

Into The Rushmoors

A LIVING GREYHAWK Adventure
for Gran March
Gran March 1

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You are asked to brave one of the last wild areas of Gran March in order to retrieve an artifact of incredible historical significance. Are you up to the task? An Introductory Third Edition Living Greyhawk Adventure written for tier one (level 1-2) heroes.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

[paragraph for pre-gen games only] Pass out the player characters based on class, gender, and/or race. Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described below. When they have prepared their characters, you may continue with the game.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th
T5:	43-52	47-57	51-62	55-67	12 th
T6:	53-64	58-70	63-77	68-83	14 th
T7:	65-76	71-84	78-92	84-100	16 th
T8:	77-88	85-97	93-107	101-116	18 th
T9:	89-100	98-111	108-122	117-132	20 th
T10:	101+	112+	123+	133+	<none>

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

DM's Introduction

It is important that you review the information contained in **DM's Handout Number 1** concerning the locale of the adventure and the major NPCs.

As the players arrive at the table give them **Player's Handout Number 1** to read. This will give them some basic information about the Rushmoors and Trina's establishment. At this point, the players can decide why their character is at Trina's. Some PCs may attempt to sneak weapons past the keen eyes of the bouncers. This will be handled as an opposed Spot/Hide roll (see the *Player's Handbook*). Each bouncer has a skill and ability modifier total of +6 (+1 Wis, +3 skill, +2 alertness.) Anyone who fails in their attempt to sneak a weapon in will have it confiscated. Confiscated weapons will be returned when the PCs leave—however, the bouncers will give them grief about it. Repeat offenders are banned from the establishment.

Each player will receive a number of rumors that they have collected. Everyone will get at least one as well as an additional number equal to half the sum of the character's Charisma modifier plus any skill ranks in *Gather Information* (if this is less than zero, treat as zero.)

Once you have reviewed everyone's character and the players have read the fact sheet and rumors, you may begin play. Try to limit this to no more than ten minutes.

The adventure begins in Trina Multer's establishment. Describe the scene for the players and let them role-play for a bit. Elandrel, a young, bored waitress, will use this time to flirt openly with any male PCs at the table. At the appropriate point, the Kettish merchants in the establishment will get rough with the young lady. The characters should, hopefully, come to her aid, but

scenarios are provided for both that eventuality and others.

The character's heroics, or lack thereof, provide the springboard for getting them into the adventure. In response to the previous encounter, the players will meet the owner of the establishment (Trina Multer), the commander of the local garrison (Vitnes Tragorn), and a noted sage (Plajin the Elder).

The remainder of the adventure occurs in the swamp. Just getting to the trail mentioned on the old man's map will require dealing with the hazards the swamp has to offer. This is detailed in the encounter. I feel it bears mentioning that this should serve as more as harassment to the characters and an introduction to this important geographical region of Gran March than an actual lethal encounter.

There will then be a decision that the characters have to make. They can either go north, south, or in the case of persistent characters, straight forward. The north path will take them into an encounter with the Flan natives of the swamp who are in a state of unrest. The south path will take them into a series of ruins, which may reveal that an old threat, thought once simply a bogeyman, has returned.

The final encounter will find the party facing off against a band of goblins in order to retrieve what they came for. The characters can then return to the fort to receive their rewards.

Player Introduction

Breakfast

It is a fine late summer morning in Fort Tribulation. The sun has been up for less than two hours and already the heat waves are rising up from the ground and your clothes are sopping from the humidity.

You are in Trina Multer's House of Hospitality. Perhaps you came in to escape the heat, or to enjoy a good breakfast, or perhaps you never left from the night before. For whatever reason, you find yourself in a side room with a number of other patrons.

One rowdy group in the corner appears to be made up of Baklunish merchants still drunk from last night's revels. The rest are an eclectic group consisting of...

Let the players go around the table and describe their character. Encourage the players to try to visualize the description in their mind. Once everyone has had a chance, proceed to the next section.

Your waitress, a comely lass of sixteen or so, approaches your table to take your order.

Fresh fruit, fresh squeezed juice, and cold bacon are all available for breakfast. Characters who insist will be served alcohol although it is not usually offered in the morning.

The waitress is Elandrel Jaxob. She is one of Trina's best waitresses. It should be noted that she is only a waitress as those that provide other services are in another part of the building. She has long blonde hair and crystal blue eyes. Elandrel will flirt openly with any male PCs. She is just being playful and so long as the PCs are not crude or overly suggestive, she will continue to flirt. She is very excited as her uncle (actually great uncle), a sage of some import and a friend of the Warden, is visiting today. She will relay this to the characters during her conversations with them.

Should any character pay attention (Spot check with a DC 15), they will notice that she does not flirt with the Baklunish and serves them as quickly and with as little interaction as possible. These merchants are six Ketites, all of whom appear to be drunk and rowdy. If any character approaches them they will be quite rude and want nothing to do with the character. Their opinion of Gran March is that it will be a good place to pasture their spare horses one day. They will be mocking of the characters, but are more interested in the waitress than in picking a fight right now.

Play Elandrel's flirting to the table's sensibilities although in no case will she be physically suggestive or actually do anything more than flirt with a character. Once every male PC has had a chance to interact with Elandrel, move on to the next encounter, although if the players are role-playing among themselves, let it proceed to a logical stop.

Encounter One

Damsel in Distress

Elandrel will be serving the Ketites when one of them gets fresh and suggestive and begins to paw her. As she resists, another one of the merchants grabs her and begins to pull at her. Soon she is being tossed around between them. If the PCs have not tried to intervene by this point read the following passage:

As the Ketite spins Elandrel around you hear a sickening pop. (Elandrel's shoulder has become dislocated.) **The young girl grabs her arm and falls to the floor. She looks in your direction and mouths the word "Please".**

If the PCs do not intervene, go to Situation B below. If at any time a PC approaches the Ketites, they will inquire gruffly as to what the PC wants. If the PC says that they should stop, the Ketite she or he is addressing will stand and say,

"And you think you are going to make me, Marcher?"

(Note that it may very well occur that there are Ketite PCs in the party. If one of them approaches the Ketites first, they will instead berate the PC for hanging out with "Marcher trash." This is a situation where negotiation will

not work, as the antagonists are intoxicated and itching for a fight.)

You can allow the banter to go on for a bit as long as players find it fun, (they may even use it as cover for some actions, in which case give the Ketites a chance to Spot) but the Ketite is drunk and belligerent and will quickly take a swing at the PC. At this the other Ketites will rise and a general bar fight will ensue. The Ketites all have secreted daggers but will not pull them unless the characters draw weapons.

Following round three of the fight, Tragorn, Trina, and two bouncers, enter accompanied by an elderly sage, Plajin the Elder, Elandrel's great uncle. If the fight is still in progress, the bouncers will pull everyone off. The Ketites will not resist the bouncers, having had their share of troubles. If the characters do not stop, the bouncers will attempt to subdue them in short order.

If a PC using a weapon kills a bouncer, Vitness will summon guards to take the PC away. Please have the player vote as for them, the round is over.

Tragorn looks at the two groups and shakes his head, "Ok, what is going on here?"

If of the Baklunish merchants are still conscious, they will accuse the characters of starting the fight. Give the characters a chance to state their case and then Elandrel will chime in stating that the Ketites had attacked her and the characters were acting in her defense. Tragorn will then order the Baklunish thrown out of the fort unless weapons were pulled, in which case he will order them jailed. If he knows the characters pulled weapons, he will give them a severe talking to and place them on a form of probation. Trina will turn to the characters.

The older woman speaks, and her voice is heartbreakingly beautiful. "Thank you for your help. You will always be welcome here. Your meals are on the house today. Please sit and continue eating."

She also offers to have someone tend the characters' wounds (full healing by an itinerant cleric who will also heal Elandrel if the characters have not tended to her before). Should they accept the mission later, she will give them each 1 vial of healing salve (6 points each, may be applied 1 point at a time.)

Situation B: If the player characters do not intervene, Tragorn and Trina and the bouncers will subdue the merchants. They will look askance at the PCs and shake their heads, muttering some comments about "people these days." Tragorn will dress down any active military PCs for not helping.

Baklunish Merchants (5), male human Exp1: Medium Humanoid (5 ft. 6 in. tall); HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 11 (furs); Atks +0 melee (1d3(sub), unarmed; 1d4, daggers); AL N; SV Fort +0 Ref +0 Will +2
Str 10, Dex 11, Con 10, Int 10, Wis 11, Chr 12.

Skills: Appraise +4, Bluff +4, Handle Animal +4, Knowledge (trade) +4, Profession (merchant) +4, Ride +4.
Feats: Alertness, MWP (Scimitar).

Equipment: armor, secreted daggers.

Agnar Tron (leader of the Merchants), male human Exp3: Medium Humanoid (5 ft. 10 in. tall); HD 3d6; hp 16; Init +4 (Improved Initiative); Spd 30 ft.; AC 13 (+1 furs, +2 Dex); Atks +3 melee (1d3(sub), unarmed; 1d4, daggers); AL N; SV Fort +1 Ref +1 Will +3

Str 13, Dex 14, Con 11, Int 14, Wis 11, Chr 14.

Skills: Appraise +6, Bluff +6, Gather Information +6, Handle Animal +4, Knowledge (trade) +6, Profession (merchant) +6, Ride +5, Spot +4. *Feats:* Alertness, MWP (Scimitar), Improved Initiative.

Equipment: armor, secreted dagger.

Bouncers (2), male human War3: Medium Humanoid (6 ft. tall); HD 3d8; hp 26; Init +6 (+4 Improved Initiative, +2 Dex); Spd 30 ft.; AC 13 (padded + Dex); Atks +5 melee (1d6 +2(sub), sap); AL LN; SV Fort +5 Ref +3 Will +2

Str 14, Dex 14, Con 14, Int 10, Wis 12, Chr 10.

Skills: Spot +3. *Feats:* Alertness, Combat Reflexes, Improved Initiative.

Equipment: armor, sap.

Vitness Tragorn, male human Ftr7: Medium Humanoid (6 ft. 2 in. tall); HD 7d10+14; hp 73; Init +7(Improved Initiative feat + Dex); Spd 30 ft.; AC 17 (chain + Dex); Atks +10/+5 melee (1d8+3 [crit 19-20], +2 longsword); AL LG; SV Fort +7 Ref +5 Will +5

Str 12, Dex 16, Con 15, Int 15, Wis 13, Chr 16.

Skills: Climb +4, Handle Animal +4, Jump +4, Ride +10, Swim +4, Diplomacy +5, Gather Information +3, Profession (Administrator) +3. *Feats:* Alertness, Blind Fighting, Improved Initiative, Combat Reflexes, Mounted Combat, Ride by Attack, Spirited Charge, Iron Will.

Equipment: armor, longsword.

Trina Multer, female human Brd6: Medium Humanoid (5 ft. 5 in. tall); HD 6d6+6; hp 34; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 bracers of armor); Atks +3 melee (1d6-1 [crit 19-20], short sword); AL CG; SV Fort +3 Ref +9 Will +2

Str 8, Dex 16, Con 12, Int 16, Wis 10, Chr 19.

Skills: Bluff +9, Perform +9 (ballads, dance, drama, limericks, epics, melody, recorder, story telling, juggling), Concentration +9, Diplomacy +9, Gather information +9, Hide +9, Profession (hostess) +9, Sense Motive +9. *Feats:* Alertness, Dodge, Lightning Reflexes, Quicken Spell.

Spells 3/4/3: 0-lvl—*daze, dazzle, light, mending, prestidigitation, read magic*; 1st lvl—*charm person, expeditious retreat, mage armor, unseen servant*; 2nd lvl—*cat's grace, invisibility, silence*.

Equipment: bracers, shortsword.

Plajin the Elder, Male Human, Exp 5: Medium Humanoid (5 ft. 3 in. tall); HD 5d6; hp 21; Init -1 (Dex);

Spd 30 ft.; AC 9 (Dex); Atks +2 melee (1d6-1, quarterstaff); SA none; SQ none; AL NG; SV Fort +0 Ref +0 Will +9

Str 8, Dex 9, Con 8, Int 19, Wis 16, Chr 12.

Skills: Alchemy +8, Craft (writing) +8, Decipher Script +8, Diplomacy +8, Gather Information +8, Knowledge (Knights of the Watch) +8, Knowledge (History) +8, Knowledge (ancient writings) +8, Perform +2 (storytelling, epics), Profession (Sage) +8, Speak Language (8 additional). Feats: Alertness, Expertise, Iron Will.

Equipment: staff

Elandrel Jaxob, Female Human, Com 1: Medium Humanoid (5 ft. tall); HD 1d4; hp 4; Init +1(Dex); Spd 30 ft.; AC 11 (Dex); Atks +0 melee (1d4 [crit 19-20], dagger); SA none; SQ none; AL NG; SV Fort +0 Ref +1 Will +2

Str 10, Dex 13, Con 10, Int 10, Wis 08, Chr 14.

Skills: Gather Information +2, Profession (waitress) +4. Feats: Dodge, Simple Weapon Proficiency.

Equipment: dagger

Encounter Two A Friend in Need

After the Baklunish merchants are gone, the old sage wanders over to Elandrel. "Let me look at you, child." He stares at the girl for a moment and a tear comes to his eye. "The image of your lovely mother. She was my favorite niece, you know. I am sorry, the road must have made my eyes weak." He turns and wipes his eyes and then the girl kisses him gently upon the cheek.

"Oh, Uncle Plajin, you were her favorite, too. Often has she told me of the stories she learned at your knee. So, tell me, how was your trip?"

The old man turns and looks at Tragorn. "A good trip, but non-productive, I fear. My patron's son has no help he can give me."

"I can't spare good men on a wild goose chase, even for an old friend of my father's." Tragorn offers apologetically.

Plajin begins to wave his staff in the air. "Wild goose chase! Wild goose chase! Why, if my research is true, this could be the treasure of the age."

If the characters intervened: Elandrel will pull excitedly at her uncle and tell him that "Surely these heroes are willing to help you." She will look expectantly at the characters, as if wanting them to offer their help. If they do, Plajin will offer them the job.

If any of the characters say that they have military duty that prevents them from going, Tragorn will open his mouth as if to agree, which elicits a harsh look from Trina.

"I guess I can spare this one (these few) for a few days," he says.

If the characters did not intervene: Trina will suggest that Plajin recruit some of the layabouts around the fort. It is plain that she means the PCs. If any of the PCs are active military, Tragorn will say:

"I guess a few days in the swamp will serve to remind you of your duty."

Once the characters have offered an interest in the job:

"My researches have turned up a key to what may be one of the greatest artifacts discovered in the last ten years. I have recently discovered a lost cache of writings of the bard Ravinoff".

A Knowledge (History or Knights of the Watch) check (DC 20) will reveal Ravinoff as the compiler of stories about the legendary knight, Trilesimain.

"These writings have led me to construct a map. [Players' Handout #2] The map leads to a point not far from the fort. It is here that I believe... well, I shouldn't say too much, lest hopes be dashed. I am willing to pay you each 20 pieces of gold to go into the swamp and find something for me."

Plajin will reveal the following to the characters if asked:

- The map leads to a place about three days journey from the fort.
- The item is a scroll. Saying more than that is... well... dangerous. Not only does the sage fear that others are after the scroll, but he does not want to raise false hopes, in case the scroll cannot be found.
- Ravinoff was the compiler of stories about the legendary knight, Trilesimain.
- Trilesimain is a legendary figure from the ancient history of the Sheldomar Valley. Many stories were written about his exploits—no doubt many of them fictitious.
- The map is crudely drawn, but shows an easterly trail heading from a spot near the fort. The trail is no more, but Tragorn can help the characters determine the direction to take. About one and a half days out, the path forks to move around a deep pool. Tragorn will note that the north fork leads through an area that has been in unrest. (He will not elaborate. Military PCs will know the Flan tribes in the swamp are active.) Plajin will note with a great deal of seriousness that the south route is said to be haunted.
- Where the paths rejoin is where the journey ends. The characters are to look for a stone marker with the word "Anaxallom" on it, although the word may be worn off. Buried a foot under the stone should be a leather case; in that case is a scroll. Plajin wishes the PCs to bring the case and scroll back to him, at the fort.
- The marker is not a gravesite. Supposedly, before Anaxallom went to face his final enemy, he buried his most precious possessions, that should he fall, the enemy would not acquire them.

If the characters accept the mission, they will be offered healing of any damage and given time to get armor and weapons. They are told to meet Tragorn at the east gate at

High Sun, and he will give them enough food for a week of travel.

Encounter Three Into the Swamp

Tragorn meets the characters at the east gate with supplies of rations (Seven pounds per adventurer.)

“Go east about four miles. There, you should find the old Flan trail that is listed on the map. It shouldn’t be that hard to find, as it borders the large open water. Avoid the north path if you can, as there has been unrest in that area. I appreciate your willingness to help. It allows me to help an old friend, even though I believe that your quest will come to naught.”

If one of the male characters seemed to hit it off with Elandrel, you should use the following additional encounter.

After Tragorn bids you farewell, you shoulder your packs and turn to go. “You weren’t going to leave without saying goodbye, were you?”

Elandrel has come to see the character off. She will give him a hug and a peck on the cheek, thank him for helping her uncle, and express concern for his safety. Once the character has convinced her that he will be fine, she says:

“You know, it’s odd. Even though we just met, I would miss you terribly if something happened to you. Oh, and do avoid the south track, my uncle is convinced that something haunts it, and he is rarely wrong.” With a wink and a smile, Elandrel heads back towards Trina’s. You turn and look at the swamp that lies before you.

The ground has been drained out to about 50 ft. from the gate. There is a dike, and once over that, the party is in true swamp. Patches of high land are dotted among areas of boggy mud and water. The rushes after which the swamp is named whip at the characters’ faces and hands, leaving welts (though doing no damage) where they hit. Biting insects of every type and variety have decided that adventurer must be their favorite food. It is also unbelievably hot and humid. Play up the environment, but do not overwhelm the characters, as the environment does not make that interesting an adversary. The following rules reflect the effects of the swamp:

Heat: Each day in the swamp, every character must make a Fortitude check at midday (DC 12, -1 for each previously failed check, -4 for heavy armor.) Any character who fails takes 1d3 points of subdual damage. Note that characters with Wilderness Lore do not have to make a Fortitude check. Further, they can make a Wilderness Lore check at DC 15. Every point they make the roll by adds 1 point to all the others’ saves (minimum

+1), because they recognize what other characters are doing wrong and can give tips. If multiple characters have Wilderness Lore, use only the greatest bonus.

Fungal Rot: The humid conditions of the swamp force the traveler to be wary of fungal rot. This will get into places that are unventilated and wet. Because of this, anyone in the Rushmoors has a 5% chance per day (non-cumulative) of contracting rot. To this is added 5% per non-magical point of armor protection (e.g. leather adds 10%). This total is doubled if the armor is not taken off and cleaned once a day and is doubled again if the person got wet or exerted themselves such as in combat. For example, a character wearing leather armor who has been in combat and does not remove and clean her armor has a total 40% chance of contracting fungal rot.

Rot causes a -1 per day (cumulative, as the rot spreads) to all rolls until the infected person washes thoroughly with clean water (such as generated with a *create water spell* or from any fresh non-polluted source) and goes without armor or binding clothing for one day. Swamp water is not considered clean for the purposes of washing away fungal rot. Of course, a *cure disease* will work as well. Wilderness Lore can be used to help a character avoid the debilitating effects of fungal rot, reducing the negative modifier by 1 for each point rolled above a DC of 15 (use the result of the first check until the character is no longer afflicted). A Heal skill check at DC 18 can stop the rot from progressing any further. Anyone immune to disease is also immune to fungal rot

DM’s Note: Any character that specifically says that he is ignoring the character(s) with Wilderness Lore (e.g. “no way am I listening to a half-orc”) does not receive the bonus for any thing that the bonus applies to.

Lost: To keep heading east, the characters must get their bearings. Making a roll against Inuit Direction at DC 15, or a Wilderness Lore check at 20 does this. Only one character in the party needs to succeed for the party to stay on track. If everyone misses, it means an additional day looking for the track. They find it after the second day. Note that any effect that ensures direction ensures success at this.

For each day (including the first) the party spends looking for the track, apply one of the following swamp effects. Determine randomly or choose one, but try not to run counter to a party’s strengths and do not to repeat any effect.

1. **Infected bugs:** The characters are attacked by infected mosquitoes and have a chance to contract Swamp Fever.

Swamp Fever: This is a malarial disease borne by the numerous mosquitoes of the swamp, although this is not generally known at the present time. A Fortitude saving throw (DC 14) avoids contracting it. (The Wilderness Lore rule applies as above except that the character with the skill is still subject to the effect.) If

it is contracted, the infected person temporarily loses one point of Constitution per day until they make their saving throw, at which point the episode stops. They then recover one point of Constitution a day. A successful Heal check (DC 15) will give the infected person a second saving throw per day, if needed. If a character's Constitution drops to zero, he dies. The disease is permanent unless *cure disease* is used. Episodes will reoccur throughout an infected person's life. Give the player the *Swamp Fever* certificate.

2. **Gator attack:** A Spot roll can notice the gator (DC 20). If not, the gator gets a surprise round. This can either be a combat or be resolved through things like animal friendship. Note that gators love small animals, so its targets of choice are familiars and animal companions, but it will not ignore people attacking it.

Gator: Medium Animal (aquatic); HD 3d8+9; hp 22; Init +1 (Dex); Spd 20 ft., swim 30 ft.; AC 15 (+1 Dex, +4 natural); Atks +6 melee (1d8+6, bite; 1d12+6, tail slap); SA improved grab; AL N; SV Fort +6 Ref +4 Will +2

Str 19, Dex 12, Con 17, Int 2, Wis 12, Chr 6.
Skills: Hide +7, Listen +5, Spot +5.

3. **Quicksand:** The lead character must make a Reflex saving throw (DC 15) or be stuck in quicksand. Anyone caught in it will sink under in (600/weight in pounds of person and all equipment) rounds unless they make a Swim check at DC 20 or are pulled out by friends. Pulling someone out requires enough strength to lift the character and equipment to the knees and then a Strength check at DC 14. Each roll may be retried each round. Note that small characters sink in half the time. Be generous and give bonuses to the rolls for character creativity.
4. **Bog Hole:** One of the characters, determined at random, must make a Reflex save at DC 15 or fall into a bog hole and be immersed in water over their head. The character must make a swim check at DC 10. Any character possessing the Swim skill automatically succeeds or may automatically save the character in question. If no one posses the skill or cannot make the roll, the Character suffers 1d3 subdual damage, but the character does not drown. In any event, the character (and any characters who go in to save him) is soaked to the bone (See Fungal Rot, above)

Note that for many of the above effects, the Wilderness Lore bonus can be applied.

Encounter Four The Crossroads

This event happens at the end of the day in which the characters discover the trail.

Walking along the trail as the sunlight begins to dim, you come across a wide body of water, almost a lake, in the middle of the swamp. Heading to the north and south of the lake is a crude trail; you have come to the point where you must make a decision. Do you head north into possible trouble or brave the haunted south?

Allow the characters to debate which path to take without much interference. Discourage them from splitting the party, but if they do, run each group through the appropriate half. Let them camp at the crossroads and in the morning head down the path that they have chosen.

Encounter Five The Path of Choice

5a. The North Path, or Out of the Frying Pan

The path runs northward around the lake, along a rise so that the ground is mostly dry. The undergrowth seems cleared, and it is evident that the path has been traveled recently.

A Track roll at DC 23 (characters may take 20) will show that humans, some barefoot and some wearing what must be flat leather shoes like moccasins, have used the track. There is no real pattern to the comings and goings. About a half day's journey up the track (right after making the heat roll for the day), is a trap. The Flan natives have placed a net (20 ft. diameter) across the roadway in order to catch any soldiers coming up the trail. Two natives who are watching the trail can trigger it. Also, if the party clearly states that they are on the lookout for traps a rogue (and only a rogue) may discover the trap (DC 23 Search roll, as it is covered with leaves and debris like a lot of the trail.) The trap may be disabled easily (DC 15).

Net Trap: 20 ft. diameter; Search (DC 23); Disable Device (DC 15).

If the trap is disabled, the natives flee into the swamp (Listen roll at DC 14 to detect). If the party pursues, and uses appropriate tactics, allow them to catch one of the natives. The native will not want to fight the characters and will surrender if confronted. The characters will still have the same chance to get into the encampment as described below.

If the trap is not detected and bypassed or disabled, it will be sprung when it can catch the most party members. A Reflex save at 23 will avoid the trap. If not avoided, the trap will entangle the characters and place them thirty feet up into the air. At this point, the natives appear:

Emerging from the brush at the side of the trail are two Flan natives. They are wearing loin clothes and though the spears they carry are primitive, the tips still look sharp.

They will command any characters not in the trap to disarm and ask those in the trap to throw down their weapons. Note that the natives can be reasoned with but will demand the disarming first (they speak a guttural version of the Common tongue). The Flan know the following things:

- The trap was set to catch any of Tragorn's surveyors who might come to this part of the swamp.
- The draining of the swamp is destroying their home and they have nowhere else to go.
- They do not want trouble but may be given no choice.

At the beginning of the encounter the natives are "Unfriendly" to the party. The party can make a Charisma or Diplomacy check after roleplaying with the natives. The main character doing the negotiation should roll. Modify the roll by +2 to -2 to reflect what was discussed in roleplaying. If the result of the roll is less than 5, the natives will attack if they have an advantage or try to flee into the swamp if they feel they do not. If the roll is at least 5, but less than 15, the natives' attitude does not change, and they require further convincing (i.e. more roleplay and another roll). If the roll is at least 15, but less than 25, the natives will allow the party to continue on the path begrudgingly with warnings to give to Tragorn about future incursions. If the roll is at least 25, the natives will be impressed and offer to lead the characters to their encampment to spend the night and get good food. The camp is not far out of the PCs' way. The natives will also offer to use healing poultices on the characters' wounds once they get to the encampment. The poultices heal 1d3 points of damage. They will use one poultice on each wounded character.

The encampment is made up of five simple rush huts. Five families live here. The people are beyond poor and live on what they can scrape from the swamp, but would not want to change lifestyles. The children, though dirty from play, are full of laughter and life. The characters will be well fed and get a good night's rest. Allow them to enjoy this break. In the morning, the two natives get the party headed in the right direction and bid them good day. Go to encounter seven.

Flan Barbarians (2), Male Humans, Bbn 2: Medium Humanoid (6 ft. tall); HD 2d12+6; hp 33; Init +7 (+4 Improved Initiative, +3 Dex); Spd 40 ft.; AC 13 (Dex); Atks +2 melee (1d8+2 [crit x3], short spear); SA rage; AL CG; SV Fort +6, Ref +3, Will +0

Str 14, Dex 16, Con 16, Int 12, Wis 10, Chr 10.

Skills: Hide +2, Intuit Danger +5, Wilderness Lore +5, Swim +6, Intuit Direction +5. Feats: Alertness, Improved Initiative, Rage.

Equipment: Shortspears.

Sb. The South Path, or Ghosts from the Past.

The south path is barely visible through the thick undergrowth, and it is obvious that this path has not been used in some time.

A track roll at DC 23 (characters may take 20) will reveal that there are no animal tracks either. This should strike the PCs as very odd. What has happened is that an unknown Power of good has suppressed the Reptile God's evil in the area. (Note that in the original module *Cult of the Reptile God*, the reptile god was revealed to be a naga. It seems that this was in haste, and that a further evil lurks in the Rushmoors.) The struggle between good and evil has driven off the native wildlife. If someone tries to sense evil, they will get an odd "no reading," as things still hang in a bizarre balance. As the characters proceed down the path, stress the lack of insects and any natural sounds. Play on the characters' paranoia by asking for Spot or Listen checks that reveal nothing, no matter what the roll. As the party approaches the end of the day they will come across an abandoned ruin. This is a former shrine to the Reptile God but it reflects the same odd "no reading".

On the trail ahead, you spot what looks to be the ruins of a small stone structure. The natural growth of the swamp has taken its toll and lichen and kudzu cover most of the broken rocks.

The inside of the structure has a hard stone floor and is actually fairly clear of weeds and debris. Search rolls at DC 15 will reveal two things (have two different characters discover them.)

The first is an odd, serpentine symbol, the mark of the Reptile God. Anyone with a skill related to stoneworking may roll against DC 15 to tell that the carving seems to be quite fresh. Dwarves may roll Wisdom modified by their racial +2.

The second item is a bronze statue of the Reptile God. This sits in a niche overgrown with kudzu. It is trapped with a counter weight that opens a pit door in the floor in front of the statue. The trap is triggered if the statue is removed without pushing a very small stone button behind the statue. The trap is DC 22 to detect and DC 15 to disarm. If it is not disarmed, a pit opens beneath the character and she is dropped into a 10 foot pit that over time has become filled with 3 feet of brackish water. (Reflex save at 20 to avoid.) The character will take 1d3 damage and find themselves in three feet of water. The door to the pit stays open, so rescuing the character can be accomplished without much difficulty. The statue is worth 100 gold pieces.

Trapdoor Pit: 10 ft. deep (3 ft. water) (1d3 damage); Search (DC 20); Disable Device (DC 15).

As the characters are exploring the ruin, a gentle rain will begin to fall outside. Very little rain is seeping into the ruin, and the characters may decide to stay there for the evening. Do not force the party's hand either way. Should any of the party decide to stay in the structure, they are

given a sign in a dream. (It is unknown whether a good god or an evil one gives the sign.) Note that the identity of the good power has been masked and will only be revealed when it feels the time is right.

That night your sleep is troubled by a strange dream. You see yourself back in the fort standing on the wall. As you look out you see a vast horde of lizard men bearing a strange banner (The Sign of the Reptile God.) As you prepare to defend the fort, the creatures stop and let up an unearthly howl. The ground beneath the fort trembles and becomes a mire. As you and the fort are sucked beneath the surface, you awake, the light of day shining in your eyes.

If the characters are keeping watch, the dream comes to those asleep during the last watch. Even though the dream is disturbing, the sleep counts as restful for purposes of regaining spells.

5c. The Middle path, or Who knows what they are liable to do?

Because players often like to be creative, there is a chance that someone will come up with the idea of swimming to the other side of the lake. Though dangerous and highly unlikely to succeed, it is not impossible, and the characters should not be disallowed from following this course of action. Inform the characters that it will take 6 hours of hard swimming to cross the lake. (Following the shoreline will take days of swimming.) If they persist, do inform them that the chance of success is low and that the danger is real, but if they want to do this, allow them to. Use the following mechanic.

Every hour, the character must make a Swim check at DC 20 (remember -1 for each 5 pounds of equipment) or suffer 1d3 fatigue (subdual damage). It takes one roll to turn and go to the north or south bank. Characters who go unconscious begin to drown unless pulled by other characters who have made successful Swim checks (remember that the weight of the character counts against the roll.) After six rolls, the party reaches the far shore, exhausted. They can camp for the night. Because there is no need to overly punish the party, no creatures attack them in the water.

Encounter Six The Goblins

Unless the party delays leaving the next morning, the following encounter occurs before heat fatigue is rolled for the day. A group of eight goblins led by a goblin adept have been paid to watch this crossing by a mysterious benefactor and have set up an ambush for the party. This can be noticed by an opposed Hide/Spot check. Note that it is very plausible that the party will be sending someone to scout ahead. If so, that member may get a chance to surprise the goblins.

After about one half day of travel, you come to the spot where the two paths intersect. As you begin to look for the marker, you notice a slight movement in the underbrush as nine goblins emerge to attack. Eight are brandishing morning stars, and the ninth has a strange symbol painted upon his bare chest.

The goblins carry 80 gold pieces bearing the lance of Ket. The amount of gold seems high for goblins. Following the combat, the party can look for the stone marker. Call for Search checks, highest roll locates the marker.

You move a rush aside and see on the ground a stone marker about one foot to a side. Carved in the stone is the word "Anaxallom." The stone looks untouched by the effects of the swamp.

The stone is untouched because of the power of the relic it marks. If the characters dig, they find about two feet beneath the marker a leather scroll case similarly unharmed. If they open the case they can find the *Scroll of Anaxallom*. This is a letter of encouragement to Anaxallom and is signed by Trilesimain. Any lawful good, lawful neutral, or neutral good character reading the document (or hearing it read) becomes so uplifted that they are immune to fear for their next quest (adventure), and receive a +10 bonus to all saves against magic thrown by evil casters during their next adventure. Evil creatures reading it become so disheartened that they must flee from any combat or challenge for 1d4 days. It has no effect on chaotic good or chaotic neutral characters, both of who likely find the letter tedious and overbearing.

It should be assumed that the trip back to the fort is uneventful and that the characters arrive safely back in a few days' time.

Goblins (8): Small Humanoid (3 ft. tall); HD 1d8; hp 6; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morningstar); SQ +4 to Move Silently; AL NE; SV Fort +0 Ref +3 Will +0 Str 8, Dex 13, Con 11, Int 10, Wis 11, Chr 8.

Skills: Hide +6, Listen +3, Move Silently+5, Spot +3.
Feats: Alertness.

Equipment: armor, morningstars.

Grunel, Male Goblin, Adp 2, Small Humanoid (3 ft. tall); HD 1d8 + 2d6; hp 14; Init +7 (Improved Initiative + Dex); Spd 30 ft.; AC 12 (+1 size, +1 Dex); Atks +1 melee (1d8-1, morningstar); SQ +4 to Move Silently; AL NE; SV Fort +0 Ref +3 Will +3.

Str 8, Dex 13, Con 11, Int 10, Wis 14, Chr 12.

Skills: Hide +6, Listen +3, Move Silently+5, Spot +4, Concentration +5, Spellcraft +4. *Feats:* Alertness, Improved Initiative.

Spells: 0 lvl—*cure minor wounds* (x2), *ghost sound*; 1st lvl—*bless*, *cause fear*.

Equipment: components, morningstar, pouch with 80gp.

Encounter Seven

Finale

Tragorn will be amazed that the characters were able to return with the artifact. He will mourn the loss of any of their comrades. If the PC who had the good encounter with Elandrel returns, she will be overjoyed and greet him with hugs and kisses. Uncle Plajin will pay the characters for their service and praise their actions as those worthy of heroes. He will offer to read the scroll to the characters if they have not read it already (this will confer the magical bonus upon them). As he reads it, his eyes fill with tears as the realization of a lifetime of work comes to him. At some point, he will say to the characters:

“He touched this, you know. I am actually touching parchment that he touched.”

Tragorn will ask the characters for a report on the conditions they found in the swamp. He will listen carefully and ask questions. He will offer to substitute Gran March coinage for that found on the goblins.

The End.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Rescuing Elandrel from the Baklunish:	100 XP
Not fighting the Flan Natives or Finding the Idol:	50 XP
Defeating the Goblins:	100 XP
Total experience for objectives	250 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	300 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it.

Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 1,000 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Gold:

- 20 gp each for successful completion of the adventure.
- 100 gp for selling the idol.
- 80 gp recovered from the goblins.

Magic:

- **Effect of Courage (one per PC):** The Lawful Good, Lawful Neutral, or Neutral Good PC named above has heard the words of encouragement from Trilesimain to Anaxallom. This grants the PC a +10 bonus to all saves against magic thrown by evil casters for the span of the PC's next adventure.
- **Healing Balm (one per PC):** This balm can heal up to six points of damage. It may be applied one point at a time. When all points have been used, the balm is completely used up. The balm expires two years from the date of issue.

Contacts

Gran March Point of Contact (one per PC): The above-named character may choose one of the following NPCs as a special point of contact:

- **Witness Tragorn:** This point of contact allows the above-named PC to add +2 to any Diplomacy check related to the Gran March government or military.

- **Trina Multer:** This point of contact allows the above-named PC to add +2 to any Diplomacy checks related to the Gran March bardic culture or criminal underworld.
- **Plajin the Elder** This point of contact allows the above-named PC to add +2 to any Diplomacy check related to the Knights of the Watch and Dispatch (within Gran March only) or with any sage in Gran March.

This bonus may be used five times before being used up.

Unique Premier Item: Long term relationship with Elandrel Jaxob. One character selected at the premiere run of this event will receive the chance to develop a long-term relationship with this NPC. This will mostly be a role-playing opportunity. The exact effect of this will be determined by interaction between the player and the Triad, although no in game mechanical benefit will be derived.

Bad Things

Swamp Fever (provide three): Show this certificate to your GM before play. Once during the session, the GM must ask you to roll 1d20. If the roll is a 1, the disease takes effect. The infected person loses one temporary point of Constitution per day, until the victim makes a Fortitude saving throw (DC 14), at which point the episode stops. They then recover one point of Constitution per day. A successful Heal check (DC 15) will give the infected person a second saving throw per day, if needed. The disease is permanent unless a *cure disease* spell is used.

Player's Handout Number One

A Players' Guide to Fort Tribulation

(One for each player please)

Fort Tribulation lies at the southeast corner of the Rushmarch and is the seat of the Warden of that march. As such, it houses a contingent of five hundred troops along with a smattering of civilian service providers, and occasionally merchants, farmers, and adventurers. Only the immediate area around the fort is pacified, and the swamp itself is home to outlaws, humanoids, barbarians, and others who do not fit into Gran March's lawful social structure.

The fort itself is a wooden palisade 200 yards to a side. It houses the barracks, the Warden's office and quarters, a blacksmith, other assorted suppliers, a house of hospitality, and a trading post. The trading post oversees the sale of the world famous Rush March rushes, which are used in furniture construction and papyrus manufacture.

Trina's House of Hospitality offers good food, music, and other less public forms of entertainment. The only rules there are don't cause trouble and don't mistake the waitresses for the working girls.

The current Warden of the march is Vitness Tragorn, a young son of an influential merchant. He has only recently been appointed to the position. He has started a project of draining swampland to gain farmland for the influx of refugees. The area around the fort is covered with dikes and drainage ditches. The success of the project is open to debate.

Your character has found herself (or himself) in Fort Tribulation. Your purposes there can be one of many. Perhaps you are serving or did serve your military service there. Perhaps you worked with a merchant caravan and have dropped out to seek adventure, perhaps you simply ended up here with no place better to go, but any reason is satisfactory. Please devise one for your character, as you feel appropriate.

This morning you have chosen to dine in Trina's House of Hospitality. There are guards at the door and it is asked that everyone check their weapons. Please inform the DM if you wish to try to slip a weapon through.

You have heard the following rumors since your arrival at the fort:

Player's Handout Number Three

To my dearest companion Anaxallom,

Too much time has passed since we journeyed together. Oftimes, I find myself longing for your skill in combat or for simply a gentle song at the close of the day. This letter should reach you by way of a young woman named Taranly. Trust her, as she has always proven a worthy companion on my quest. Her skill at disarming locks and disabling traps is uncanny and she should prove a valued help as you pursue the one who shall not be named.

Remember that courage is a shield and bulwark that the good erect round themselves. It is in courage that we find the strength to persevere and it is by our courage that the ENEMY shall meet his doom. Remember that only the fool does not know fear, yet the wise man sees clear his duty and holds true to the path.

In olden times those who would call themselves Knight have behaved as cowards and craven beast. We are summoned to a higher calling that demands that we persevere. We cannot fail in our quest lest darkness and disorder rule over all things. I charge you to see that the most evil one is slain and grant you my blessing in this quest. So long as you maintain your road and remember our ways, I shall be with you in spirit. May He who watches and guides our hand from above place his blessing upon you.

Your truest friend,

TR

DM's Reference Number One

Vitness Tragorn

Vitness is a twenty-eight year old human male. He is the son of an influential merchant in Hookhill and also a war hero. He served his army tour in Geoff and, when his commanding Knight was slain by a giant, he rallied the troops and not only managed to save all of his remaining men, but also destroyed two encampments of humanoids during the retreat. Because of this action and his father's influence, Vitness was given the post of Warden of the Rush March, a position he has taken with vigor and vision. His current project involves draining some of the land around the fort and offering it to refugee families to settle in. Vitness has dark brown hair and piercing brown eyes. He is charismatic and kind, although he brooks no lack of discipline and is sometimes given too much to his projects. He stands at 6 ft. 2 in. and weighs about 180 pounds.

Vitness Tragorn, male human Ftr7: Medium Humanoid (6 ft. 2 in. tall); HD 7d10+14; hp 73; Init +7(Improved Initiative feat + Dex); Spd 30 ft.; AC 17 (chain + Dex); Atks +10/+5 melee (1d8+3 [crit 19-20], +2 longsword); AL LG; SV Fort +7 Ref +5 Will +5

Str 12, Dex 16, Con 15, Int 15, Wis 13, Chr 16.

Skills: Climb +4, Handle Animal +4, Jump +4, Ride +10, Swim +4, Diplomacy +5, Gather Information +3, Profession (Administrator) +3. *Feats:* Alertness, Blind Fighting, Improved Initiative, Combat Reflexes, Mounted Combat, Ride by Attack, Spirited Charge, Iron Will.

Equipment: armor, +2 longsword.

Trina Multer

Trina runs a house of hospitality at the fort. She is a human female, approximately fifty years old, around 5 ft. 5 in. and 120 pounds with long red hair and green eyes. She looks about twenty years younger and, though some rumors attribute this to magic, it is all naturally achieved. Trina was an adventuring bard until her party was wiped out in a cavern beneath the Lortmils. She does not talk about this although she is said to still bear scars from her final fight. She retired and opened the brothel in Fort Tribulation. It is widely rumored that she and Vitness are lovers and that he seeks her council on most matters.

Trina Multer, female human Brd6: Medium Humanoid (5 ft. 5 in. tall); HD 6d6+6; hp 34; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 bracers of armor); Atks +3 melee (1d6-1 [crit 19-20], short sword); AL CG; SV Fort +3 Ref +9 Will +2

Str 8, Dex 16, Con 12, Int 16, Wis 10, Chr 19.

Skills: Bluff +9, Perform +9 (ballads, dance, drama, limericks, epics, melody, recorder, story telling, juggling), Concentration +9, Diplomacy +9, Gather information +9, Hide +9, Profession (hostess) +9, Sense Motive +9. *Feats:* Alertness, Dodge, Lightning Reflexes, Quicken Spell.

Spells 3/4/3: 0-lvl—*daze, dazzle, light, mending, prestidigitation, read magic*; 1st lvl—*charm person, expeditious retreat, mage armor, unseen servant*; 2nd lvl—*cat's grace, invisibility, silence*.

Equipment: bracers, shortsword.

Plajin The Elder

This sage had dedicated his life to a study of the history of the Sheldomar Valley and the Knights of the Watch. He is approximately 60 years old. He has a kindly face and demeanor.

Plajin the Elder, Male Human, Exp 5: Medium Humanoid (5 ft. 3 in. tall); HD 5d6; hp 21; Init -1 (Dex); Spd 30 ft.; AC 9 (Dex); Atks +2 melee (1d6-1, quarterstaff); SA none; SQ none; AL NG; SV Fort +0 Ref +0 Will +9

Str 8, Dex 9, Con 8, Int 19, Wis 16, Chr 12.

Skills: Alchemy +8, Craft (writing) +8, Decipher Script +8, Diplomacy +8, Gather Information +8, Knowledge (Knights of the Watch) +8, Knowledge (History) +8, Knowledge (ancient writings) +8, Perform +2 (storytelling, epics), Profession (Sage) +8, Speak Language (8 additional). *Feats:* Alertness, Expertise, Iron Will.

Equipment: staff

Elandrel Jaxob

Elandrel is a teenage human who is fascinated with the adventurers who travel through Fort Tribulation. She has worked for Trina for a little over a year. She is nice, charming, pretty, and flirtatious. She has long blonde hair and crystal blue eyes.

Elandrel Jaxob, Female Human, Com 1: Medium Humanoid (5 ft. tall); HD 1d4; hp 4; Init +1(Dex); Spd 30 ft.; AC 11 (Dex); Atks +0 melee (1d4 [crit 19-20], dagger); SA none; SQ none; AL NG; SV Fort +0 Ref +1 Will +2

Str 10, Dex 13, Con 10, Int 10, Wis 08, Chr 14.

Skills: Gather Information +2, Profession (waitress) +4. *Feats:* Dodge, Simple Weapon Proficiency.

Equipment: dagger

Trina's House of Hospitality

This is a sprawling two-story wooden structure located near the eastern wall of the fort. Inside, the first floor is divided into a number of eating rooms, a gaming hall, and a kitchen. The second floor houses the brothel. Trina runs an honest house and any mistreatment of the girls is dealt with severely. Most people of means in the fort choose to eat here as the food and service is of extremely high quality.

The Fort

The fort is a wooden palisade structure about 200 yards to a side. It houses barracks for Vitness's 500 troops as well as Trina's establishment, a trading post, a smithy, and other basic services. Besides the soldiers, there are usually a number of merchants and farmers here buying and selling rushes.

The Project

Vitness has hit upon the idea of draining part of the swamp and giving the rich land underneath to refugees to farm. A series of dikes and drainage ditches are being constructed.

Rushes

These tall stalks that give the moor its name are used for furniture covers and papyrus. They are traded all over the Flanaess.

The Swamp

The Rushmoor is a forbidding place filled with Lizard men, outlaws, Flan natives, humanoid bands, and disease. It is also a thriving wetland ecosystem that covers an area roughly one-third the size of the nation as a whole. It is made up of bogs and highlands with an occasional patch of open deep water.

DM's Reference Number Two

Rumors

1. The Flan natives in the swamp have been restless of late.
2. Trina and Vitness have been lovers since his arrival at the fort.
3. The road through the Dim March has been hampered by humanoid activity.
4. The road through the Dim March proceeds apace and it should be completed shortly.
5. The war in Geoff goes badly and Hochoch may have to be abandoned by winter.
6. The Commandant is interested in the wholesale annexation of Geoff following the re-conquering.
7. Gran March's sole interest in Geoff is to see that country liberated and its government restored.
8. Keoland is bent on re-establishing its empire.
9. The houses in Keoland are so divided that they may soon dissolve into civil war.
10. The Warden has been ordering food left outside the defensive perimeter at night. The natives must take it...all that the monsters don't get.
11. Strange noises have been heard coming out of the swamp at night. Like ritual beating of drums or some religious chant.
12. The purpose of the draining project is not to reclaim land but to uncover a treasure near the fort.
13. Vecna's palace lies buried at the center of the swamp.
14. Trina keeps her unnatural beauty through the use of anti-aging magic. She set up business here to try to find Vecna's secrets.
15. There is a great discord between the Knights of the Watch and the Knights of the Dispatch. It seems to be over tactics.
16. There is a storehouse of treasure in the swamp from an ancient empire that opposed Vecna.
17. War with Ket is inevitable. Expect it within the next three years.
18. Ket has made serious peace offers and the Commandant is willing to negotiate. There will likely be peace and good trade for generations to come.
19. Red robed men were seen stopping by the fort to pick up supplies and heading into the swamp.
20. Vitness has a younger sister who is a powerful sorcerer and travels the Flanaess in search of adventure.

Into the Rushmoors Adventure Summary

Please Return to the Gran March Triad.

1. Did the PCs interfere on behalf of Elandrel in the fight?
2. If no, please list the names of the PCs at the event.
3. Did the characters fight with the Flan natives?
4. If no, did they carry the natives' warnings back to Tragorn?
5. What information did the characters give to Tragorn at the end of the event?