

STRANGE ENCOUNTERS: LAIR OF THE WAMPLUSNASTY



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STRANGE ENCOUNTERS: LAIR OF THE WAMPLUSNASTY

STRANGE ENCOUNTERS ARE ONE OFF LITTLE SIDE TRIPS. SOMETIMES THEY'RE FUN, SOMETIMES THEY'RE NASTY, AND SOMETIMES THEY ARE JUST WEIRD. THIS ONE IS KINDA WEIRD. THIS IS NOT AN ADVENTURE, JUST A PLACE AND CRITTERS.

**WRITTEN AND DRAWN
BY
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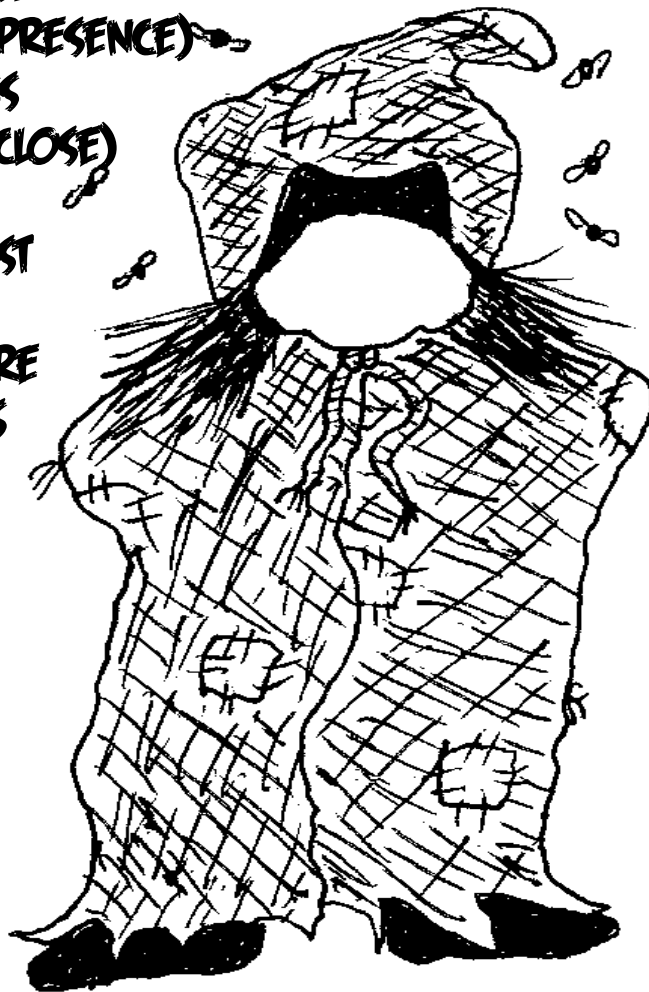
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BLACK HAGATHA

BLACK HAGATHA IS A STRANGE AND DIRTY LITTLE OLD WOMAN WHO APPEARS WANDERING AROUND SWAMPS(COULD BE ANY SWAMP...SHE GETS AROUND). SOME SAY SHE'S A WITCH WHILE OTHERS SAY SHE'S A GHOST. SOME SAY SHE'S AN EVIL SPIRIT WHILE SOME SAY SHE IS AN OMEN.

SMELLS: ROLL 1D6:

1. YOU DON'T SMELL NUTHIN
2. ODD FRAGRANCE IN THE AIR (YOU FEEL A LITTLE ODD YOURSELF)
3. TINGE OF MOLD (YOU FEEL HER PRESENCE)
4. ROTTING MOSS (SHE'S GETTING CLOSE)
5. FROGS? (YOU CAN ALMOST SEE HER)
6. YOUR EYES ARE WATERING(SHE'S RIGHT THERE)



DOES SHE....

- ROLL 1D6
ON EVENS SHE IGNORES THE PARTY.
ON ODDS SHE STOPS AND GIVES THEM SOMETHING

WHAT DID SHE GIVE YOU: ROLL 1D6

1. A PRETTY BAD CURSE
2. A CROW'S FOOT
3. BAD ADVICE
4. CANDIED DADY LONG LEGGERS
5. A HARD TIME AND A WILD GOOSE CHASE
6. SMELLY TONGUES

SHE ALSO...ROLL 1D6

1. EATS A BUG
2. SHAKES HER LEG
3. CACKLES
4. SNEEZES...BIG TIME
5. HACKS AND SPITS
6. WANTS SOMETHING OF YOURS.

THE SWAMP OF THE WAMPLUSNASTY

A. THE DIRT ROAD. THIS DUSTY OFFSHOOT OF THE MAIN ROAD (WHICH MAIN ROAD? TAKE YOUR PICK) TAKES A FEW HOURS THROUGH A FAIRLY SPARSE FOREST AND EVENTUALLY BECOMES THE HIGH ROAD THROUGH A RATHER SMELLY SWAMP.

B. A SIGN NEAR A POND CAN BE SEEN FROM THE ROAD. ON CLOSER INSPECTION IT READS "BEWARE: WAMPLUSNASTY!". IF INVESTIGATED ROLL 1D6. ON A 1 OR A 6 A GIANT SWAMP RAT (MR 20) ATTACKS THE PARTY.

C. THE WAMPAGATOR TRADING POST. PLAYERS CAN FIND A LOT OF WAMPAGATOR MADE BASKETS, BOWLS, AND SUCH THAT ARE MADE OUT OF REEDS. THERE IS SOME FOOD FOR SALE TOO THAT LOOKS HORRIBLE BUT ACTUALLY TASTES DELICIOUS. A CLERK MIGHT PUSH SWAMPAWAMPA ON THE PLAYERS. SWAMPAWAMPA IS A LOCAL REMEDY MADE FROM WHO KNOWS WHAT AND LOOKS AND SMELLS EVEN WORSE. IF EATEN IT HEALS 2D6 CON. PRICES ARE NEGOTIABLE.

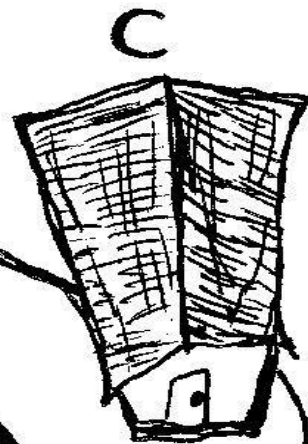
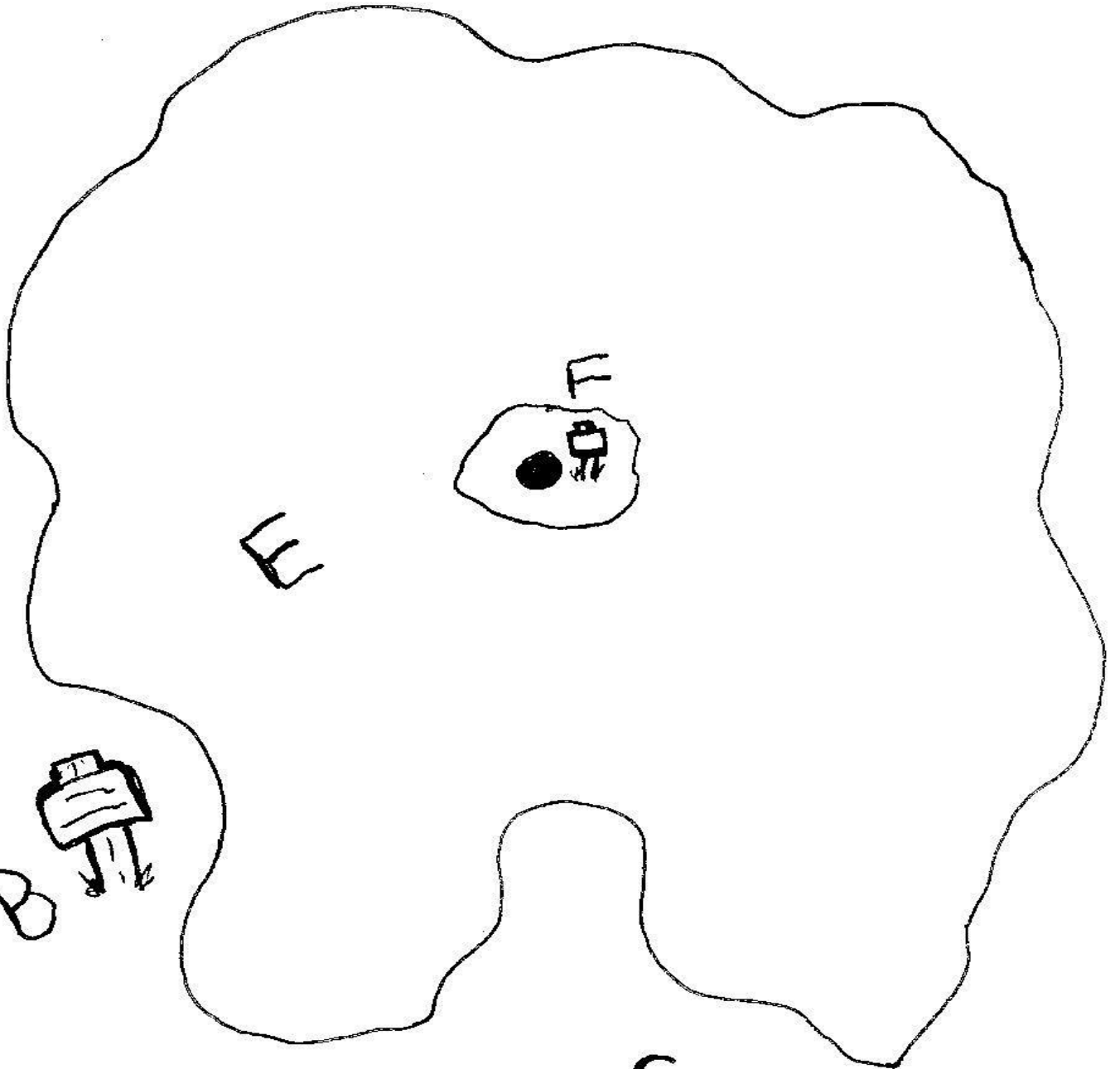
D. ENTRANCE TO THE WAMPAGATOR VILLAGE. HEAVILY GUARDED. THE PARTY WON'T GET IN AND IF THEY DO THEY'LL GET EATEN.

E. SWAMPAPAMPA POND.

F. THE LAIR OF THE WAMPLUSNASTY.

G. THE REST OF THE SWAMP. THE SWAMP IS ABOUT 3 TO 4 MILES ALL AROUND. NO ONE'S REALLY SEEN THE PURPOSE IS EXPLORING THE WHOLE THING.

G



A



LAIR OF THE WAMPLUSNASTY

Ain't
nuthin
Dahn Hur!

A. THERE IS A SIGN NEXT DEEP HOLE IN THE GROUND. THE SIGN READS "AIN'T NUTHIN DAHN HUR". THE HOLE IS ABOUT A 10 FT. DROP.

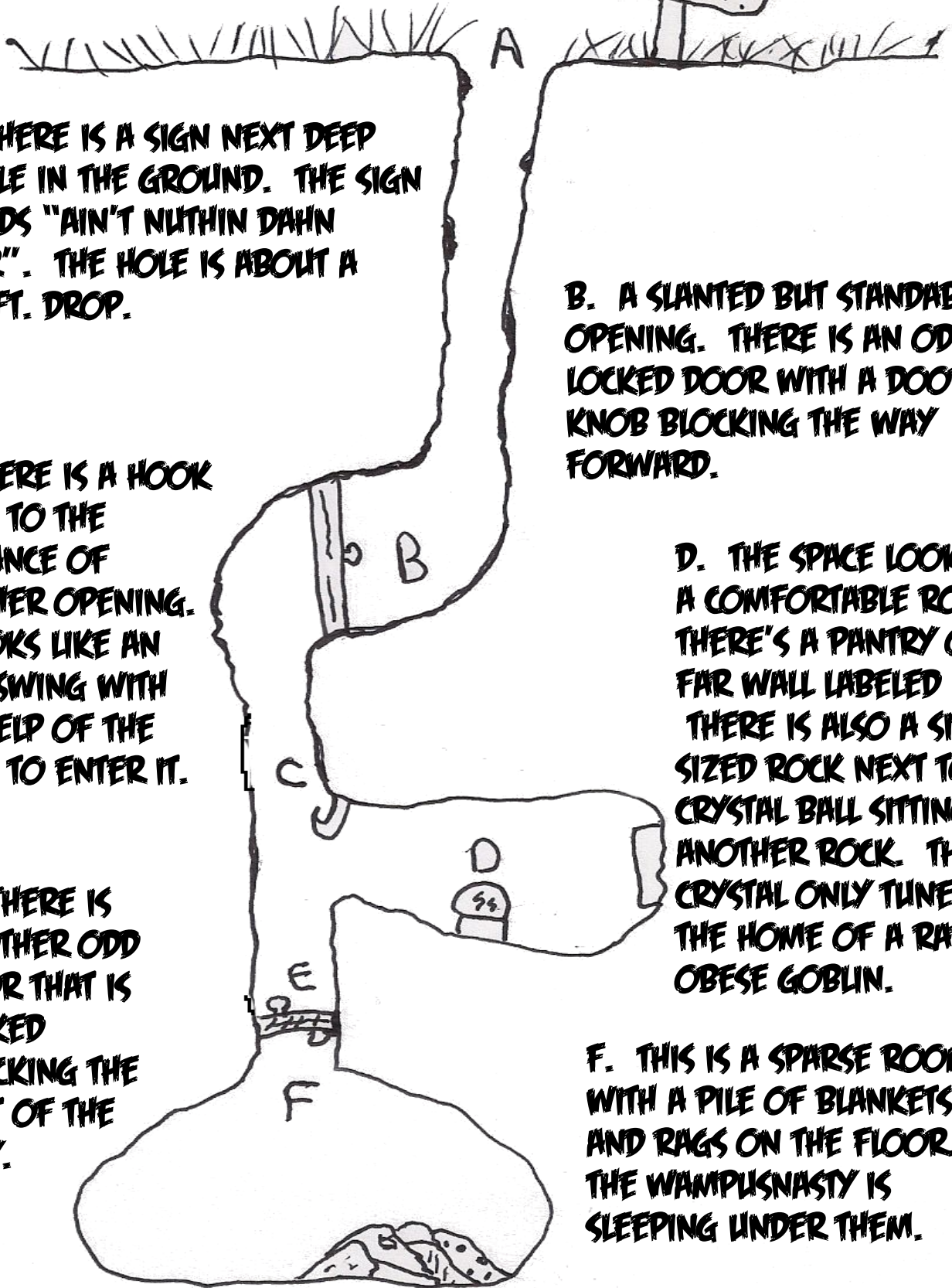
B. A SLANTED BUT STANDABLE OPENING. THERE IS AN ODD LOCKED DOOR WITH A DOOR KNOB BLOCKING THE WAY FORWARD.

C. THERE IS A HOOK FIXED TO THE ENTRANCE OF ANOTHER OPENING. IT LOOKS LIKE AN EASY SWING WITH THE HELP OF THE HOOK TO ENTER IT.

D. THE SPACE LOOKS LIKE A COMFORTABLE ROOM. THERE'S A PANTRY ON THE FAR WALL LABELED "FUD". THERE IS ALSO A SITTING SIZED ROCK NEXT TO A CRYSTAL BALL SITTING ON ANOTHER ROCK. THE CRYSTAL ONLY TUNES INTO THE HOME OF A RATHER OBESE GOBLIN.

E. THERE IS ANOTHER ODD DOOR THAT IS LOCKED BLOCKING THE REST OF THE WAY.

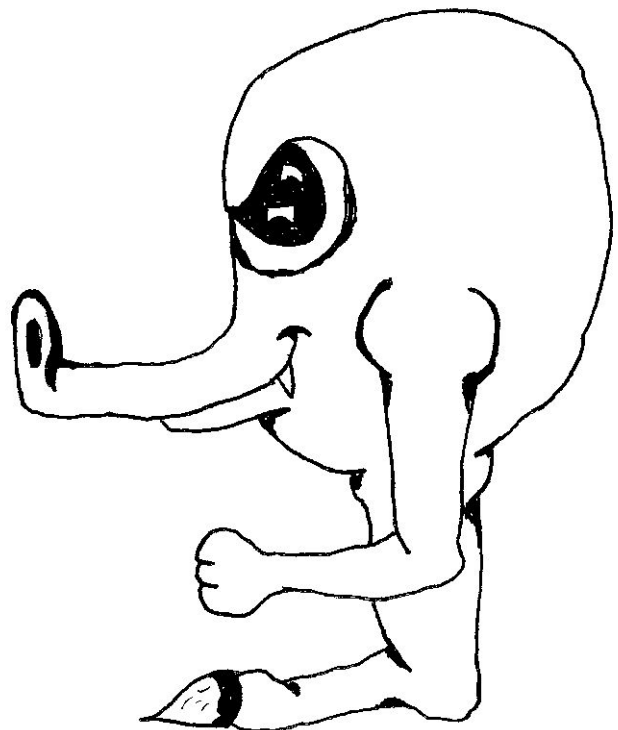
F. THIS IS A SPARSE ROOM WITH A PILE OF BLANKETS AND RAGS ON THE FLOOR. THE WAMPLUSNASTY IS SLEEPING UNDER THEM.



THE WAMPLUSNASTY

THE WAMPLUSNASTY IS A SOLITARY CREATURE WHO LIKES HIS SOLITUDE. HE DOESN'T MUCH LIKE ANYBODY DISTURBING HIS PEACE AND QUIET, ESPECIALLY IF HE IS SLEEPING ALL COZY UNDER A PILE OF BLANKETS. IF HE IS WOKEN UP BRASHLY AND RUDELY HE WILL EXPLODE OUT OF HIS BLANKETS, JUMPING UP AND DOWN RAPIDLY UNTIL HE GAINS ENOUGH SPEED TO START BOUNCE AROUND THE ROOM AT A PRETTY GOOD CLIP AND CURSE THE PARTY GOOD. EVERYONE IN THE ROOM MUST MAKE A LEVEL 3 SAVE AGAINST THEIR DEX TO STAY ON THEIR FEET. ONCE THE ROOM IS CLEARED ENOUGH, THE WAMPLUSNASTY WILL BOUNCE OUT OF THE ROOM AND UP INTO THE SWAMP. IF HE'S WOKEN UP IN A LESS THREATENING WAY HE WILL BE CRANKY BUT WILL CALM DOWN IF ENOUGH PLAYERS MAKE A LEVEL 2 CHARISMA SAVE. ONCE CALM HE WILL KICK OUT THE PLAYERS WHO MISSED THE SAVE AND INSIST THAT THE OTHERS COME WITH HIM TO THE ROOM UPSTAIRS SO EVERYONE CAN WATCH THE FAT GOBLIN FURG EAT IN THE CRYSTAL BALL. IF NO ONE MAKES THE SAVE HE WILL KICK EVERYONE OUT AND CURSE THEM WITH FLATULENCE THAT LASTS 4 ROUNDS. HE IS TOO FAST AND WILL ALWAYS RUN FROM A FIGHT BUT HIS MR IS 26.

THERE IS NOTHING OF VALUE IN THE PLACE EXCEPT FOR SOME CORN CAKES IN THE PANTRY AND THE EYE OF FURG. NO ONE WANTS AN EYE OF FURG.



SWAMPAPAMPA POND

FIVE AND A HALF FEET AT IT'S DEEPEST WHICH IS AROUND THE ISLAND IN THE MIDDLE.

ABOUT A MILE AND A HALF LONG

FROM SHORE THE SIGN ON THE ISLAND CAN BE SEEN BUT NOT READ IN USUAL CIRCUMSTANCES.

THE WAMAPAGATORS DON'T GO IN THE POND AND WONT'S SAY WHY. THEY'LL JUST CAUSE A DIVERSION AND LEAVE. THERE ARE NO BOATS AROUND. THE ONLY WAY TO GET TO THE ISLAND IS TO WADE OR SWIM.

ROLL 1D6

1 OR 6 = ENCOUNTER

2 OR 5 = SOMETHING

3 OR 4 = NOTHING

ENCOUNTER ROLL 1D6

1. CROCKAGATOR

2. SEE WEED SNAKE MR 20, 5 FT LONG. LOOKS LIKE YOU SAW A WEED

3. 1D6 SWAMP RATS MR 8

4. 1D3 DIRE CARP MR 15

5. TINGLE TANGLE MUST MAKE A L2SR VS STR OR STUCK. 1D3 DAMAGE EACH ROUND STUCK. MAKES YOU TINGLE

6. CROCKAGATOR

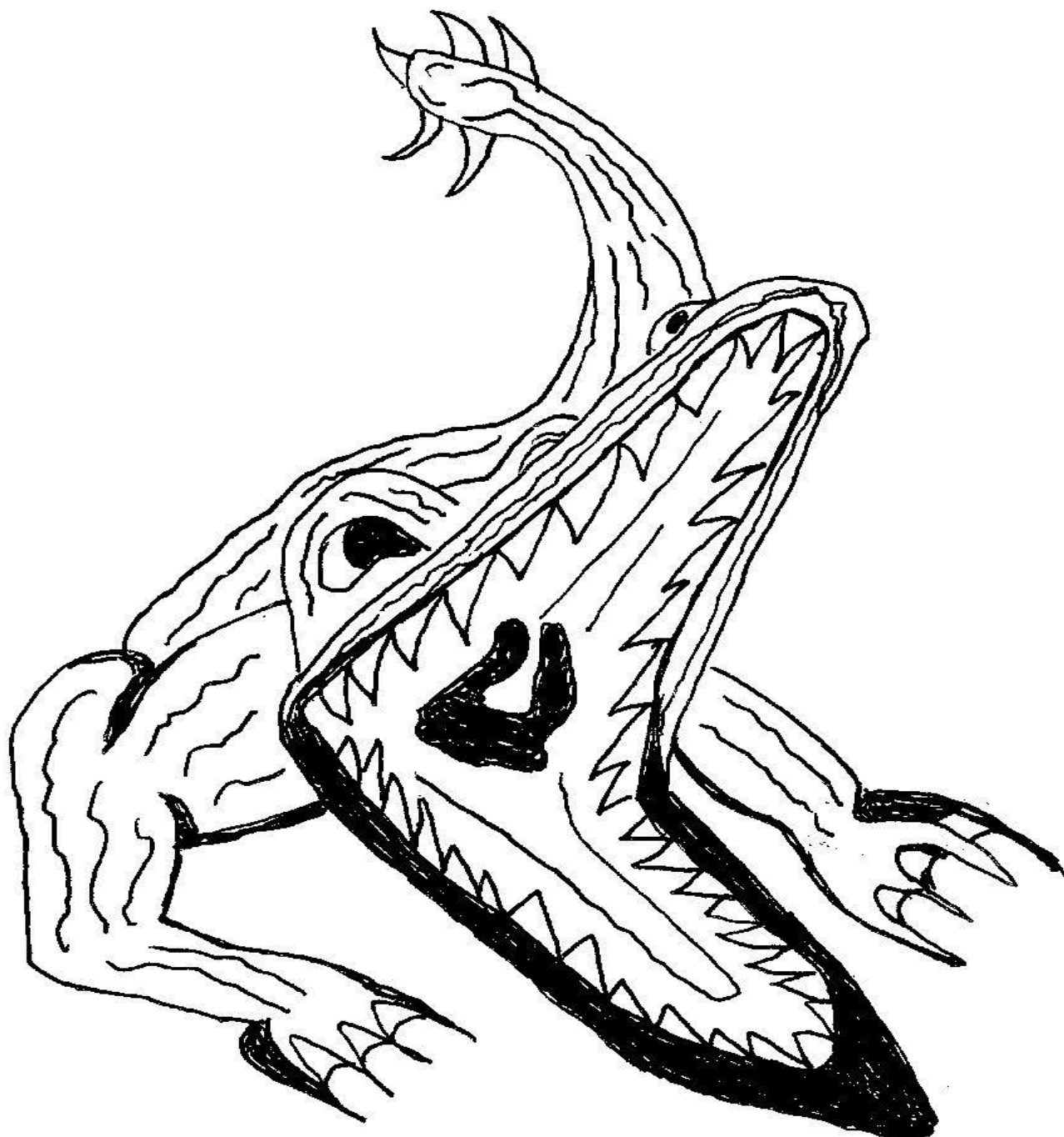
SOMETHING COULD BE ANYTHING

CROCKAGATOR!

MR 52

NUMBER APPEARING: 1

SIX TO SEVEN FOOT CROCODILIAN THAT CAN LIVE IN UNDER 4 FEET OF SALT OR FRESH WATER. THEY CAN ATTACK WITH A BITE (4D6 DAMAGE), CLAWS (2D6), OR WITH A SWING ON THEIR BARBED TAIL (3D6).

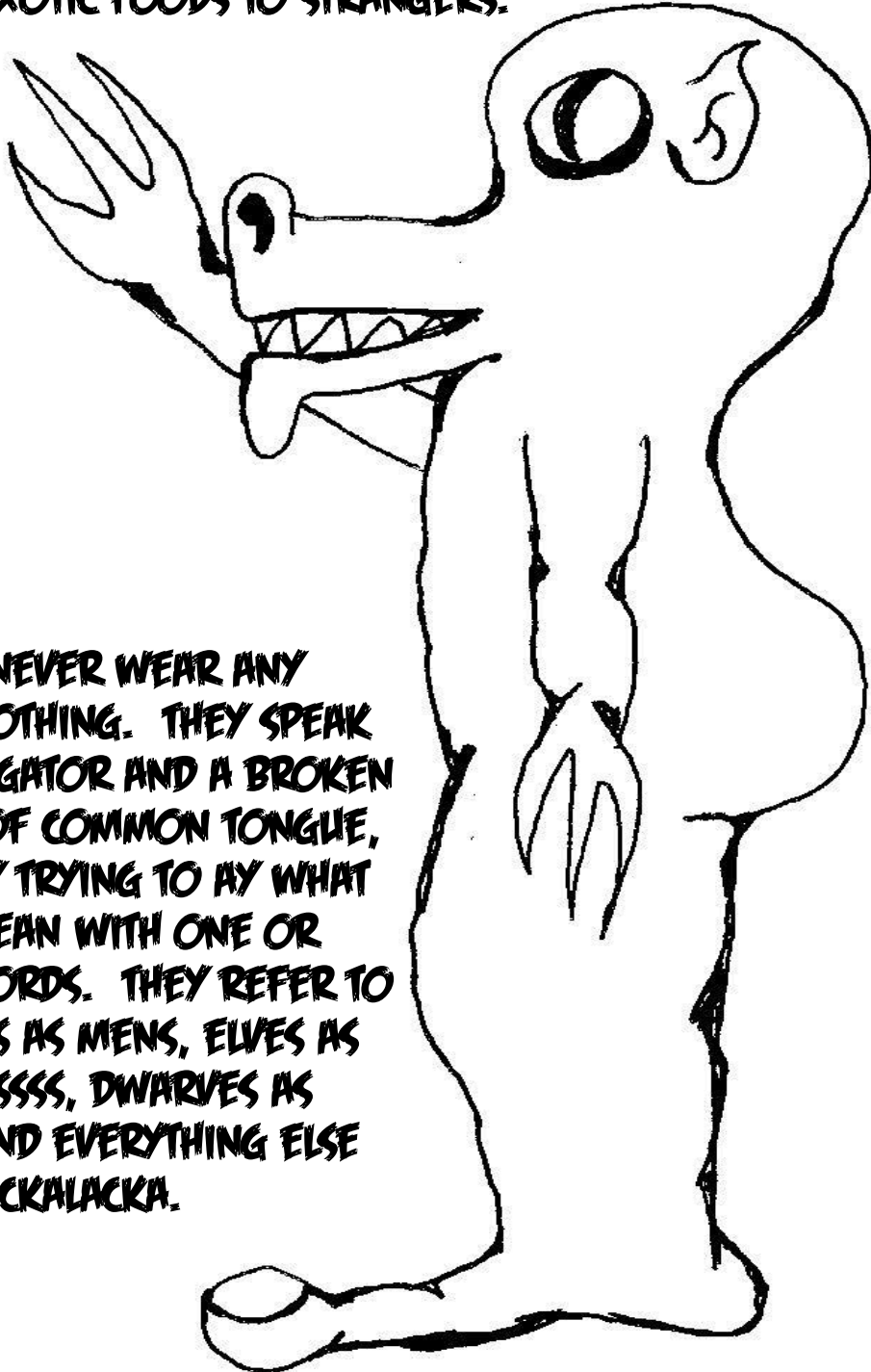


WAMPAGATOR

MR 18

NUMBER APPEARING 1 TO ENTIRE VILLAGE

THESE STRANGE BUT MOSTLY HARMLESS CREATURES ARE ANYWHERE FROM THREE TO FIVE FEET TALL. THEY LIKE TO TRADE THEIR BASKETRY, AND EXOTIC FOODS TO STRANGERS.



THEY NEVER WEAR ANY TYPE CLOTHING. THEY SPEAK WAMPAGATOR AND A BROKEN FORM OF COMMON TONGUE, USUALLY TRYING TO SAY WHAT THEY MEAN WITH ONE OR TWO WORDS. THEY REFER TO HUMANS AS MENS, ELVES AS HSSSSSSSSSSS, DWARVES AS CLAH, AND EVERYTHING ELSE AS COLACKALACKA.

WAMPAGATORS LIVE IN SECLUDED VILLAGES IN UNDERGROUND MUD CAVES. THE ONLY WAY IN IS THROUGH A DOOR IN A RAISED OPENING. THEY NEVER LET ANYONE GO INTO THE VILLAGE, BEINGS OF THAN WAMPAGATORS USUALLY TEND TO BE EATEN. THAT IS THE ONLY TIME THEY ARE AGGRESSIVE.

WHAT DOES THE SWAMP SMELL LIKE?

1. ROTTEN EGGS
2. DEAD FISH
3. DEAD GOBLIN
4. DEAD HORSE
5. OLD FRUIT
6. WIFT OF LILACS

WHAT COLOR IS THAT GAS?

1. FUNKY DEATH
2. PURPLE
3. GREEN
4. YELLOW
5. ORANGE
6. NO FRIGGING CLUE

WHAT BIT ME?

1. BARKING SPIDER MR 8

L2SR AGAINST CON OR YOU BURP FOR 3 ROUNDS.

2. 2D6 LEAPING LIZARDS MR 10

VENOM ON SPITE DOES AND +1 DAMAGE AND MAKES YOU MUTE FOR 2 ROUNDS.

3. 1D6 DIRE DADDY LONG LEGGERS MR 24

MOUTH IS REALLY TOO SMALL TO BITE YOU BUT STILL ANNOYING. THEY WON'T LEAVE YOU ALONE UNTIL YOU KILL THEM ALL.

4. ASSPASASSPA GRASSPA SNAKE MR 14

GREENISH BROWN OR BROWNISH GREEN SNAKE THAT STANDS ERECT ON IT'S TAIL AND LOOKS LIKE A LONG PIECE OF GRASS SWAYING IN THE WIND, EVEN IF THERE ISN'T ANY WIND. 1D6 BIT DAMAGE.

5. WAMPAGATOR KID MR 6

1 POINT OF DAMAGE BUT IF YOU KILL IT THE ENTIRE WAMPAGATOR VILLAGE WILL FIND YOU AND KILL YOU.

6. EBOLI SPIDER MR 40

L3SR AGAINST CON OR YOU GET MALARIA.

WHAT'S IN THE REST OF THE SWAMP?

1. MORE SWAMP

2. ODD MOANING AND GROWLY NOISES

3. SKELETAL REMAINS

4. 1D6 DIRE DADDY LONG LEGGERS

5. WAMPAGATOR

6. CROCKAGATOR

GM NOTES:

THE WAMPLUSNASTY HAS A BAD REPUTATION IN THE AREA BUT ISN'T THAT MUCH OF A THREAT, JUST GRUMPY AND ILL MANNERED. HE WILL TRY AND KEEP THE PARTY BUSY WATCHING FURG AND PROBABLY TRY TO STEAL THEIR FOOD. THE WAMPAGATORS ARE AFRAID OF HIM AND AVOID HIM BECAUSE HE JUST COMES INTO THEIR STORE AND TAKES WHATEVER HE WANTS WITHOUT PAYING.

THE EYE OF FURG HAS NO RETAIL VALUE.

WAMPAGATOR HAVE NO WEAPONS AND WILL RUN WHEN THREATENED. THEY ARE ONLY TOUGH ON THEIR HOME TURF, THE WAMPAGATOR VILLAGE. YES, YOU WILL GET EATEN. I MEAN IT.

YOU DON'T WANT TO KNOW THE DIRECT TRANSLATION OF COLACKALACKA.

CRITTERS AND OTHER GAMES:

THIS BOOK CAN BE USED WITH ANY RPG BY CONSIDERING WAMPAGATORS, BARKING SPIDERS, LEAPING LIZARDS, WAMPAGATOR KIDS, ASSPASASSPA GRASSPA SNAKES, SWAMP RATS, AND DIRE CARP AS LOW LEVEL MONSTERS

THE WAMPLUSNASTY, DIRE DADDY LONG LEGGERS, AND SEE WEED SNAKE AS LITTLE LARGER THREATS.

THE CROCKAGATOR AND EBOLAI SPIDERS AS LARGER THREATS.

SIZE 'EM UP AS WHATEVER STRENGTH WORKS FOR YOUR PARTY.