

**E5**

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## Mini-dungeon Module E5

# Swamp of Secrets

by Matthew E Kline

**AN ADVENTURE FOR CHARACTER LEVELS 5-7**



*It's easy to lose your way in Evermoor Swamp. Luckily one can always stop into Boggy Pete's Outfitters for a map. Problem is, those that do have as much chance of making out of the swamp as those who don't...*

*Swamp of Secrets is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.*



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Writing, design, layout: Matthew E Kline  
J. E. Shields provided the "Lost Halfling" for our cover and inside cover.

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# Dungeons of Dazegoneby

## Mini-Dungeon Module E5

# Swamp of Secrets

It's easy to lose your way in Evermoor Swamp. Luckily one can always stop into Boggy Pete's Outfitters for a map.

Problem is, those that do have as much chance of making out of the swamp as those who don't. Seems that Pete made a deal with a band of lizardmen, a deal that keeps him supplied with cheap stock and the lizardmen supplied with able bodies.

### About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, Swamp of Secrets is designed for 4-6 adventurers of level 5-6. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at [www.swordsandwizadry.com](http://www.swordsandwizadry.com)

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

### About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand-new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

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### **Gamemaster's Eyes Only:**

Evermoor Swamp is a vast expanse of stagnant water covered by a thick canopy of cypress trees. In the swamp's eternal twilight, it's easy for travelers to lose their way. Luckily Boggy Pete's stands as an eternal beacon to the lost. A string of lanterns, makeshift signs, and the sound of Pete's constant cheerful piping guide hapless wanderers to his odd little shop.

Situated on a maze-like path of wooden piers, the shop seems little more than a shack, but it's a welcomed sight to those who've lost their way. Inside travelers can get a bite to eat, a bit of drink, restock on needed supplies and most importantly purchase a map bearing directions out of the swamp. The map notes various landmarks which makes the swamp easier to navigate. Pete also sells rafts, making the waterlogged region even easier to traverse. But this welcomed waystation holds a sinister secret.

Years ago, Pete made a deal with a band of lizardmen who inhabit the swamp. He agreed to send most of the lost travelers he encounters in their direction. The lizardmen then capture the travelers, and sell them off to slavers. In exchange for Pete's help, the lizardmen send any goods, or equipment the travelers owned back to Pete to sell in his store.

Just how many wanderers have fallen victim to this trap over the years is unknown. It's clear however that Pete's secret needs to be uncovered and the lizardmen's practice of preying on the lost put to an end.

### **Set Up**

The next time the party travels over land either to or from their most recent

adventure, their path leads them through the treacherous Evermoor Swamp. It isn't long before even the most experienced navigator among them becomes confused. Luckily the group comes across a worn wooden sign pointing the way to Boggy Pete's Outfitters. Led by a series of lanterns, and a cheerful little piped tune the group soon finds itself walking along a series of old wooden platforms towards an odd little shack.

### **A Note to the Gamemaster**

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

Perhaps a merchant has lost a number of shipments sent through the swamp and has asked the party to investigate.



## Boggy Pete's Outfitters

The first thing visitors to Boggy Pete's will notice is that the shop is overrun by rats. The second thing visitors will notice is the shop's peculiar owner.

Boggy Pete is a short, elderly human, and a collection of odd little quirks. It's easy to believe that this little man could have been driven mad by years of seclusion in the desolate swamp that surrounds him. In truth, part of his erratic behavior is due to the fact that a Swamp Nixie (see New Monsters) who leads the lizardmen has him under her influence. This made it easier to get Pete to "agree" to their arrangement.

Pete is friendly enough to visitors, but the series of quirks he suffers from makes him a little off-putting. He ends almost every sentence with "Don't ya see?", he tends to spook easily, jumping at the slightest noise, and he says "what?" quite a lot in response to voices only he can hear.



A player looking to purchase an item from his stock can find just about everything listed in the core rulebook under equipment, weapons, and armor, available at cost, in reasonable quantities.

If inspected however, the items Pete sells will appear to be in less than new condition; weapons will be slightly pitted, armor scuffed, and items scratched or dinged. Pete will be quick to explain their condition as being the result of age and combined exposure to swamp air and vermin. He doesn't move very much of his stock due to his remote location and the rats don't help things any. The truth of course is that the majority of his stock has been previously used.

While the items here can be purchased at cost, they'll tend to wear out quicker, or function less effectively, than brand new versions of the items.

In addition to the items found in the core rulebook Pete also has the following available:

Boggy Pete's Outfitters	
ITEM	COST
Swamp Map	5 gp
'Swamp Surprise'	2 sp
Ale or Mead	1 sp
Raft w/10' pole	5 gp

Pete sells two versions of maps, one that leads through Evermoor to safety and the other which leads right to the lizardmen's lair. He sells the correct maps to the occasional customer to keep up his reputation of helping lost wanderers. He'll also sell the correct map to groups that look as though they may give the lizardmen some trouble, although he's not always the best judge of character.

Travelers can get a bite to eat and

something strong to wash it down at Pete's shack. The 'bite to eat' is a thick stew comprised of whatever animals and edible vegetation Pete can get his hands on from day to day.

Pete also has a couple of rafts available for sale. The false map leads into a section of swamp covered by a deeper layer of standing water. Characters will find it difficult to wade through this area, so Pete happily recommends the purchase of a raft (especially since he knows he'll get it back eventually.)

If the players become suspicious of Pete he may suddenly lash out in rage at them. The players will find Pete easy to dispatch or subdue. His current charmed state makes his mind addled. It would be difficult to get useful information out of him, other than a cryptic "The Lady of Evermoor waits with the lizards in the swamp. You'll see! You'll see!"

If Pete's charmed state is dispelled he'll be a little more helpful, claiming he was taken by a group of lizardmen to see a green woman in the caves to the southeast of his shop. After that his memory becomes muddled.

There's a handful of giant rats mixed in with the standard ones that are scattered throughout the store. Their stats are provided below in case they become brazen.



Giant Rat: HD 1d4hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.



Pete possesses nothing of value other than his stock. A small wooden chest under a cot in one corner holds a dozen copies of the "false" swamp map, pointing to a

'short cut' through the lizardmen caves. A secret compartment under a false bottom holds a dozen copies of the "true" swamp map.

### **Evermoor Swamp**

The area known as Evermoor Swamp covers several square miles in a dark, dank and difficult to navigate marshy terrain. Murky water, ranging from a few inches to a few feet deep blankets most of the area. The swamp is dotted with a few waterlogged, moss and weed-choked patches of land, but these are few and far between. Without the aid of a raft or two purchased from the outfitters, travelers would be forced to wade through the treacherous waters, leaving them more susceptible to attacks, contracting diseases, or damaging their equipment.

Pete's true map leads travelers by way of several easily noted landmarks (two trees twisted together, skull shaped boulder, ruined shack, etc.) to the swamp's edge, roughly an hour away due east. The false map leads the group southeast for around two hours by way of similar landmarks to the lizardmen's lair. The gamemaster should feel free to double or triple this time if the party decides to wade through the muck for some reason, instead of making use of a raft.

The gamemaster should also feel free to modify the direction the group has to travel in based upon the direction they were originally traveling before getting lost in the swamp.

For each half hour spent in the swamp there is a 1 in 6 chance of encountering a wandering monster. If a monster is encountered roll 1d6 and consult the following table:

Die Roll	Random Encounter
1	Snake (Constrictor): HD 2; HP 10; AC 6 [13]; Atk 1 constriction (1d3); Move 12; Save 16; CL/XP 2/30; Special: Constriction.
2	Giant Rats (12): HD 1d4hp; HP 4,4,3,3,3, 2,2,2, 2,1,1,1; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.
3	Zombies (6): HD 2; HP 12,11,9,8,7,7; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.*
4	Alligator: HD 3; HP 16; AC 4[15]; Atk 1 bite (1d6); Move 9 (Swim 12); Save 14; CL/XP 3/60; Special: bite, death roll.
5	Giant Snake (Constrictor): HD 6; HP 31; AC 5[14]; Atk 1 bite (1d3), 1 constrict (2d4); Move 10; Save 11; CL/XP 7/600; Special: Constrict.
6	Will-o-the-wisp: HD 9; AC -8[27]; Atk 1 shock (2d6); Move 18; Save 6; CL/XP 10/1400; Special: None.**

\* Zombies will wade towards the party. Their movement cut in half.

\*\* Will-o-the-wisp won't attack the party directly. Instead it will attempt to lead the group into danger. If they follow it, roll again on the table ignoring a result of six. If they don't follow the wisp will lose interest and drift away.

Players who engage in combat while on the raft risk of falling off, or even tipping the raft and sending everyone into the muck. Each time a player makes an attack or is struck by an attack there is a 20% chance of stumbling into the water. A stumbled character must make a successful save or else wind up prone in the swamp, requiring that one turn be spent struggling to their feet.

### Key to the Lizardmen Caves

Following the "false" map acquired at Boggy Pete's Outfitters, the group eventually enters a section of swamp bordered by low mossy hills.

Traveling on, the hills rise to sheer 30' tall cliffs, forming a swamp covered canyon. The water here now ranges from 3' to 8' deep.

The group soon finds their progress to the southeast blocked by a welcomed patch of relatively dry land, the cavern 'short cut' indicated on the map lies just beyond.

### 1. Mossy Landing

A small parcel of moss covered land barely breaks the surface of the swamp here. A larger, drier looking area rises to the west of it.

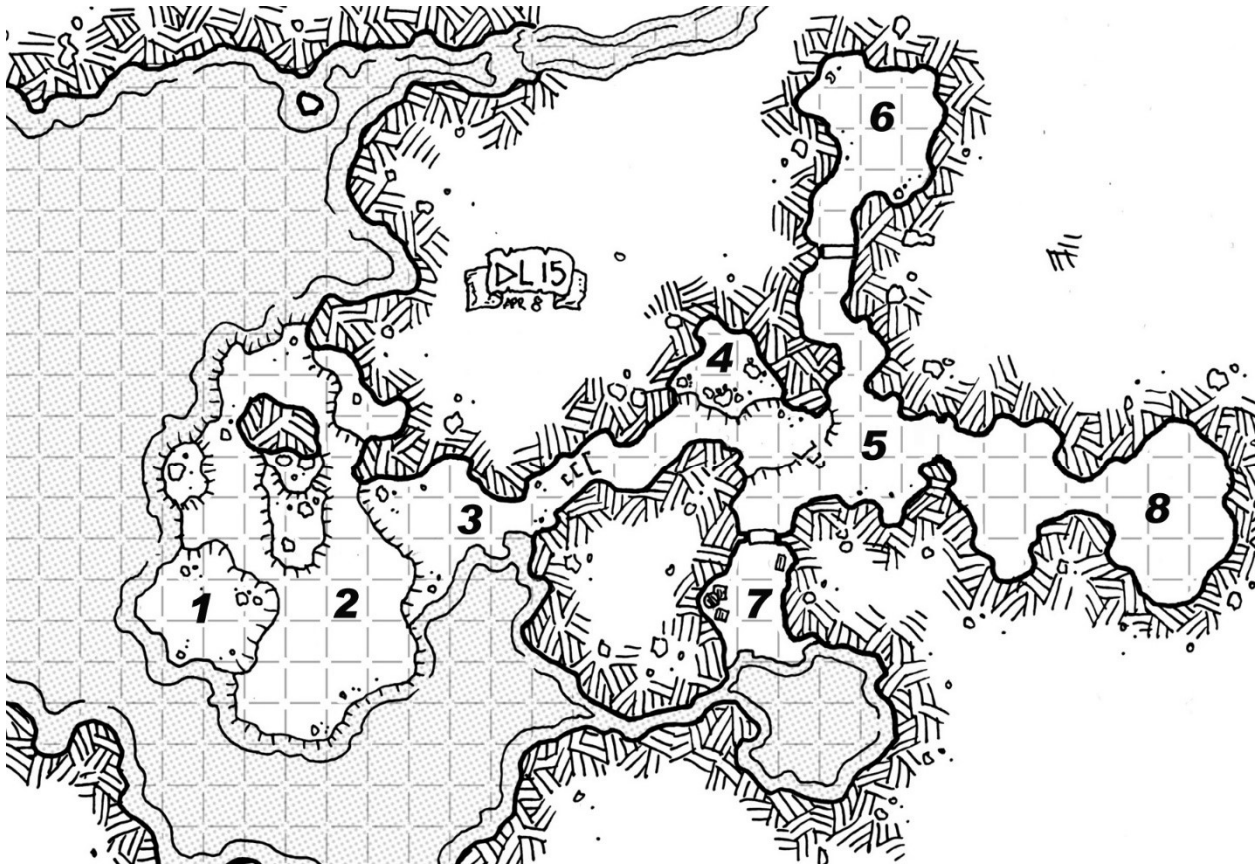
One of Pete's rafts and pole lie in the moss on this damp patch of squishy ground, evidence that other travelers have followed this route.

A gentle slope climbs 5' up to **Area 2**.

### 2. Low Plateau

The ground here is firmer than what you've encountered so far in the swamp. It's a good sign you're finally on the way out of it...

A lone lizardman posted atop the rise near the center of this area keeps watch for travelers entering the valley. Once they're spotted, the lizardman will make its way into the caves to alert the tribe. The majority of the tribe will split into two groups, one group waiting at **Area 3** while the other group enters the swamp and swims underwater to **Area 1**. Once the party makes it to the midpoint of **Area 2** the first group of lizardmen will rush to attack from **Area 3**. In 1d3 rounds the second group will attack from **Area 1**.



## Lizardmen Caves

**1sq = 10'**

The lizardmen will attempt to subdue the group and imprison them in **Area 6** to await the slavers. They'll switch to inflicting lethal damage if it appears they're failing to subdue the party or lose to many of their members, possibly even attempting to flee back to **Area 8** if things look grim.

If the lizardmen manage to subdue the party, see **Captured by the Lizardmen** at the end of this section.



Lizardman (20): HD 2+1; HP 13, 12, 11, 11, 11, 11, 11, 10, 10, 10, 10, 9, 9, 8, 8, 8, 7, 7, 6, 6, 5; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 16; CL/XP 2/30; Special: Breathe underwater.

Lizardman (20): HD 2+1; HP 15, 14, 13, 13, 12, 11, 11, 11, 10, 10, 10, 10, 9, 9, 8, 8, 7, 7, 6, 6; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 16; CL/XP 2/30; Special: Breathe underwater.

### 3. Cave Entrance

The opening to a cave sits on the cliff wall, across a patch of soggy dirt. A set of natural stairs climbs up to firmer ground just inside the entrance.

As stated above, this area is used as a staging area for the lizardmen forces. Dozens of lizardmen footprints are imbedded in the soft ground, some heading west and an equal amount



heading south into the water.

#### 4. Guard Post

An almost vertical slope rises to the left of the cavern passage, climbing 10' to a natural alcove in the cave wall.

A group of 5 lizardmen are posted here as guards. They're armed with spears which they'll hurl down at intruders as they approach. They'll keep one spear each for use as melee weapons if needed. A crude rope of twisted vines is attached to a stalagmite in the southeast corner of the ledge to make it easier to climb up or down



Lizardman (5): HD 2+1; HP 15,13, 11,10,9; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 16; CL/XP 2/30; Special: Breathe underwater.



The lizardmen here have a stash of 20 spears. One of them is a +1 *spear* taken from one of their past prisoners.

#### 5. Dragon!

A slippery slope descends 15' to a damp section of cave. One section, near the center of the ledge, has been worn down into a natural set of stairs.

This area of the cave is home to Nazarathfaz, an immature black dragon. Naz caught wind of the little arrangement between Pete and the lizardmen and wanted in on the action. The valuables taken from prisoners get split between Naz and the swamp nixie, along with any profits made off the slavers. A few trinkets

get split along the lizardmen, but the lion shares go to Naz and the nixie.

Naz will know of the party's presence since the whole tribe will be mobilized at the time of their arrival. He'll be waiting for the lizardmen to bring prisoners back to the holding cell at **Area 6**. If this fails to happen in a timely manner he'll grow concerned, growing even more concerned if he hears sounds of combat from **Area 4**. If this occurs, he'll crawl up the slope to take a quick peek.

Naz will wait until the guards at **Area 4** have been dealt with before he attacks, attempting to stay concealed below the slope until then. Once the guards have fallen he'll rise up and use his breath weapon, considering it to be most effective in the narrow cavern passage. He'll then move up the slope to engage the group in the passage, retreating back to **Area 5** or chasing the party out into the swamp, depending upon the group's actions or damage taken.

Naz may attempt to offer the party it's treasure in exchange for his life, choosing to simply leave if the battle goes too poorly for him.



Nazarathfaz (Immature Black Dragon) (6 HD): HD 6 (18hp); AC 2 [17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 11; AL C; CL/XP 7/600; Special: Spits acid.



A small alcove in the southeast corner of the cave is filled with the dragon's treasure horde: 150,000 cp, 20,000sp, and a pair of *boots of Elvenkind*. The boots hold a *potion of extra healing* and a *potion of levitation*. There's also a suit of +1 *chainmail* buried under the coins.

## 6. Prisoners



A makeshift wooden door stands here, built from bits of one of Pete's rafts. It's held shut by stone spikes wedged between the wood and cave wall, hammered in from the outside. A single successful 'open doors' check can be used to remove the spikes or break the door down.

A group of six disheveled looking humans and two elves rise to their feet in alarm as you enter this room.

This room holds the current stock of hapless travelers collected by the lizardmen. They each tell a similar tale of becoming lost in the swamp and buying a map from Boggy Pete's which led them into the lizardmen ambush.

## 7. Swampy Grotto

A small wooden chest sits just inside the door of this cavern. A collection of crates and a barrel stand against the west wall. The south end of the chamber is filled with an expanse of murky swamp water.

The water filled section of cave is home to a swamp nixie (see New Monsters.) She'll lurk underwater, hoping to catch one of the group unaware and charm them before the rest of the group knows she's there. If she succeeds in charming a party member she'll order them to attack their companions.



Swamp Nixie: HD 6; HP: 27; AC 6[13]; Atk 1 weapon (1d6); Move 6 (Swim 12); Save 10; CL/XP

6/400; Special: Special: Charm person (-1 save).



The crates contain dried fish and beef used to feed to the prisoners. The barrel holds fresh water. The wooden chest near the door holds a moldy sack containing 3,275gp. There's also a small leather pouch which holds 10 gems worth 25gp each and a *crystal gator* (see New Magic)

The belongs of the prisoners in **Area 6** (a half dozen 'travel packs' with bedrolls, 4 bows, 4 dozen arrows, a trio of short swords, and a pair of daggers) will also be found here, piled near the crates.

## 8. Sleeping Chamber

A foul smell permeates this large chamber. Dead vegetation lies strewn about the floor, gathered at spots to form nest-like sleeping areas.

There are 50 of the "nests" spread between these two large chambers. Five lizardmen sleep at the rear of the eastern chamber, waiting for their shift as guards at **Area 4**. There's a 50% chance that the sound of battle from **Area 5** will have awoken them. If this is the case they'll be waiting to ambush the party at the bottleneck between the two chambers.



Lizardman (5): HD 2+1; HP 15,13,11,10,9; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 16; CL/XP 2/30; Special: Breathe underwater.



If the players take the time to search the lizardmen 'nests' roll 1d20 for each nest and consult the

following table to see what they find:

Roll 1d20	Item Found
1	Nothing.
2	A collection of swamp weeds twisted together to form a doll.
3	A collection of large black beetles that scurry away when the nest is disturbed.
4	An empty pouch with a hole in the bottom.
5	A black dragon scale.
6	A wooden cup.
7	A stone spear tip.
8	A rusty short sword.
9	A pouch containing 1d10x10 +1d8 copper pieces.
10	Several pages torn from a journal, rendered illegible from age and dampness.
11	A pouch containing 1d6x10 +1d6 silver pieces.
12	A dagger.
13	2d10 loose gold coins.
14	A pouch containing 1d10x10 +1d8 silver pieces.
15	A silver ring worth 1d6x20gp
16	A pouch containing 1d6x10 +1d6 gold pieces.
17	A gem worth 1d6x10gp.
18	A pouch containing 1d10x10 +1d8 gold pieces.
19	A pouch containing 2d4 gems worth 1d4x10gp each.
20	Roll twice on the table ignoring a result of 1 or 20.

### Captured by the Lizardmen!

There's a chance that the party may wind up captured and subsequently imprisoned by the lizardmen. If this occurs they'll be taken to **Area 6** to await the next visit from the slavers.

It's mostly fear that keeps the prisoners here in check. The door can be forced open with a successful 'open door'

attempt, however after that there's a good deal of lizardmen and a dragon to deal with.

The player's possessions will be taken and stored in **Area 7** until the rafts are taken back to Pete's in a day or two, at which point their belongs will be shipped back with the rafts for resell (one of the prisoners knows his belonging were taken to a room south of the dragon and will assume the player's items were taken there as well.)

The players may be able to break out, sneak past a sleeping black dragon, and reclaim their items from **Area 7** without alerting the whole cave to their actions. This is one of the best case scenarios.

The slavers will be along in a week to collect the lizardmen's latest batch of prisoners. The slavers are a band of pirates consisting of humans, bugbears, and ogres, led by an ogre mage. They'll transport the prisoners south through the swamp via rowboats to their ship, eventually arriving at an auction house in a shady seaside village where the prisoners will be sold to evilly aligned demi-humans and tasked with working mines, fortifying strongholds, or building dungeons (someone's got to make them.) This is one of the worst-case scenarios.

The stats for the 6 humans and 2 elves are provided below. They fight unarmed unless provided with weapons. The humans will be very reluctant to attempt to sneak past the dragon. The elves won't be too crazy about it either.



Humans (common) (6): HD 1d6hp; HP 5,4,3,3,2,2; AC 9 [10]; Atk 1 weapon (1d6); Move 12; Save 18; AL Any; CL/XP B/10; Special: None.

Elves (2): HD 1+1; HP 7,6; AC 5 [14]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 17;

AL L (or N); CL/XP 1/15; Special: Darkvision 60ft, 4 in 6 chance to find secret doors, immune to ghoul paralysis.

## Wrapping Up

After the lizardmen, dragon, and swamp nixie have been dealt with the players are free to journey on.

The elves that were being held prisoner will be quick to want to find their own way through the swamp, the humans however may require a little help with getting back to civilization.

If party searches the swamp canyon they'll find a narrow channel to the northeast with a slow-moving river running through it, with some effort the group may be able to use the raft or rafts to traverse the river. The channel runs for about a half mile before opening up into a forested valley, if the river's followed eventually the players will wind up at a bastion of civilization where they can get their bearings again.

There's a good chance that the mislead group may be looking for revenge against Boggy Pete. If the swamp nixie's been dealt with they'll be met back at the

Outfitters by a frazzled Pete, greeting them as though he were seeing them for the first time (which in a way he is.)

Pete will have no memory of the past few years other than being taken by the lizardmen to see the swamp nixie. Now, free from the nixie's charm, he'll be able to set the group on the right path out of the swamp, if he's given the chance (and the players believe him.) Depending on whether or not the players were taken prisoner and for how long, they may have to collect their equipment from among Pete's stock.

If Pete's told of his misdeeds (i.e. leading lost travelers into the lizardmen's clutches) he'll have a hard time believing it, of course a quick search of his shop will turn up the chest full of maps with the false bottom. He'll recognize the maps as being done by his hand. Once his guilt has been made clear he'll apologize profusely, offering what little he has (around 300gp, the pick of his stock, and/or some free ale and 'Swamp Surprise') as a form of restitution.

Of course, if the slavers picked up the players along with the other prisoners, there could be a lot more involved in wrapping up this adventure...



## Continuing the Adventure

Here are some suggestions for further adventures:

✘ The swamp nixie somehow survived, regenerating to full life deep within the swamp. She sends a group of charmed adventurers to exact revenge upon the party.

✘ The chest full of maps at Boggy Pete's Outfitters contains a third version of the map. This one leads to an 'X' indicating a buried treasure. Pete doesn't remember making this one either, but it's drawn in his hand as well.

✘ Boggy Pete was actually running the whole show.

✘ The party may decide to go after the band of slaver pirates, or the slavers may search for the ones responsible for putting an end to their little operation in the swamp. Either way the slavers are a loose end which may have to be dealt with.

✘ One of the human hunters being held prisoner was actually a thief who's been hired to recover a collection of magic crystal animals that were stolen from an evil druid. If he knows the *crystal gator* is in the party's possession he'll follow them, attempting to steal the magic item at an opportune time.

## NEW MAGIC

### Crystal Gator

This item is a small green crystal alligator, about the size of a fist. The owner can place it on the ground and will it to become an alligator. The alligator will fight for the owner for 6 rounds or until its hit points have been reduced to 0, at which point it reverts back to its crystal form. Its hit points return at a rate of 1 per day.



Alligator: HD 3; HP 20; AC 4[15]; Atk 1 bite (1d6); Move 9 (Swim 12); Save 14; CL/XP 3/60; Special: bite, death roll.



## NEW MONSTERS

### Swamp Nixie

Swamp nixies are made of far sturdier stuff than their normal counterpart. Corrupted by the dark and stagnant waters they call their home, they lack the capricious nature of their fairer kin. Instead they are evil conniving and manipulative creatures, often siding with those who share their hatred for all good natured, civilized humanoids.

A swamp nixie rarely leaves the small section of swamp they've claimed as their lair, instead opting to send their allies or charmed individuals off to do their bidding.

All swamp nixies possess the ability to cast charm person and often use it in a

manner designed to cause as much pain and sorrow to the charmed individual or their associates as possible. The charmed person will serve as the nixie's slave for a year, either joining them in their watery lair or going out into the world to do their bidding. Casting dispel magic against the curse has only a 75% chance of success. This chance drops to 25% if the victim is in the nixie's lair.

Swamp nixies appear elf-like in form, looking as though comprised of weeds and other swamp vegetation.

**Swamp Nixie:** HD 6; AC 6[13]; Atk 1 weapon (1d6); Move 6 (Swim 12); Save 10; CL/XP 6/400; Special: Special: Charm person (-1 save).



### Art Credits

We'd like to thank the following for providing great spot art at low cost so that we can keep offering our products relatively cheap.

The Lost Halfling on the cover and inside cover, as well as the spot art on page 2 was created by J. E. Shields.

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The 'Adventuring Party' on page 11 was created by Joyce Maureira and released into public domain by Kevin Crawford at Sine Nomine Publishing.

The "Swamp Nixie" to the left was provided by Kristen Collins with Purple Duck Games.

The map for our "old school" Lizardmen Caves was provided by Dyson Logos.

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