



# The Swamp Daughters of Marshsund

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# Introduction

In this module I hope to provide a colorful mix: There's a hex crawl. There's encounter tables. There are NPCs to interact with. There's a dungeon. There's multiple factions with valid interests. All for you to mix and match according to your players' tastes.

On several instances I have included rules for situations relevant for the adventure. These are suggestions, feel free to ignore them if they do not match your preferred style of play.

## Background

This chapter introduces you to the area, the main factions, and the dilemma at hand.

### The Lay of the Land

The great river runs from the south northwards to the sea. Along it passes through a prosperous town of merchants, wide grasslands and acres, and finally into a huge swamp. The northern climes make the swamp treacherous, but the big stream was always navigable, and trade passed on the stream to its delta where a major port resides.

The merchant town is named Ashdale, after the trees that line the fertile valley. Its rich farms and orchards made the town content, but it was trade that made it prosper. From the grasslands livestock is brought to town to be slaughtered, the meat, leather and hide are sold up and down the river. An eastern tributary to the great stream brings trade from hill and mountain, including timber and ore. The river

traders bring from the north things like amber, furs, seal and whale oil, and from the south more refined goods like cloth. The traders of Ashdale became rich and made one of their kind town leader in each generation, taking the title of Lord-Mayor and answering only to the king.

The great stream is called Garrach along its more northern shores. At its widest it measures up to 200 feet, but it varies wildly in both width and depth. It moves slowly, in fact in most parts slow enough to be traversed upstream with little extra effort. In Ashdale a major bridge has been built, connecting the land trade routes as a hub to this other important vein through which goods and gold flow. Smaller communities line the river, mostly earning their living with a mix of farming, tending livestock and fishing. Life is simple and without major upsets along these shores, and if protection is needed, Ashdale is close enough, yet far enough to not exert too much influence.

The picture starts to change when the river nears the area named Dystermarsh. For about 35 leagues along the river there is a soggy, treacherous land of marshes, sinkholes, small lakes and minor tributaries. This land is mostly hostile to human habitation, no roads cross through it. In summer it harbors mosquitoes and gnats, in winter there is bitter cold and ice. While wild life abounds, so do creatures that can become very dangerous to travelers and settlers, and dry land for building is rare and the river and its tributaries change, sometimes even creating wide shallow lakes when downstream dams block up water.

Before the river enters the Dystermarsh it passes through a forested line of hills into Lake Bragudin. Along its western shore is the last human settlement in these parts south of the vast mire. This settlement is Marshsund. Originally settlers there eked out a meager existence by fishing the lake, and



hunting and trapping in the forest and the nearby swamp. Its riverside docks serviced the odd boat, but this never was enough to consider Marshsund truly prosperous.

Beyond the Dystermarsh lies Walvishead, the biggest port on the bay. Northern trade sailors often pass their goods through here. Though belonging to the same realm, Walvishead enjoys a degree of independence, due to being mostly isolated from the south through the swamp. Even though its elite often looks to the sea when it thinks of opportunities in trade and challenges to its safety, the traders of both Walvishead and Ashdale have been nurturing their bond for mutual benefit.

## Hooks

The Lord of Ashdale's daughter has been abducted on her trip to Walvishead. The Lord has promised a reward to the heroes for her safe return. It could be as high as 1,000 gp, but be sure to adapt to the basic economy of your own campaign when announcing the amount.

Adventurers could come to the Lord-Mayor's attention as follows:

- Having done a heroic deed in nearby lands.
- Being caught at mischief within Ashdale or the surrounding domain.
- Being brought in by another major campaign NPC.

Adventurers might learn of the reward as follows:

- Public notice that heroes are wanted by the lord.
- Tavern rumor.
- They might encounter the lost princess' distraught entourage when traveling the river Garrach.
- Barge People might tip them off to recent events when seeking passage.

## Factions

### The Swamp Daughters

The Swamp Daughters are extraplanars not quite in phase with this world. They need three new female inductees every 27 years into their hive mind to stay stable. They made a deal with the people of Marshsund, and in return help the Marshsunders control the trade on the river.

### The Lord of Ashdale

Lord Ernest Gehrenburg IV. is the elected Lord-Mayor of Ashdale - an office his family managed to hold on for four generations in a row. He wants his daughter back and deal a blow to the upstarts of Marshsund.

### The Village of Marshsund

The villagers as a whole enjoy the prosperity that the deal with the Swamp Daughters brought them. Most therefore agree with the deal, some submit to its necessity and only a select few consider resisting it.

### The Barge People

Along the river Garrach's length the Barge People ply their trade, providing transport for goods and passengers, but also being merchants themselves. Going upriver on the slow-moving Garrach and navigating the Dystermarsh is still hard work, and the boat clans and crews resent giving toll to the people of Marshsund which cuts into their own earnings. They will try to assist anyone trying to undo the cause.

## History

The Swamp Daughters are extra-planars unknowingly bound to this world by a magic device hidden under the marshes. Followers of Bobugbubilz attempted to bring their demon patron into this world. They located a suitable bloodstone to act as anchor centuries ago, but the stars weren't right. They did not know that and continued their depraved rituals. The fervor of the worshipers lasted long



enough to charge the bloodstone with the necessary energy to act as a dimensional conductor, but the veil between the worlds wasn't weak enough.

The Anchor was set off by an adventuring company that passed through Marshsund 108 years ago, the Band of Rovers. They passed into the Sund (as the southern Dystermarsh is called) and were never heard of again. They perished at the portal stone meant to bring the Toadfiend, unwittingly triggering the magic it held within. But without the proper ritual and with the site in decay for at several hundred years, the unfocused energies in the stone projected the Swamp Daughters into this land.

The Swamp Daughters are only one half of their kin. They hope for return to their extra-planar home. The men of their race were left behind, but their hope is that they can return to their home plane before there is no chance to truly sustain their kind by birthing new young ones. After their arrival they noticed that this world drained their hive mind's more subtle energies. They found a solution before their mind would deteriorate any further - inducing local women into their commune, merging their consciousness with three existing Swamp Daughters. The consciousness firmly rooted in this plane counteracts the deterioration. The women become full part of that mass consciousness and drop their physical form. The experience is kind of blissful, and before the bond becomes permanent the women get glimpses of it while being held in the Cave of the Ritual.

The Swamp Daughters appear as two-dimensional shades. They experience a low level of bliss at all times and have a unique way to perceive this world. The sometimes dreary Dystermarsh appears to them as pleasant, bathed in many colors and hues we don't know of. Their unaffectedness by physical needs and conditions makes their home bearable. Still sadness fills the hearts of the Swamp Daughters. They either grieve for their lost men or for losing contact with their loved ones in this world. Their motivation is to continue to exist, and ultimately to return to their home plane.

Their consciousness is of a different morality, but they made a deal with the local folk. They need to replenish their kind every 27 years, and they could take their "victims" by force. However, a smart former leader of Marshsund made a deal with them, for protection and for the benefit of the

town, if not for all of its people. Three girls will be taken from every generation, but the Swamp Daughters will make the river Garrach unnavigable for all except those under their protection. Part of this is the shifting of currents and the marsh itself, part of it is confusion in the minds of the travelers.

The villagers started to enact a toll for their service as "pilots" through the southern Garrach. Neither the lord of Ashdale nor the Barge People were pleased - as it cuts into their share of the trade profits. When 97 years ago a detachment of mercenaries was sent to bring Marshsund to heel by the then-ruling Lord Gehrenburg I., the Swamp Daughters confused the minds of the soldiers, leading some to die in the swamp, some to be ambushed by the villagers. A small group was left to return and report their misfortune.

Ever since the Lords of Ashdale left Marshsund alone, the toll not being worth more bloodshed. Until the Swamp Daughters abducted Jolinde, daughter of Lord Ernest Gehrenburg IV. They took her from the barge meant to deliver her and her entourage to Walvishead. Instead of being introduced to potential suitors she is now being held by the Swamp Daughters, to some concern of the villagers. On the one hand, it means one less of their kin. But what trouble will it breed?

The agents the lord sent ahead weren't able to penetrate the wall of silence. Pressing adventurers into his service is his last gamble before more blood is spilled. He already plans to assemble armed men to attack Marshsund, regardless of the warning tales handed on in Ashdale's chronicles. If the adventurers free his daughter first, there will be a reward and further bloodshed can be prevented.

## The Stakes

- The Swamp Daughters need to return to their home plane or renew their kind or they will perish as a race. Their very sanity and survival as a race is at stake.
- The Lord wants his daughter back. He will escalate the conflict if he does not get her back. His reaction might become very unfavorable should the party fail and return to his lands.
- The Marshsunders have arranged themselves with their livelihood as pilots and the village has prospered. Some

families, however, detest what they consider an “unholy bargain” and will try to undermine it. Especially those meant to make the sacrifice.

- The Barge People will render assistance to anyone whom they perceive as likely to end the toll. Removing the need for the toll would increase their prosperity and make them likely allies in future adventures.

## The Swamp Daughters

Within the hive mind of the Daughters exists everything - individuals, groups and the whole, all at the same time. It's possible to communicate with individuals and groups, but they won't betray the whole - there is a built-in defense mechanism. They will however express different shades of helpfulness and opinion - especially the consciousnesses derived from humans. These have introduced a flurry of human emotions into the collective, including the greater potential to be sad. The collective fears it will gradually succumb to these emotions and lose its bliss and higher abilities.

They appear as two-dimensional shades. Normal weaponry passes right through them without harm. In order to harm a Swamp Daughter at all, a weapon must be charged with negative energy (see the spell Chill Touch on pg. 98 of the DCC rulebook). Swamp daughters have limited control of their environment. Their attacks are purely energy-based - they ignore all armor and go straight for the essence. Only the agility modifier and an appropriate Luck bonus provide a higher AC than 10. Adventurers will see the hands of the attacking shadow pass right into their body.

### Swamp Daughter

*You're looking at a shadow, but nothing is casting it. It is simply a female silhouette, and it seems to have no depth at all. You turn your head back and forth, but it remains oriented towards you.*

**Stat Block (DCC) – Swamp Daughter:** Init +4; Atk +2 Essence Touch (d6+1); AC 14; HD 3d6; hp 13; MV 30' float; Act 1d20; SP ignores armor (only agility and lucky bonus count), may not be harmed by physical weapons or physical effects including elements (like e.g. a Fireball), weakness: negative energy, may pass through matter, extra-

planar traits, planar stain (on natural 20 causes minor corruption in target); SV Fort +1, Ref +3, Will +5, AL N.

A note on attempts to banish or turn the Swamp Daughters:

They cannot be turned by any cleric - they are neither evil or good, nor are they abominations of nature. They simply do not belong to this plane. Normally they could be banished by the appropriate spell (see Banish on pg. 269 of the rulebook), but the Anchor prevents this. It will appear that the spell works with the correct manifestation, it will however only dislocate the entity in question within the area marked by the Places of Power.

Their true weakness is that they are only at certain times in phase – and can only then interact with the world. The hours of dawn and dusk, specifically.

If the swamp daughters are denied the “sacrifice” of the three women, their hive mind will start to destabilize. The cohesion of the hive mind lessens and random collections of consciousness will infuse individual bodies and wander the swamps in varying states of madness and agony. Some of these will take to attacking travelers. The process will take about a year.

Releasing the Swamp Daughters through Divine Aid (see rulebook pg. 31) is possible as a DC 24 casting action. Clerics do not receive the +3 bonus from Places of Focus.

Also: You're no fun anymore.

### Interacting with the Swamp Daughters

If the adventurers deal honestly with the Swamp Daughter collective, it might help in their quest. The Swamp Daughters will honor the deal with the village as long as it is needed, but they clearly prefer free return to the plane they originated on.

When roleplaying Swamp Daughters, always let them speak in plural. They speak Common. Let the players learn of the true nature of the Swamp Daughters (and the meaning of “sacrifice”) by asking the right questions. This would include the PCs using the term “sacrifice” which might yield a response like “Nothing has been lost. They are still



contained within the whole.” Describe that every word spoken echoes and reverberates in a variety of female voices.

The way Swamp Daughters are bound to this plane can complicate communication. They cannot directly point a direction as they are two-dimensional in appearance. They can waft in the right direction, but this is harder to interpret than a pointed finger. It might also induce nasty headaches. They could also try to make an arrow into the dirt – at dawn and dusk only, however. They generally do not use human or demi-human terms to label distances, but they use Common to describe places, so they can label the swamp, the river, the town, the forest, etc. They have no conceptual terms for directions like north and south, but they can use terms like “across the river.” Combine this together and this makes getting spatial information out of the Swamp Daughters a challenge.

When being asked how they perceive the world, they will use terms like “swirls of colors” and “focal points of energy.” Their vision works completely differently and cannot be fooled with most spells as they perceive energy directly. Sunlight is such an energy and the consciousness of a being is another. When asked what the player characters look like they might say “more colorful than others” - my basic assumption is that adventurers are a very special breed of person to say the least.

When asked about their home plane they describe it “a different state”, “a place of union with the other” and “the whole.” It becomes apparent that it was a very desirable place. They will describe the men of their race as “always present and available to complement us.” The moment of being torn apart and brought here they describe as “the juncture.” If characters press further they will ask if they can touch the speaker. Allowing to do so will result in the following experience:

*The entity wafts towards you without making any sound. She simply seems to grow, but it is the perspective fooling you. Then, you can't quite explain it, something touches you and passes into you. Within a moment you feel ... different. For an instant you feel joyful, then you realize a hundred other minds are with you, within your own mind, around it, percolating it. As this feeling begins to scare you and*

*becomes too intense it suddenly ceases, and it is strangely quiet again, until the only voice you recognize is the sound of your own thoughts, as before. For a moment you are both relieved and sad for the loss.*

Any character touched in this way can from then on tell the presence of a Swamp Daughter even in perfect or magic darkness. He can also tell when the Swamp Daughters are gone from this plane. Further repercussions are up to the Judge.

Possible Clues:

- The Swamp Daughters do not know what binds them to this plane, but can roughly pinpoint the area where they cannot go – within five miles of the anchor. Since the player characters do actually have no maps and have to deal with the aforementioned communication difficulties, the best they can get is “west across the river” - not from the hive itself, but as revealed by the Judge as a summary if they try to deduce it from their interaction.



# The Town of Marshsund

Marshsund is situated on the western shore of the Garrach right where it enters the Dystermarsh at Lake Bragudin. A wooden stockade surrounds all buildings, there's a gate to the south, to the north and towards the river docks in the east. The swamp almost borders town in the north, to the south the forest does the same. The older part of the village surrounding a central stone building is built on a hill.

Wooden houses have been erected more recently closer to the river. The Garrach is known to change its path in this area dramatically once every few decades, and only “upper” Marshsund is “built to last.” Upper Marshsund has a low wall of stones, which could be expanded to a stockade if needed, and in fact was the fortification of the much smaller Marshsund of the past. The hill inclines upwards from east to west, and therefore has a steep side on its western end.

## The Roving Inn

Owned by Dorbras and Merowind Persson. Features an orc cleaver the Band of Rovers traded in over the fireplace. Visited by Barge People, travelers and villagers alike. The inn could end up being the stage of a brawl to reveal the hidden animosities between the factions.

Merowind Persson knows a lot about people around and feels sorry for her friend Bredda Gustaffsson who mourns the loss of her daughter. A silver tongue might elicit a clue, or if spoken to with compassion she also might yield something.

Possible Clues:

- Merowind might reveal something about Bredda's sorrows.
- Barge people might be able to tell that Jolinde was taken near the first eastern tributary downstream. This is a good place to start for the players. Tales of the abduction spread like wildfire amongst the Barge People, so they can give a cursory description of the Swamp Daughters.
- Michael the Woodsman (see below) can be encountered here at night and might chat over a beer.
- The inn is named after the Band of Rovers, who

mightily impressed a Persson ancestor. The party can learn about the band's composition (see Area 10: The Bloodstone on pg. 19) and that they never returned from the Dystermarsh.

## The Market Place

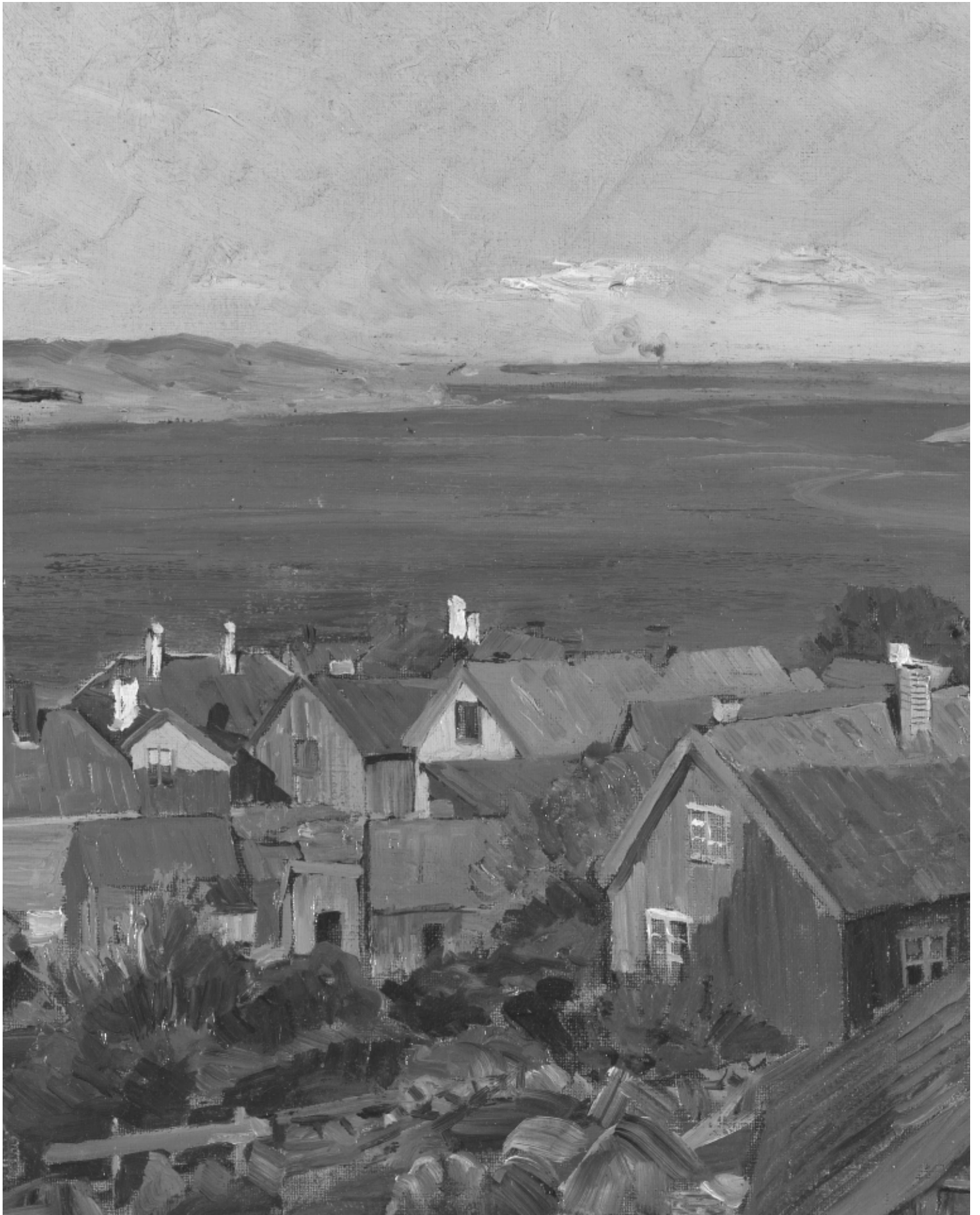
A few stalls and wares spread on blankets – not much of a market, but it will do in a pinch.

Astrid Gundarkin, the fish peddler: Astrid's husband is a fisherman, her sons are pilots or fishermen. She is invested in the current way things are, has no daughters and will not give clues.

Bowinn's assorted baubles: Bowinn Randquist is a traveling merchant who's staying in Marshsund for a few weeks, selling mostly to travelers making a stop here. He's not a villager, but maybe he saw something odd on his journeys? (If the party never met the entourage of the princess he came on the same boat as them.) Bowinn sells gear from the equipment table, trinkets and the odd exotic (non-magical) item at prices ranging from 1½ to double the price from the ones given in the DCC rulebook. His wares are spread over several blankets and he folds them up as sacks every night. He stays in the inn and can be encountered at dinner, but will not stay up for long.

When Barge People are in town, various goods are sold from small stalls with wheels. This includes conserved goods at reasonable prices and perishable goods from upriver for rather unreasonable prices (three times the normal). Almud and Hilda Njörnsen (see pg. 9) are sent by their mother to shop here for bread, salted meat and the occasional honey wine. They are always encountered together as their mother ultimately distrusts the traders as “nomadic folk.”

Michael the Woodman: Michael seems to be easy to figure out. He earns his living by trapping and hunting in the forest south of Marshsund and sells hides, bowstrings, arrows and other such things at the market. As someone who moved into the village only four years ago, he's considered an outsider and does not know about the true nature of the conspiracy, only that something is afoot. He's keen on becoming a hireling and traveling with the party. That is



because he is a long-term agent of the Lord of Ashdale. He makes his reports on his visits “to my folks further south.” He knows Annika and Gunnilla are missing.

Possible clues:

- Barge people might talk about Jolinde's abduction.
- Michael knows two of the girls are missing.
- Almud and Hilda might reveal that they miss their sister.

## House of the Town Elder

Egmarr Malmssen is the current leader of Marshsund. He is very invested in the way things are as are most families living in Upper Marshsund. While not an unkind man, he has put pressure on the two families involved - the Gustaffssons and the Njörnsens.

Note: He wears a magic amulet that makes him immune to mind-altering magic. The amulet seemed like a wise investment to a previous village elder. It blocks spells like Charm.

If the intentions of the PCs become clear, he will visit the Gustaffssons and Njörnsens to urge them to silence - if the party doesn't do so first. He might also take a skiff out into the marsh to warn his allies, the Swamp Daughters. He is not beyond banishing a severely misbehaving party from town.

Possible Clues:

- Players might overhear the elder talking to his trusted guards, revealing details. Especially if they use stealth or invisibility to do so or rouse guards or townspeople with the right remarks to set off their alarms.
- The elder might try to hush the Gustaffssons or the Njörnsens. If shadowed this might lead to revealing further details.

## The Town Guard

Marshsund has 6 people acting as full-time guards. Other villagers know how to use arms and a mix of level-0s will come to the guards' aid if needed.

Artur Kiaranson and Holmgrimm of the Spear are the town elder's most trusted guards and accompany him when he goes into the swamp. They are very loyal and know the way to the Cave of the Ritual, as they helped escort the two girls there. Artur is afraid of the Swamp Daughters and has a bad conscience over delivering town girls to them. They can be found patrolling town during the day or standing in front of the common hall. Artur can be found drinking in the Roving Inn every odd day – a bit too much ever since his conscience became burdened.

**Stat Block (DCC) – Artur and Holmgrimm:** Init +2; Atk +3 spear d8+1; AC16 (chain mail & shield); HD 2d12; hp 15, 14; MV 30'; Act 1d20; SP crit range 19-20, crit table III, crit die 1d14; SV Fort +1, Ref +1, Will +0; AL L.

Ogurr Ragnaldson and Thjolf the Rascal man a high outlook in Upper Marshsund during nights. Roll which one is encountered.

**Stat Block (DCC) – Ogurr and Thjolf:** Init +1; Atk +1 spear d8, +1 short bow d6; AC14 (studded leather armor & shield); HD 1d12; hp 8, 7; MV 30'; Act 1d20; SP crit range 19-20, crit table III, crit die 1d12; SV Fort +1, Ref +1, Will +0; AL N.

Geitir Greybeard and Hakon Geismarr are older men touring the city wall at night with a horn to signal alarm. Roll which one is encountered.

**Stat Block (DCC) – Geitir and Hakon:** Init +1, Atk +1 short sword d6; AC 12 (leather armor); HD1d10; hp 5, 4; MV 20'; Act 1d20; SP blow horn - will try to wake up village for 1 action; SV Fort +0, Ref +1, Will +2; AL N.

Possible clues:

- Artur and Holmgrimm know the location of a Place of Focus and where they delivered the girls from the village.

## The Gustaffsson Family Home

Bredda and Thjore Gustaffsson are upset with the order of things. Their daughter Gunnilla was one of the two girls taken away. She was the only child of the elderly couple. Being late parents to an only child, both are especially



attached to Gunnilla. Bredda Gustaffsson is described in a NPC Sheet (see Appendix). The Judge can delegate playing Bredda to a player by making use of the instructions found there.

Thjore represses his grief by spending as much time out of town hunting and trapping as possible. Both live in a little shack on the northern part of town facing the swamp, near the northern gate.

Possible clues:

- Bredda might reveal something about her missing daughter, the conspiracy and the role of the town elder.
- The elder might be observed trying to hush Bredda.

## The Njörnsen Family Home

The Njörnsens – Haltmut and Gunda – also lost one of their daughters: Annika. They live with their remaining two daughters Almud (13) and Hilda (11) in a big house in Upper Marshsund. Haltmut is a pilot, as is his son Gunnar (currently out to Walvishead). Almud and Hilda miss their sister Annika. Haltmut is taking out his grief as anger and would prevent any stranger from talking to his remaining girls, which he is interchangeably protective of or being an overbearing father to.

Possible clues:

- Haltmut Njörnsen might be observed losing his temper to his remaining daughters. Clever players might set up this confrontation by talking to Almud and Hilda first, either openly or by confirming the girls' concerns about their loss.
- The elder might be observed trying to hush the Njörnsens.

## The “Gallows”

Two man-sized rusty cages are dangling off the steep, rocky hillside on the west side of “Upper Marshsund.” Both are empty. Should a player character get caught trying any mischief, he might be locked in one for a day to cool his temper. There's not much to see here except a stretch of swamp, which might also bring some pesky mosquitoes.

## The River Docks

Resting on logs driven into the lake, docks made from wooden boards are located on the western shore, just outside the eastern town gate. Barge people will guard their boats here and react badly to people snooping around at night. If players look for passage or for a chat, this is a good place to start.

A little negotiation can lead to renting a boat suitable for rowing with space for six to seven people for 4 sp a day. An advance for three days is required.

Possible clues:

- Barge people might talk about Jolinde's abduction.

## The Drying Racks

Also on the north part of town are racks drying the hides of animals and conserving fish. The smell mixes quite remarkably with the one of the swamp during the summers. Bredda (see pp. 8 and Appendix) sells furs and leather here.

Possible clues:

- Bredda might reveal something about her missing daughter, the conspiracy and the role of the town elder.



# The Swamp

The following hex map shows the primary terrain encountered in each area from the all-knowing perspective of the Judge. Each hex approximates a distance of 2 miles.

Travel speed is...

- 1 hour per clear, light forest or grass hex,
- 1 hour per water hex with a boat,
- 1½ hours per dense forest hex,
- 2 hours per hex of swamp.

An appropriate DC12 INT check for an occupation like hunter, trapper, etc. or the elf class reduces travel time by ½ hour per hex.

Naturally, near Marshsund one is safest, in the deep swamp and near the Anchor it is most dangerous. This can be used to an extent to actually triangulate the location of the Anchor. Don't make it too easy to guess by rolling rarely or openly. Roll all the time. Don't give away clues why you're rolling.

## Ambiance

Use the following short notes whenever you want to add a little ambiance during the adventure.

- Croaking of frogs.
- A swamp snake slithering away.
- Hollowed out, blackened tree stump.
- Mosquito bites - harmless, annoying, foreshadowing a bigger swarm.
- A PC falls into a water hole, quickly retrieved by comrades, drenching clothes and equipment.
- An island of driftwood, interlocking sticks. Safe for resting, but not good for making a fire on.
- Emphasize the feeling of never really drying up due to fog at night, humidity during the day and sludging through watery mud.
- Less swamp, more marsh. Walking on sodden grass turf with occasional sinkholes.

- Drudging through sludge, not deep but draining strength when the characters have to pull their feet out for every step.
- A dried-out area of the swamp. Waters drained away, the sun dried out the dirt. The smell of rotting grass and sun-baked mud fill the air. Lizards bask in the sun.
- Stork-like birds stalking the marsh, sifting the silt with their elongated beaks.
- Carrion crows collecting over a larger dead beast, flies thick in the air already.
- Fishes coming to the surface to catch flies and other insects.

## Colligors

Colligors is a small hamlet of a few houses built in the marsh, some on poles, some on a small patch of dry land. Its inhabitants usually don't have much to do with outsiders. They are rumored to have webbed feet.

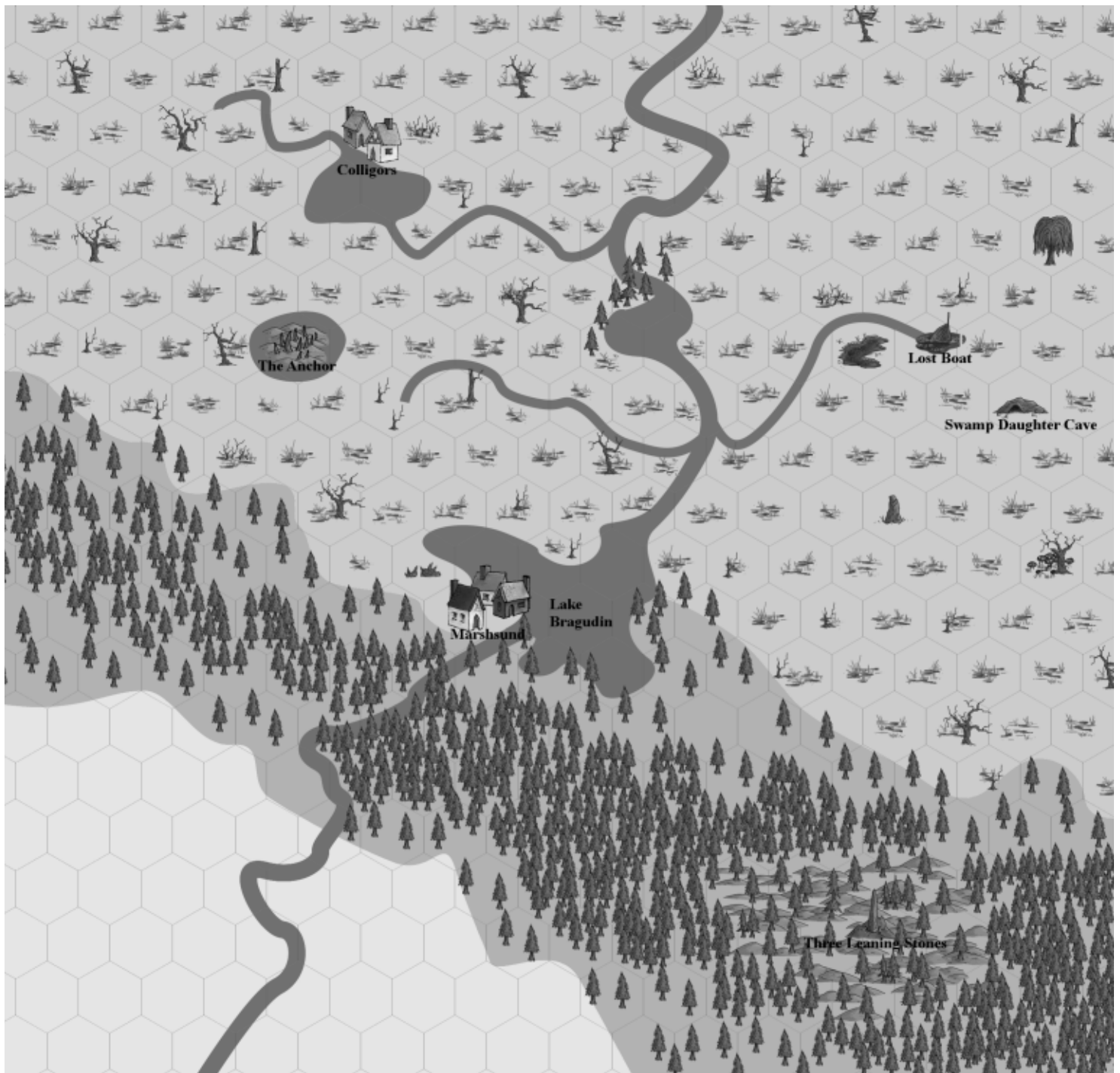
At least Marshsunders say so, even though most of them do not mention Colligors on their own. There's also some truth to the rumor – the ancestors of the Colligorsans were worshippers of Bobugbubilz. Even though that knowledge is lost in time, all of the inhabitants carry some minor taint they inherited. Inbreeding took care of the rest.

Not used to dealing with outsiders, the Colligorsans are unfriendly and unhelpful. They have no use for silver or gold, but may be willing to trade for something useful to them.

Abominations of Bobugbubilz are often spotted near Colligors. They leave the villagers alone and the villagers might have seen them but do not view them as dangers.

## The Lost Boat

When these parts were temporarily part of a wider river valley, this now-rotting boat was used by fishermen to do their work. Then a natural dam downstream broke, and what once was a large, shallow lake became once again part of the swamp. The boat got lost when exploring one of the remaining gullies, the crew killed by abominations of the swamp.



Encounters are highly likely in the hex the boat is in. Rolling 1-12 on d20 will result in a hostile encounter. Roll 1d6: On 1-3 on d6 Swamp Zombies (the dead fishermen) are encountered, on 4-6 Abominations of Bobugbubilz. See pp. 13 for further details.

The boat can be restored by the spell Mending (see pg. 147 of the DCC rulebook) with a roll of 24 or higher.

## Places of Focus

Unusual trees, rocks or a pool, these magical places are the areas where Swamp Daughters are most likely to be encountered. These places mark an area wherein the Swamp Daughters reside most often. The power is projected here from the west – by the Anchor.



These places make the skin of wizards, clerics and elves crawl. Detect Magic (pg. 260 DCC rulebook) confirms that the places are special, Detect Evil (pg. 259 DCC rulebook) does yield nothing – the places themselves are neither evil in nature nor particularly dangerous. Casting near a Place of Focus actually grants +3 to any Wizard or Elf spell rolls. Casting magic on the place itself might have unpredictable side effects. On any attempt to alter a Place of Focus through magic require the player to make a roll on the Mercurial Magic table (pp. 111 of the DCC rulebook). The usual effects of Luck apply. Places of Focus cannot be altered by anything but the strongest magical effects – probably 30+ on the spell roll, depending also on the spell used and the specific effect. In the end the result is up to the Judge.

The Swamp Daughters can leave this area and cross the river, but they cannot come closer to the Anchor than 5 miles.

## Cave of the Ritual

This is where the Swamp Daughters hold their future sisters. It is a natural cave, and the abductees spend most of their time in a low-level communion with the Swamp Daughters. There's always at least two Swamp Daughters present for every girl.

The effect of the communion is similar to a Charm spell. The girls are friendly towards the Swamp Daughters and not afraid. They do not leave voluntarily. In a sense they are not in danger, in fact becoming a Swamp Daughter makes them immortal – or almost for all practical purposes. Becoming a Swamp Daughter is not a bad prospect, all in all, and the girls know it. The Lord's daughter might be most amenable to be convinced to leave in any case.

Their captors bring water and a selection of various berries and other nutritious plants both at the hours of dawn and dusk, when they are corporeal. Given the constant exchange of energy between the hive and the girls their physical needs are reduced.

## Three Leaning Rocks

If adventurers explore the forest they might find the Three Leaning Rocks on a plateau on top a tall, forested hill. Overlooking the forest and the swamp, these three rocks are leaning against each other. Each is easily 60 feet tall - and they overlook the surrounding trees even. They can be climbed safely - that means they won't topple - but it requires a DC15 check for climbing sheer surfaces.

Anyone making the climb is allowed a DC12 spot check (INT, allow modifier for elven senses +4 if applicable) to detect a major landmark in the swamp. Roll d6: On 1-2 it is Colligors (describe huts), on 3-4 it is the hill hiding the Swamp Cave and on 5-6 it is the rocky island under which the Anchor lies. Indicate only the rough area on the player map - after all, the party does not have a map!

Sleeping under the rocks provides prophetic dreams unrelated to the current adventure, but feel free to hook your own next adventure here.

## Encounters near Marshsund

An encounter happens on the following conditions:

- Outside the Swamp: 1-2 on d20 for every hex.
- East of the River: 1-4 on d20 for every hex.
- West of the River: 1-6 on d20 for every hex.
- Up to 3 hexes distance of the Anchor: 1-9 on d20 for every hex.
- Roll once for every full rest in the wilderness. Increase encounter range by 2 (1-4, 1-6, 1-8 and 1-11 respectively) if resting with a fire. Ignore any results that imply Insect Swarms when a campfire is lit.



## The Forest

Encounter table for the forest (roll 1d4):

1. Trapper, lumberjack, woodman, hunter. Not hostile.
2. 4-7 (1d4+3) Kobolds (see pg. 419 of the DCC rulebook). Hostile but cowardly.
3. 4-7 (1d4+3) Wolves (see pg. 431 of the DCC rulebook.) Hostile only on 1 on d4.
4. Bear mother with cubs. Hostile.

### Bear

*You make your way through the forest when your good luck runs out. You not only encounter a brown bear, you encounter a mother with cubs! Driven by instinct she charges you instantly.*

**Stat Block (DCC) – Bear (1):** Init +3; Atk +4 claws (d8); AC15; HD 4d10; hp 23; MV 40' walk, 20' swim; Act 2d20; SP can pin one opponent – this is a grapple attack at +4 modifier, +8 vs. halflings (see pg. 96 of DCC rulebook), apply +1d die shift for attacks vs. pinned creature, Act goes down to 1d20; SV Fort +4, Ref +2, Will +2; AL N.

If the party flees, the bear will pursue for a short while, then retreat to its cubs.

## The Swamp

Encounter table for the swamp (roll 1d6):

1. Peat cutter, trapper, hunter, fisherman in a boat. Not hostile.
2. 1 Man-Bat. Hostile. See pg. 16. Replace with 1 Insect Swarm from pg. 419 of the DCC rulebook during days or if already killed.
3. 3-5 (1d3+2) Abominations of Bobugbubilz. Hostile.
4. 3-5 (1d3+2) Colossal Leeches (see pg. 420 of DCC rulebook). Hostile.
5. Struck by a poisonous swamp snake. Character with lowest Luck score must make DC14 Reflex save or be bitten by a Swamp Adder (see Poisons in Appendix P on pg. 446 of DCC rulebook under entry “Adder” for effect). Alternate character on subsequent repetitions of the same event.
6. 3-5 (1d3+2) Swamp Zombies. Hostile.

### Abomination of Bobugbubilz

*Frog men covered with fetid pustules.*

**Stat Block (DCC) – Abomination of Bobugbubilz (3-5, 1d3+2):** Init +1; Atk +2 claws (d6); AC12; HD 2d6; hp 7; MV 20' walk, 20' climb, 30' swim; Act 1d20; SP can stay under water 10 minutes without breathing out, pustules will spray an attacker with acidic mucus - evade Ref save DC12, 1d4+1 damage when failed, drag under water (only in surprise round) - Ref save DC12, 1d6 Stamina damage from drowning, breaking free is Strength check with DC 8 + AC Bonus; SV Fort +1, Ref +0, Will +0; AL C.

These abominations will often attack from an ambush. They try to drag their victims under water, trying to break free is impeded by the armor worn (= weight). When the creature is hit – damage must be incurred – the pustules will emit squirts of acidic mucus.

These creatures can be turned by neutral clerics that worship nature and by lawful clerics. Chaotic clerics and clerics of Cthulhu need not apply.

### Swamp Zombie

*The swamp stirs, and from it rises a thing in a shape that might be human... if it weren't for all the moss, reeds and dirt covering it. It shambles threateningly towards you.*



**Stat Block (DCC) – Swamp Zombie (3-5, 1d3+2):** See DCC rulebook, pg. 431.

## Staying Supplied

Traveling through the swamp is an arduous and time-consuming task. A character eats a half-ration in the morning and evenings – at the least. Rations can get lost or spoiled if characters fall into sinkholes or into other accumulations of water – Judge's discretion.

Food can be bought as follows:

- At the normal rate in Marshsund.
- At double the rate from Barge People on the Garrach. (Reduce to 1½ if they perceive the party as helpful to their ends.)
- At triple the rate from any hunters, trappers, fishermen, etc encountered randomly.
- Can be traded for in Colligors.

Beyond that, food can be caught with an appropriate occupation. Being an elf also helps. All others can try but roll the reduced d10 skill die (see pg. 66 of the DCC rulebook for details). Hunters, trappers and all elves make their skill check at d20. Being an elven forester or falconer grants a +2 bonus to the skill check – in case of the falconer

only if the falcon is still alive. A rat-catcher might be appropriate in the swamp as well – at the Judge's discretion and if anyone wants to eat the catch.

Hunting, trapping or fishing is possible – each takes one hour. Fishing is only possible in hexes bordering lakes, on rivers, but also while traveling on boat. In the last case fishing does not consume extra time, but the roll DC is 4 higher and can be attempted every hour. (Try fishing from a boat while it is being rowed.) Hunting with a bow is an Agility roll, all other ways to hunt, trap or fish are Intelligence rolls. Two or more characters can hunt simultaneously, resolve all rolls separately.

Let the players roll. The results are as follows:

- Beating a DC10 means supplying only oneself with one meal.
- DC12 means supplying three people with one meal.
- DC14 means supplying six people with one meal.
- Rolling a natural 1 means one gets lost or attracts a monster. Judge's discretion.
- Rolling a natural 20 means one makes a major catch – bringing down a moose or a fish that really was “this big.” This exceptional specimen easily feeds 8+1d4 people for a day.





A meal is the equivalent of a half-ration in fresh catch. Fresh food spoils within a day unless preserved. Brought some salt? Smoking the food is also possible, but takes an extra hour at a campfire.

The cleric spell Food of the Gods (pg. 262 of the DCC rulebook) can be extremely helpful at a time like this. Divine Aid (see DCC pg. 31) can do the same in a pinch, but comes with the additional disapproval.

Going hungry means taking Stamina damage every day that no food was consumed at all. 1 point of damage on each of the first two days, 1d4 on every subsequent day. Going hungry means rest does not provide any healing.

Starvation damage to Stamina heals like any other ability score damage, see pp. 93 of the DCC rulebook. Reaching 0 Stamina is the equivalent of “bleeding out” - the character needs immediate healing to survive or dies. Permanent ability score damage occurs, but no scar is left behind.

“Recovering the body” is not appropriate for starved characters.

# The Anchor

In a remote area of the swamp, in the middle of an island with craggy rock cliffs, lies the entrance to the portal mine. The cultists drove into the very stone several tunnels, connecting to natural caverns. Deep inside the rock shelf they found what they were looking for - a living bloodstone that could be converted to a portal anchor.

If the players dredge around in the swamp and dirt around the island, human bones will be found in several locations.

## Area 1: Regular Entrance

*After you hack away a thicket of weeds and bushes, you see that this is the entrance to a man-made structure. It looks like a mine of sorts. The floor is wet with little puddles collecting more water here and there.*

This area poses no special danger, but if players were to run here they have to pass a DC 8 Reflex save. If they run inside – like when being chased by a monster – slipping on the floor might cause them to tumble into the the central mine shaft – and towards certain death. This can be avoided by making a DC 12 Reflex save. Be sure to remind players of their ability to burn Luck.

## Area 2: Worker Quarters

*Beyond a brick arch lies a room in disarray. Rotted wooden furniture dominates. This must have been the sleeping quarters of whoever once excavated this. This place can house a dozen at least.*

The furniture is no good for anything except making a fire, but the room is defensible enough to serve as a temporary camp. Between the debris 7 sp and 37 cp can be found, as well as the odd metal item, rusted and with wooden handles rotted and broken. The coins show the faces of local nobles long dead and could be used to date the site – should any of the characters have the Hobby Archaeologist occupation.

## Area 3: Bat Cave

*Climbing down the hole is easy enough. You notice that some of the wall is covered in what seems like guano. You see a tunnel branch off right below you.*

If characters follow the branching tunnel they end up in the lair of an exceptionally big Man-Bat. Bones of small to medium animals are strewn in here, but there is also what seems to be a nest made of twigs and reeds. The cave itself seems to collect no water.

The Man-Bat is present at night it is home on 1-2 on a d6, during the day it will always be home. Handle dawn and dusk like the night. The Man-Bat is not present if it has been slain as a swamp encounter.

### Man-Bat

**Stat Block (DCC) – Man-Bat:** HD 4d8; hp 17. For all other stats see pg. 421 of the rulebook.

## Area 4: Krakenmoss under a Trapdoor

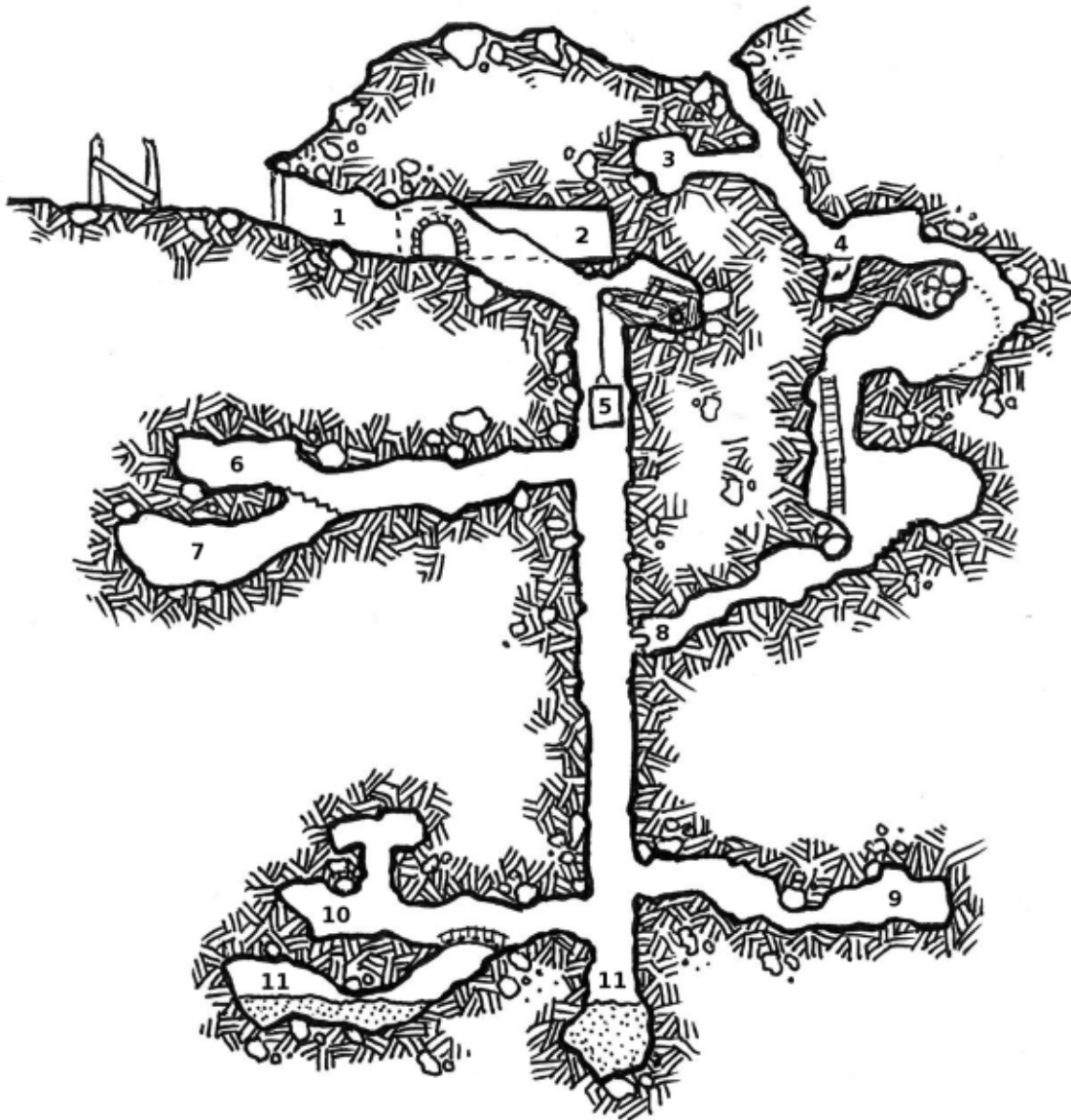
If the characters exercise care, they evade the trap hidden under the trapdoor. If not, the character leading the way falls in if a DC15 Reflex save is not made.

*This is no regular floor, but stones piled on a wooden trapdoor, its hinges cleverly concealed. As it gives way, it reveals bed of slimy-looking green weeds. Suddenly their stems all rise up and try to grab whatever they can! At least he fell soft.*

### Krakenmoss

*Slimy-looking green tentacles with spikes, flailing around, trying to grab whatever flesh they can reach.*

**Stat Block (DCC) – Krakenmoss:** AC 8; HD 2d6; hp 8; SP 1d6 damage per round of exposure, DC 12 Fort save or additionally 1 point of Stamina damage due to blood loss, attacks against the moss are only half-damage for non-fire physical attacks; SV Fort +2, Reflex automatic fail, Will immune; AL N.



These weeds are able to subsist on minerals and water alone – if their environment is sufficiently wet. Krakenmoss also has tentacle-like shots that react to body warmth by trying to attach, grab, spike and rend. Its tendency to supplement its diet with the odd kill makes the Krakenmoss a plant of choice for the more musty dungeons in the land. Krakenmoss does not catch fire unless doused with oil.

## Area 5: The Shaft

*In this room there is a hole at the center. A 10' wide shaft descends down into the darkness, its walls irregularly carved from rock and earth. A large wooden crane sits next of the hole, dangling from it on a rope is a rusty metal cage,*

*surely meant for being lowered down. As it slightly shifts back and forth, you sometimes hear a creaking noise. Dripping water echoes in the deep.*

In spite of how it might appear on the map, the crane is easily accessible. The crane's wooden structure is completely rotten, and so is the rope attached to it. Attempts to use it destroy it – and unwise attempts lead to falling into the shaft (Reflex save DC 15 if player action makes preventing this conceivable) or trying to evade being crushed by the collapsing crane (DC 12 Reflex save or 2d6 damage). If anything falls all the way down it rouses the Abominations in Area 11: Frog Spawn.





The shaft has irregular, climbable walls. Climb checks are made at DC 10, see also pg. 67 of the rulebook.

It's 30' down to the first branching tunnel, another 30' to the next, and further 40' and 10' to the final ones, respectively, and another 10' to the bottom. Halve falling damage for falling into water, halve the number of broken bones as well, round down, with a minimum of one broken bone if any 6 came up. See pg. 96 of the rulebook for more info on falling damage.

## Area 6: The Slab

*In the center of this room is a stone slab hewn from the same rock as the floor. It is, in fact, a part of the floor. The slab is carved with many symbols and discolored with a hue like rust.*

The color, of course, stems from dried blood. A Read Languages check (see pg. 36 of the rulebook) or any other sensible means will deduce this is a blood altar dedicated to Bobugbubilz. Any wizard or elf with this patron will instantly understand this fact. If the chaotic alignment tongue is used in game (else use Demonic/Abyssal) and a PC can speak and read it (see pg. 18 "Intelligence" and pp. 440 in the rulebook for more details on languages and the ability to read) this writing can be read by making a DC 10 Intelligence check. It describes, at length, how the sacrifice of the life force and blood is meant to serve Bobugbubilz and then lists 47 "sacred" names of the Toadfiend.

If a spellcaster has Bobugbubilz as a patron and memorizes all these names, his Luck goes up by 1 once. Alternatively he may increase his original result on the Patron Bond spell check permanently by one (see pp. 148 of the rulebook) and act as if this has always been the case.

## Area 7: Make-shift “Crypt”

*Inside this room are at least three dozen sealed pots. The air smells slightly of resin.*

Waste not, want not! While digging for the bloodstone, the cultists caught several poor victims, drained their blood to be used on the stone, and feed most of their bodies to the beasts of the swamp, particularly their beloved amphibians. However, the organs they preserved – please find enclosed guts, brains, hearts, livers, kidneys and spleens in various pots, conserved with a strange liquid, the containers sealed with resin.

## Area 8: The Not-So-Secret Door

*The shaft ends here, abruptly, in a dead end.*

Even a cursory inspection reveals that water trickles through a hole at the bottom, and that there is a shaft beyond. The hole opened by part of the wooden secret door rotting away. This door was at one time covered in dirt and then a crust developed, thickened by trickling water. Now it doesn't open. It can be forced with a DC 12 Strength check. Unfortunately that is bad idea. There is a high likelihood (DC 15 Reflex save) that doing so ends in dropping down the shaft beyond. Any smarter plan for opening the door is surely welcome and should pose no major problem to execute.

## Area 9: Cave of Depravity

*This cave has been covered from wall to wall with primitive paintings. They seem to depict sexual acts, and also lots of toads and other amphibians are painted everywhere. In fact, they might be involved somehow ... Your curiosity is suddenly cured and you have a strong desire to be somewhere else. And take a cleansing bath.*

Have you wondered by now where the Abominations of Bobugbubilz came from? Well, look no further. On second thought, better don't look.

## Area 10: The Bloodstone

*As you explore this tunnel further, you see a rickety bridge spanning over a 20' gap. Beyond it you see a weak, purple-reddish glow. The croak of a frog echoes from the water below.*

The bridge is sturdy enough to carry one person at a time – unless it is an extremely encumbered person at the Judge's discretion. In the later case – or when two walk at the same time – the bridge collapses, leading anyone on the bridge to take 1d4 falling damage and tumbling into Area 11: Frog Spawn, disturbing the Abominations hiding down there.

If they pass safely, they find at the farthest point the portal stone - the Anchor. It is what keeps the Swamp Daughters on this plane.

*As you approach you see that the glow illuminates a small cavern, within it an unshapely stone, apparently the source of the light. The light seems to slightly pulse. Your attention is drawn to something else, though. Standing next to the stone is what looks like the statue of a halfling. He wears no clothes, one arm reaching out, the hand fused to the stone itself. A grumpy-looking dwarf in a long chain shirt, grabbing the halfling's other arm, else in the same condition. A tall warrior observes both with an expression of horror and surprise. And finally a less imposing and older figure, his hand forming some sort of warning gesture. His expression seems mostly indignant and annoyed beyond measure. The whole spectacle seems like frozen in time forever. Some clasp metal items, but most of them seem to have rusted away. Some items lie on the floor.*

Meet the Band of Rovers, partially fused to the bloodstone veins in the floor by the eldritch cascade of energy they triggered. Their equipment has largely rotted away under the conditions, but some items sturdy enough or imbued with magic survived.

Some equipment can be salvaged:

- A dwarven shirt of mithril chain mail because it does not rust.
- The head piece of the dwarf's mace. It is a magic item that can give off a green-ish light at the strength of a

torch indefinitely. The word to invoke and douse it is inscribed in either the neutral alignment tongue (if used in your game) or in gnomish. Calling forth or extinguishing the light is a free action.

- A little pouch that turns out to be a bag of holding with an opening the size of an orange. The bag contains 383 unique marbles (each of a different design) that the previous owner collected for reasons only known to him.

The Anchor stone can be easily destroyed by hacking it apart with tools like a mattock or a pick, but a mace might do in a pinch. It glows with a purple-reddish hue that also fills the room, but is otherwise quite harmless to the party. Of course they don't know that. Read this:

*As the stone crumbles apart, you see it was porous inside. From each pore runs a liquid like blood. The eerie glow fades. The statues suddenly seem to have transformed into dry, gray sand, and already their appendages and parts of their upper bodies fell to the ground as if nothing is keeping them together anymore.*

If the party has no light sources, modify accordingly.

As soon as the stone is destroyed, any abominations in Area 11: Frog Spawn will go into a frenzy and attack anyone coming nearby with no regard for their own lives – they also will not make morale checks and fight to the death.

As soon as the Anchor is gone, all Swamp Daughters instantly leave this plane of existence. Allow wizards and elves to notice that something has subtly changed, without saying what. Any player characters that made more intimate contact with the Swamp Daughters feel the loss of the bond.

## **Area 11: Frog Spawn**

The Abominations of Bobugbubilz (see pg. 13) feel attracted to the stone and spawn in the pools below it. Each area houses 4-7 (1d4+3) of these creatures. They will not attack unless disturbed. If the Anchor in Area 10: The Bloodstone is destroyed, they will try to attack characters passing by and follow them through the shaft. The abominations climb at a movement rate of 20'. Describe them like geckos in this respect.



# Aftermath

## Ending 1: They freed Jolinde

Some parties might decide to detect a weakness in the Swamp Daughters, and extract Jolinde while the Swamp Daughters cannot do much about it - during the hours of day or night. And this can easily work.

Depending on how the players go about it the Swamp Daughters might be able to find a suitable replacement. The deal continues, everyone licks their wounds. The villagers might be put off because another one of their kin will have to be “sacrificed,” not knowing that this saves them from the ire of Lord Gehrenburg. The Barge People gained nothing. The Lord might be willing to add an extra to his reward for any useful information.

## Ending 2: They freed Jolinde - but with a catch

Lets say they took their sweet time and still ended up freeing Jolinde, but doing nothing else. The swamp daughters have no time to find a replacement to finish the ritual. Or lets say the players use the divide between the families in the village and tell them all about the Swamp Daughters and the limits of their powers. Anything that deprives the Swamp Daughters of suitable recruits basically.

In this case the Swamp Daughters will become unstable and a hazard to travelers in the southern Dystermarsh. The people of Marshsund lose their business, and the Barge People's lives have become a lot more exciting, maybe requiring them to hire wizards, clerics or elves to aid them. The whole situation takes a turn of the worse and might require another adventure to resolve - or another group of adventurers.

Destroying the Anchor will remove the insane Swamp Daughters, but their race is doomed. In general all adventurers of lawful or neutral alignment should lose 1 point of Luck if this outcome comes to pass. With the undoing of the Swamp Daughters an unknown power has achieved a major goal in its scheme spanning many planes of existence (see below).

## Ending 3: Jolinde becomes a Swamp Daughter

Jolinde became a Swamp Daughter and they did not find or destroy the Anchor. The villagers of Marshsund remain in their status quo, as do the Barge People. Lord Gehrenburg will probably have no desire to see the adventurers ever again. He will also plot bad things to happen to those who he makes responsible for his loss - this includes both the adventurers and the Marshsunders. Not everything involves sending an easily spotted armed band of warriors... and the Swamp Daughters are not enough of this world to stop a scheme that involves assassins, a malignant wizard or the use of fire on a town built with wood...

No matter if they destroy the Anchor after the fact or not, Jolinde remains a Swamp Daughter. Giving the Lord Gehrenburg all possible information might mitigate the worst, but the more he learns, the more likely he is to strike out against Marshsund – trading the party's safety against the safety of the villagers.



## Ending 4: They released the Anchor

The Swamp Daughters are gone. The girls can be rescued or might return themselves. Marshsund will have to change, but most everyone else is happy. Still, traffic will pass through Marshsund, only the toll and the occupation of “pilot” is a thing of the past. The village's young people will orient elsewhere for a livelihood. And the party better avoids the place in their future travels.

## Epilogue: Who dunnit?

It seems an awful coincidence that the Band of Rovers arrived at the stone when the stars were right. The portal had lain undisturbed for centuries. Furthermore, only half of the race of the swamp daughters was brought through. While magic is an unpredictable and dangerous thing with a will of its own, this all seems a little too focused.

What kind of entity or group would set up such an elaborate scheme? Did they mean to eradicate the race of the Swamp Daughters forever? And how would such schemers react to a party possibly resolving the situation? And what power could be powerful enough to fool the followers of Bobug-bubilz and misdirect their efforts, and reap what they sowed?

Answers to these questions might have impact on your campaign, and the answers you come up with might provide some long-term villain scheming way beyond this current adventure.

# Appendix

## NPC Sheet: Bredda Gustaffsson

Background: Bredda is the wife of Thjore. Thjore traps animals for their hides, Bredda prepares them and sells them either as raw material or as various finished products, including bags and clothes.

Visual first impression: Black hair with a white streak, braided at the back, with a white lock interweaved with black in the braid

Mannerism: Pauses for a short while after each sentence. Often resumes speaking when the other party assumes she was finished.

Conflicting dramatic poles:

### Pole 1: The Community

- Loyalty to the community of fellow villagers
- The community wants to keep its secret
- The secret is important for the community's economic fortunes
- Betraying the community could mean exclusion or endanger survival

### Pole 2: The Family

- Loyalty to her own small family
- Keeping the secret means a personal loss
- Keeping the secret means giving up hope
- Bredda is in grief over something burdening her conscience

Guidelines:

1. Hint at the nature of both dramatic poles during conversation.
2. Resist pressure or manipulation by the Player Character unless they successfully discover Pole 2: The Family and use it as leverage.
3. Reveal the Secret if and only if the PC has convinced the NPC to reveal it through roleplaying.

The Secret: (fold over to hide from player until reveal)

The Gustaffssons have only one daughter, Gunnilla. Gunnilla was given to “the Swamp Daughters” as part of a deal that is renewed every generation. Three girls are given by the town elder to the Swamp Daughters and never return. This has something to do with how the village makes its money. Bredda does not know who or what the Swamp Daughters are. Her daughter was chosen several weeks ago and has not returned.



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A black and white silhouette of a person standing in a doorway, holding a shovel over their shoulder. The background is a bright, hazy light.

# Nebín Pendlebrook's **Perilous Pantry**

**A 0-level Dungeon Crawl Classic Adventure**  
**Dark Secrets Await at [Purplesorcerer.com](http://Purplesorcerer.com)!**

A black and white illustration featuring a broken, cratered moon in the center. To the right, a zombie-like figure with a large, exposed brain is shown. The background includes a building and some mechanical parts.

## **CRAWLING UNDER A BROKEN MOON**

A fanzine dedicated to bringing gonzo post-apocalyptic content for the Dungeon Crawl Classics RPG from Goodman Games

**[crawlingunderabrokenmoon.blogspot.com](http://crawlingunderabrokenmoon.blogspot.com)**

# METAL GODS

*of Ur-Hadad*

**THE ZINE THAT TURNS DCC UP TO ELEVEN!**  
**AVAILABLE IN PRINT AND PAY-WHAT-YOU-WANT PDF**  
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