples are provided below.

1. **Divided Loyalties:** With Prallis saved, some locals may start questioning their loyalty to the local lord, who has done little except collect taxes. The PCs may be invited to remain as protectors, but some villagers may call for one of them to be raised as the new lord. This could pose many problems for the party – especially if different factions within the village back different PCs – once word of the development reaches the lord. If the PCs are high enough level and roleplay well, they may be permitted to remain as protectors, but the responsibility of protecting many square miles of semi-wilderness may prove to be more than they bargained for.
2. **The Lost Lover:** While Aldaris's fate is no longer a mystery, the identity of his lover remains so. Every villager has a different opinion about who she was, but most agree that she was an important person – possibly even a princess from a far-off land. The GM should determine whether there is any truth to any of these tales, and develop a suitable storyline. Even if the stories are untrue the PCs can be led on a number of side adventures.
3. **The Fish Folk:** The village of Prallis may be free of the Rising, but the fish-folk stronghold remains, and other communities may lie beneath the surface of Lake Selmar. The GM will need to develop the stronghold and communities, and determine their interests. If other fish-folk communities were on good terms with the clan that lived near Prallis, a broader conflict may result.
4. **A Deeper Menace:** Lake Selmar may be home to other aquatic creatures, which until now had been kept in check by the fish-folk. With the PCs' victory, Prallis may now lie vulnerable to a new aquatic horror. The GM will need to determine what the new monster might be, and the PCs could very well receive the blame for unleashing it. Do the PCs let the angry villagers sort matters out by themselves, or do they decide to defend them once more?
5. **The Goblins of the Manor:** If the PCs struck an alliance with the goblins, the villagers will soon learn that the manor is not haunted by evil spirits or cursed, but inhabited by flesh-and-blood creatures. Some braver souls may try to clear the goblins out on their own, or other adventurers may do it. If the PCs' alliance remains firm, the chieftain may ask for their help. The PCs may find themselves in the strange position of protecting a monster lair from other adventurers.
6. **New Neighbors:** Alternatively, if the PCs cleared out the goblins and the griffon, the manor is now prime real estate for any passing monster – unless the party claims it first. The manor would make an ideal base, but extensive (and expensive) repairs are needed. The local lord may also decide to reclaim the estate – and everything that was once inside it. This decision could create problems for the villagers whose ancestors looted the manor.
7. **Gallos's Stories:** The PCs may have learned that Gallos was once an adventurer, who travelled extensively around the shores of Lake Selmar and points further north. During that phase in his life, Gallos came across many tales of lost treasures that he never got around to investigating. If the PCs got along well with Gallos, the innkeeper could be persuaded to share what he remembers. The GM would need to flesh out a number of short side adventures.

APPENDIX A: NEW MONSTERS

FISH-FOLK

SIZE: Medium
MOVE: 60 ft., swimming 180 ft.
ARMOR CLASS: 6
HIT DICE: 1+1
ATTACKS: 2 claws or 1 bite or by weapon
DAMAGE: 1-3, 1-3, or 1-4 or by weapon
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Half damage from cold, double from fire
RARITY: Uncommon
NO. ENCOUNTERED: 4-24
LAIR PROBABILITY: 50%
TREASURE: In Lair: 1-4 gems (50%), 1 misc. magic item + 1 potion (60%)
INTELLIGENCE: Low
ALIGNMENT: Chaotic Evil
LEVEL/X.P.: 2 / 30 + 1/hp

General information: Fish-folk dwell in underwater caverns and cities – primarily in the ocean, but also in large lakes. No one knows where they originated, but they appear in the folklore of just about every coastal or seafaring culture. Once a prominent race, the fish-folk have been in retreat since the rise of the great land-based civilizations; although they still make their presence known to smaller coastal communities.

Being ichthyoidal, fish folk cannot survive for prolonged periods away from water; although they can breathe air with their primitive lungs. After more than two hours on dry land, they begin to dehydrate, and lose 1-4 hit points per turn and suffer a -4 penalty to all actions until they immerse themselves in water for at least one turn. Even after this period, fish folk cannot again emerge from the water for at least a month—exactly why is unknown: attempts are met with wracking pain.

In combat, fish folk can attack either with a hand weapon (usually a spear, trident, or club), or with a combination of clawing and biting. In the latter case, they can make two clawing attacks per round, or one biting attack, though both clawing attacks must be made against one target.

Every fish folk community has at least one shaman, who looks after everyone's spiritual needs. This shaman has 5 HD, and casts spells as a 3rd-level cleric.

For every 20 fish folk warriors encountered there will be a 4 HD chieftain, who receives a +2 bonus to attack and damage rolls due to his prowess in battle. It is rumored that in exceptionally large (100+) fish folk communities, there is found a 9 HD king, who has a +4 bonus on attack and damage rolls and has a 50% chance of possessing a magic weapon of up to +2 value.

Languages: Fish-folk speak their own language composed of many different, mutually understandable, variants.

Physical description: Fish-folk are man-sized (5 ½ - 6' tall), fish-like creatures. They come in many different body shapes, but the two most common types are Catfish-folk (freshwater) and Bristlemouth-folk (saltwater). Catfish-folk do not have a bite attack.

Fish-folk bodies are covered with scales or a thick skin, their hands and feet are webbed and clawed, and their mouths are like their namesake fish's surrounded by thick, rubbery lips. Protruding from the base of their spines is a vestigial fluked tail, measuring roughly one foot long. Their bulging, fish-like eyes are positioned on the sides of their heads, just above their gills, which gives them a wide field of vision (almost 180°), thus making it impossible for opponents to make flanking attacks on them. Fish-folk also possess infravision, and can see up to 90 feet away if the water is clear (15 feet if dirty), or if there are no significant obstructions. This ability works also to their disadvantage: When fighting under full sunlight, fish folk have a -2 penalty to hit.

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