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ATTACK OF THE
Frawvas

STEPHEN NEWTON



Thick Skull
adventures

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Attack of the Frawgs

A Princes of Kaimai Adventure

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Attack of the Frawgs!

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Introduction

When creatures prey on the innocent, the meek must become the hunters.

Panic is mounting in the isolated settlement of Sagewood! Frightened villagers speak in hushed tones of “walking frogs the size of men” peering at them from within the woods. And now, a severely wounded local trapper has barely managed to return from Dead Goblin Lake; the fate of his partner known only to the foul creatures that so savagely attacked them.

In a small village without heroes, the townsfolk look desperately towards each other for salvation from this terror.

Those who face the creatures will almost certainly pay with their lives...

Are you brave enough to risk it all?

Attack of the Frawgs is a Dungeon Crawl Classics Role Playing Game adventure designed for 8-14 0-level characters or can be easily adapted for use with 1st-level characters. It can be played standalone or as part of the *Princes of Kaimai* adventure series as a prequel to *The Haunting of Larvik Island*.

Background for the Judge

Nestled at the base of Fulthon Mountains, the quiet town of Sagewood provides shelter for 500 simple men and women. The residents make their living from the natural resources in the area: hunting wild game, brewing beer, and trapping gicastors—a new monster described at the end of the adventure. For decades the town’s only claim to fame has been the delicious Dead Goblin Stout, an ale created from the flavorful water of nearby Dead Goblin Lake. Sagewood also has the unfortunate distinction of being the closest human habitation to the Black Corruption, an expansive swath of badlands where few plants or animals flourish and those that do so grow in twisted and mutated ways.

Unfortunately for the Sagewood residents, what has flourished in the Black Corruption are mutated amphibious creatures called frawgs. Frawgs were originally spawned by the sea goddess Truloq, who created them to reproduce more followers for her on land. Recently, a frawg priestess has been quested to venture out of their enclave in the Black Corruption to harass humans and poison their water supply using divine relics called the Scales of Truloq. The frawg’s goal is to drive the humans away creating more breeding lands for frawgs and other horrific creatures sympathetic to Truloq.

About Dead Goblin Lake

The lake has a surface area of approximately 50 acres and is surrounded mostly by forests except for the western side of the lake which borders the rocky foothills of the Fulthon Mountains. The lake is inhabited by gicastors, ferocious bear-like creatures whose pelts and meat are quite valuable for trading.

A small trail used by the gicastor trappers to set up rigs winds around the accessible parts of the lakeshore. The terrain west of the waterwheel house (Area 1-3, 1-4, 1-5) is largely inaccessible due to deep forest and rocky terrain.



Notes for the Judge

The module was designed to be used by newly created 0-level characters with no adventuring experience. Given the adventure's wilderness setting, judges may want to allow new characters to choose trapper, woodcutter, hunter, or a similar occupation. There are no experience points listed for specific monsters or encounters, but 0-level characters that survive the majority of the encounters should be awarded sufficient experience points to achieve 1st-level. In playtests, parties of 12-14 0-level PCs who explored all the areas had 3 or 4 surviving members.

At the end of the adventure are detailed descriptions of new monsters—gicastors and frawgs—as well as the description of a new magic item, the Scales of Truloq. Ideas for expanding the story with follow-on adventures are also provided.

Player Introduction

For years you have lived and toiled in the small town of Sagewood where life has been relatively quiet and predictable. You and your friends have made a simple living as farmers, hunters, traders, trappers, and hired laborers. You have always been intrigued by the tales of adventure that you hear from some of the travelers that pass through on their way to or from bigger cities like Gielo or Malmo. Some have even told tales of their travels along the outskirts of the Black Corruption—the giant poisoned wasteland at the foot of the Fulthon Mountains rumored to be filled with creatures that have evolved into grotesque abominations. When these traveling adventurers visit the local taverns and tell their daring stories of bravery, your heart races with the thought of one day dropping your shovel, picking up something sharper and deadlier, and going out to make a name for yourself! Alas, when the night is late, and the last of the Dead Goblin Stout has been drained from your beer stein, you realize that another morning of toil awaits you if you want coin for next week's bread.

Your day began with typical banality and after twelve hours of hard labor you were settling in for a quiet dinner of stewed pork and ale at The Brave Trapper Inn. Many locals were enjoying each other's company as well as their meals. Farkus the swineherd was, as usual, flirting with Karyn as she served the guests. Rosano, Karyn's father and owner of The Brave Trapper Inn, was having some quiet words with Bloomfield the brewer in a corner.

But then Torfist crashed through the door and everything changed.

"We've been attacked!" Torfist cried as he staggered in bloody and disheveled. "We were checking on one of the traps at the lake when we were ambushed by some hideous bug-eyed gray things with spears! I couldn't tell if they were goblin, lizardman, or something in between. Sturnen and I got a couple of good hits in on one of them, but I had to leave Sturnen behind, and I fear he may be dead!"

Torfist and Sturnen were two of the town's old-time gicastor trappers, and with gicastors as large and intimidating as they are, it certainly must have been something quite menacing to get the better of those two.

People immediately started to question Torfist. "Did they speak?", "Were they armed?", "How many were there?" Torfist remembered at least two; the one that attacked him had been carrying a spear, the other had a mace or club of some kind. Much beyond that, it all happened too fast to remember details.

Fearful and angry, some in the Inn speculate that it may have been goblins returning to Dead Goblin Lake from where they'd been driven out decades before. Others start guessing the attackers may be lizardmen, for they are rumored to make lairs in the nearby hills. What is certain is that some sort of creature is threatening the town and one of your own may be missing. With a mixture of anger and excitement, you vow to prove that your fate will NOT be dictated by the passing of seasons but rather by your strength and wits! You grab the closest weapon and join the others who are marching towards the lake to hunt these creatures down.

Areas of the Map

AREA 1-1: FORK IN THE ROAD

A small road—probably more accurately described as a series of ruts from wagon wheels—leads you from Sagewood towards Dead Goblin Lake. While the ruts continue north towards the lake, your eyes notice a smaller trail leading northeast.

The road continues toward the waterwheel house (Area 1-3) while the trail leads to the trapper's tree platform (Area 1-2). Careful examination of the ground will find fresh bloodstains on the path coming from the trail as this is the route Torfist took after being attacked.



AREA 1-2: TRAPPER'S TREE PLATFORM

You follow a small path through a forest which eventually opens into a clearing at the southern side of Dead Goblin Lake. The view of the lake from here is magnificent—dark blue water capped with light ripples from the morning breeze. A small trail leads both east and west from here around the edge of the lake. A nearby tree has a small trapper's ribbon tied around its base. High up in the tree, you can see a small wooden platform built within the branches.

The platform is built 70-feet high in the tree (DC 10 Climb check). PCs whose occupations are trappers, Elven foresters, or woodcutters receive a +1 bonus to their checks; PCs who have retrieved the tree-climbing boots from Area 1-10 receive an additional +1 bonus. If a PC fails their climb check, the judge should roll 1d7 minus the character's Luck modifier to determine the height from which they fall (0=No damage, 1=10 ft, 2=20 ft, etc.) and then apply falling damage.

From the platform, the PCs can easily see the waterwheel house (Area 1-3) as well as the gicastor dam (Area 1-7). Any PC who spends 5 minutes scanning the lake sees "a dark object within the lake moving below the surface," where a trapped gicastor continues to writhe (Area 1-9). Characters who specifically say they're searching the northeastern shore will spot a corpse in the water (Area 1-10).

Coiled upon the platform is a 50' rope.

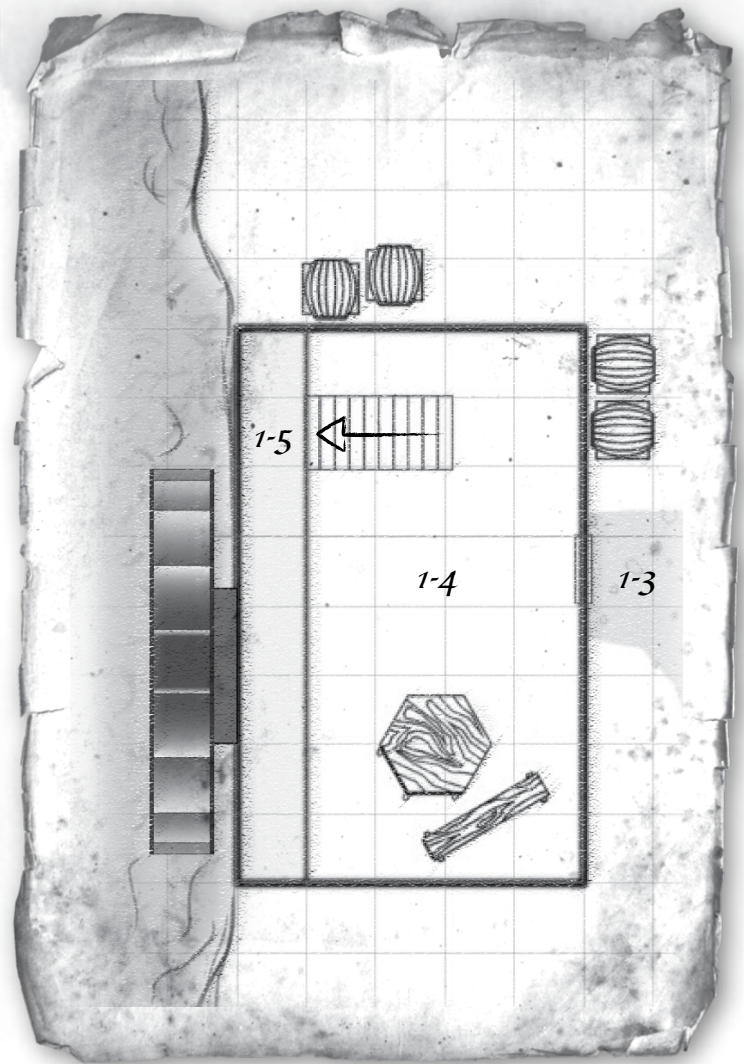
AREA 1-3: OUTSIDE THE WATERWHEEL HOUSE

The road ends at a clearing near the edge of the lake. At the center of the clearing is a small two-story brick structure attached to a large waterwheel. There is enough current to lazily spin the waterwheel sending buckets of water into a trough leading into the structure.

Four neglected barrels are lined up against the walls. There is a small sign affixed to the only door leading into the waterwheel house. The door is bolted closed with a large lock.

Door: Painted on the sign in Common are the words, "Dead Goblin Brewery. No trespassing." The door is locked and can either be picked (DC 10 Pick Lock check) or broken down with brute strength (DC 12 Strength check). Given the noises of the waterwheel, PCs listening at the door (DC 15 Luck check) may hear Geeno, mumbling quietly to himself inside.

Barrels: The barrels smell strongly of beer but are empty. Moving or searching the barrels agitates a large beer rat which has made its nest behind them.



Large Beer Rat

Init + 3; Atk bite +2 melee (Dmg 1d4 plus poison) ; AC 13; HD 1d6+2; hp 6; MV 30' or climb 20'; Act 1d20; SP poison (Fort save or additional 1d4 damage); SV Fort +3, Ref +2, Will -1; AL N

AREA 1-4: WATERWHEEL HOUSE, MAIN FLOOR

The noise of rushing water and cranking gears fill the interior of the watermill. The air is ripe with the nutty smell of barley and the tart scent of beer. In the center of the chamber, a dusty millstone powered by the waterwheel outside, slowly turns. Several sacks and barrels line the walls.

There is a small staircase leading to a platform where you can see the outline of a series of troughs carrying water. A pulley attached to a beam above allows the lifting of barrels to the second-story platform.

As you examine the chamber, a gaunt, thin man with glazed eyes and chapped lips raises a wooden hammer and staggers towards you groaning, "Death to you, evil spirits!"

This watermill was built by the founders of Dead Goblin Brewery in Sagewood and has been in operation for decades. The frawgs have poisoned Geeno, the brewer's apprentice, with a powerful hallucinogenic toxin. Geeno now sees "demons" and attacks anyone who enters the mill that is not a frawg or carrying a frawg skin—the natural odor of which counteracts the toxin.

Geeno may be recognizable as a Sagewood resident (DC 10 Personality or Luck check). If Geeno can be subdued and restrained by non-lethal means, in 2d10 hours he will be able to relate that the last thing he remembers is his boss Bloomfield the brewer coming to tell him they needed to lock up and take cover as there were creatures approaching.

Geeno (crazed)

Init -1; Atk bung hammer +1 melee (1d4+2); AC 13; HD 1d4; hp 3; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will -2; AL C

Sacks and barrels: The sacks contain grains and one of the barrels is half-filled with warm beer. There are other brewing tools which can be sold in Sagewood for 2 gp.

AREA 1-5: WHEELHOUSE, UPPER PLATFORM

Climbing the stairs, you see a slow, steady stream of water from Dead Goblin Lake which is collected by the waterwheel and emptied into a trough. The water passes through three box filters before eventually emptying back into the lake through another trough that exits through a small opening in the lakeside wall.

This is the area where the brewers collect the lake water into barrels after passing it through filters to remove any impurities from the water. A careful examination of the trough reveals that one of the filters shows signs of recent tampering. If the PCs dismantle or break the filter, read or paraphrase the following:

"Affixed to the bottom of the filter with 3 iron nails is a slender curved object about 9 inches in length. It looks like a piece of cartilage or thin bone."

The frawgs have broken into this area and deliberately placed a Scale Of Truloq within the water filter. Water passing through the trough over the Scale will pick up the Scale's poisonous taint, but flows swiftly enough to prevent the Scale's side effect of turning the water sludgy.

AREA 1-6: GICASTOR TRAP

Several gicastor traps—or "rigs" as the locals call them—have been set along the trail around the lake. The traps are metal "jaws" 16-inches in width attached to a 20' long strong rope that is then tethered to nearby trees. Both the trap and rope have been concealed by the trappers. When a PC enters a square containing a trap the jaws "attack". A miss indicates the PC did not trigger the trap, but does not necessarily mean that the PCs have noticed the trap (i.e., continue to have the trap "attack" PCs passing over the area until the trap is either sprung, found by searching characters, or all the PCs pass by unscathed.)

The traps are carefully concealed and not easily spotted (DC 12 Search check or DC 9 Find Trap for thieves). The traps are slightly easier to find once the PCs have previously encountered a gicastor trap by carefully searching or if any PC's occupation is a trapper.

Read or paraphrase the following to the unlucky PC who springs the trap:

As you walk along the lakefront you are suddenly caught by surprise when you hear a large metallic snap followed by an excruciating pain in your leg! Looking down you see a large set of metal jaws have clamped onto one of your legs.

Once sprung, the PC has the trap attached to his leg until freed. The jaws of the trap can be pulled open (DC 13 Strength check) or the mechanism can be picked and dismantled (DC 13 Intelligence check; DC 10 thief's Pick Lock.)

In town, new gicastor traps sell for 25 gp. Every gicastor trap at the lake has an "owner's mark" branded into it. The PCs can attempt to sell the traps in town—shady traders or thieves might offer 8 gp for one—but woe to the PC who is caught pilfering another trapper's rig.

Gicastor Trap

Init +0; Atk metal mechanical jaws +0 melee (1d3); AC 10; HD N/A; hp N/A; MV N/A; Act 1d20; SP person is caught in jaws; SV N/A; AL N/A

AREA 1-7: THE GICASTOR DAM

Approximately 200-feet long and almost 8-feet wide, a huge gicastor dam spans across a large section of the southeastern end of Dead Goblin Lake. The dam is made of trees and branches both large and small as well as bones and crab shells. On the western side of the lake the water ripples slightly with the wind, but on the southeastern side the dam has made the water still and stagnant.

Walking (or more appropriately crawling) across the top of the gicastor dam creates a risk of a section collapse. Any PC that attempts to cross must make a DC 5 Luck check with failure indicating a collapse. The PC causing the collapse, as well as any other PCs within 15-feet of the collapse, must make a DC 10 Reflex save including their Luck modifier or fall through the gicastor lodges' sharpened branches into Area 1-8 below taking 1d3 damage in the process.

PCs who look for openings below the waterline while walking across the top of the gicastor lodge or swimming alongside it will discover the concealed underwater tunnels used by the gicastors to enter their lodge (Area 1-8). Inflicting 20 hp of damage to the dam will create a large enough hole for a PC to enter but will also make such noise that all gicastors in the lodge will flee underwater to the island at the center of the lake where they will watch the commotion from afar.

AREA 1-8: INSIDE THE GICASTOR LODGE

Paraphrase accordingly depending on if the PCs “fell” into the lodge, hacked their way in, or swam up through one of the underwater tunnels. The interior of the lodge is quite dark so PCs without infravision or a light source will fight at a disadvantage. In addition combat inside of the lodge may be perilous given the cramped quarters.

“The interior of the lodge resembles a cramped tunnel made of small trees, rocks, bones, mud and shells and claws from crab fiends. The smell inside the tunnel is a wretched mixture of lake funk and rotting meat. The tunnel is approximately 5-feet high and 4-feet wide.”

If the PCs hacked their way inside the lodge, the noise will have roused any gicastors out of the lodge and onto the island in the center of the lake. Otherwise, the female gicastor will attack anyone who fell or swam into the lodge.

Female Gicastor

Init +2; Atk bite +2 melee (1d6); AC 13; HD 3d8; hp 12; MV 20'; swim 30'; Act 1d20; SP infravision 60'; SV Fort +3, Ref +2, Will +1; AL N

Inside the lodge are the remains of several goblins killed in the nearby forests by the gicastors and brought back as food. Searching the lodge, PCs will find 6 usable clubs, 3 daggers, and 2 hand axes.

AREA 1-9: TRAPPED GICASTOR

The mud and brush around the lakeshore show signs of a recent struggle. Fresh tracks from a large animal are imprinted in the mud, and the ground has splashes of fresh blood. You see one end of a large rope tethered to a nearby tree with the other end leading out towards the middle of the lake. Air bubbles break the surface of the lake nearby where the rope has entered the water.

A large gicastor has triggered a trap and fled under the water with the rig and rope still locked on its leg. Local characters will likely recognize this situation (DC 8 Intelligence check) as would any PC with an occupation of trapper, hunter, Elven forester, or similar background. These same PCs will also know the significant value of gicastor pelts (see New Monster appendix for details).

The gicastor, whose natural instinct is to head into water when trapped, will eventually drown if left in the trap for over 6 hours. If the PCs attempt to pull the live gicastor out of the water (DC 12 Strength), the weakened and injured gicastor will immediately attempt to attack.

A PC with the appropriate background (herder, animal trainer, etc.) may boldly attempt to coax the gicastor into letting the PCs remove its trap (DC 15 Personality check). If freed, the gicastor will immediately swim to its lair to rejoin its mate at Area 1-8. The judge may also choose to allow a freed gicastor to remember this act of the

kindness and come to the player's aid during one of the later encounters with the frawgs.

Injured Male Gicastor

Init +0; Atk bite +0 (-1 if trap is on leg) melee (1d6-1); AC 13; HD 3d8; hp 10; MV 15'; swim 20'; Act 1d20; SP infravision 60'; SV Fort +3, Ref +2, Will +1; AL N

AREA 1-10: STURNEN THE DEAD TRAPPER

As you make your way along the lake path, you begin to hear activity within the water accompanied by strange clacking noises. Peering carefully through the reeds, you are able to discern two large crab creatures whose bodies are 3-feet in diameter with claws that reach out 4-feet in length. They are methodically tearing flesh from the corpse of a human that is floating face down in the water.

2 Freshwater Crab Fiends

Init +1; Atk snapping claw +0 melee (1d4); AC 12 (hard shell); HD 1d6+1; hp 6, 5; MV 15'; swim 30'; Act 2d20 (claw, claw); SV Fort +1, Ref -1, Will +0; AL N

The crab fiends have found a tasty meal in the corpse of Sturnen the Trapper and will remain focused on eating ill-fated Sturnen until a PC comes within 15 feet of the body even if attacked with ranged weapons! If a crab fiend is hit by a ranged attack and all PCs are still at least 15 feet away, the crab fiends will flee back into the water. However, once any of the PCs are within 15 feet, the crab fiends will attack.

Sturnen the Trapper is clothed in waterlogged leather armor that is usable once dried out. Upon the corpse is also a dagger, sling, and a pelt worth 5 sp. Sturnen died with his tree-climbing boots on—rugged boots with large spikes in the heels that provide a +1 bonus to Climb checks in trees.

AREA 1-11: TOXIC SLUDGE AND FRAWG CORPSE

You come to a narrow finger of the lake where the water has become viscous and foul smelling. The top layer of the water is now covered with a thin layer of a gelatinous mucous. Numerous slime-covered dead fish and lifeless birds can be seen trapped in the sludge. A bit farther offshore you see a bloated dead humanoid facedown in the sludge.

One of the frawgs injured by the trappers eventually died and its corpse has drifted to this area of the lake. In its satchel is a Scale of Truloq which has created the toxic sludge. If the PCs enter the water they will be exposed to the toxic sludge. The characters will need to be creative in how they retrieve the body of the dead frawg lest they expose themselves to the sludge's harmful effects.

Toxic Sludge: The water in this area has been transformed into toxic sludge by the Scale of Truloq in the dead frawg's satchel. The sludge is quite sticky, and a PC that gets it on his skin must make a DC 12 Fort save or take 1 hp of burning

damage for each round the sludge remains on his skin. The sludge can be scraped off with a flat blade, shovel, or similar object. The sludge is fatty and water repellent, so trying to wash it off with water will not be effective.

In the dead frawg's satchel is a usable dagger (once cleaned of the sludge) and a Scale of Truloq; see *New Magic* at end of adventure for details on this new magic item.

AREA 1-12: FRAWG SCOUT

As the PCs make their way to this area of the map, paraphrase the following allowing PCs to creatively use occupational skills to determine the freshness and direction of the tracks found, the number of creatures, etc.

“Along the shore you come across an unusual set of fresh tracks in the mud: approximately 18-inches in length, the creature or creatures that left these prints were bipedal and had ‘feet’ with not only hard bony heels, but also slightly webbed toes.”

The frawg scout who made these tracks is a gray-green skinned creature approximately 4-feet in height with a mix of goblin, toad, and eel ancestry making him one ugly brute! He is currently responsible for watching the lake for humans and alerting the frawg spawner if he senses danger. He has been attempting to watch the PCs from a distance but is not all that stealthy (-3 Stealth to opposed Listen checks). The scout is cowardly and will first attempt to evade followers but then fight with his makeshift spear if confronted.

The tracks can be followed to the base of the waterfall (Area 1-13).

Frawg Scout

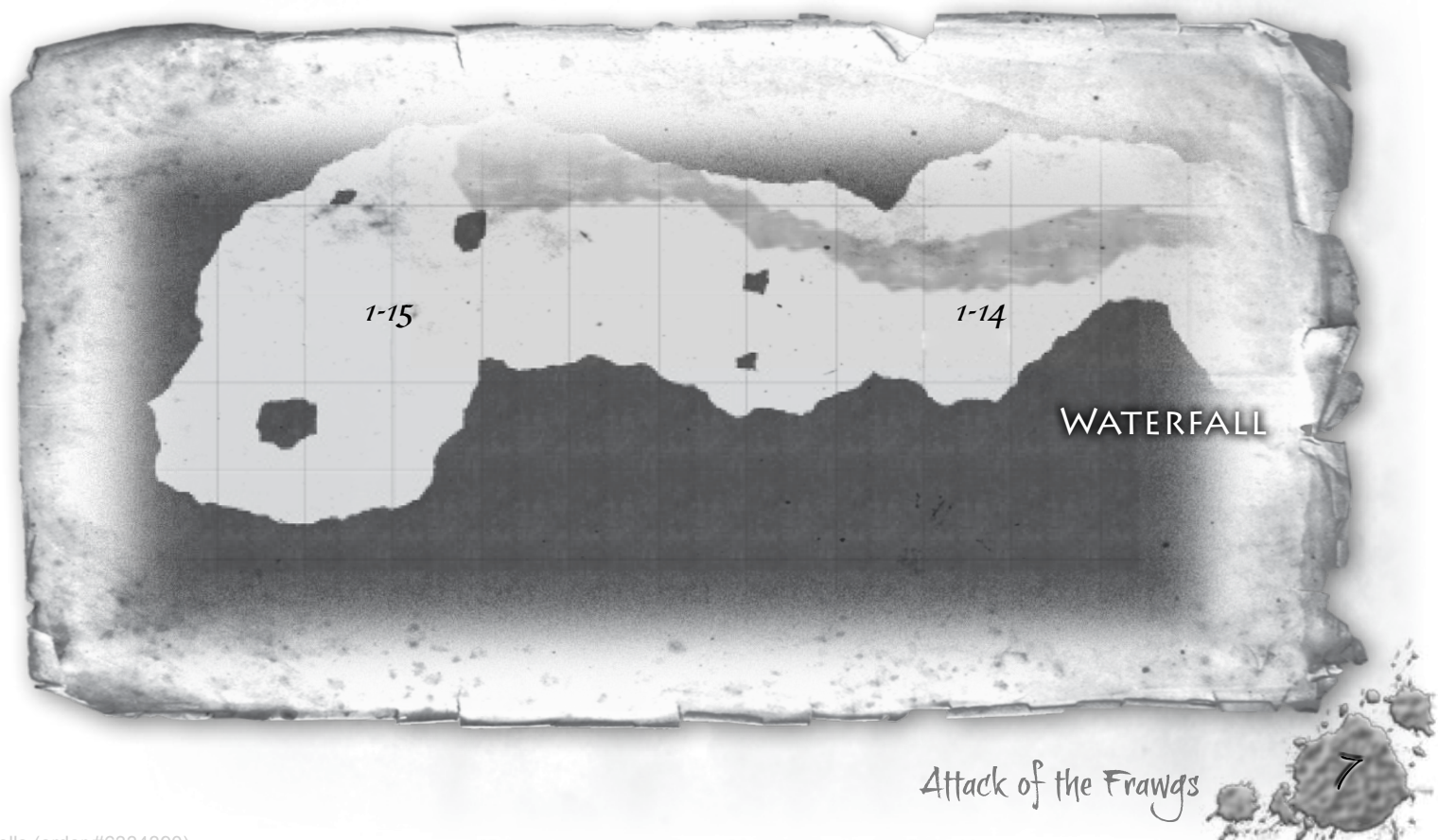
Init -1; Atk makeshift spear +1 melee (1d4); AC 11; HD 1d8; hp 5; MV 30'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -2; AL C

AREA 1-13: BASE OF THE WATERFALL

The northwestern end of the lake is cradled by the rocky foothills that eventually become the Fulthon Mountains. It is here that a picturesque waterfall cascades 40 feet down into a rocky basin that becomes Dead Goblin Lake. In the mud nearby you see several pairs of tracks made by creatures with large bony feet and webbed toes.

A careful search along the ground reveals tracks and other signs that the creatures came from the rocks near the side of the waterfall. Once the PCs start looking in the area, they will see that near the top of the rock wall, partially hidden by the waterfall, is an opening to a small cave. (As the PCs have probably grown up in this area, the judge may choose to make knowledge of this cave part of local folklore known by the PCs.)

Climbing the rocks and getting to the cave ledge is no trivial matter requiring a DC 10 Agility check. Failing the check results in characters being caught up in the waterfall and sent crashing into the rocks below resulting in 1 hp damage.



AREA 1-14: CAVE BEHIND THE WATERFALL

Behind the waterfall you discover a small cavern whose walls glisten with moisture and where the rocky ground is covered with a soft spongy moss. A small stream originating from deeper within the cavern passes under your feet and empties out the cave mouth joining the waterfall beyond.

As your eyes adjust to the darkness, you are startled by the sound of a deep baritone rumbling—not so much a growl, but an extraordinary croaking sound. You turn towards the sound, and that's when you see it: standing upright on powerful legs is a greenish gray humanoid with a massively-wide head and large bulging eyes. The creature wears a leather-armor vest and is holding a club with sharpened sea shells fastened to the end. The creature wields the shell-mace in a threatening stance protecting the passage deeper into the cave beyond.

Show players the front cover of the module.

Frawg Croaker

Init +1; Atk seashell mace +1 melee (1d6) or claws +0 melee (1d3); AC 13; HD 2d8; hp 10; MV 30'; Act 1d20; SP infravision 60', deafening croak (DC 12 Fort); SV Fort +2, Ref +0, Will -1; AL C

The frawg has the ability to use a deafening croak to disorient its victims. The croak affects any PC within 10 feet of the frawg croaker. PCs who fail their Fort check attack at -1 for the next 1d3 rounds. The croaker can produce this croak 1 time per 3 rounds.

AREA 1-15: LAIR OF THE FRAWG SPAWNER

Depending on the strength and health of the party, the judge should adjust the number of frawg hoppers in this room to make the final battle an exciting challenge.

As you make your way deeper down into the passage you see another one of the grotesque creatures. This one appears to be female as it is slightly smaller and you see trailing from behind it a mucous-covered strand of eggs being expressed into the nearby cavern stream. Seeing you she bleats a wretched alien sound which sends two similar albeit smaller gangly creatures hopping aggressively towards you.

The frawg hoppers will do all they can to protect the egg-dropping frawg spawner. The spawner will express as many remaining eggs as she can into the stream, dropping 1d3 per round. Swift characters can attempt to catch eggs released into the stream (DC 12 Agility check) before they pass through the cave and out over the waterfall. Once the hoppers are dispatched she will join the fight; all frawgs fight to the death.

The frawg spawner can be turned as a 2HD creature.

Frawg Hoppers

Init -1; Atk claws +0 melee (1d3); AC 11; HD 1d6; hp 4 each; MV 30'; Act 1d20; SP infravision 60'; SV Fort -2, Ref -1, Will -2; AL C

Frawg Spawner

Init +1; Atk spear +1 melee (1d4) or claws +0 melee (1d6); AC 13; HD 1d8+1; hp 8; MV 30'; Act 1d20; SP infravision 60'; SP deafening croak (DC 12 Fort); SV Fort +0, Ref +1, Will +2; AL C

Once the creatures are defeated and the lair is searched, the PCs will find a leather satchel ornately decorated with the embroidery of a kraken rising from the sea. The satchel has been carefully designed with loops to carefully transport "... 3 long thin objects about the size and shape of candles." Two of the loops are empty, but in one loop is a Scale of Truloq.

Also among the creatures' possessions is a small leather pouch which contains an iron key. Curiously, the pouch is embossed with an emblem of a dead goblin holding a beer stein. The characters will recognize the symbol as the same used by Dead Goblin Brewery. The key opens the waterwheel house (Area 1-3).

The frawg spawner also wears a Periapt of Truloq, which can be used as a vessel for clerics of Truloq and is worth 50 gp if sold. (The periapt also makes for a good sacrificial offering to a Lawful god.) The frawg spawner's egg-strand will contain 1d8+2 eggs which are worth 2 sp each to an alchemist or mage.

Concluding The Adventure

Once the PCs return to Sagewood they will be revered as heroes by the locals (at least for one-night's drinking) and will be encouraged to retell their stories with increasing drama and bravado. The town elders will be very interested to hear specific details about the frawgs, especially the egg-dropping frawg spawner. Search parties will be sent back to the lake to see if any of the eggs can be found in the water and destroyed.

If the PCs attempt to find and question Bloomfield the brewer, he seems to have mysteriously gone missing.

As for the Scales of Truloq: if the PCs show them to any of the town elders (city council, militia, sage, clergy, etc.), the elders will have no idea what the scales are, but will immediately recognize these items as valuable and will request to study them more closely.

The PCs will initially be offered 15 gp per scale by the town elders, and if they refuse, they will be offered 25 gp per scale the following day. If they still refuse, unless the PCs take extraordinary measures to hide the scales, they will find themselves routinely accosted by thieves and brigands attempting to steal the scales or take them

by force. And really, as they are only 1st-level characters, the thieves will probably succeed, but fear not, there are future adventures on the way in which the PCs can get reacquainted with these items as well as discover more about the background and motivation of the frawgs.

Continuing The Adventure

Attack of the Frawgs is prequel to *The Haunting of Larvik Island*. Once the PCs complete the quests on Larvik Island, they will continue their adventures in Sagewood and learn of the threat emerging from the area known as the Black Corruption. The PCs will investigate who (or more appropriately what) is organizing the frawg attacks and discover the wicked origins and unholy powers of the Scales of Truloq, and come face to face with a danger that threatens the extinction of the entire region.

New Monsters

Gicastors

Similar to their smaller beaver cousins, gicastors are large natural beasts that live near streams, rivers, and lakes. Sometimes called “water bears,” an adult male gicastor can grow up to 5-feet in length and weigh up to 500 pounds. Like beavers and bears, they have powerful jaws and construct elaborate lodges and dams to help catch prey and protect themselves from predators such as goblins and lizardmen. They are equally fast on land as well as in water.

Gicastors generally avoid humans and humanoids but are known to be aggressive when faced with fewer than 3 predators.

Gicastors’ warm and waterproof pelts are worth between 8 to 15 gp to local tanners depending on the condition of the pelt and the negotiation skills of the seller. Trappers tend to favor using gicastor traps (or “rigs”) to trap and drown gicastors as opposed to damaging their pelt with swords or spears.

Frawgs

The sea goddess Truloq, displeased by the lack of followers she had on land, empowered her priestesses and spawners to create an obedient legion of followers by cross-breeding other weak-minded and genetically malleable races with her disciples to spawn a new mongrel breed of creature called “frawgs.” Many of these creatures have physical lineage which can be traced back to goblins, orcs, and even wererats. Most now possess amphibian traits to suit Truloq’s pleasure.

Frawgs have gray or green skin and walk on two powerful legs which make them excellent swimmers and climbers. Given their mongrel breeding, they rarely look similar, but generally speaking have large heads with bulbous and mucousy eyes adapted for underwater vision. They have below-average intelligence and are capable of creating simple weapons and tools.

New Magic

Scales of Truloq

The Scales of Truloq are single shards of a magical shield which were created from the dorsal fins of the forgotten sea goddess Truloq. They have a milky white translucence and look like a thin curved bone approximately 9-inches in length. In the hands of a Truloq cleric they can be used as a divine conduit. They also carry a toxic side effect: if left in fresh water, a scale will slowly start to leech nutrients from the environment creating a gelatinous, poisonous, disease-causing byproduct. Over the course of a year, one scale can pollute a lake up to half the size of Dead Goblin Lake as well as send toxins downstream.

The Scales of Truloq will test positive to detect magic and detect evil spells.



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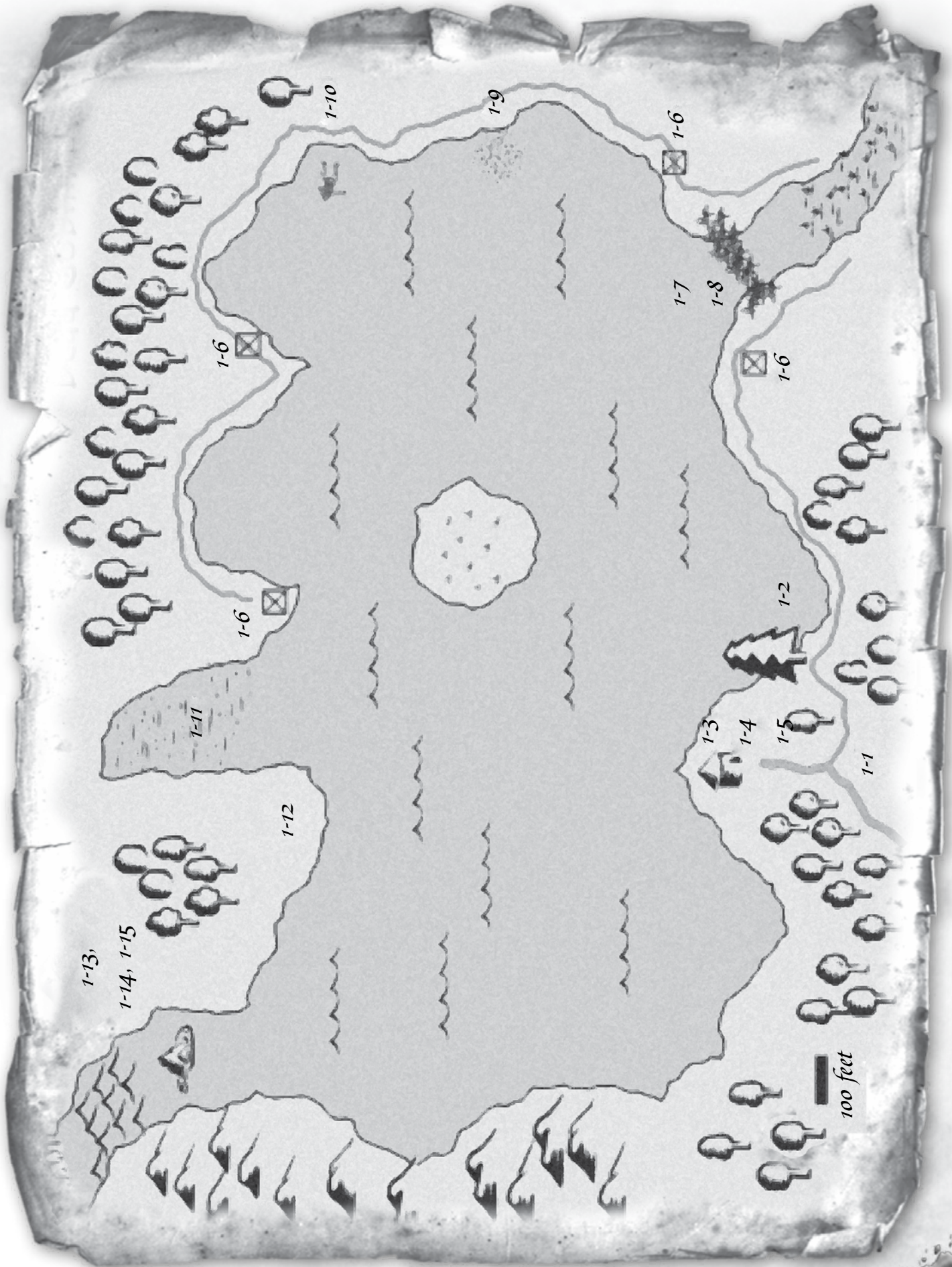
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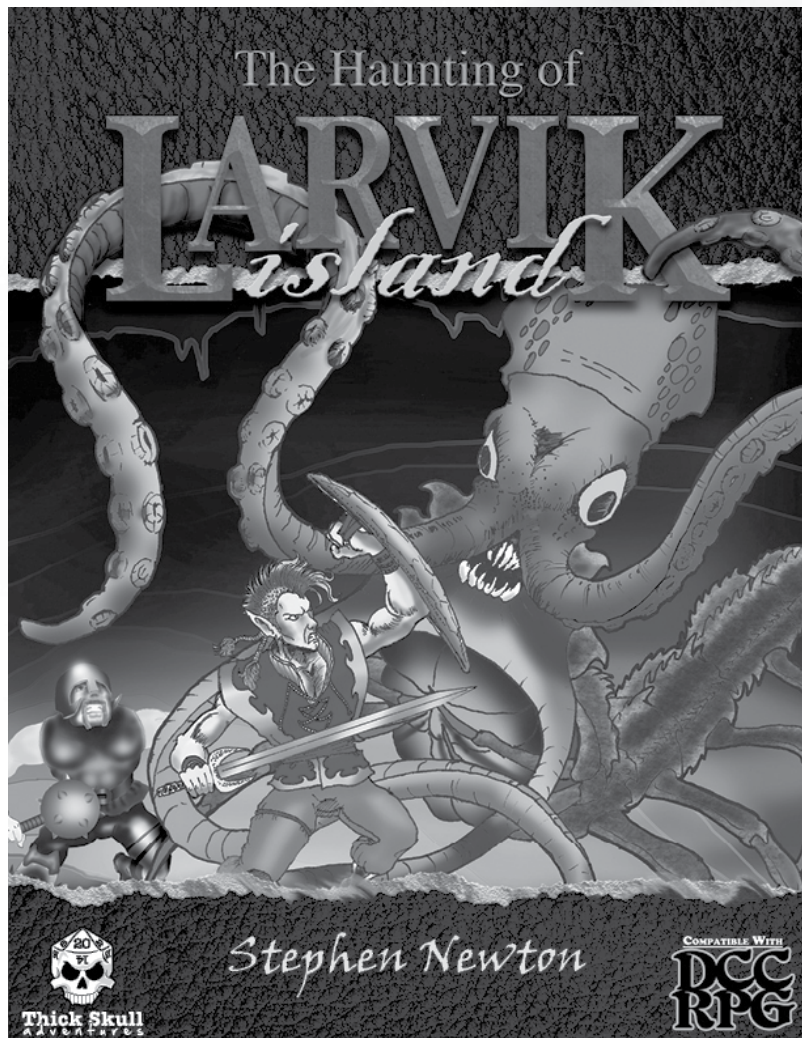
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