

# EFFISHY

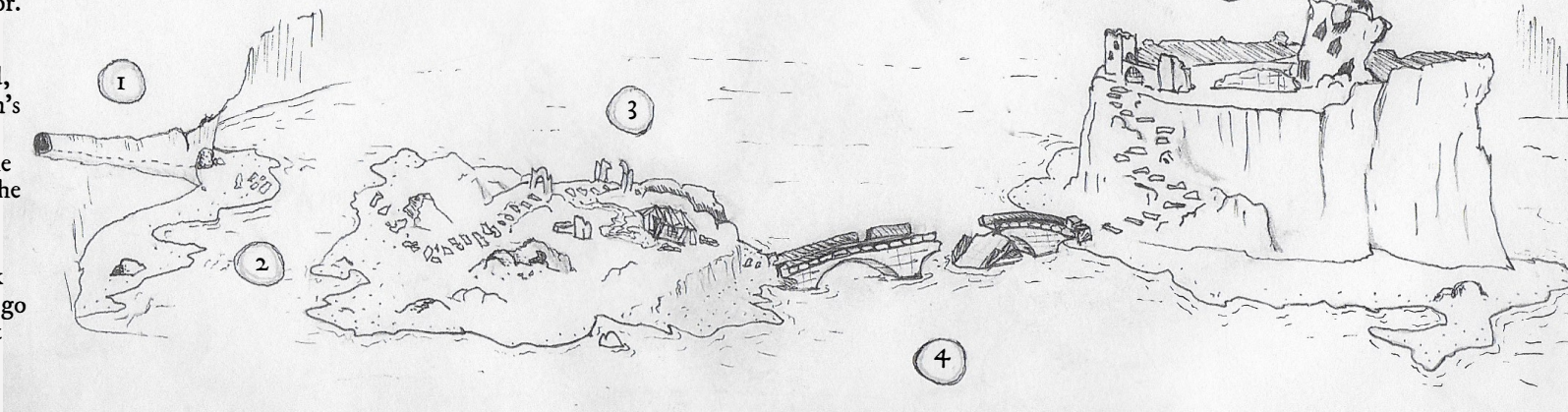
by D. A. Anderson

A deranged cleric has kidnapped a town's leader and stolen a ceremonial effigy ahead of the seasonal festivities. The cleric has been holed up in a discreet cave in the surrounding wilderness.

The massive cavern houses a seemingly depthless lake. A string of islands, littered with the ruins of a forgotten fortress, extend from the shoreline. A broken cobble road meanders through ancient archways, over a broken bridge, and up a steep cliff to a fortified tower atop the tallest island.

A group of intelligent yet insane fishfolk, living in makeshift dwellings amongst the ruins on some of the islands, have proclaimed the deranged cleric as their spiritual savior.

A disturbing sound, like some sick siren's song, has begun emanating from the cave, tormenting the townsfolk. The adventure begins after the townsfolk ask Our Heroes to go to the cave and put an end to this madness.



1. A narrow path leads behind a cracked boulder into the cave. The disturbing sound howls intermittently from within. A tunnel leads into darkness; chance for minor ceiling collapse. Debris—splintered timbers, mildewy bones, scattered masonry—may be found here.
2. The entrance tunnel opens onto a silty shoreline in a fathomless cavern. The strange siren's song pierces the void, echoing off distant stone. Glassy water spans 30 feet to the first island shore. 1d4 fishfolk mongrels lurk in the water near a crooked line of pale cobblestones.

3. The cobblestones continue up a muddy, lumpy landmass across the neck of water. Heroes may spot webbed footprints in the mud. A ghastly light bobs on the distant hilltop. Stone archways in various states of decay line the road. Poisonous mushrooms grow at sides of road; hidden path through mushrooms leads to a small cave with partially submerged loot room. Narrow tunnel leads from there to wooden shack at top of hill. Two fishfolk lackeys with primitive bows and arrows patrol the cobbled road; a fishfolk lantern waits near the shack, a glowing orb swaying on the end of a fleshy appendage extending from its head.
4. The road slopes down to a collapsed stone bridge spanning 60 feet of water to another steeper incline on the other side. The silhouette of a crumbling tower can be seen in the eerie green glow coming from the top. 1d4 fishfolk mongrels swim about in the 15 foot gap near the middle of the bridge.

5. The deranged cleric is performing a grisly ritual in the fortress courtyard at the top of this muddy plateau. Two rough-hewn crystals set atop rickety wooden tripods channel unstable magical energy into the straw effigy which is mounted above a stone altar, upon which is laid and bound the town's leader. Four fishfolk keep watch on the perimeter. Two larger, musclebound fishfolk serve as the cleric's bodyguards. So long as the crystals remain in tact they attempt to heal the cleric each round, their crackling energy prevents the town leader from being touched (though a successful save could thwart this), and the effigy is infused with wraith-like energy. The strange howling sound seems to be coming from the straw figure. The deranged cleric announces intent to manifest a powerful deity by sacrificing human flesh to the effigy. Any nearby fishfolk chant: "Hayqueenkululu! Hayqueenkululu!"

## Stats & Loots

Fishfolk: AC 13, HP 20; Bite, scratch, shoot, or stab for 2-9 damage; Advantage against being grappled due to their slippery skin. Boost AC if holding a shield.

Fishfolk Mongrel: AC 11, HP 11; Bite for 2-7 damage. Attack advantage against opponents who have already taken damage.

Fishfolk Lantern: AC 14, HP 50; Attacks twice with claws for 4-11 damage. Will attempt to bite and swallow a grappled opponent. The glowing light bobbing at the end of a fleshy protrusion on its forehead lures prey in against their will.

Deranged Cleric: AC 13, HP 40; Has a dagger but will channel the magic of the strange crystals as long as possible, casting spells of corruption, confusion, and terrible electricity.

Hay Queen: AC 13, HP 70; Poisons and non-magical attacks have no effect on this spectral entity. On its turn the swirling energy attempts to suck the life force from any one enemy within 15 feet, stealing 6-27 HP on a success and transferring half of that to the deranged cleric.

Loot: 100-1000 gp; 2-20 gemstones; a +1 locket of protection with a cursed picture inside that whispers to the wearer while they sleep; a short sword covered in slime that deals 1-6 additional toxic damage; 2 healing potions; a treasure chest with teeth; a wand that casts a gust of wind; and a Cone of Calling (like a magical megaphone).