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For Characters Levels 9-12

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ADVANCED DUNGEON MODULE



SECRET OF THE SWAMP GIANT STEWARD

by RC Pinnell

Cover and interior art by Joseph J. Calkins

Maps by T. Volz

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FOREWORD

This is a wilderness adventure. Though it is designed for mid to upper level characters it is unforgiving to those players that behave rashly, or assume too much. While some groups may think they are too powerful for such a simple scenario the possibility of losing half the party is not only likely, it is eminent, should the group underestimate its dangers. And while many might think it is full of contrivances placed simply to diminish the full powers and abilities of such groups, and characters, it is worth noting that from time to time groups need reminding that the *natural* world is just as dangerous as a fantastic one.

ACKNOWLEDGEMENT

As the last adventure in a tribute to Gary Gygax's *Giant Series*, it is hoped that those that read and play it will find some sense of enjoyment from it.

NOTES TO THE DM

This scenario is written for 1st Edition rules. If you intend to allow characters created using any other edition you will need to make adjustments to the material within. The recommended size of the party planning to undertake this adventure should be from 4 to 9, with class levels being from 8th to 12th. It is not likely a group of 4, even being of levels 10+, will be able to survive, unless they are played by very experienced and skilled players. The optimum group in the author's opinion is from 6 to 8 players, with most of their characters falling in the range of 9th to 10th

level each. It is also beneficial if each possesses 1-3 items designed to deal with giant types.

The physical make-up of the group should include at least 1 cleric of at least 9th level, several fighter types--including dwarfs and rangers, who do well against giants and their kin--and 1 to 2 magic users. The addition of a druid or bard may be of great assistance, but a thief or monk is not recommended, nor are assassins and/or UA classes or combos.

BACKGROUND

A large colony of giant folk is reported to be dwelling in the fetid fen called, Smigmal. While this has never been verified, parties of the giant men have been seen leaving the sweltering swamp, going west to the great mountains. What they did upon arriving there is unknown, but rumor has it that some cousins of theirs dwell within the thick mountain forests high atop the peaks.

News of late is unnerving as reports of merchant trains headed for the mountain pass never seem to make it over the range. Even worse, some never get around the great swamp that lies between the coastal communities and the villages and hamlets beyond the mountains. Reported attacks by giant wild boar are increasing. With merchants losing too much of their goods and the possibility that prolonged delays may ruin the local economies, the lords and barons have assembled a stout and heavily armed group to deliver these swamp giants a harsh message. With a map given to them, drawn from the accounts of others that

have tried to breach the swampy locale and failed, the party easily follows the merchant road until it approaches the fiendish fen.

GETTING STARTED

Travel through the swamp will be the first hurdle you must deal with. Parties of these levels might easily have spells, items and even winged mounts allowing them to simply fly over the terrain. While this should not be blatantly banned if attempted, you should be very enigmatic when explaining why the former (spells and items) apparently seem to fail when tried. You can use the reasoning for the latter mode's difficulties--winged mounts--which causes both mount and rider to actually become blind within 6 turns of moving or hovering in the air above the swamp; there is something in the swamp's waters that, when condensed and turned into the foggy vapor that blankets the region, also dampens magic. (*This requires the spell-caster to make a successful check vs. **Dispel Magic** as if cast against L11 magic.*) While this water vapor does not prevent sunlight from reaching the surface of the swamp it does have a damaging effect on magic items, scrolls and spell books exposed to it, either through direct contact with the water or through the air, as in the case of scrolls and books; the drier one keeps his magic items, the better. (*This will be explained after this section.*)

NATURAL MOVEMENT

Travel on foot or mount is the most effective way to explore the swamp. While boats can be utilized, it is not possible to include horses, mules and pack animals in such craft, as the devices would either hit bottom in the shallow sections, or *swamp* in the deeper ones due to the weight of the animals. Again, clever players will likely come up with ways to make things more complex (such as *shrinking* the animals) so you will have to judge the probability of success based on your own reasoning. If standard movement is decided and implemented by the group, then use the following tables to determine the speed by which they can move and the rates per day they will achieve.

MOVEMENT THROUGH THE SWAMP

Depth of the Water:*	Normal Move on Foot		
	6"	9"	12"
Shallow	1+2/3	2	3+2/3
Medium	1+1/3	2+1/3	3+1/3
Deep	1	2	3
Very Deep	*b	*b	*b

Depth of the Water:*	Normal Move on Mount			
	12"	15"	18"	24"
Shallow	3+2/3	4+2/3	5+2/3	6+2/3
Medium	3+1/3	4+1/3	5+1/3	6+1/3
Deep	3	4	5	6
Very Deep	*b	*b	*b	*b

The number stated indicates the number of hexes the character can move during the course of a day.

*Characters shorter than water depth must either be carried, swim, or boat in order to move.

*b This depth applies to all characters and mounts.

Note: characters on horseback or atop a pack animal or another character's shoulders will add roughly 1/2 the character's height to the top of the porter's back. This may put the character well above the water. To compute the combined height of the two, use the following table for mounts.

Animal's Height:	At Withers	Head held in up position*c
12h	4'	5'-6'
13h	4'4"	- " -
14h	4'8"	- " -
15h	5'	6'-7'
16h	5'4"	- " -
17h	5'8"	- " -
18h	6'	7'-8'

*c Horses cannot keep their heads held up at this height for extended periods of time. After 1 complete Turn a check must be made and a roll of 1-2 on a d6 indicates the animal fails to keep it maintained.

BOATING MOVEMENT

Using boats of any type (even flat-bottomed) is not possible in the Shallow waters as the growth of plants and small trees is too thick in these areas. Further out into the swamp where the water becomes deep to very deep, the plant life around the boundaries gives way to a more open, lake like condition. Even so there

is too little wind to employ a sail effectively, and the party will have to use oars or poles to drive the vessels forward. Using either the most that they can cover in a day is 4 hexes in deep and very deep water; cross currents, whirlpools, colonies of thick moss beneath the surface and other conditions prevent moving any swifter.

ON COURSE & BECOMING LOST

The strange map provided to the party clearly shows a main path or trail leading through the swamp, and entering some hexes, but not passing through them; thus they seem designated for some reason. You, as the DM, know that they are to be encounter areas when the party reaches them. They will likely assume the same if they are clever players. Let them. For they will also note in several instances signs that indicate other types of trails; in some cases these even allow the party to bypass certain hexes. As this is a very difficult adventure, allowing the players to react to what translates as their characters' "gut feelings" should be encouraged. In some instances they will try to avoid the notable hexes if possible, but following the partial trails provided might not, always, be the wisest choice. As long as they are following (on) the map they will not get lost. Once they move off of it (into the white/blank hexes) they will have to fill in the map themselves. If a ranger or druid is in the group the chance of the party getting lost is as follows.

Ranger/Druid Level	Chance of Becoming lost	Direction they will Head off in
7-9	3:10	NW/NE or SW/SE
10-11	2:10	"
12	1:10	"

You will have to refer to the DMG Outdoor Adventures pages 47 & 49 if you wish to allow the party to become terribly lost for extended periods of time.

With levels this high having drinkable water on hand should not be a problem, unless the spell casters' attempts to create or purify water fail. There are, oddly, 3 natural springs on the western side of the swamp (see map, blue symbols) that can be utilized if found. Rangers and druids can detect these when within 1 mile on a roll of 1-2 on a d6 if just passing through the area, and on a 1-4 if actively looking, as tiny currents of the fresh liquid trickle through the terrain.

WANDERING MONSTER ENCOUNTERS

As suggested in the DMG, a check should be made at Dawn, Noon, Evening, Night, Midnight and Pre-dawn of each day the party is in the swamp; the hexes designated as having a "Set" encounter do not apply until the party has defeated the normal monster located within it. Each day thereafter, the hex is subject to the wandering check routine. A roll of 1 on a d10 indicates that some type of an encounter has occurred and you should consult the following table to determine what that might be.

Roll 2 d12	Creature Type Encountered
2	Basilisk, 1-4
3-4	Centipede, gargantuan* 1-8
5	Crab, humongous 1-6
6-7	Alligator** 3-24
8	Eel, giant swamp 1-12
9-10	Frog, giant poisonous 1-8
11	Harpies, 1-8
12-16	Boar, wild 1-6
17	Leech, giant 5-20
18	Giant, Swamp 1-3 (see "New Monsters")
19	Mantis, giant 1
20	Pudding, dun 1-4
21	Garkus, 3-12 (see "New Monsters")
22	Slime creature 1-20
23	Wasp, giant 1-20
24	Will-O- (The)-Wisp 1-3

*These specimens are 6' long, having 3HD and doing 1-10 points of damage per attack. Otherwise, they share the same characteristics of their smaller kin.

**Similar to crocodiles, except for having a SA. If a roll of 20 is made it has locked its jaws upon its victim and will then begin a *death roll*! This can be either on land or in the water. If the former, there is a 10% cumulative chance per round that the creature will tear off an appendage if such is in its grasp, or puncture a vital organ, delivering an additional 4-40 points of damage in both cases. If in the water, the cumulative chance is in regards to the victim drowning during the ordeal. An alligator will *death roll* for 2-12 rounds before exhausting itself. A victim caught in one cannot break free short of rolling their Bend Bars/Lift Gates to pull free of the animal's grasp.

None of these type encounters will include treasure.

MAGIC SPELLS & ITEMS USED IN THE SWAMP

As mentioned previously cleric and magic-user spells (illusionist spells too) and magic items suffer from a dampening effect caused by the moisture of the swamp. At higher levels (30' or more above the ground or swamp surface) the air actually causes permanent blindness to occur within 1-6 Turns. Even at ground and water level the air destroys the magic writing on scrolls within 1 hour per level of spell; there is no Save against this. If a scroll becomes wet a Save vs. Poison check must be made or it is instantly destroyed. Books are affected as well.

Magic-users and illusionists will begin to notice a slow change in their books after they first arrive in the swamp. Each day they remain in the swamp spells within their tomes will begin to fade. Higher level spells are more resistant and will remain longer. The following table shows the % chance of a given spell fading with each passing day.

Level of Spell	Chance per day the spell will fade							
	1	2	3	4	5	6	7	8+
1	10%	20%	30%	40%	50%	60%	70%	*
2	9%	18%	27%	36%	45%	56%	63%	*
3	8%	16%	24%	32%	40%	48%	56%	*
4	7%	14%	21%	28%	35%	42%	49%	*
5	6%	12%	18%	24%	30%	36%	42%	*
6	5%	10%	15%	20%	25%	30%	35%	*
7	4%	8%	12%	16%	20%	24%	28%	*
8	3%	6%	9%	12%	15%	18%	21%	*
9	2%	4%	6%	8%	10%	12%	14%	*

Each day after the 7th has passed the per cent chance of fading will increase by 1. In no case will it ever be 100%!

The spell casters may study each day to regain their spells, but they will soon realize the eminent disaster they are facing as each spell fades away. This section is the most difficult to employ as it requires you to maintain a constant awareness of the spell casters' books; and then express to them that a mystical, daily assault is destroying their spell books without them protesting, rioting, and wishing to leave the adventure. It is recommended that you determine well in advance of beginning the module each spell that is doomed to fade-away--and on which day--of the magic-user and/or illusionists' books; the time spent doing so may

well be appreciated later. However, if this appears too tedious and distasteful to you, then simply ignore this element of the module and go on. As if that isn't enough, in order to cast a spell all spell casters must roll vs. Dispel Magic using the following table. Druids, however, fare slightly better in this regard than the others.

Spell Caster's Level	%Chance to Succeed		
	Cleric	Druid	Magic-user/ Illusionist
7	42%	49%	42%
8	44%	57%	44%
9	46%	66%	46%
10	48%	76%	48%
11	50%	87%	50%
12	55%	99%	55%

MAGIC ITEMS & DEVICES

The dampening effect on magic spells and scrolls does not end there. As the party explores the swamp and passes throughout it constant exposure to the water itself is a problem for armor, clothing and equipment, magical or otherwise. A complete list of every possible magic item and how it is affected is beyond the scope of this text. While you will have to determine how much every individual piece is subjected to and reacts, the following table lists many specific items and how they are affected; and can be used for general comparison to others of similarity. While most items are made of materials that will be resistant to the water and repel most of it, some things are very absorbent and will suffer worse because they are so.

TABLE 1 ARMOR

Type Worn:	Daily retention check of magic ability		
	Soaked-fully	Semi-soaked	Thin-coating
None*	20%	30%	40%
Padded	25%	35%	45%
Leather	30%	40%	50%
S. Leather	35%	45%	55%
Ring mail	40%	50%	60%
Scale mail	45%	55%	65%
Chain mail	50%	50%	70%
Splinted	55%	65%	75%
Banded	60%	70%	80%
Plate mail	70%	80%	86%
Shield, M.	75%	85%	89%
Shield, W.	65%	75%	83%

After 1 day in the swamp, a check should be made at the beginning of each day thereafter to see if the item listed has retained its magical ability. The "condition" might change through the course of the day, so you will have to reach a decision as to what state the item is in at any given time.

* Includes clothes, cloaks, boots, hats, gloves, bags.

Listed items that "fail" their % "save" do not, necessarily, lose all their magical ability. For example, if a +3 cloak is fully soaked and fails its save then, yes, it loses its full +3 ability until it dries, passing to the next lesser stage of semi-soaked, at which point it would be a +2 until it dries even further to being barely coated, at which point it would be at +1 until fully dried. This mechanic works easily for items with + factors. For others, it is an either/or situation. Magic boots would be a good example, and gloves, that bestow specific abilities but not in + factors (boots of speed, gloves of climbing, etc.) Certain items, such as rings, helms, etc., will never be "soaked" at all, but merely thinly coated. And while metal armors might seem to fall into such a category, the fact that undergarments might be in such soaked condition are as important as the item itself, as underwear being thoroughly soaked will affect the armor worn over them.

As with the issue of spell-books, implementing this feature may prove tedious and not to your liking. It is bound to be even more offensive to players when things such as powders, like **dust of appearance or disappearance** are simply dissolved/destroyed upon being used. If you choose to utilize this feature you will have to go through the lists of all the players' items and see which can be affected by the mechanic, and to what extent. You can, of course, simplify it by reducing the effect to only armor, only weapons, only rings or any combination you prefer. And you can, of course, just ignore this feature and go on.

VISION & RANGE OF VISIBILITY

Standard range of sight during encounters is given as 500 yards in the *Wilderness Survival Guide* under optimum conditions. In the swamp the various factors involved reduce this base range to 150 (450') at best. In twilight conditions this becomes 100 yards(300'); in the light of a full moon this range remains the same, though shapes will be shadowy at best. In the light of a half moon the limit decreases to 25 yards (75') and in total darkness is subject to the light source used. But natural growth within the swamp will further inhibit

line of sight. The large DM's map indicates various terrain types: Open Ground, Shallow, Medium, Deep and Very Deep Swamp. Natural ground cover, trees and thick brush will range from 3' to 30' in Open Ground, while tall swamp reeds and trees will rise out of the mucky waters to similar heights. In many places the tree canopy will be so solid as to block out sunlight, while in others, the trees will be sparse and far apart, allowing the sun's rays to reach the surface. All possible factors cannot be accounted for in determining how well the characters will be able to see at any given time. But, to assist you the following table is suggested. **Note: if you have a preferred method of handling this element of play, then simply ignore this section and go on.**

TABLE FOR SIGHT RANGE OF IMMEDIATE VICINITY

Roll d6	Open Ground	Shallow Swamp	Medium Swamp	Deep Swamp	Very-Deep Swamp
1	120'	30'	40'	50'	60'
2	110'	25'	35'	45'	55'
3	100'	20'	30'	40'	50'
4	90'	15'	25'	35'	45'
5	80'	10'	20'	30'	40'
6	70'	5'	15'	25'	35'

The figures indicated reflect the thick and growing foliage the party is currently within, and the radius of their unobstructed line of sight. Obviously, such areas do not just suddenly *pop-up* and surround the characters but must be entered. At the beginning of each Move turn, assume the party is within an area of optimum sight range, midway in its diameter. If a wandering encounter is indicated, then refer to the table above to see what kind of vicinity the group is about to enter as the encounter occurs. First roll a d10, with a result of 1 indicating it is **not** occurring under Optimum conditions. At which point, use the table above to fine-tune the immediate locale of the event. Remember, there is always the possibility of overhanging trees and very high reeds to block the party's line of sight.

FIGHTING IN THE SWAMP

Characters knee-deep in the water suffer a -1 to hit & damage rolls, and lose their DEX bonus to AC. In waist-deep water the penalty is -2. If the water is chest deep the penalty is -3, and a +1 penalty to AC applies, and shield use is not possible. If they are sitting atop a mount, or standing within a boat, they (again) lose their DEX bonus to AC and are -1 to hit & damage; they can, however, retain the use of their shields, but doing so under such conditions is awkward, and may result in the character becoming dismounted or falling overboard. Thus, the character **must** roll his DEX or less to maintain his position **and** use his shield.

KEY FOR SET ENCOUNTERS

When each designated hex is approached or entered by the party you should determine quickly whether they or the monsters mentioned are alerted to the possible danger about to unfold. Once this is done, simply run the encounter provided.

1. THE OPEN GROUND Journey to this hex has been on solid but obstructed ground. Thick, dense foliage and plants as high as 4' to 7' forces the party to ride single file for over 9 miles. Finally they will reach a broadening of the trail, and the area before them opens up; though filled with tall grass as high as a tall horse's belly (3'-4'). In the midst of this area appears to be 8 lizard-like creatures, spread out in a circle about 90' across, separated by multiple yards between each. Though they are long (about 7') they stand low to the ground and are fairly concealed by the tall grass. They are **BASILISK** (HP 49, 47, 45, 43, 41, 39, 37, 35) AC4 M6" HD6+1 D1-10 SA gaze turns to stone AL neutral S s-m MM/p8. As soon as the party enters the area allow each character an "awareness" check by rolling his WIS or less on a d20. If he succeeds, he will have noticed an unusual amount of stones under the horses' feet and scattered along the trail; some appearing to be pieces of statue—a hand, a head, an arm or leg. These are the remains of victims of past attempts to explore the swamp and fell prey to the creatures. When the time permits it, the characters could easily gather up the remains of at least 3 bodies; taking roughly 6-12 turns to accomplish. Upon the finger of one will appear to be a

ring, also of stone. If the finger is somehow removed the ring will return to its "normal" self and benefit the party, as it is a **ring of jumping** (UA/p93)

2. THE SHALLOW SWAMP Just over 3 miles from the first encounter area the ground gives way and the waters of the swamp begin to rise. Here the depth is a minor nuisance for horses, being only 3' deep, but to smaller members of the party, should the group be on foot, it becomes a problem. Here the dry plants of the open ground have been replaced by those of an aquatic nature; willows and reeds sprout up from the water to heights of 7'; off the "trail" these are too thick and dense to pass through without expending a lot of time and effort. Upon reaching the actual encounter hex the "trail" will widen slightly, and the plant growth will decrease to 5' in general. Amidst this area, separated by a few yards each, appears to be a herd of 6 large creatures, roughly the size of a rhinoceros, but with long tails, and even longer necks. The heads of these beasts are hidden in the lily plants upon which they graze. If the monsters have been alerted by the approaching group they will have raised their heads to avoid being caught unaware; if not, their heads will be down when the party enters the area. The creatures are **CATOBLEPAS** (HP 51, 50, 49, 48, 47, 46) AC7 M6" D1-6 + stun SA gaze causes death AL neutral S large (6' at shoulder) MM/p13 **Note: if the party is on horseback or other mounts, then the animals also run the risk of meeting the monsters' gaze attack!** They have no treasure.

3. THE LILYPAD LAIR Just little more than 3 miles beyond the previous encounter the water becomes noticeably deeper, rising up to 5' and over the heads of the smaller party members if afoot, and/or well up the legs of the riders if atop their mounts. The cypress trees within this zone are spread apart, from 30' to 80' generally, and while their limbs and canopies sometimes merge and combine they as often do not, allowing sunlight to filter through and down to the water's surface. Tall reeds rise up above the water level to heights of 8', but are not as dense as those found in the shallower areas. As the party enters this hex-encounter they will see a rather large and open area, with gigantic lily pads floating atop the water, ranging in diameter from 3' to 8' across. They will also have heard a rather loud and annoying croaking

sound ahead of them, that suddenly ceases when they reach the expanse. About 30 of these floating fronds are scattered about (See appropriate map), and these will be supporting dozens of **giant frogs**. If the party has the element of surprise, the frogs will be sitting, startled, upon the leaves for 1 segment. Though not normally man-eaters, the sight of the men or smell of the horses will certainly excite the creatures into action. The frogs will, at first, hop to their normal limits attempting to slap at the intruders, knocking them down or off their mounts. If the party draws blood from the animals, they will attack to kill. (HP 8, 7, 6, 5, 5, 4, 3, 2, 2, 1 x1HD/ 16, 15, 14, 14, 13, 13, 12, 11, 10, 10 x2HD/ 24, 23, 22, 21, 21, 20, 19, 18, 18, 17 x3HD; 50 for the Frog King) AC7 M3"/9" D1-3 x1HD/ 1-6 x2HD/ 2-8 x3HD; 2-12 for Frog King SA sticky tongue, hop AL neutral S s-m MM/p41 In the center of the area is a very large lily pad, a good 20' in diameter. Atop this the Frog King resides, along with 4 females of 3HD each (HP 18, 17, 17) He and his consorts will not join in the fray unless they have no other choice; if given the option he and they will hop away if his defenders lose over half their numbers. Though they possess no treasure personally, on the bottom of the swamp beneath the pads throughout the area are the remnants of a previous party that went this way a few weeks past. For every 6 turns the party spends searching the muddy bottom they will find 10-1000 CP, 10-1000 SP, 10-1000 EP, 10-1000 GP.

3B-C. AVOIDABLE ENCOUNTERS Both of these areas can be avoided if the party turns away from the main "path"/direction indicated on their map, and follow what appears to be an optional one (see map, dashed lines) Should they continue north and to 3B they will come face to face with a giant serpent-like creature with multiple necks and heads--a **12-Headed Acid-Hydra!** (HP 8/per head) AC5 M9" HD12 D1-10/per head SA spits acid from up to 6 heads per round for 3-24 (or half if save is made) per attack AL neutral S Large MM/p53. If slain or avoided and the party continues on the main "path" they will turn northeast until they reach 3C, and the beginning of deep water. At this point their mounts will no longer serve them unless some magical means is employed to allow this. Otherwise, they must resort to the use of boats, unless they have done so from the beginning. In that case, they will simply realize that they must

drive their push-poles even deeper to make contact with the swamp bottom. At 5-7' deep the bottom would normally be visible in a clear lake or stream, but not here in the swamp. Thick as soup and filled with floating weeds and things, sunlight does not even reach the bottom in these areas. Hardly any trees are found here, and in this deep water a plethora of fish makes the area popular for hunting by other animals. When the party reaches the center of this hex they will be startled by the appearance of 3 giant, stork-like birds doing exactly that. With thin pole-like legs 4-5' in length, these strange creatures move easily through the water as they search for food. Though not normally hostile toward humanoid creatures, they will respond if attacked. **BOOBRIE** (HP 52, 46, 40) AC5 M15"/15" HD9 D1-6/1-6/2-16 SA surprises 2:6 SD immune to poison AL neutral S Large (12' tall) MM2/p20.

3D. DANGER BELOW While the terrain here is similar to that of the previous encounter, the threat to the party is far greater, as the creatures currently residing here do so under the orders of the swamp giants. Thus lurking beneath the surface of the water are 8 **swamp trolls** (HP 66, 61, 57, 52, 48, 43, 2x 39) AC2 M3"/12" HD6+12 D1-4/1-4/9-16 SA can attack multiple opponents SD regenerate as standard troll AL CE S Large (10' tall) Since they are evil, as penance for invading the swamp and attempting to claim it for themselves, this group has been spared their lives as long as they remain in this location, and guard against intruders. Under orders to kill only if they must, they detest this, and will take perverse pleasure in inflicting suffering upon any humanoids that attempt to pass through the area. They will surrender if faced with possible death from a strong and/or large party. They have no treasure. A "secret" route leads out of this area going south.

3E-F. AVOIDABLE ENCOUNTERS This second pair of encounters, like the previous ones 3B-C, can be avoided should the party discover and use the secondary route exiting hex 3D. The first one, 3E, lies approximately 18 miles due southeast of the previous encounter hex. While there is nothing topographically unusual about this area of the swamp it is, for some unknown reason, a favorite mating spot of many of the large flying insects residing about. When the party

passes through the hex make at least 2-3 checks if they do not pause to explore, or 1 each 3 Turns if they do, with a result of 3 on a d6 indicating they have been noticed by a group of 3-6 **Giant Dragonflies** (HP 54,49,45,40,36,31) AC3 M1"/36"(hover) HD7 D3-12 SA +2 on initiative SD -4 to opponents attacks if they win initiative MR as L16 magic user AL neutral S s-m MM2/p59. These creatures will immediately rush to attack non-giant humanoids that enter the area. They have no treasure. About 15 miles due south and 3 more southeast lies the 2nd encounter in this avoidable pair, 3F. Two **Shambling Mounds** (HP: 55, 50) AC0 M6" HD10 D 2-16/2-16 SA suffocation, SD immune to fire, lightning increases their HD, cold damage is 1/2 or not at all AL neutral S Large MM/p87 patrol this area under orders of the swamp giant steward. They have no treasure. The "trail" appears to continue due south from this area.

3G. GIANTS REVEALED Either route coming from the north will deposit the party here. This will likely be the first time the party has encountered these giant beings; unless previously met during a *wandering encounter*. The ones posted here are guards meant to turn back the first wave of invasion from the north. With 7 **Swamp Giant** males (HP 74, 72, 70, 68, 66, 64, 62) and a L1 *Steward* (HP 66) at the ready it would require a large force to get past this area. Each wields a huge tree trunk 1' in diameter and between 6' to 9' in length, and can toss tree stumps as well up to 24" distant. These huge fellows will be initially encountered sitting upon gigantic logs, downed trees, having a bite to eat from the rations in their bags and packs. Though neutral in demeanor they are gruff and discourteous to any that enter their domain without some physical type of authorization. Aggressive behavior by the party will be returned, and physically assaulting the guards will result in instant combat; if seriously challenged the steward will summon a *giant alligator* before fleeing south to alert his leader. A calm tone and attempt to negotiate entry beyond this post is the key. Anything less will result in the party being forbidden to continue, and likely followed by instructions to leave the swamp as fast as possible. If convinced that the party has some important purpose in meeting their leader they will allow passage, with one of them (not the steward) guiding the party south

to their village. This group of guards does not carry any treasure on them.

4. SCALES & TAILS Every 3 Turns the party spends in this hex there is a 1-2 chance on a d6 that they will be assaulted by 1-6 **alligators**. Similar to crocodiles, except for having a SA; if a "to hit" of 20 is made it has locked its jaws upon its victim and will then begin a *death roll!* This can be either on land or in the water. If the former, there is a 10% cumulative chance per round that the creature will tear off an appendage if such is in its grasp, or puncture a vital organ, delivering an additional 4-40 points of damage in both cases. If in the water, the cumulative chance is in regards to the victim drowning during the ordeal. An alligator will *death roll* for 2-12 rounds before exhausting itself. A victim caught in one cannot break free short of rolling their Bend Bars/Lift Gates to pull free of the animal's grasp. AC3 M3"/15" HD1-4 D1-6, 1-8, 1-10, 1-12, SA as noted above SD blunt weapons do half damage, swords do 1 point only per hit and run the chance of snapping or breaking off one they penetrate the animal's thick hide (a roll of 1 on a d10) AL neutral S s-m(4-9' long) to L (10-15' long). Along with the possible appearance of these, in the middle of the hex is a gigantic nest-like structure built upon a sandbar. Atop it usually rests the *Queen* of the alligators, though if alerted by nearby combat she will have slid into the murky waters. At 20' long and over 2 tons she is colossal, and rare among her species. AC0 M6"/18" HD12 (HP 84) D 3-24 SA bite will sever appendages on a 19-20 causing an additional 3-30 points of damage and 1-6 per round thereafter from blood loss until bound or cauterized. *If* her bite does not sever an appendage (DM's choice) she will swallow a large man on a natural 20, and any non-human of smaller size on a 15 or better. Those swallowed will take an immediate 3-12 points of damage as she "chews" them, and an additional 1-8 per round once inside her stomach from digestive juices. Those swallowed may try to cut their way out, if they have a small dagger in hand, at a -6 to hit vs. AC7; inflicting 30 points or more will create a sizeable enough wound to force their way through. *Note: in this instance the dagger will do its full range of damage until it reaches the outer hide (the last 10 points) at which time it will only inflict 1 point per hit.* There are already previous victims from the past weeks inside

her stomach, all in various stages of decomposition. Among these there is a metal object causing her a bit of a belly ache at the moment--a helm. There is a 1 in 20 chance per turn that anyone alive within her stomach might discover it, and if she is killed and gutted it is 99% likely to be discovered. The item is a **Helm of Regeneration**, and *when worn*, acts as if the vampire version of the ring of the same name. But, in addition to this, if she is killed without seriously damaging her hide, skinning it intact will fetch 100,000 GP on the open market, as it is used to make full suits of exceptionally protective leather armor, bearing an AC5 when finished. Up to 2 man-sized suits can be rendered from her hide, or 4 elf or dwarf, and up to 8 halfling or gnome sized suits can be retrieved from it. Only someone with the 2ndary skill of animal husbandry, or a ranger, has a chance to remove the hide without ruining it. Allow a base 50% chance to do so, giving the ranger an added 5% per level if he has had experience exploring swamp terrain before. Otherwise, all attempts will automatically fail; if in doubt they should port her back to civilization intact. *Though none of the characters are likely aware of the fact, blunt-force applied to the back of any alligator's head inflicting at least 25% of its overall hp will kill it instantly. As this is would likely result from a random attack roll, allow a 1 in 20 chance of actually landing on the spot, and should the damage then rolled meet the requirement, the alligator is killed. To this purpose, the "spot" is considered AC7. While this applies to the queen as well, the death-blow must be from a single, blunt weapon.*

5. SONGS IN THE MIST An unusual condition seems to appear within this hex, a veil of mist hangs down from the sky completely enclosing the area. Though it extends not much beyond 24' above the surface of the swamp, it is thick enough to reduce one's vision to 10' at best, ruining the ability to see in the infra-red spectrum for those that have it. It seems to deaden sound, for little noise can be heard beyond 20'. But for the scent of smell the mist is an aroma of orgiastic pleasure. Males passing through the mist must make a Save vs. Paralyzation at -6 to their rolls, or they will become mesmerized by the smell, filled with a driving urge to find the source of it. To this end their WIS scores will decrease by 1 point for each Turn spent within the mist, until they reach the glade in the

center. Once there they will likely fall under the *charm ability* of the 2 creatures residing there. Female party members are immune to this effect. A pair of beautiful **Sirens** dwell in the glade. The older and more experienced of the 2 has 45 hp and her sister has 34 hp. AC0/3 M12"/24" HD7 D by weapon type SA touch caused idiocy SD spell use, Save as MU11 at +2 bonus, immune to all forms of gas MR 20% AL CN S s-m MM2/p109. The older of the 2 has a **+3 ring of protection** (thus her higher AC), and a **+2 short sword/Quickness**; younger sister has a **+2 dagger long-tooth**. In addition, they have a combined treasure of 20 *swamp pearls*, each having a base value of 50GP. The sisters call each other Marigold (the older) and Tulip (the younger) and have equivalent *charisma* scores of 17 & 18, and equivalent *comeliness* scores of 20 & 23! Though they are highly desired by males, they will actually be more flirty with the women in the party (if any); as girls are known to love to talk, and they haven't had any company other than each other for a long time. They *might* assist a party, if persuaded.

6. WATCHER IN THE WATER Upon entering this area the party will sense nothing unusual about it at all. The swamp water is deep, the reeds rise high above the water level, cypress trees with dangling moss are scattered throughout separated by spans of 30' to 60'. The sun beats down and the air is thick and buzzing with insects, as an occasional shadowy movement suddenly disappears into the murky depths with an accompanying sound of splashing, or passes overhead with a faint sound of flapping. But after an hour they will begin to feel as if they are being followed, and watched. When the time is right you can bring forth the current resident of the area, a giant **FROGHEMOTH!** (HP 112) AC2/tentacles 4/body 6/tongue M2"/8" HD16 D5-50 or 5-8/5-8/5-8/5-8 SA swallow whole SD immune to normal fire, resistant to Burning Hands, electrical attacks do only 1 point per die of damage and slow the creature to 1/2 move for 1 round MR as noted AL neutral S Large (18' long, 10' wide) MM2/p67 Since the creature tends to attack travelers in the same general vicinity, there is a chance that the party may find several items in the muddy bottom below. For each Turn spent searching there is a base 5% and a cumulative 2% chance they will discover a +1 **shield** and +1 **mace**.

7. THE MALEVOLENT MOSS Though this encounter area is not often entered those who do usually regret doing so. Just below the water's surface a large colony of **KELPIE** has claimed a spot here. Made up of 5 separate servant plants and a *queen* (HP 40, 37, 35, 33, 30; 60 for the *queen*) these creatures will attempt to ensnare any passing male humanoid, luring him to a watery death; females are immune to this *charm* ability. AC3 M9"/12" HD5(8 for the *queen*) D nil SA *charm* SD fire attacks do 1/2 damage or none AL neutral evil S s-m FF/p55. If the colony is destroyed and their mossy lair searched there is a 15% base chance of finding 1-4 swords, 1-4 blunt weapons, 1-4 shields, 1-4 suits of metal armor, 1-4 potions, 1-2 rings, 1-3 wands-rods-or staves. The base chance is for each group type and, if found is the same chance that any 1 of these items might be magical. In the case of potions/wands-rods-staves, those *not* being magical are empty/out of charges! You should then determine what type of magical item each is, if such is indicated. At least 3 turns must be spent, though spending more does not affect the base chance.

8. THE GUARDIAN If the party has for some reason traveled due southeast from the initial encounter (1), survived the potentially total party killer at (4) and has continued their course, they will have the misfortune to approach the most lethal, single encounter, within the swamp. Blocking the "trail" at this point with the intention of preventing the discovery of an island to the south-southeast, is LING WENG! This creature is a wise and Ancient **SWAMP DRAGON** (HP 84) Though it does not use spells as some dragons do, it has 3 special attack forms that it will use without hesitation; a breath up to 3 times per day and its scream, *at will*. It can also summon 1-4 giant snapping turtles once per week. AC-6/0 M6"/24" HD11-13 (13) D 1-12/1-12/7-42 SA poisonous breath stream, 20'wide X 20' high x 80' long (Save or die), and sonic scream that deafens and disorients victims (in a 12" radius) to extreme vomiting and evacuation of the bowels, causing loss of DEX bonus to AC, shield use, and at -2 to hit and damage for 2-12 Turns (Save is for half duration rounded) SD blunt & slashing weapons do 1/2 damage with the latter running the risk of breaking (Save vs. Crushing Blow must be made per each hit) AL CN S Large (45' diameter shell) This creature

appears very similar to a cross between a giant snapping turtle and sea dragon. Its shell is nearly impossible to strike causing any damage (thus the better AC), though its head and appendages are covered with very thick scales and not easy to harm. It is charged with guarding the *ISLAND OF LOST SOULS*, and to that end, it will die attempting to do so. If it feels those challenging it are superior foes it will summon the giant snapping turtles at (9), that will immediately move at *triple* move rate in answer to the call. It will allow any swamp giant to pass, and is frequently visited by the steward Elder. It has no treasure.

9. SHELLS OF SNAPPING A brood of 8 **GIANT SNAPPING TURTLES** (HP 80, 75, 70, 65, 60, 55, 50, 45) have been drawn to this area and adapted to the salty conditions here. AC0/5 M3"/12" HD12 D6-36 SA surprise on 1-4 in 6 SD head and limbs can be retracted somewhat bestowing AC2 rather than 5 AL neutral S Large (20'-30' long by 12'-16' across and 8'-12' high) If summoned by the LING WENG they will move at 10 times their top speed doing 120 miles per day/or 5 miles per hour, until they reach the area of their summoner. They have no treasure.

10. VILLAGE OF THE SWAMP GIANTS When the party enters this area from the north end they will find that the water lessens considerably, until it becomes no more than 2' deep in a 120' radius around the village. They will see gigantic huts built of natural wood materials rising up above the swamp on platforms supported by large 5' diameter poles. A set of ladder-like steps ascends from the ground up to each platform, about 10' in height. A dome-shaped cage constructed of thick bamboo and hard wood limbs laced by vines dominates the large open space at the center of the village. Inside this are about 2 dozen wild boar of various sizes and colors, running, rutting, defecating, squealing and so forth. If the party has been guided here by one of the guards at (3G) then the chief, Elder Steward and population will be awaiting them. If the party has arrived after doing combat with the guards there, then a small band of adult males (4) will be positioned "at ready" (see map locations **X**) along with 3 lesser stewards (noted as **XS** on the map) The Chief and Elder Steward will be on the veranda of the stewards lodge, waiting to deal

with the invaders. How the party behaves and how the giants react will now fall into your hands completely. If the party uses its head and does not act rash, they will be able to parley with the chief and Elder, and learn the "secret" of what has been happening to the merchant caravans that have disappeared along the western stretches of the swamp. While the chief is in total military command of the village, the Elder is the one responsible for maintaining the imprisonment of the wild boar. Once/if the party explains their purpose in entering the swamp, the Elder will provide the following in bits and pieces of conversation.

1. The swamp giant Stewards are worshippers of the deity *GROME* and have been given the task of capturing and holding all evil humans reincarnated as wild boar until the evilness is forgotten in the beasts and the mind of the animal erases all that was left of the wicked person.
2. To this end they have managed to collect over a 100 such "souls" and, once completed, deposited the animals on an island in the southern part of the swamp, surrounded by deep waters preventing the creatures from escaping.
3. Evidently, much to the stewards' dismay, some of the swine had not completely taken over the personalities of the persons reincarnated, and some were mistakenly placed on the island. Somehow, these managed to escape, and fled west to the drier sections of the swamp.

And the reasoning for the *dampening* effect on magic within the swamp? This comes from *GROME* himself, through spells the stewards cast each month. Why? The "dampening" is a safety valve, designed to suppress and erase from the minds of those humans reincarnated, that they were once spell casters. It is kept in place to ensure that the last vestiges of their memory and humanity are forgotten, and eliminated. The fact that some of the swine have escaped is more than a nuisance to the Elder and stewards. It is a worrisome sign that, perhaps, the dampening is not as strong as it once was, and some of those reincarnated have managed to retain a little of their former, evil selves.

If the party has reached this point of awareness peacefully, then they will have learned *why* the caravans have been attacked. It was not the giants, but the wild boar--evil reincarnations, that they guard. They will have full filled their mission, and can return if they choose to do so, unimpeded. If you wish, you can

have the Elder parley with them into taking this last batch of swine to the island. This is purely an option and up to you. If you choose to continue along this line of play, then go on to *The Island of Lost Souls*.

If the party has rampaged its way through every encounter, without worrying about information or reason, then they will not, likely, find any quarter given to them when they arrive. The Elder will make one brief attempt to call for a parley, but if the party is hell bent on giant-slaying, they will not, then, learn the truth behind the "secret", and the giants will move to defend themselves with all their abilities. In either event, allow any of them that happen to move close to or approach the domed cage to be startled when one of the swine, wearing a *rope collar*, actually speaks to them, begging to be set free. (See Optional Adventure) If the party has arrived peacefully, the Elder will instruct them not to approach the cage, for an evil-one still lurks within.

VILLAGE AT A GLANCE

All structures are built to accommodate the large size of the occupants. Thus, archways will be 18' high, while walls will generally be 20' where the roof joins them, with pitched conical ceilings reaching heights of 28' in the center. All are made from indigenous materials within the vicinity. The floors are generally covered with mats.

HUTS 1-12 are single family residences, occupied by an adult male (HP 71-80), an adult female (HP 46-55) and 1-2 young. Their furnishings are giant size of course, typical sundry items, and very basic.

MALES BARRACKS This large building is used by the young single adult males in the village. About 6 (HP 58-67) of them occupy it at present. It is sparse on furnishings, with little more than bunks, floor mats, wooden bowls and implements, etc.

FEMALES DORMITORY/NURSERY This building houses the young single females in the village, and serves as a nursery for the little ones to be watched over by them as the adults go about their daily duties. Currently there are 7 females (HP 35-44) and 4 pre-

adolescent young (non-combatant). The furnishings throughout are atypical.

THE STEWARDS LODGE This is the home of the chief, and all the stewards. The Elder is L7, and his assistant L5, with the remaining stewards being L1 (3 of them, total). Use the following table should any physical altercation occur.

Chief KANATH (HP 101)
Elder LORSOOM (HP 115)
Assistant Steward FRUJP (HP 105)
Stewards x3 (HP 92, 86, 76)

The stewards lodge is divided into many chambers, with quarters for the chief, elder, and assistant; the servant stewards share a chamber. If you plan to have any action unfold within this structure you should prepare the floor plan ahead of time. As swamp giants are not known to hoard treasure like other types often do, the party will find nothing of value should they rampage through, slaying all in sight and ransacking the buildings. However, if the party has played on the side of caution, and parleyed with the Elder, the old giant will offer them a very shiny stone that he wears on a leather strap about his neck as payment for transporting the swine to the island. The item is a stone of **earth elemental summoning**.

While the deaths of swamp giants out in the open might be justifiable, under certain circumstances, callously running through the village killing at will is another matter. Should the giants succeed at stopping the group, and some understanding is reached, the Steward and Chief will want compensation of some kind for their losses. Whether this is paid by the party or the merchants that hired them, the leaders will expect a payment of 3,950 GP per each adult male slain; 2,500 GP per each adult female or young adult male; 2,250 per each young adult female; and 2,000 more per each giant young. How they reach this tithe is up to them, but this compensation must be met if the Steward is to propose the optional adventure.

This ends the expedition of the Secret of the Swamp Giant steward.

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AFTERWORD

Having spent much time over the creation of 6 "giant" modules, I am actually sad to see the series come to an end. But other projects await, luring me in other directions, and I am excited to try new things. I hope, in the end, readers and players of these adventures will have found some enjoyment from them. And I hope, as well, that Gary is not displeased with the way I have chosen to pay tribute to his marvelous G1-2-3 modules.

If you choose to implement the optional ending adventure, proceed to the next section.

OPTIONAL ADVENTURE CONTINUATION

Transporting roughly 2 dozen wild boar across the swamp to the island should not prove all that difficult to the party. The use of *sleep* spells on the animals will easily reduce them to a moveable state. The party will learn that the giants have 4 huge wicker baskets they generally use for the task (20' square by 10' deep, with tops that latch) that they will provide. But the giants usually carry these suspended on long poles resting on the shoulders of 2 males per basket; this keeps the swine from drowning. Thus the party will have to come up with some method of floating the cages without the swine drowning during the trip.

Making this more difficult is the fact that one swine among the group is **not** what it appears to be. Upon their arrival in the village one or more of the party may have approached the large containment cage holding the wild boar, and been startled when one of the creatures spoke, pleading for help and to be set free. If they actually did so, then you will have to conduct an encounter between them and the **swine-demon** they have set loose. This creature has been sent by its Demon-Lord (**BAPHOMET**) to free as many of the evil reincarnated beings as it can, as its Master is upset by the swamp giants' activities in curtailing his plans. If the party peacefully entered the village and has decided to take on this task, the swine-demon will feign being asleep should the actual wild boar be

rendered so for transporting, then attempt to talk to one of the party members along the way, to fool and charm the character into releasing it. While you may wonder why the swine-demon does not simply use its abilities to attack the giants and/or party, note that the *rope-collar* about the swine's neck is magically enchanted by the stewards, and prevents the creature from using its full powers; having discovered the evil still within it, the Elder thought additional insurance would be a good idea.

Upon accepting this task the party will be guests to a grand feast thrown by the giants that evening. All types of swamp meats will be prepared, along with roots and greens and drink. Music will fill their ears as young giant girls sing and dance to entertain them.

JOURNEY TO THE ISLAND

This should be as danger filled or uneventful as you desire. Use the Wandering Encounter table to help you fill in the time and space between the swamp giant village and the island itself. You can extract specific monsters and enhance them in number, hp or other abilities, using such to create specific "set" encounters if you like, or you can design your own. All along the way the swine-demon will be trying to charm a party member into freeing it by removing its collar. If this is done you should then have the creature turn upon the party with all of its might and abilities. If it senses it is no challenge for the group it will *change shape* and flee as quickly as it can to the island and prepare for an ambush as soon as the party arrives. If the wild boar are awakened it will try to agitate them into a fury, possibly causing their cages to tip over and rip the doors off. As the wild boar scatter into the surrounding swamp the swine-demon will try to slip away; unless its collar comes off, in which case it will attack as previously described.

SWINE-DEMON

FREQUENCY: Very rare

NO. APPEARING: 1-2

ARMOR CLASS: 3

MOVE: 12" (in standard form)

HIT DICE: 10

% IN LAIR: 0% (on prime plane)

TREASURE TYPE: Incidental (DM's discretion)

NO. OF ATTACKS: 1 (or more in other forms)

DAMAGE/ATTACK: 3-24 (bite)/ (or in other form)

SPECIAL ATTACK: Disease (from bite), *charm* ability

SPECIAL DEFENSES: +1 or better weapons to hit, same as any demon, *shape change* 3 x per week

MAGIC RESISTANCE: 35%

INTELLIGENCE: Exceptional

ALIGNMENT: Chaotic Evil

SIZE: M(6' tall normally)

Information regarding wild boar is located in the MM /p.11

The swine-demon will do its utmost to get someone to remove its collar; in its current form it does not have the prehensile ability to do so. Should it occur the creature will change into something with a swifter move rate and flee the vicinity if, again, it senses it is no match for the party.

Once the island is reached the party will find it swarming with hundreds of wild boar. As these have been trapped here, and the food supply is sparse to none at all (most being brought by the giants twice a month) the animals will act aggressively and, perhaps, attack the group. While a map of the island is not provided you can easily design one if you plan to have the party linger about, exploring it. It is large enough to include *hidden* lairs of creatures that terrorize and feed on the wild boar, while allowing other creatures that fly over and swim pass to stop on it for a snack from time to time. Your imagination is the greatest tool in your DM-kit.

This concludes the Optional adventure

GIANT, SWAMP



FREQUENCY: Rare
NO. APPEARING: 1-4 (4-24 in lair)
ARMOR CLASS: 5
MOVE: 14"
HIT DICE: 13+ 1-4
% IN LAIR: 10% (or 90%)
TREASURE TYPE: E
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-30
SPECIAL ATTACKS: Hurling stumps for 2-24
SPECIAL DEFENCES: Regeneration; see below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Very
ALIGNMENT: Neutral
SIZE: L (16' tall)
PSIONIC ABILITY: Nil
LEVEL/X.P. VALUE: 3,050 +16 per hit point

Rumored to live deep in the most primordial jungles of the known world is a race of giant beings as ancient as the land itself, and more reclusive than the mythical dark elves. With hair and furry skin easily mistaken for long and dangling moss, these giants are often hard to distinguish within their natural setting, as they often appear as mossy overgrown trees or plants at a distance.

In their natural surroundings swamp giants are virtually invisible to detect until or unless they

move suddenly. If they reduce their normal move rate to 1/3 they can still cross distances without being easily seen. In either case, they are treated as both a thief of equal HD *hiding in shadows!* In addition they are equally as *silent!* All swamp giants take -2 per die of damage vs. fire (magical or otherwise) and lightning; those that make a successful save reduce this further to -4 per die of damage (though never less than 1 per die.) In addition, all swamp giants are able to use the 3rd level druidic powers at will.

All swamp giants regenerate wounds just as a troll, but regaining 3 HP per 5 rounds once damage has occurred, until their normal maximum is restored or they are killed; if standing in swamp water while this process is taking place there is an additional 1-3 HP gained each turn. These humanoid behemoths are resistant to poison of all types, just as a dwarf; with an average CON of adult males being 22, this +7 bonus to their Save Throw makes it highly improbable for them to be harmed by any toxin.

For every 3 males residing in a lair there will be 1 female. This is in addition to the number listed previously. Adult females are equal in hit dice, damage done and attack rate as a male Frost Giant. Young adult males are equal to a male Hill Giant, with young adult females having 6 d6 for hit points, attacking as an ogre but inflicting 2-12 damage. Preadolescent and younger types are noncombatants.

In addition to the warrior and common types will always be present within the lair a Steward. This exceptional humanoid will have druidic spell and other abilities as follows.

Druid Level	Additional HP	ATK AS HD	Druid Spells Known			
			1st	2nd	3rd	4th
1	1-4 HP	--	2			
2	2-8 HP	14HD	2	2		
3	3-12 HP	--	3	2	1	
4	4-16 HP	15HD	4	2	2	
5	5-20 HP	--	4	3	2	
6	6-24 HP	16HD	4	3	2	1
7	7-28 HP	--	4	4	3	1

Stewards gain bonus spells per high Wisdom as do human clerics. (Roll 1 d6 +12 to determine a Stewards wisdom score)

All stewards possess *Immunity from charm* spells as a level 7 druid. At 3rd, 5th and 7th level a steward is able to *Summon Animal Totem* 1 time per day per week. Only the following are affected by this spell, and will answer the call immediately, moving with top speed to the one calling it.

1. Alligator, giant; AC2 8HD, M12"/24" D2-16 SA
2. Eel, giant swamp; AC5 7HD, M12", D3-24 SA
3. Manatee, AC7, 9HD, M1"/18", D1-12/1-12 SA

More on each of these creatures is found under their individual listings (see text).

GARKUS



FREQUENCY: Rare

NO. APPEARING: 3-18 (21-120 in lair)

ARMOR CLASS: 7 or better

MOVE: 9"*18" swimming, 12" hop

HIT DICE: 3+1, and see below

% IN LAIR: 10% (or 90%)

TREASURE TYPE: Incidental (DM's option)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-12 or 1-4 (and see below)

SPECIAL ATTACKS: Nauseating croak

SPECIAL DEFENCES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Very-Highly

ALIGNMENT: Chaotic Good (Neutral)

SIZE: S-M (5-6' tall)

PSIONIC ABILITY: Nil

LEVEL/X.P. VALUE: 150 +4 per hit point, more for leader types

The Garkus are a bipedal race of frog-people. Two distinct off-shoots are known to exist, one is found deep underground, usually within the vicinity of large subterranean lakes and or rivers, and the other is encountered, rarely, deep inside very ancient and isolated swamps.

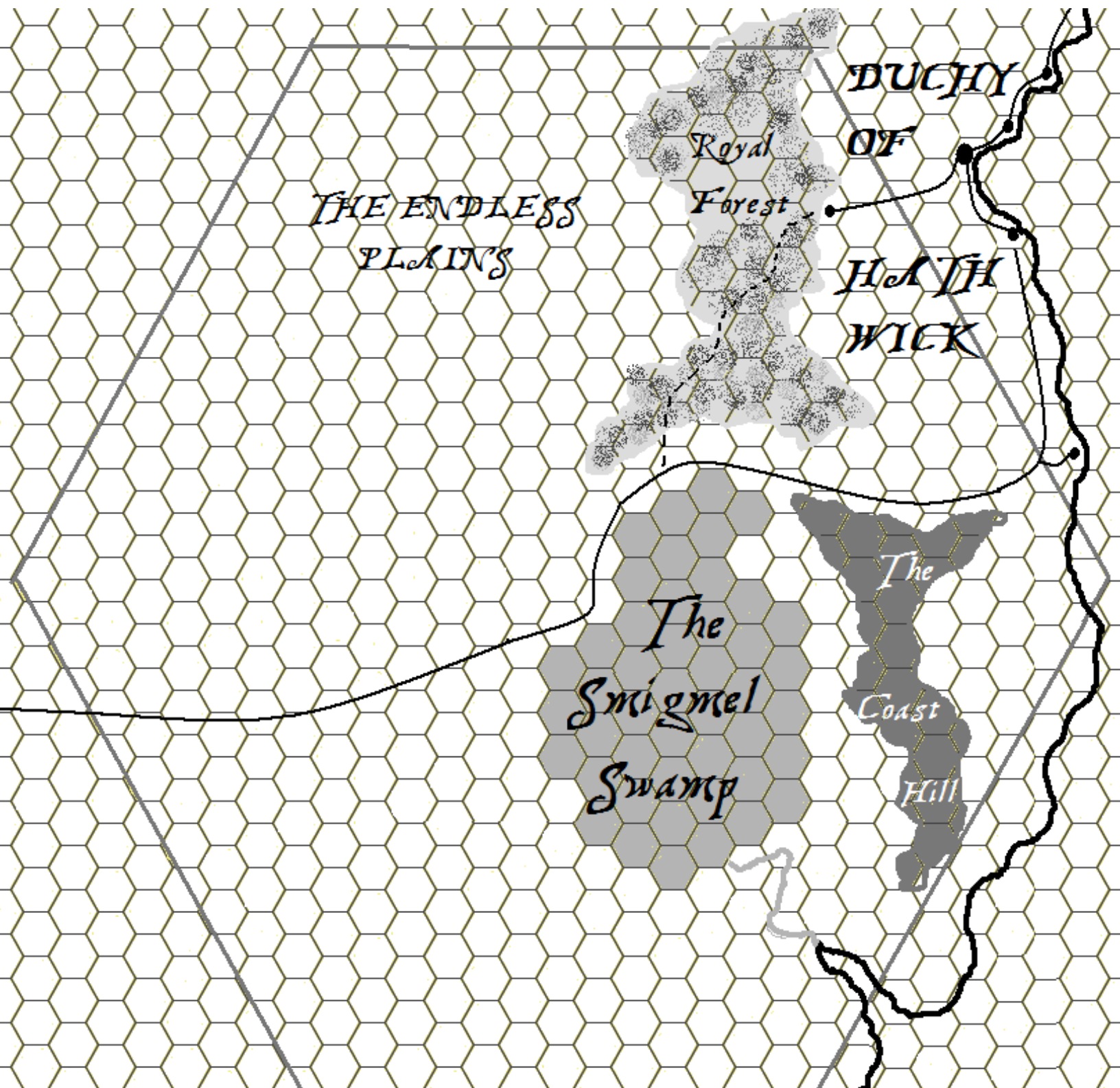
Small groups of these beings is the usual way for them to be encountered; mostly as hunting parties, or advance scouts to invading forces far behind them. If 8 are thus encountered there will be an additional leader type having 4+3HD, and if 12 or more are present there will be two of these types plus a commander of 5HD. Females have but 2 Hit Die, while their young and tadpoles have 1/2 to 1-1.

While the males possess a tusk-lined mandible below their jaw this characteristic is not meant for general combat. Rather, it is used when the males rut and vie for females when mating season is upon them; much like antlers in modern caribou and deer. Females lack the tusks, but have a fleshy ganglia instead that gives off the mating scent when she is ready.

In combat males utilize a specialized spear that inflicts 3-12 hp of damage from the head; a barb on the end of the shaft can also be used for 1-4 points. as the barb is a piercing weapon, a roll of 20 on the to hit die indicates a severe

puncture wound, causing 1-4 points of damage per round for 10 rounds thereafter, minus the victim's CON adjustment to HD. If not actually in combat the male can emit a croaking sound that causes disorientation and nausea to those that fail their Save vs. Turn to Stone. At least 3 uninterrupted rounds of croaking are required to cause this. Those that fail will roll their to hit and damage dice at -3 for 1-6 rounds following. Females do not wield weapons, but may bite for 1-2 points of damage.

Garkus blend in so well with their natural habitat that they cannot be surprised when within it. In addition, blunt weapons suffer a -1 point penalty when used against them.



THE ENDLESS
PLAINS

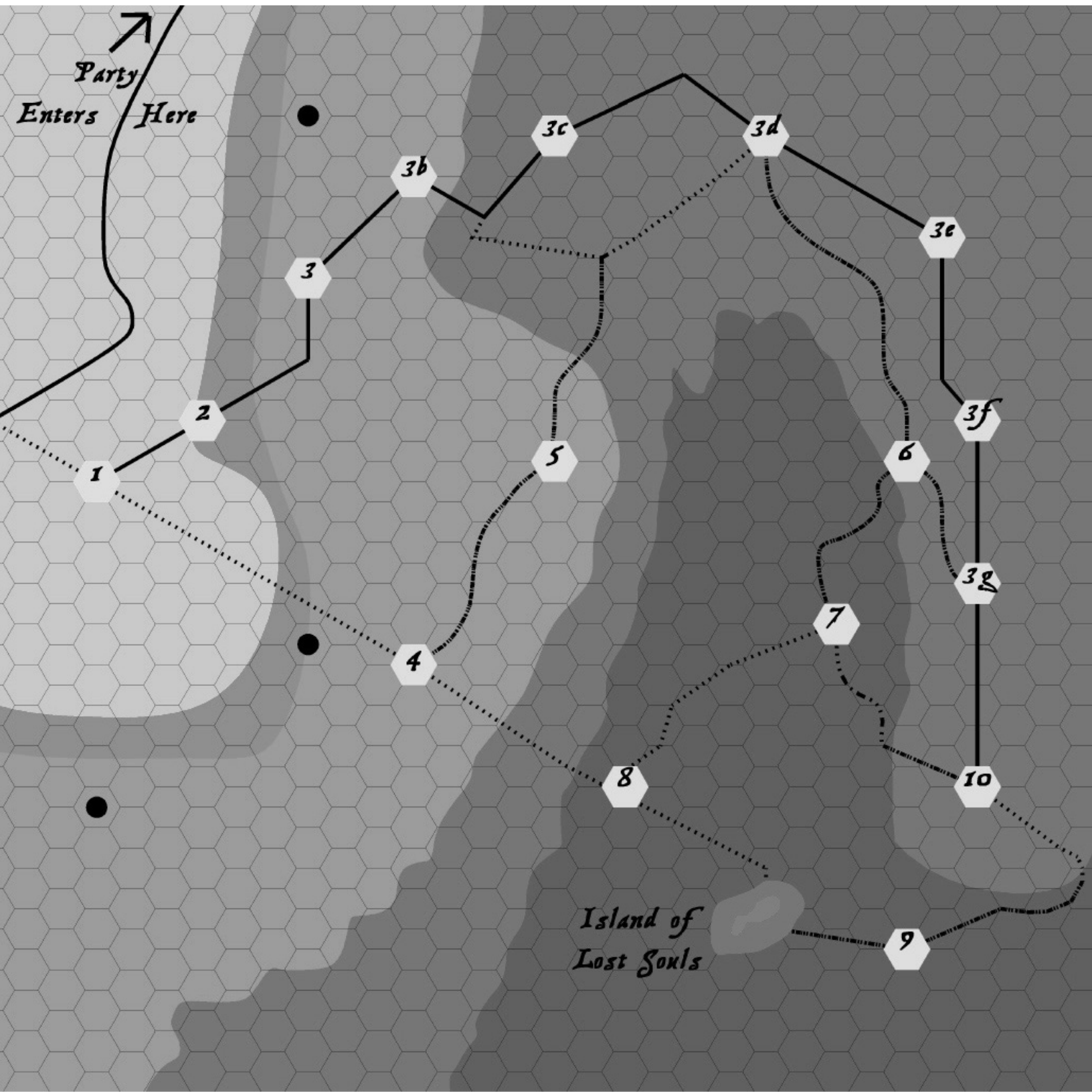
Royal
Forest

DUCHY
OF
HEATH
WICK

The
Smigmel
Swamp

The
Coast
Hill

Small Hex = 20 Miles



Primary Path

Secondary Path

Secret Path

Fresh Water Well

1 Hex = 1 mile

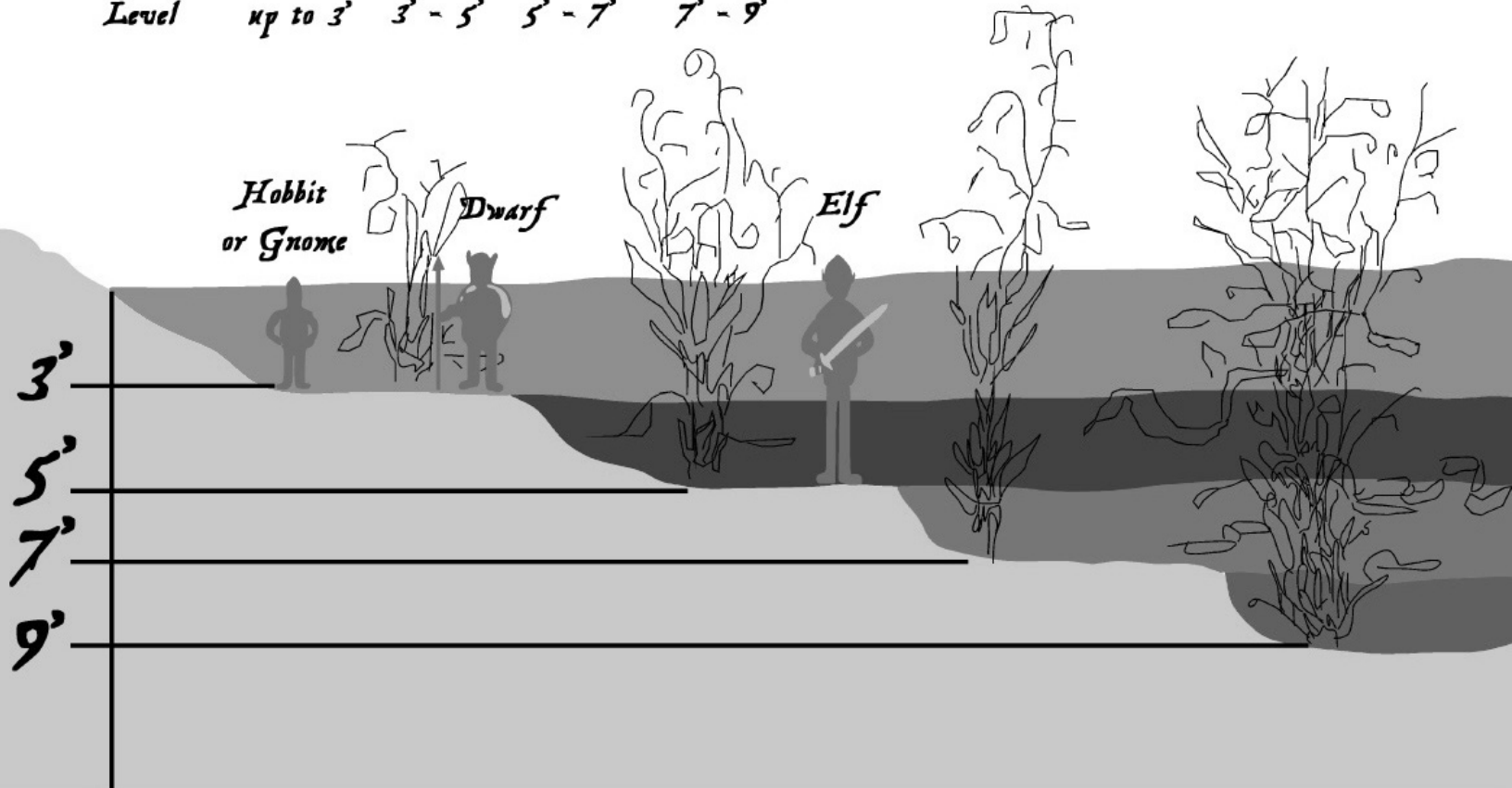


*Hobbit
or Gnome*

Dwarf

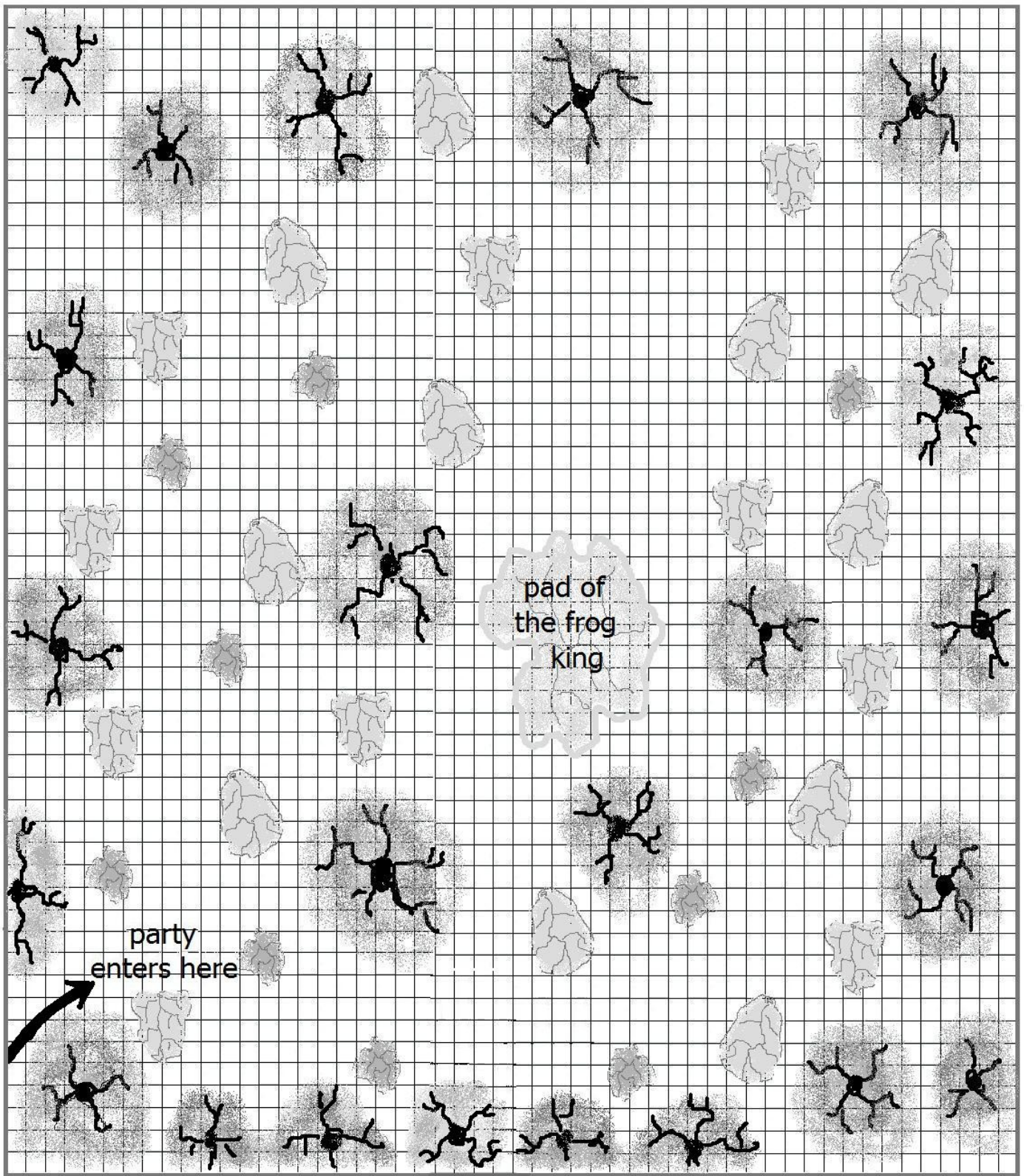
Elf

3'
5'
7'
9'



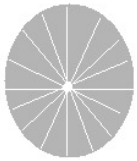
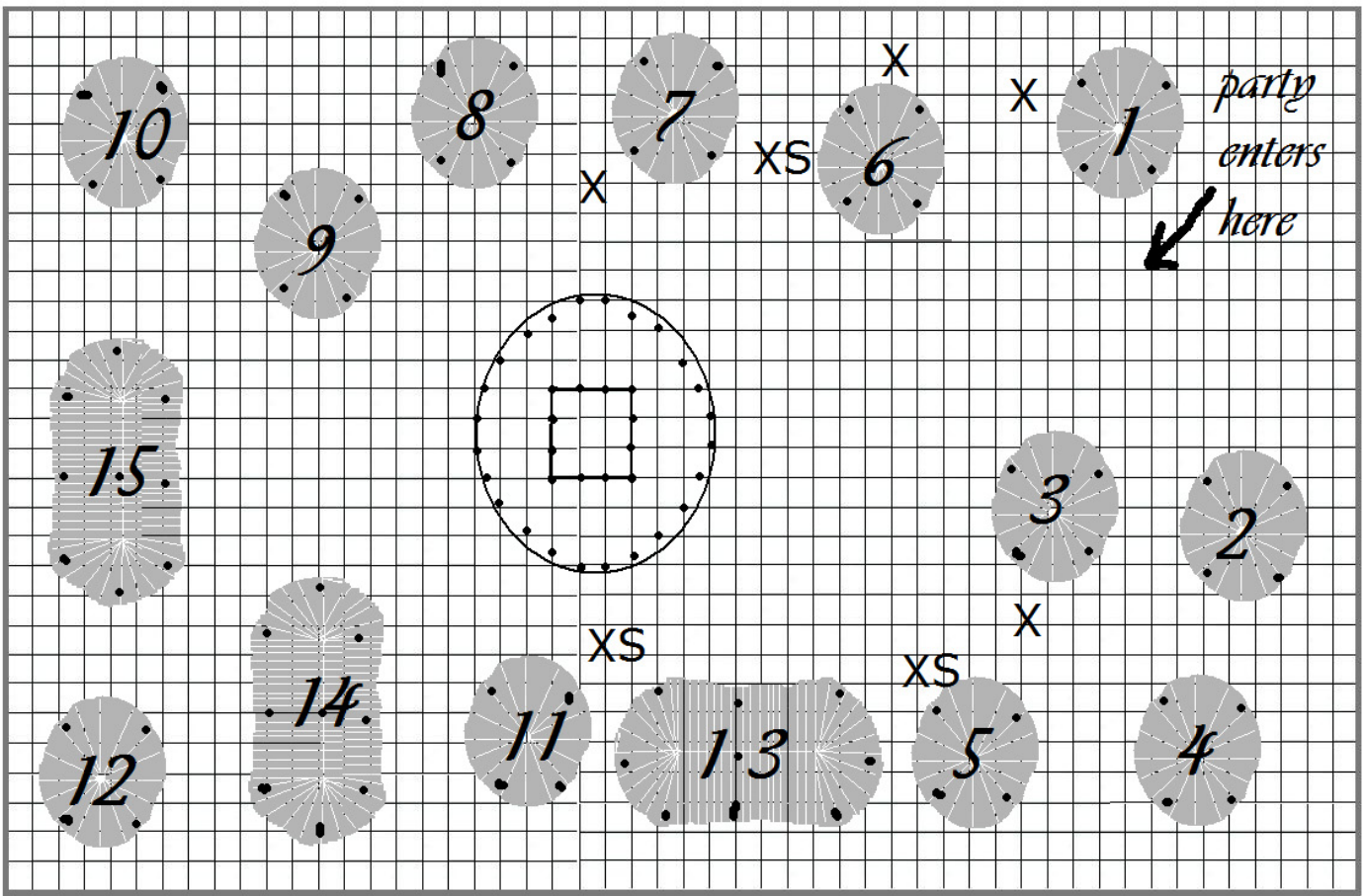


*Players
Map*

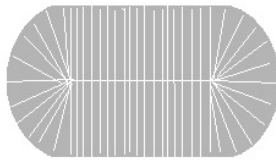


square = 2 & 1/2 Ft.

WILDERNESS HEX ENCOUNTER 3



*hut 85'
diameter*



*stewards lodge
210' long 85' wide*



*barracks/dorm
210' long
85' wide*

village of the swamp giants

one square = 20'

WILDERNESS HEX

ENCOUNTER 10