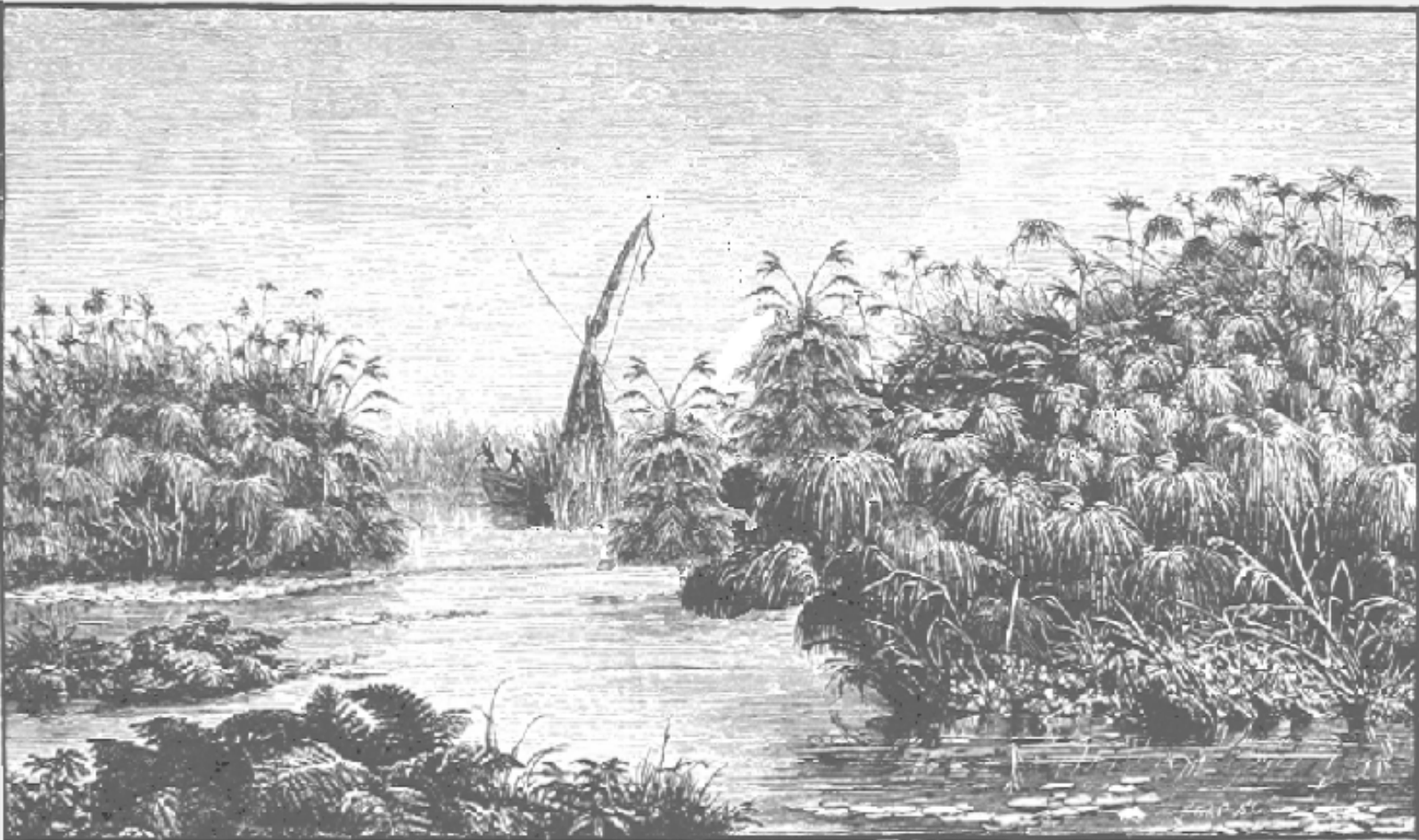


Swamp Women



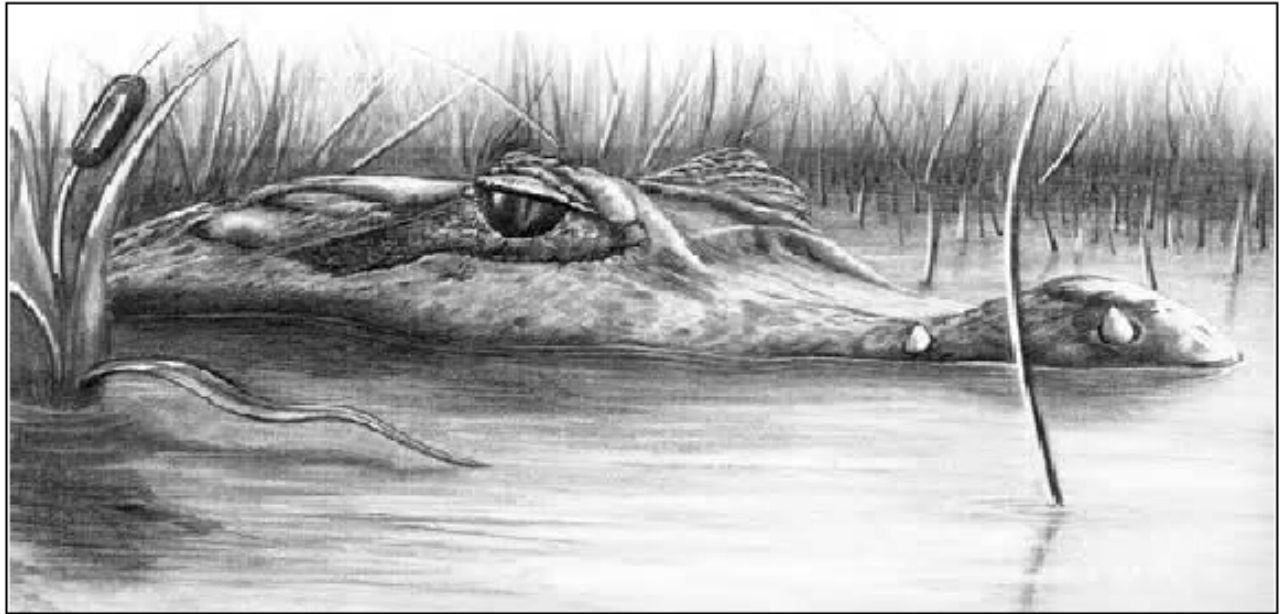
When the great frog herds suddenly began diminishing, the residents of Cragmore suspected it to be the result of alligators, giant cranes and other aquatic creatures. And though measures were taken to protect the frogs, their population drastically declined. With few at hand, the Cragmore residents could not continue supplying the realm. Something had to be done!

For over 50 years citizens throughout the realm, common and noble, have dined on the delicacy found only in a pond at the headwater of a minor river. First discovered and hunted by the residents of the rivertown of Cragmore, demand for the giant frogs' legs catapulted the tiny community from one of quiet survival, to a bustling complex. To avoid hunting the frogs out of existence, the residents began farming them. But creating pools and channels in an effort to control their growth and reproduction ended up causing a full-blown quagmire.

Just as mysterious as the vanishing frog population is the rumored sightings of strange, dark-skinned women reportedly seen in the southern swamp. More strange, because the appearance of the phantom shapes happens to coincide with the rapid decrease in the frog colonies.

Swamp Women

rc pinnell



This adventure is designed for characters of levels 3rd to 6th, using the 1977 edition Holmes Basic Rules, and portions of the Original D&D game Supplement I -- Greyhawk. Creatures unique to this product not found in those sources, are explained in the text or appendices.

Ready yourselves for an adventure that will test all your skills as a player. Death awaits the foolish that dare tner the swamp unprepared.

SWAMP WOMEN

FOREWORD

This adventure is designed for post-novice ranged characters of 3rd through 6th levels of experience. It is written for the Dungeons and Dragons rules systems, in general, but specifically for the **Holmes** box set rules in conjunction with some material to be found in Supplement I of the *original* Dungeons and Dragons game--**Greyhawk**. Those not having these--or either--document/s will find more information, than that included in this text, reproduced in the appendices that follow. But it is recommended, if possible, that you locate and obtain the aforementioned products.

If you intend running the scenario under the 1981 Moldvay/Cook Basic/Expert rules, 1983 Mentzer Basic-Expert rules--or any that simulate them--you will find the majority of information that follows to be familiar; those using other systems will have to modify the material presented.

A typical adventure party should range in size from six to nine characters, including at least one cleric and one magic-user and/or elf; if possible, a ranger as found in the Strategic Review should be included. The Greyhawk Paladin and Thief classes should be allowed for those that qualify to play such. The group should possess no less than one magic weapon, and have several potions and scrolls in its arsenal; minor miscellaneous magic items rounding out its possessions.

THE PLOT

As the cover describes, the residents of the riverside community of Cragmore have suffered a great economic bust. With few of their domesticated frogs left, they have long ceased shipping any of the delicacy out, despite the frantic requests from nearby provinces.

To rectify their situation, groups of citizens have gone into the swamp attempting to track down the cause of the drastic drop in their frog supply. To date, of the dozen parties that have undertaken the task, only one person has returned--alive; even she was so traumatized, suffering severe wounds that have never fully healed, that little useful information could be drawn from her.

As it stands today, of the 22 pens used to hold and control the amphibian livestock, only 6 are partially occupied. Residents take turns guarding their precious commodity, but do not do so with any joy, as the trips to and from these locations are often beset with dangerous encounters from creatures appearing out of the mucky swamp.

What the Cragmore residents do not know is that a band of tribeswomen from the south have journeyed to the swamp on a religious *vision* quest. They are the shadowy figures that some of the frog farmers have briefly spotted moving about through the thick swamp. And they are the ones responsible for the sudden mass-depletion of the frog population.

The **Cun-tari** is a tribe of indigenous people that dwell within the jungles beyond the southern mountain range. Similar to present day Brazilian-amazon tribes in many ways, and cut off from the rest of the empire. Still living in a fashion unchanged for generations, they are hunter-gatherers, reclusive, and until now, were totally unaware that other humans resided in the world.

The Cun-tari culture is Matriarchal, with the warriors and leaders being women. They are Neutral in regards to outer-world morals and standards of behavior. One female will have many husbands.

The tribe worships a pantheon of nature deities, and has a belief in the reincarnated soul. In this regard, they believe that certain animals are actually their deceased ancestors and loved ones. It is because frogs are included among these, that the Cun-tari have been raiding the frog pens of the Cragmore citizens, and freeing the captive amphibians.

Cun-tari women have unusual abilities regarding combat. These include **charm** and **Confusion**; the latter found only among their leader types. Used as defensive tools they can usually avoid major conflicts. These, and more detailed information, is described in the text where they appear.

As the characters explore the swamp, they will come into contact with many creatures native to the bog. Some will be under the sway of the Cun-tari, and others not. Dealing with the non-controlled creatures is basically standard encounter play. Animals under the control of the Cun-tari will possess traits and abilities beyond the norm; all of which is described in the text where they appear.

GETTING STARTED

Have the characters arrive at Cragmore. They can have been drawn to the location by fliers sent out by the residents pleading for assistance, or been commissioned by a merchant guild or minor noble to travel to the locale to investigate. Or, you may concoct any other motive to deliver them to the scene of the adventure.

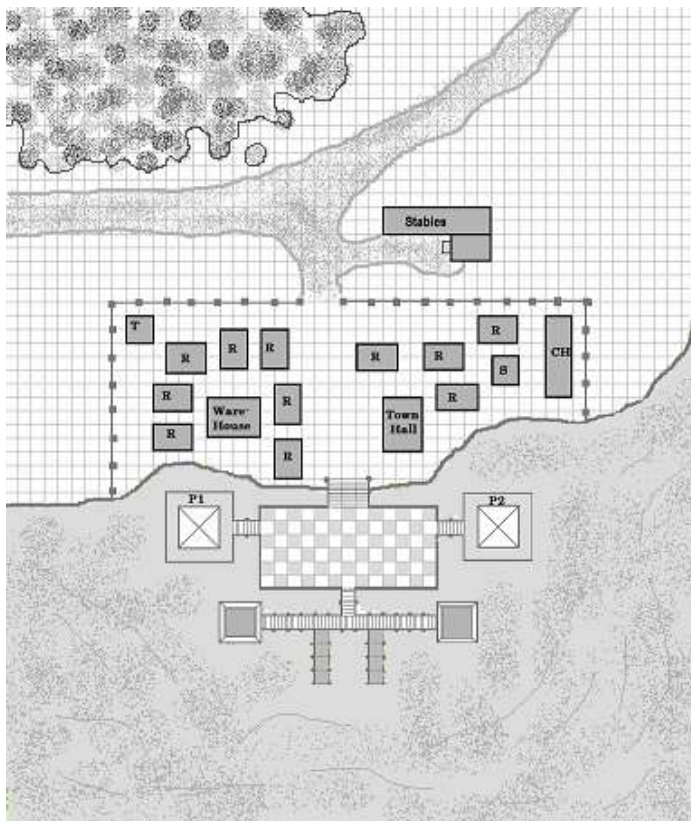
At these levels, travel will likely be by horse or wagon, and as such they will have followed the main road that leads west through the realm, into the mountains (see large area map), then turns south as it climbs to the river's head. Before reaching that, they will stop as the road ends at Cragmore, and the great pond. (Note: there are no travelling encounters provided. If you wish to include such then it is left to you to create what is necessary.)

CRAGMORE

What is left of the tiny community will act as a base of operations for the characters during the course of their adventures. While it was never a tourist *hot-spot*, with stocked taverns and spacious inns, or artisans capable of equipping them or repairing what gear they toted, you can expand upon what is here if you wish to do so.

The population--of about 75--consists of the families that have resided here for generations. All are 1HD types, not possessing a Class per se--there are no clerics, magic-users or thieves loitering about the place. They are lawful folk, friendly, and generally of good spirits; their recent economic drop has brought a sadder tone to their usual cheery nature. Most of the men are mature, in their late 30s and early 40s; from 12 to 20 young men in their teens and early 20s are always about, appearing to do most of the harder/physical labor.

Three elders (2 of extreme age) are asked to offer their wisdom when disagreements or feuds occur. They are easily recognizable and will do most of the talking to the characters. These are described in paragraphs that follow those of the town.



For every household (**R**) there is a goodwife and one to two sons and daughters. All appear mild and uninterested in outsiders. These women go about the daily routine of their lives in quiet fatigue, servitude and acceptance.

The town hall serves as the community gathering spot. It is used as a makeshift courtroom when disputes need settling, and a dance hall when festivities are held. It also serves as their center for religious worship.

A large **Warehouse** two stories high is designed for storing the processed frogs' legs after being processed in one of the two slaughterhouses (**P1-2**), before they were to be shipped.

A craft-hall (**CH**) is a community workroom, where most of the common necessities of the residents are manufactured; everything from clothing to boots, blankets, candles, bowls and utensils, etc., can be made here.

A small building (**T**) in the northwest corner is rarely occupied, but is used to dispense punishment to those guilty of misbehavior, and to incarcerate them for short periods if needed.

Outside the protective wall of the community stands the only building that was not constructed when the town was built. Cragmore residents have always been local folk, depending on and using the waterways as their main mode of transport. When their frog farming turned them into commercial providers for the world outside their locale, the means to transport the product was provided by the river itself. Barges leaving the dock were loaded to capacity and floated downriver to the metropolises awaiting the goods. But such barges could not return the same way. The strong river current prevented such, and the problem had to be solved. The **stable** was thus erected to meet this need. Once the goods were delivered downriver, the Cragmore folk would hire teamsters with large wagons to port their water vessels back. This required a stable for the draft animals to rest in once the barges and Cragmore folk were returned.

THE ELDERS

Günter Gristlebur. This centenarian is the eldest resident. His body is frail and he is restricted to sitting or laying, and thus relies on the good will of others to move him from place to place. His mind is not as sharp as it once was, and he tends to digress regularly when in the middle of a discussion, but his memories extend further back than anyone else in the community. He remembers a time when he was a child, when strange folk would periodically visit the swamp, remaining only for short periods as they performed rituals of some kind, then depart in the night unobserved. He can recall them being short, dark skinned, and mostly women.

Silas Marter. Though an octogenarian, this fellow is still pretty solid of mind and body. His family was one of the first to begin farming the frogs, and he remembers times during his youth of the many building projects required to turn the pond into the habitat more functional for the town's needs. He also remembers how, in doing so, the pond changed, expanding beyond their control, to what it is today. He is also one of the few living residents that has boated across the swamp, following the main waterway, to what is now the south shore. Though not capable of such a trip today, he can still draw a fairly accurate route to follow.

Jah-na. Though only in her fifties, this woman is considered equal to the elders among the Cragmore folk, because she is not, truly one of them. She came from the south, decades ago, as a child of but 4 years of age. Obviously lost and separated from her people, the Cragmore folk adopted her as their own. While she has no distinct memories of her native tribe, or its location, she possesses intuitive powers and knowledge of the swamp that seems beyond a person of her years. She has healing skills that, when used with natural components found in the swamp, have aided the residents over the decades. Despite her age, her skin is smooth, her figure still in its prime, and her eyes sparkling. She speaks with a very slight accent, and enjoys dancing with anyone during festivals.

The persons above can and should be fleshed out further by you. Where they reside, with whom, and other mundane skills they might possess, should be considered. They will each know at least half of the list of 'Gossip & Rumors' that follows.

GOSSIP & RUMORS

1. The swamp wasn't always as large as it is now. Decades ago it was just a pond, about 1/3rd the size it currently is.
2. There are channels of water that can be traversed by boat. The deeper known ones run through the middle of the swamp; going down a side channel could end up getting you stuck.
3. It might be possible to walk across the islands. There are scores of them, some very large. Though, these are thick with bulrushes and growth that cover most of them; murky water as much as waist deep hides the quicksand pits and undercurrents beneath its surface.
4. There are more things than alligators in the swamp capable of killing a man in an instant.
5. At night a hazy mist rises out of the bog. Sometimes you can't see your hand in front of your face.
6. No one has explored the swamp entirely. Much of it has never been set foot upon.
7. If you've come to help, you've got to find what's attacking us, and freeing the frogs, and put an end to it.

8. Only 6 pens are still occupied with frogs; but even those hold less than half their capacity.

9. We sent expeditions into the swamp to find out what is behind the attacks, and releasing the frogs. Goodwife Clarisse is the only one to survive. But she was severely traumatized, and can hardly utter a coherent sentence, when she speaks at all.

10. The river channels are wide and deep enough to maneuver a barge on. But the swamp growth has become so tangled in the past years, I don't know if it can be done now.

11. The frog pens are all still intact. It wasn't destruction that set the animals loose; something or someone knew exactly how to release them.

12. You can follow the shoreline south, to find the pens. There are trails to the east and west side of the swamp. The pens are just in the shallow waters, off shore.

13. Some of the young folk have reported glowing balls of light at night, during their guard duty; hovering above the bog just off shore.

14. The swamp can be eerily silent at times, and at others, sound doesn't seem to travel further than a yard or two.

15. Goodwife Clarisse has never been able to clearly describe the events that occurred during the expedition she was part of. Some say that once, in her delirium, she mumbled something about strange creatures, human-like, that seemed to be walking on the water.

(All residents are aware of #s 8, 11 & 12.)

Use any or all of the above rumors to inform the characters of the situation facing them. You may add more to the table after you have read the adventure through and found other elements that you would like to include in their experience. You should also draw information from "The Plot" to round out their knowledge. This, however, should only come from the elders themselves, and not from the younger/general residents.

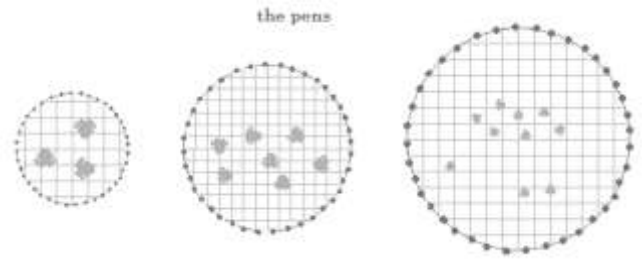
THE MISSION

While not a sandbox scenario, there is enough geographical space provided for the characters to explore areas of the swamp that have nothing to do with the dilemma of the Cragmore folk, and the loss of their industry. The Plot section deals entirely with a single objective--for the characters to find out the cause behind the frogs' escaping and put an end to it. However, you may add other objectives within this locale that may or may not have a connection with the adventure-plot.

THE FROG PENS

These enclosures are found along the northeastern and western banks of the swamp. A trail leading from Cragmore going in each direction can be travelled on foot, along the shore until it becomes necessary to enter and move through the shallow water. The pens are more or less identical in size, shape and construction.

Those in the shallow waters are (were) used to contain small to medium sized (*giant*)frogs; #s 1, 21 and 22 are set in deeper water, and built to hold the largest frogs. When the characters arrive at Cragmore, only pens 10,12,15,17, 21 & 22 are occupied. You may provide them with a map showing the trails and locations of the pens (see large players' map in section following the text). This can come from either Silas, or Jah-na.



Contrary to what one might think, the largest pen is not designed to contain the largest frog. Instead, the large pens easily hold up to three dozen small frogs; currently, these will be found to contain only seven to ten individuals. The medium-sized pens can normally hold from six to twelve intermediate size frogs; currently, only five to seven will be found within them. And the small pens usually hold five large frogs. The gates within these are always on the curved side facing the shore. All pens not previously mentioned are empty--of frogs! But that doesn't mean some swamp critter hasn't managed somehow to get inside one out of curiosity or some other purpose. Consult the table to follow regarding the status of empty pens.

The pens that are occupied will be guarded during the day by one and at night by two young males from Cragmore. They are atypical types having no armor, 1-3 hp, and armed with a spear, pitchfork, or other mundane item you decide upon. They do not like having to perform this task, but they do it nonetheless. After sunset, line-snares and traps are set around the pens by the night guards; this is to discourage nosey critters. As most of the general residents of Cragmore, these young folk will know from 6 to 8 of the rumors on the previous list.

CAPTIVE (GIANT) FROGS*

Small	AC7	Bite 1-6	1HD	M10/30/240**
Medium	AC7	Bite 1-8	2 HD	M10/30/180**
Large	AC7	Bite 1-10	3 HD	M10/30/120**

*Source: Blackmor/ Supplement II

** walk/swim/hop

These creatures *can* be aggressive if not handled properly. The townsfolk are skilled wranglers/farmers of, and can avoid attacks from, them.

EMPTY PEN ENCOUNTERS, I

Die Roll	Encounter/Event
1-6	Empty Pen
7-8	Occupied Pen

EMPTY PEN ENCOUNTERS, II

Die Roll	Creature-Encounter
1	Basilisk, 1 (25 hp)
2	Ticks, Giant 2 (12/10 hp)
3	Carrion Crawler, 1 (13 hp)
4	Giant Centipedes, 6 (1-2 hp ea.)
5	Giant Leeches, 3 (1-8 hp ea.)
6	Giant Crabs, 3-12 (3-18 hp ea.)

THE ATTACK

Depending upon the actions of the characters, either late on the evening of their arrival or early the next day, the town will become a-frenzied when a young man that had been guarding one of the pens of large frogs drags himself into the community, wounded, bleeding and in shock. A quick response by the citizenry will see him carried to the town hall, where he will be laid upon a table and his wounds tended to while the elders are brought to question him.

In his delirium, the young man will report that his companion, Zak, was killed and that he barely escaped when they were attacked during the night by a trio of alligators. As far as he knows, the pen was not destroyed, but he didn't stay around to see if the reptiles came for the frogs, or him and his friend.

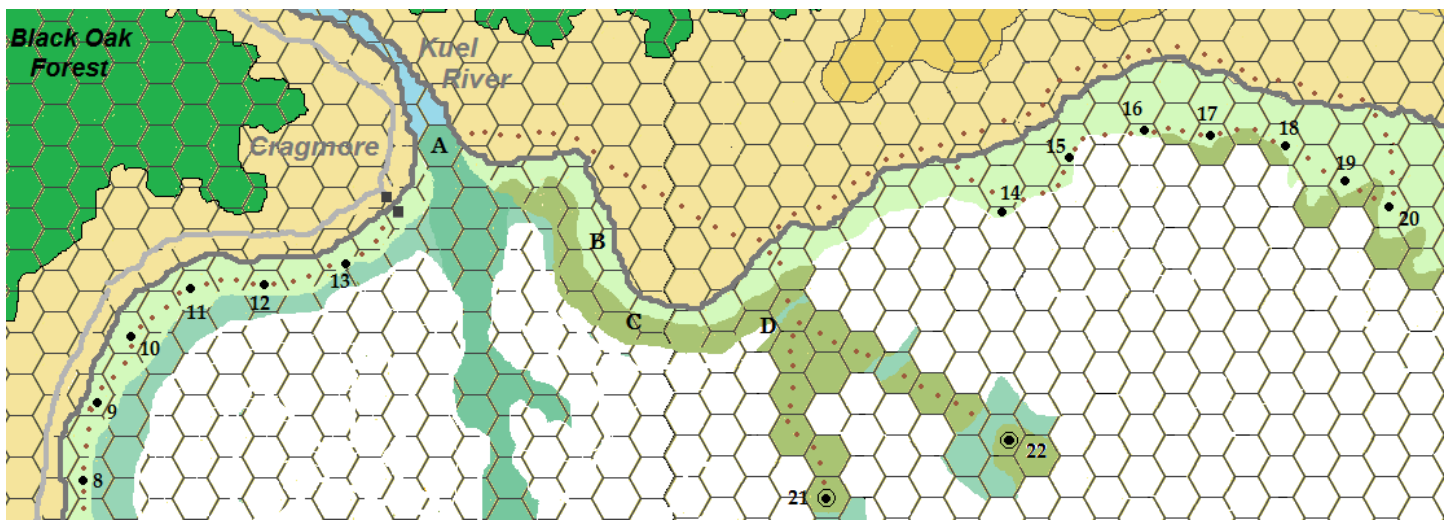
With the young man's wounds cleaned and bound and draughts administered, he is able to slip into a state of sleep while the elders and other residents turn to the characters for help. Already here

for reasons of richly payments should they succeed in restoring the frog production of the town, now the residents implore them even more, with promises of great treasure. Should they hunt down and punish the thing or things behind these attacks, the characters will be given an old map, held by the elders for decades, that shows the location of a hidden treasure. Buried ages ago by some long forgotten race of beings that, the elders suspect, might have once dwelled south of the great swamp.

& PURSUIT (Ye ole Hook!)

Whether the party accepts this commission, or merely intends to fulfill its original purpose of coming to Cragmore, a guide will be provided to show them the trails leading to the occupied pens. If they desire to set out on their own, you may, instead of a guide, provide them with a map of the immediate vicinity. (See below.)

Note: a hex on the map = 1/2 mile.



When the characters head out into the swamp they will have to do so by boat, or on foot. The former will only allow them access to the area shown above in blue, and the two shades of turquoise. The light and darker green hexes indicate land masses covered by swamp water and growth; the latter including trees, bulrushes, grass, etc. The white hexes are left blank, requiring the characters to either enter or spy from close range in order to

identify the terrain type; all white hexes contain swamp-- land or water ways --or both. They just haven't been explored. Use the following table in order to guide the characters through their explorations of unknown terrain.

Hex Shade	Water Depth	Swamp Growth	Hex/Day	Miles/Day	Speed/Hour
Blue, deep	9'-12'	*	18**	9**	2/3rd Hex
Turquoise, dark	6'-9'	*	"	"	"
Turquoise, light	3'-6'	*	"	"	"
Light Green(B)	1"-6"	1'-6'	24	12	1 Hex
Dark Green(C)	6"-1'	2'-8'	18	9	2/3rd Hex
Very Dark G.	1'-3'	3'-12'	9	4.5	1/3rd Hex

* It is possible that tall trees, or willow reeds will be rising up out of the open water ways at specific locations; but will be sporadic, and usually either single entities(as in trees), or clumps of reeds. In either instance, such growth might well rise tens of feet above the surface of the water.

** This indicates east west movement within a barge. Travelling up current(going south) will reduce this figure by one-half; going down current(north) will increase it by one-half.

Speed/Hour shows how far in a hex the characters can move on swamp-land in one game hour. Note that if they are following the marked trails (as seen on your large area map), you can allow them to move at 3 times this figure. (Keep in mind that, even on marked trails, new growth will have to be cut and pushed aside in order for characters to move forward.)

A. This is where the swamp empties into the Kuel river. It is where the water in the bowl of the swamp rises up over the lip and pours into the original channel that takes the water to the sea.

The current picks up speed on the north side of the bowl lip, becoming more blue and clear as it leaves the soupy swamp just on the south side. This rise causes the swamp to back up momentarily before it seeps over the lip, which is just 1 foot below the water surface here; though it is spread across the width of the entire river head.

Oddly, the force of the water flowing up over the lip from the swamp into the river channel is not as strong as one might think. Because the actual lip of the swamp bowl is about 6 feet wide at this location, the water moving across it can actually be passed through, with some caution. You may have them make some kind of skill check if you wish to see if they succeed. If they fail, and fall into the river channel, they will be swept away. Handle this as you see fit.

It is also known to be a great spot to catch the migratory fish that pass back and forth across it twice each year; once going out to sea from the swamp, and once returning, to lay their eggs at the site of their birth, before dying.

B. All light green hexes are land covered with swamp growth. As indicated in the above table, the ground is moist and mushy, with 1 to 3 inches of water sitting on the surface at all times. The plants, trees, willow reeds and bulrushes are capable of reaching heights of 6 feet, but paths can be easily forged or followed.

C. The darker green hexes are also land, as noted above. Water depths can reach a half foot, and the actual ground is spongy, and capable of holding onto one's foot should it sink into the muck more than 3". (Heavily burdened characters and all those wearing chain mail or heavier armor, have a 5% chance per turn of movement of a foot being stuck so. Removing it will require the character to make Save vs. Paralysis. Assistance of any kind from others will allow the person to withdraw the appendage, but will require one full turn to accomplish.

D. The trail is dissected at this location by a channel of water. At 360 feet wide it ranges in depths of from 2 to 8 feet. If characters have ported small river vessels such as canoes or such, they may use them to cross the water way. Otherwise, they must walk or swim across.



Once across this channel the characters will emerge onto land again. The trail continues more or less south (see previous map), requiring them to move on by foot.

RANDOM SWAMP ENCOUNTERS

At least once during the characters' crossing of a hex you should roll to see if they inadvertently run into something. Use a 1 in d #(your choice of die) result to indicate such has occurred. Once established, determine what the encounter is by using the following tables.

Table 1. Roll d20

Result	Proceed to table:
1-13	2
14-17	3
18-19	4
20	5

Table 2. Roll d8

Roll	Encounter type
1-2	1-4 Alligators, small
3-5	1 Insect Swarm
6-7	1-6 Giant Centipedes
8	1 Snake, Water Moccasin

Table 3. Roll d12

Roll	Encounter type
1-2	1-2 Alligators, large
3-5	2-5 Giant Crayfish
6-11	3-8 Giant Leeches
12	1 Brown Pudding

Table 4. Roll 2d10

Roll	Encounter type
2-5	1 Alligator, giant
6-9	1-3 Electric Eels
10-14	1-6 Giant Crabs
15-16	1-4 Harpies
17	1 Shambling Mound
18	1-3 Giant Dragonflies
19	1-3 Giant Crane
20	1 Giant Catfish

Table 5. Roll d10

Roll	Encounter type
1-2	1 Alligator, ancient
3-5	1 Catoblepas
6-9	1 Giant Snapping Turtle
10	Cun-tari war band*

*See Trail/Set Encounters F

None of the creatures above will be carrying any treasure. You must locate the pertinent information regarding them in order to conduct the encounters. Most of the data may be found in the Holmes 1977 basic game manual, or the OD&D Supplement I--Greyhawk. As may be the case in the later, there might be no specific information provided concerning the animal listed, and in such cases it is up to you to create that information. If you cannot find any technical data at all, then put on your DM hat and create it yourself; using information of similar creatures to guide the process.

I highly recommend that you do a check for each hex ahead of time--at least those through which a trail passes--to determine if a Random Encounter will occur. This will allow you pre-game time to establish all the information you need regarding each such event.

ALLIGATORS OF THE SWAMP

As these are not described in either Holmes or Greyhawk, I have designed my own table (See next section) to determine the natural abilities of the creatures. You may adapt/adopt material from other books, such as the Monster Manual for AD&D (regarding crocodiles) if doing so is simpler/easier for you to manage.

THE SCENE OF THE CRIME

When reaching this hex the characters will come upon the frog pen(21). The gate will be open, and the corpse of young Zak Rink will be found prone within it, face down. The body seems to be moving slowly. Allow them a turn to declare their actions, then roll a Surprise check to determine if they or the killers of the young man are caught off guard. Once established, then run the encounter as described/follows.

Water depth within this area is 4 to 6 inches, and vegetation is 2 foot thick. If the characters approach during the day, the foggy mist lingering about and general conditions will provide no

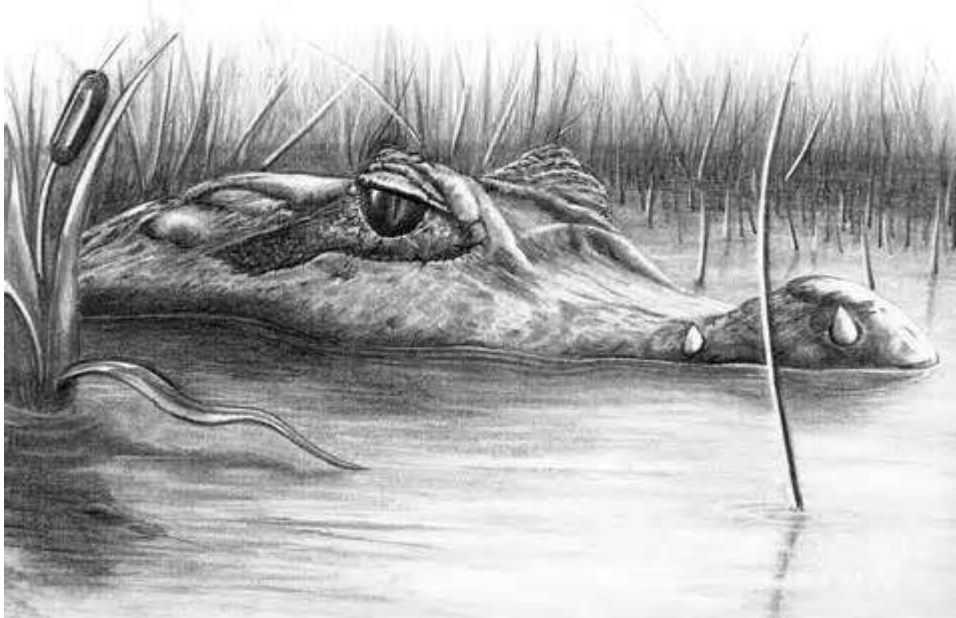
better view of the scene than if they reach it at night, using torches or lanterns. The moving corpse is caused by an alligator directly underneath it, that was injured by Zak before his demise. Thought still a threat, the creature was partially blinded before Zak fell upon it. Two more alligators are hiding in the grass, one at the east and west curve of the pen, on the outside. All of these are "adult" alligators (see table below). The wounded one being 7 foot long and having 8 hp, and the others being 8 footers, with 12 hp each. If they gain the element of surprise they will immediately attack the characters.

TABLE , ALLIGATOR.

Age	Size/Ft.	Hit Dice	HP	AC	Bite/Dam.	Swallow Ability vs. Victim**				
						Hobbit	Dwarf	Elf	Half-elf	Human
Hatchling	To 1'	1/4	2	7	NC*	---	---	---	---	---
Young,	1'-3'	1/2	4	6	1	---	---	---	---	---
Young, 2	2'-4'	1	6	6	1-2	---	---	---	---	---
Young, 3	3'-5'	1+1	7	5	1-3	---	---	---	---	---
Sub-adult	4'-6'	2	9	5	1-4	---	---	---	---	---
Adult,	5'-7'	2+2	10	4	1-6	---	---	---	---	---
Adult, 2	6'-8'	3	12	4	2-7	---	---	---	---	---
Adult, 3	7'-9'	3+2	15	3	2-8	20	---	---	---	---
Old	7'-9'	4	17	3	2-8	19	---	20	---	---
Old, 2	8'-10'	4+2	20	3	2-9	18	20	19	---	---
Old, 3	8'-11'	5	23	2	2-10	17	19	18	---	---
Very Old	9'-11'	5+2	25	2	2-12	16	18	17	20	---
V. Old, 2	9'-12'	6	27	2	3-12	15	17	16	19	---
V. Old, 3	9'-13'	6+2	28	1	4-16	14	16	15	18	20
Ancient	9'-14'	7	32	1	5-20	13	15	14	17	19
Ancient, 2	9'-15'	7+2	35	1	6-24	12	14	13	16	18
Ancient, 3	9'-16'	8	37	0	7-28	11	13	12	15	17

* Alligators at this age are *fresh hatched up to 3 months* and their bite only occasionally will break skin. They are Non-Combatant.

** If an alligator hits on a natural roll or better than what is indicated, it means the creature has engulfed the victim within its maw for 50% or more of the victim's body, and in the next round/turn, it will spend in the swallowing process. Victims trapped in the alligator's mouth are not able to move, with the exception of arms or legs flailing about. Once swallowed, the alligator will move away from any combat situation and begin digesting its meal. During this time, it is very sluggish and susceptible to attacks; all such being at +2 to hit and damage upon it. A victim being digested will take the initial bite damage, then suffocate within the creature in 1-3 rounds; unless already dead.



FOLLOWING THE TRAILS/SET ENCOUNTERS

After this initial encounter occurs and characters spend some time recovering, investigation of the vicinity will reveal a set of footprints--humanoid!--just south of the pen. These appear at what is clearly the beginning of a trail leading south. Characters may then follow, negotiating the swamp trails, as they come upon set encounters. The trails are shown on your large area map (in the next section), while the encounter descriptions now follow.

(Note: should the players be treating the scenario more like a general hex-crawl, they may or may not begin with this trail. In fact, they may have to spend some time wandering about before they come across one. Let things unfold in response to what your players choose to do, unless you wish them to follow a specific objective--as in the Plot.)

A. Lurking about in the tall grasses is a **Hydra**, 5-headed. Having 8 hp per head gives this creature a total of 40 hp. Moving at 120' per turn, with an AC5, it can deliver 5 attacks per combat round with each able to cause 1d6 points of damage. Attacks against the body will affect the creature, with 8 rendering a head lifeless. Attacks against a head for an equal amount will result in the same. The creature is *Neutral* and has no treasure, having only recently arrived in the swamp.

B. A **Troll** has stopped along the trail here to make camp. It has recently caught an escaping giant frog and is in the process of consuming it when characters approach. It has 39 hp derived from its standard 6+3 HD. With AC6 it gets 3 attacks (2 claws and a bite) doing 1d6 damage with each per successful *hit*. It is *Chaotic Evil* in nature, and may attempt to flee or bargain for its life, if things appear to go badly. If it chooses the former it can move 120 feet per turn.

C. Though off the actual trail, the **Will O' Wisp** will sense when someone or thing is passing by and use its ability to blink on and off to attract its potential victim. It can alter its shape, size and intensity (dimness/brightness) for this purpose. With an AC-8 it is very difficult for characters to hit it with weapons; however, any metal weapon that succeeds will render damage unto it. It has 36 hp out of 9HD and can move 180 feet per turn. Having one attack per combat round, it can deliver 2-12 points of electrical shock to its victim. If reduced to 3 or less hp, it will surrender and offer to reveal its hidden treasure if allowed to go free; some sense of telepathy is used to do this. The creature has managed to accumulate a little trove of wealth (Treasure Type A) that is within the shell of a snapping turtle, hidden in the grass.

D. A small isle surrounded by mostly open water is the abode of a **Black Dragon**, Adult (8HD). Capable of moving 90 feet per turn it can also attain flight at a rate of 240 feet. With 40 hp and an AC2 it can withstand a moderate amount of physical damage. When attacking, it will use either its two claws and bite causing 1d6 per the former and 4d6 for the latter, or it will breathe forth a volume of acid capable of doing hp equal to whatever its current hp may be. This attack reaches out sixty feet, being five in width. This particular individual is *Neutral*, and does possess a meager treasure (Type H). It has a 40/50 % chance for speaking/sleeping. If it speaks, there is a 5% chance it can cast 4 first level magic-user spells. (Determine spells per your preference.) It has seen the Cun-tari women at times, but paid little attention to them.

E. Located on this seldom used trail is a **Giant Slug**. It can easily be surprised--characters always win, attacking first, and first in each combat round. With an AC9 it is quite easy to hit, but its rubbery body requires sharp pointed or slashing weapons in order to do it damage; blunt weapons have no affect at all. It is impervious to all mind-based spells/illusions, including Sleep, Hold, Charm, and fire-attacks do 1/2 damage maximum. With 48 hp out of 12 HD this creature is even more dangerous than it appears. Able to spit forth a paralyzing mucous spray up to 30 feet, over a 180 degree area in front of it, all those within this zone must make a Save vs. Breath or become rigid with paralysis for 2 to 8 combat rounds. The creature will feed on any/all victims unless something is attacking it. Its corrosive bite will cause 3-18 hp of damage per found until the victim is reduced to a gelatinous state, and is then sucked up into the creature's stomach by a straw like tongue.

F. A secret trail (not shown on your large area map) leads to this location, and the **Cun-tari** camp. There are three possibilities in play as the characters near the clearing: (1) all of the Cun-tari are gone, feeling they have fulfilled their quest, and are now on their return journey home; (2) the bulk of them are out in the swamp somewhere; or (3) they are all present. You must decide which is the case, and then conduct the encounter accordingly.

The average Cun-tari warrior-woman' is as previously noted, very similar in size, strength, agility and appearance to a native South American tribeswoman in the rain forest of Brazil. They refer to each other as *Sister* (those of equal status/generation), but those of younger or elder status are referred to as *Daughter*, or *Aunt*. **Mother** is a title reserved for the eldest village woman.

In total there are (possibly) 21 Cun-tari at the camp. These are divided into the following categories: 11x **Fighter 1**; 4x **Fighter 2**; 3X **Fighter 3**; 2x **Fighter 4**; and 1x **Fighter 5**. Since none wear any armor(in fact, they wear no clothing either!), they are treated as AC8 for having a shield. But because they each have extremely high dexterities, they are able to reduce their opponents' ability to land a blow on them as per Greyhawk changes (p.8) But in this case, the figures are *doubled*! You should determine each one's dexterity on the following table; when you do the adjusted AC shown will be applied to them in combat situations.

Roll d100	Dexterity	Adj. AC
01-50	15	6
51-75	16	4
76-90	17	2
91-100	18	0

Hit points are not to be randomly determined. Use the following table to establish per tribeswoman her hp.

LVL	HP	SPEC. ABILITIES*	Victim's Save
F1	4	War-dance--- <i>Charm</i>	+2
F2	8	War-dance--- <i>Charm</i>	+1
F3	12	War-dance--- <i>Charm</i>	---
F4	16	War-dance--- <i>Charm</i>	-1
F5	20	War-dance--- <i>Charm</i> or --- <i>Confusion</i>	-2 ---

* This ability is a sequence of moves used by the tribeswoman before striking at an enemy. It is frantic, highly evocative and very sensual. Males failing to resist the display suffer as if under the affect of a *Charm* or *Confusion* spell for 1-3 combat rounds.

The Cun-tari use this technique to avoid combat more than as part of it. If they succeed in mesmerizing their opponents, the result usually ends with the women binding their victims, followed by questioning, confiscation of weapons and abandonment. (It has no affect on other females.)

In combat they use a short hafted spear that can deliver 1d8 of damage, but they are also skilled with the blowgun. This device is 3 to 5 feet in length, and used to propel feathered darts up to a distance of 30 feet. The darts themselves cause minimal damage (1 hp) but each is coated with a substance that has a paralyzing affect upon its victim. Those that fail to make a Save vs. Paralysis, will find themselves unable to move 1 to 2 rounds after being struck, and will remain so for 2 to 12 rounds more. Those that succeed in their Save are not out of the woods, for they still suffer from the toxin in their system. In this case, it acts as a Slow spell upon them, causing them to attack only every other round, move at half-speed, and suffer -2 to their AC rating. The affect will last for 2 to 8 combat rounds.

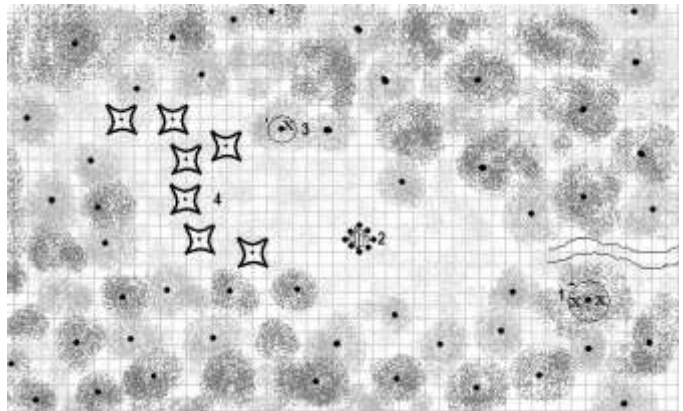
The Cun-tari camp (see following map) is off the main trail and finding it will require a Detect Secret Doors check to discover. If a War-band has been encountered elsewhere in the swamp (See random encounters table on previous pages) there will be less of the women here. A War-band will consist of 1 **Fighter 3** and 1 **Fighter 2** in charge of 3 **Fighter 1** types. If such a band is away from the camp, then those remaining will be on high alert.

THE CAMP

1. 20 feet off the ground a guard platform is built among the branches of this tree. It is heavily concealed by leaves, making it difficult to spot from even beneath it. A knotted rope allows 2 **Fighter 1** types to act as guards here. They are each armed with both spear and blowgun. They will spot anyone approaching at a distance of 40 feet on a 1-2 chance on a d6. If the characters appear at night using torches/lanterns, the chance is 1-4. They will use their blowguns immediately upon spotting intruders, as one slides down the rope to run and warn the others. The one remaining will continue to fire darts (a maximum of 9) to slow down the invaders.

2. Is a fire ring. It will not be ablaze at night; only glowing embers can be spotted at a distance of 60 feet. During the day it will be functioning, cooking food and warming the women. The smoke will create a haze within the entire camp, partially obscuring it and them.

3. Is a guard platform like the previous one. This one holds only one **Fighter 1** at a time. She is armed and will respond as those previously described; she will remain aloft however until all her darts are spent.



4. Tents. At meal times (dawn, midday, dusk) the women will be around the fire ring; after which the *junior* Sisters will be going about the camp doing chores. The leaders (F5, F4) will retire to their tent (the furthest one west of the fire ring).

The Cun-tari have no notable treasure of interest to the player-characters. They are here on a *Vision Quest*--to free the frogs whom they believe to be their ancestors. To aid them in this quest their tribe witchdoctor prepared elixirs for them to use. When consumed, these enabled the women to control animals in order to make their task less burdensome. They have used all of these up and, as a result, the alligators have begun to attack the Cragmore (and swamp) residents again.

If the characters can discover why the tribeswomen have been releasing the frogs it is possible some kind of agreement can be reached between them and the Cragmore folk. This will require role playing and should reward the characters (in XP) as much as slaying monsters.

The solution is to find an equitable substitute for the frog's legs so desired by the people of the empire. As it so happens, there is one! The Cun-tari diet includes an exotic species of giant slug. When properly prepared, its meat is sweet and loaded with calories. They have some in their rations and will allow the characters to sample the delicacy. The women have not caught any in the swamp, but know that some exist, for they have seen the slimy trails left by such creatures.

This solution is also a springboard for other adventures you can design. It is also the end game for this scenario. Getting the Cragmore folk and Cun-tari to reach this peaceful agreement will require the former to release all remaining frogs within their possession, and a promise never to hunt and kill frogs again. Upon doing so, the tribeswomen will teach the Cragmore men how to hunt and farm, and the women how to prepare, the slug dishes.

G. FROG RETREAT

All the frogs that have been released by the Cun-tari are on this island. You should determine the numbers and sizes of this group. If approached by anyone other than Cun-tari women they will flee into the deeper waters and escape. If an agreement is reached with the residents of Cragmore and the tribeswomen, the frogs will return to the swamp.

The preceding paragraphs describe an end game that is centered around extensive role playing. If the players aren't the types motivated by this kind of gaming, you should modify any and/or all of the material you need to accommodate whatever style they prefer.

It's possible for you to place other published scenarios in the swamp. Judges Guild's **Caverns of Thracia** and TSR's **Tomb of the Lizard King**, would be great additions to this product. Maybe you have your own ideas for a submerged- swamp scenario that would fit right in. Perhaps some parts of the swamp have inspired other ideas you'd like to implement. I encourage you to do so. Feel free to expand upon anything you see within this scenario, and make it part of your world.

This concludes the adventure **SWAMP WOMEN**.

APPENDICES I, MONSTER LIBRARY

The monsters used in this scenario do not all originate in just Holmes basic rules, or Greyhawk supplement. Some came after the publication of both items, either through Strategic Review, Blackmore(Supplement II), Eldritch Wizardry(Supplement III), Dragon magazine, individually published modules, or re-boots of the game system in the AD&D hard books, or Mentzer basic rules.

Monsters can come from many sources and are not, generally system specific. They can be modified. It is for the purpose of providing variety to the players that those included have been chosen.

<u>Type:</u>	<u>Found in :</u>
Alligators (all)	This product
Basilisk	Holmes, p.22
Ticks, Giant	Holmes, p.27
Carrion Crawler	Holmes, p.23
Giant Centipedes	Holmes, p.27
Giant Leeches	Blackmoor, p.14/16
Giant Crabs	Blackmoor, p.14/16
Insect Swarm	Moldvay, p.B37
Giant Crayfish	AD&D MM, p.15
Snake, Water Moccasin	This product*
Brown Pudding	AD&D MM2, p.102
Electric Eels(Giant)	Blackmoor, p.14/19
Catoblepas	AD&D MM, p.13
Giant Snapping Turtle	AD&D MM, p.97
Harpies	Greyhawk, p.33/35
Shambling Mound	AD&D MM, p.87
Giant Dragonfly	AD&D MM2, p.59
Giant Crane	AD&D MM2, p.26
Giant Catfish	Cook-Marsh, p.X3
Will O Wisp	Greyhawk, p.33/35
Hydra	Holmes, p.29
Troll	Holmes, p.33
Black Dragon	Holmes, p.24
Giant Slug	Greyhawk, p.33/40

Snake, Water Moccasin

Move: 30 feet/ turn	Attacks: 1
Hit Dice: 2	Damage: 1-4 +
Armor Class: 9	1-8 poison

This creature can grow up to lengths of 6 feet and is found primarily in swamp like locations. It is difficult to detect when in water and will always get to strike first. Any one bitten by the creature must make a Save throw vs. Poison, or will suffer from an additional amount of damage that might result in death. Those that fail but do not die are still lethargic from the toxin for 1 hour, and will move at 3/4ths normal move and fight at -1 to hit.

APPENDICES II, GREYHAWK MATERIAL

The original rules of D&D were developed beginning in 1974. Supplements began appearing in 1975 to clarify some of the original material. Greyhawk was the first of this series (which continued with Blackmoor II, Eldritch Wizardry III, and Heroes & Demi-Gods IV).

Holmes utilized some of the earlier supplemental material, but did not include all of it. This adventure (**Swamp Women**) has been designed using more than that appearing in Holmes. For that reason the following is included.

Races: Human, dwarf, elf, half-elf, hobbit.

Classes: Fighting Man*, Magic-user, Cleric, Thief.

*The Greyhawk Paladin and Strategic Review Ranger are to be allowed to those that qualify. This includes dwarves and hobbits but not elves or half-elves, who are multi-classed from start.

Hit Die: d8(FM/P/R)**, d4(MU, T), d6 (C)

**Elves and hobbits use a d6 in the fighter capacity.

RACES & CLASSES

DWARVES

These may be Fighters, Paladins(if they qualify), or Thieves if they so choose. They may select to be a FTR-thief, and will function as a multi-class character in this regard.

ELVES & HALF-ELVES

These races are treated as Fighter-Magic users, capable of using the skills of both classes simultaneously. If an elf wishes to also be a thief, it must thus function as a triple class F/MU/T. The half-elf may be a F/MU, or a thief; those with a 13 or higher wisdom may choose to be a cleric, but must function as a triple class type--F/MU/C in this regard.

HOBBITS

Can choose to be Fighters, Paladins(if they qualify), or Thieves.

HUMANS

Can be any class-type; but always act as single-class.

ABILITIES

Strength aids the fighting man(paladin and ranger) in his ability to both score a hit upon an opponent and do damage unto it. While this is reserved for the fighter types, it does not allow other classes this benefit. However, low strength scores do apply to all other classes when in combat. (Tables to follow.)

Classes, Races allowed

Race:	C	FM*	MU	T	F/MU	F/MU/T	F/T
Dwarf	No	8*	No	Y	No	No	Yes
Elf	No	8*	9*	N	Yes	Yes	No
Half-elf	4*	8*	8*	Y	Yes	No	No
Hobbit	No	4	No	Y	No	No	No
Human	Yes	Yes	Yes	Yes	No	No	No

Dwarves with 18 strength may attain FM8; those with 17, FM7; those with less, FM6.
 Elves with 18 strength may attain FM9; those with 17, FM8; those with less, FM7. Elves with 18 intelligence may reach MU9; those with 17, MU8; those with less, MU6.
 Half-elves with 13+ wisdom may achieve C4. Those with 18 strength can achieve FM8; those with 17, FM7; those with less, FM6.
 * Fighters that begin as Lawful Good that possess a 17 Charisma may elect to become Paladins! This is all described in the Greyhawk Supplement, 1. Dwarves and Hobbits fulfilling the criteria of this "subclass" are limited in levels according to their FM cap.

Ability Changes per Greyhawk Supplement

Strength adjustments			Constitution: HP adj.	
Score	Hit Probability	Damage	Score	HP adj. bonus
3-4	-2	-1	3-6	-1
5-6	-1	norm.		
7-9	norm.	norm.	16	+1
10-12	norm.	norm.	17	+2
13-15	+1	norm.	18	+3
16	+1	+1		
17	+2	+2		
18	+2	+3		

In addendum(STR)

Fighters(only; excluding paladins and rangers)with a score of 18 strength are entitled to see if they possess extraordinary-strength by rolling % dice (d100), consulting the table below to determine the extent of their expanded ability.

EXTRA-ORDINARY STRENGTH (FIGHTERS!)

d100	Hit Probability	Damage	Open Door*
51-75	+3	+3	1-6
76-90	+3	+4	1-6(1)
91-99	+3	+5	1-6(2)
100	+4	+6	1-6(3)

* The number in parentheses shows the chance that a fighter has of opening a wizard locked or magically held portal.

DEXTERITY

High dexterity allows the fighter, paladin or ranger, to dodge or parry an opponent's attacks. For each point above 14 they are able to reduce their opponents attack by 1(5%). Thus, if an ogre needed a 14 or better to hit the character, a dexterity score of 15 would require the ogre to roll a 15 or better; a dexterity of 16 would require a 16 or better; a dexterity of 17 a 17 or better; and a dexterity score of 18 would require the ogre to roll an 18 or better.

CONSTITUTION

The benefits and/or penalties of this ability pertain not only to the Hit Die of the character, but to his or her ability to survive the most severe of circumstances: form-changing, and death! As such, the following is provided to assist you in this regard.

Score	Bonus/Penalty	Resurrect	Survive Spells*
3-6	-1 to each HD	30%	35%
7-10	none	50%	55%
11-12	none	75%	80%
13-14	none	85%	90%
15	+1 to each HD	90%	95%
16	+1 to each HD	95%	98%
17	+2 to each HD	98%	99%
18	+3 to each HD	99%	100%

Note: regardless of penalty, a character will always generate at least 1 hp per level gained.

* This pertains to a character surviving being Polymorphed into another creature, or being turned to stone(and back), etc.

THE STRATEGIC REVIEW & THE RANGER

For purposes of this adventure the Ranger subclass is offered in a greatly simplified version. If you have--or have access to--the original Strategic Review in which this character appeared, you may use it as described. The subclass reappeared in Best of the Dragon, Vol. 1, mostly unchanged from SR. You may use this version as well.

The ranger must be Lawful Good, with INT and WIS scores of at least 12, and a CON of at least 15. Strength is their PR, which can be no lower than 7.

They may only own that which they can carry with them or their mount; discarding or donating all excess. Only 2 rangers may operate within the same adventure unit at a time. Can only be surprised on a roll of 1. Receive a +1 bonus to damage per each level against monsters of the *Giant Class* (Kobolds-Giants). Have a 90% chance to follow a trail outdoors, with a 10% deduction for each day its signs are old. Thus they have the ability to track the path of most monsters when outdoors. In dungeons this ability is reduced(see table to follow.)

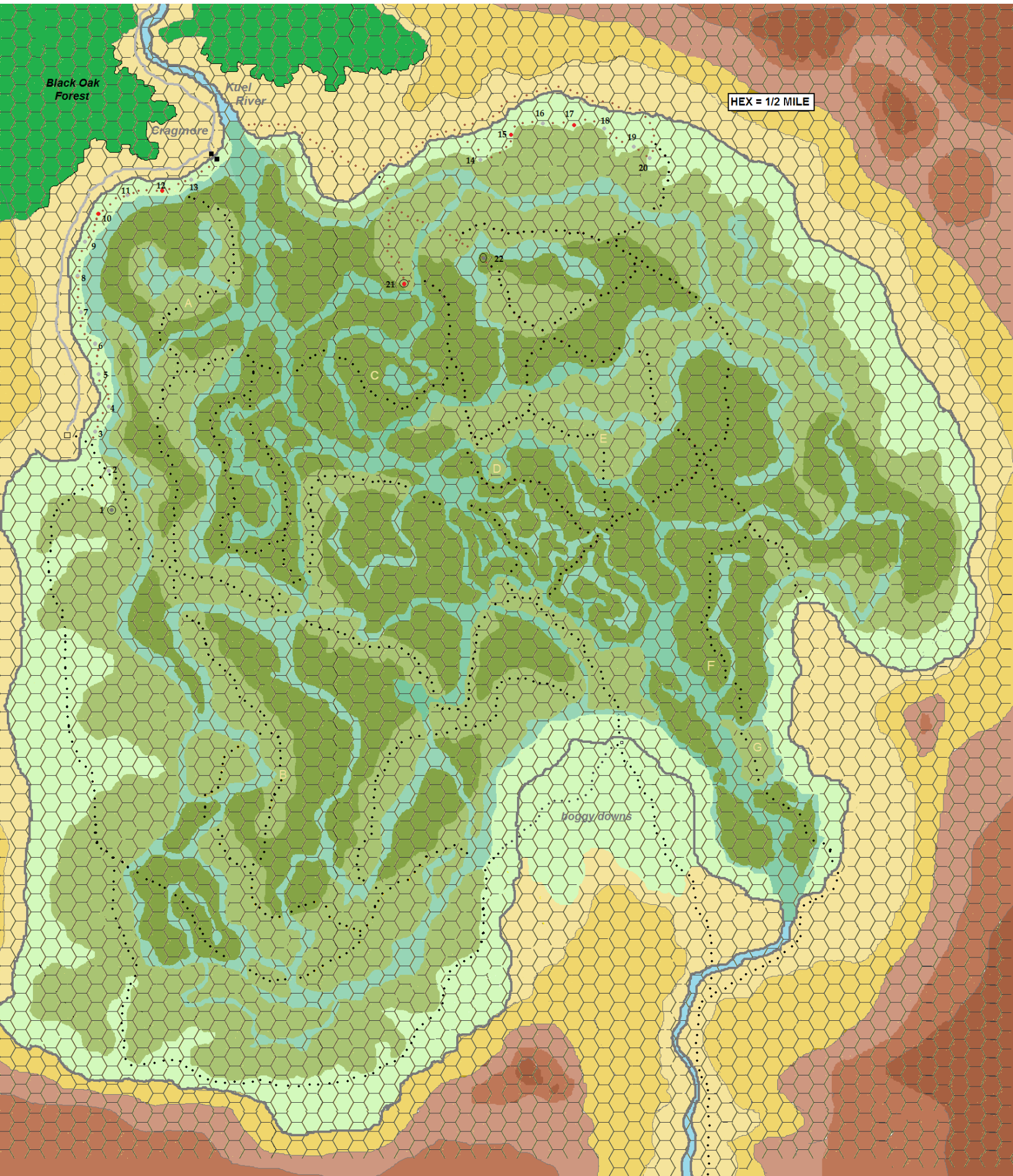
Rangers gain limited spell-use at L8 and beyond. Gain followers. Are able to use magic items that heal or cure disease, including scrolls.

Advancement Table

LVL.	TITLE	HIT DICE	EXP. POINTS
1	Runner	2	0
2	Strider	3	2500
3	Scout	4	5000
4	Guide	5	12000
5	Pathfinder	6	25000
6	Warder	7	50000

Dungeon Tracking Table

Modifier	Modified Chance to track
In a normal passage:	Base chance 65%
Through a normal door	-10%
Through a trap door	-15%
Up/down a chimney	-25%
Through a secret door	-35%



Black Oak Forest

Kuel River

Eragmore

HEX = 1/2 MILE

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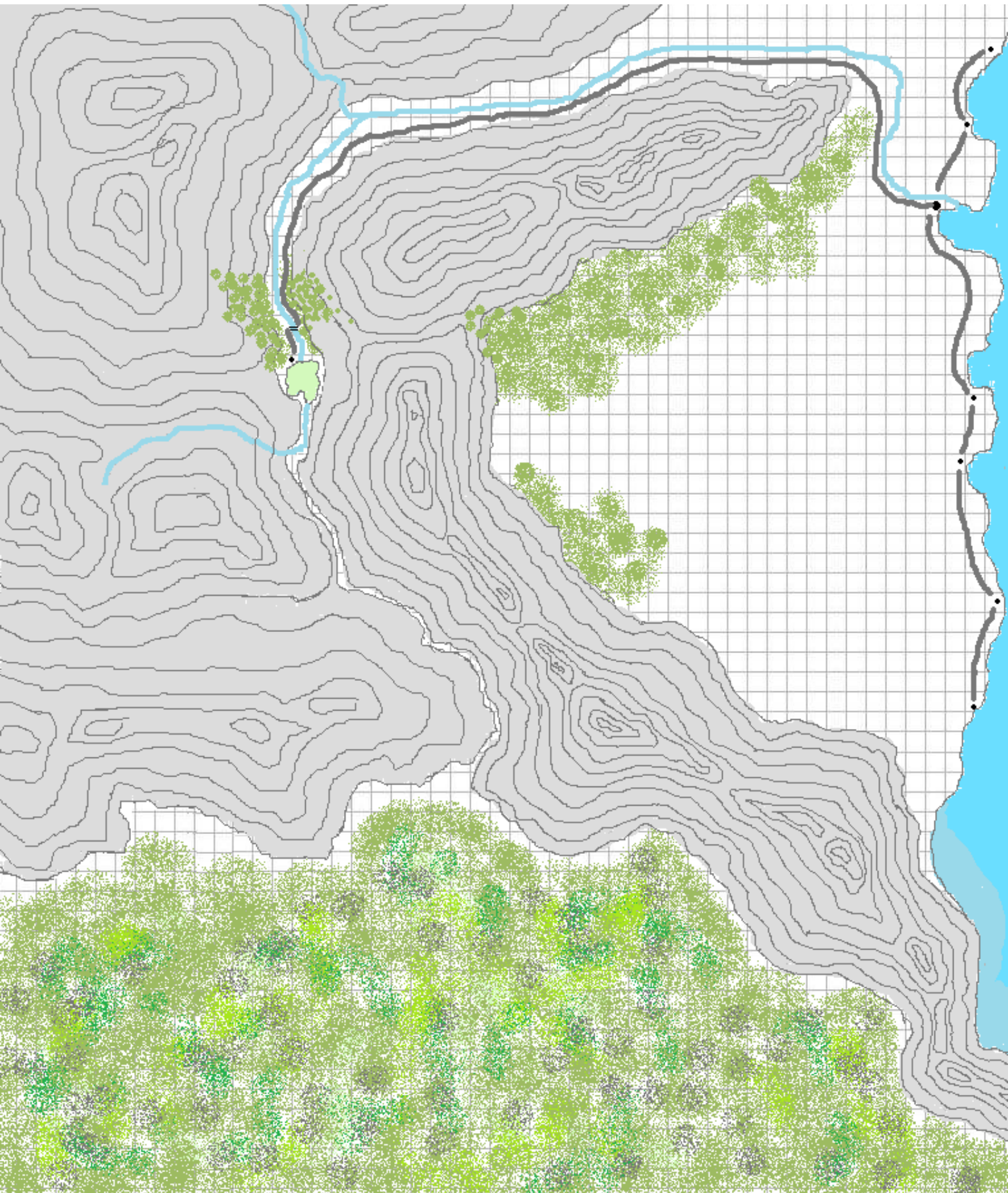
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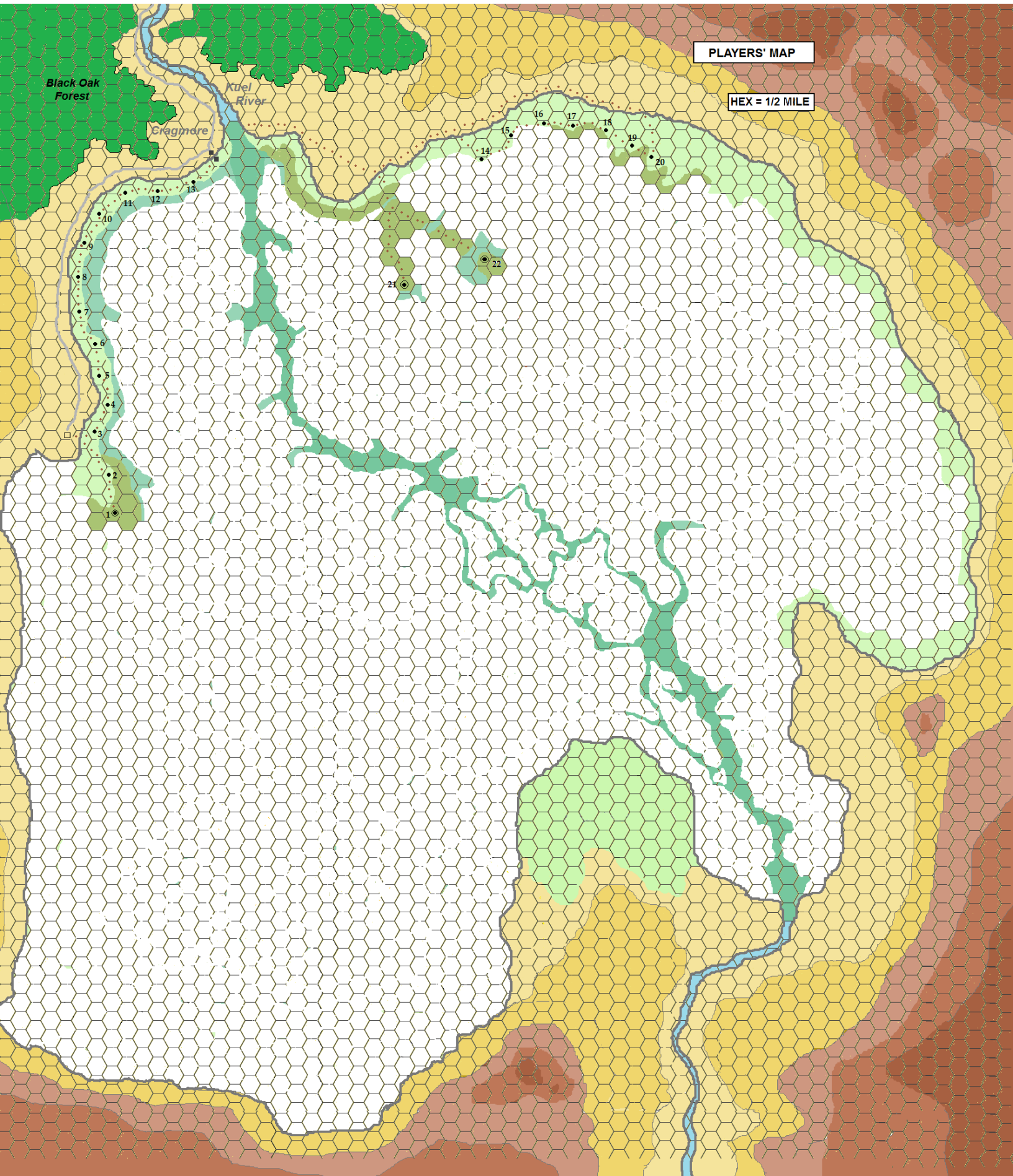
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PLAYERS' MAP

HEX = 1/2 MILE

Black Oak Forest

Kuel River

Eragmore

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