

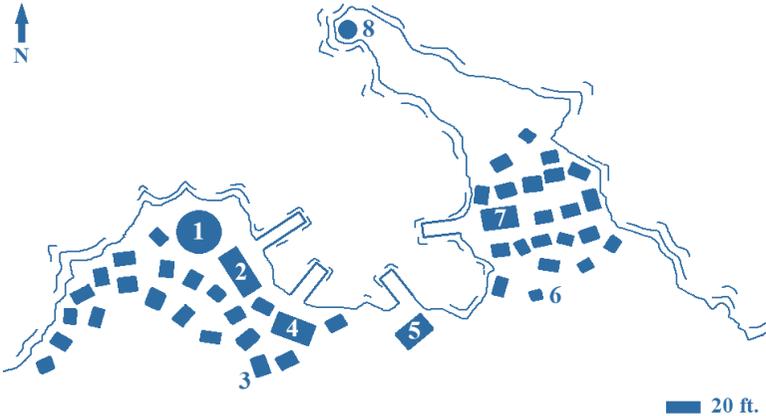
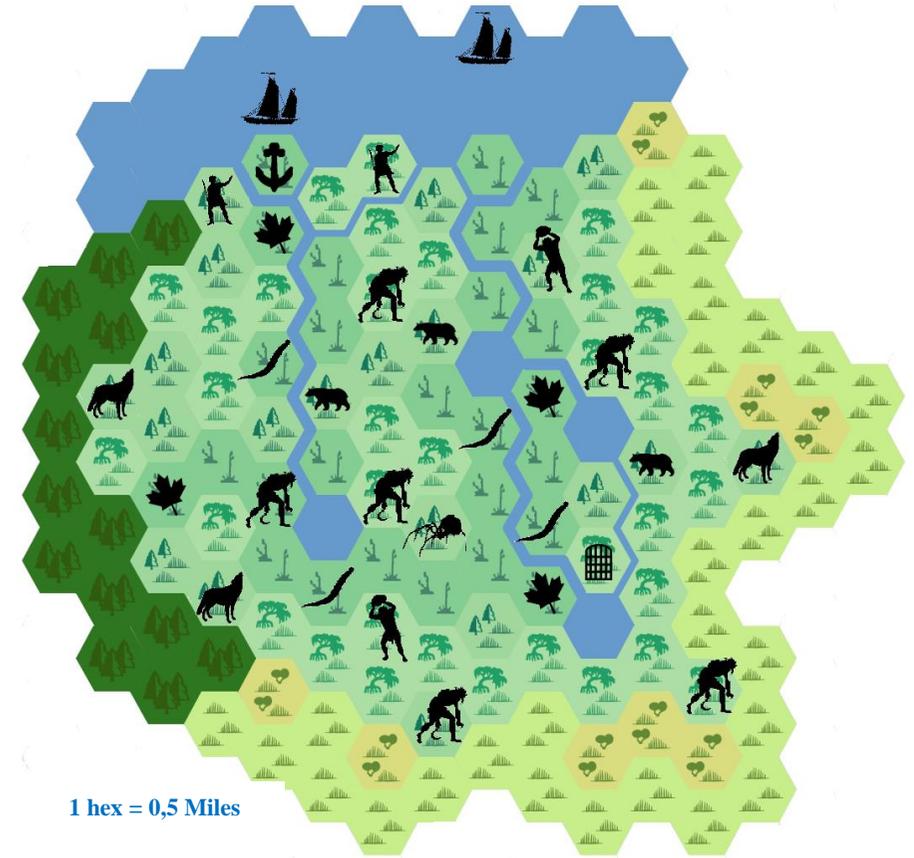
The red swamp

A Swords & Wizardry adventure by Ville Hakamäki

Bordered by the lake Mug to the north, the forest of Balmyg to the west and the Dejovan plains to the east, Red Swamp has its name for a good reason. Several plants here are brash red and the vegetation dyes the pools and ponds as well. The reasons for adventurers to enter these harsh wetlands are many: rumor has it that a powerful – and rich – ranger called Balto is buried somewhere in the swamp while others claim that a large troll has its lair in the area. For some, it is the fishing hamlet of Allthorp and the trading opportunities offered by its kind inhabitants that draws most attention. However, recently an insidious monster called Heart of Allthorp has taken over the townsfolk. From its hidden lair under the old smoker, the creature is telepathically controlling the mayor and most of the villagers, who now serve only to provide the creature with fish and gold. Yet, others are attracted by Moontears, red flowers with many applications in magic and alchemy alike.

Terrain and movement

- Heavy forest – movement speed halved
- Dry marsh – normal speed
- Marsh – movement speed halved
- Swamp – slow movement by wading or boats
- Open water – boats only
- Shrublands – normal movement speed
- Plains – normal movement speed

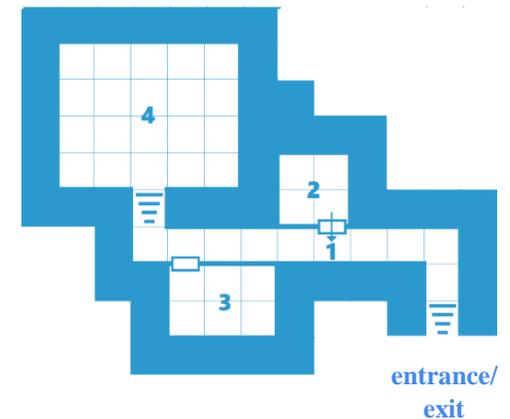


Allthorp legend

1. The old fish-smoker. The Heart of Allthorp (*Otyugh*) is being nurtured in the underground reservoir. Treasure: 2220 gp and two gems (123 gp and 2 gp).
2. Boatshed (filled with rotting fish)
3. Mayor Brugman's estate
- 4.–5. Boatsheds
6. Workshop of Elham the Blacksmith. He is not affected by the Heart of Allthorp and wants to free the townsfolk.
7. Boat shed
8. Old cairn. There is a two-handed polearm +2 inside. If it is reclaimed, a *Spectre* starts to haunt its taker.

The grave of Balto

1. This door is locked and trapped (ancient spear trap [1d3 damage, save negates])
2. The room holds one plant golem (fights as an *Ogre*)
3. This door is locked! The room holds one plant golem (fights as an *Ogre*). There is a scroll of animate plants (can be used to create one plant golem) on the floor
4. A stone sarcophagus stands on the north wall. A *Magic mouth* spell has been cast on it and whilst the mouth welcomes any visitors, it also warns anyone of disturbing the grave. If the warning is ignored, plant golems in Chambers 3 and 2 rushes to defense. Inside the sarcophagus lies the skeleton of Balto the Ranger and his trusty bow Quicksilver (Long Bow +1). If searched, the skeleton holds a golden grown (763 gp).



- 1d6 Leeches, giant
- 1d6 Ghouls
- 1d2 Bears
- 1d8 Wolves
- 1d10 Hunters from Allthorp
- 1 Troll
- 1d4 Spider, Giant (4-foot diameter)
- 1d4 Moontears
- A Fishing boat from Allthorp
- The grave of Balto
- Allthorp

For each hex with a monster symbol, roll 1d100; on 01-49 there is no encounter.