

AN EVENING'S ADVENTURE #2

The Nixie's Quandary

A FANTASY ADVENTURE

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THE NIXIE'S QUANDARY

A chance encounter with a nixie sends the party on a quest to discover the source of the river's pollution. But the source may be difficult to discover and deadly hazards may lurk around each bend of the river. Can your party save the nixie and her kin or will you fail to solve the Nixie's Quandary?

The Nixie's Quandary is a short adventure for five to seven 1st level characters and suitable for use with Labyrinth Lord (tm) and similar Old School games. The adventure begins where *The Beast of Briar Creek* ended and can be played independently or as part of the campaign.

Background:

The sulfurous stench of foul water and rot rises from the sluggish creek. Globbs of slime and dead fish slowly float by, vanishing beneath the bridge, and reappearing on the other side. On the other side of the bridge, the road continues, vanishing into the tree line ten yards beyond.

If you played the previous adventure, this adventure can begin immediately following the battle at the bridge or, if the characters returned to Smoky's, when next the characters pass this way.

Playing the Adventure Independently

You can play the adventure independently of the campaign. To do so, you'll need to alter the background and start sections. For example, the characters may be traveling through the area and encounter the bridge and the nixie. You can also adapt the adventure to fit your current setting and campaign.

1. Start: The Bridge at Briar Creek

A foul, sulfurous stench rises from the surface of the slow-flowing creek. Slime and dead fish float down the creek and strands of sickly yellow seaweed grow from the bottom. A simple, sturdy wooden bridge spans the creek and the road continues on the other side. Suddenly, the head and shoulders of a small, blue-skinned elf-like woman breaks the surface a few yards from the near bank.

“Thank you, noble cousins of the land, for defeating the one that had invaded our home, though it saddens my sisters and I that any lives had to be taken, even one so dark and misguided. We have a favor that we would ask of you. Our home is being corrupted and we are unable to travel to the source and fix it. If the source of the corruption is not ended, we will have to leave the small lake which we love. We have this, which you may have if it would aid you. We have a few other treasures, which we would happily give you if you could find the source of this corruption and end it.”

The woman is a nixie [AL N; MV Swim 120' (40'); AC 7; HD 1; HP 5; #AT1; DG 1d4; SV E 1; ML 6; summon giant bass].

The item she offers is a cleric scroll of *2 cure light wounds* and *purify water*. If the characters accept the mission, they will have to seek the source of the stream's corruption upriver. The source is a mound in the middle of a pond three miles to the north, northeast.

2. Slimy Pond

Ahead the stream broadens into a large slimy pond. The southern effluence is partially blocked by several large logs. The usual sounds of birds and small animals are strangely absent. Near the center of the pond is a mound of mud and brush. Near the western bank is a circle of five crude tents. A pair of rafts are pulled up on shore near the tents.

Two green blobs lurk in the area.

2 Green Blobs [AL N; MV 90' (30'), Swim 120' (40'); AC 6; HD 1+2; HP 8, 6; #AT 1; DG 1d4 + Disease, Surprise 1-4; SV F 1; ML -; immunities].

If the characters search the area they will discover two skeletons, one of an human and the other of a dwarf. On the human skeleton is a silver lawful holy symbol and a pouch with 3 vials of holy water. The remains of the dwarf still grip a broken war hammer, but the chain mail is still serviceable. In a small sack is 100 gold coins.

3. Hobgoblin Camp

Five crude tents sit in a circle in a small clearing near the pond. A black cook pot hangs over a faintly smoking fire. A pair of canoes sit on the bank near the pond.

The tents are the camp of a small band of hobgoblins charged with guarding the muddy mound. Each of the tents houses two hobgoblins, except the third, which belongs to the leader. Two hobgoblins are on watch at all times.

Hobgoblins [AL C; MV 90' (43'); AC 6; HD 1+1; HP 8, 2 x 7, 2 x 6, 4 x 5 ; #AT 1; DG by weapon; SV F 1; ML 8; each hobgoblin is armed with a spear and sword. The leader wields a +1 *war hammer* engraved with dwarven runes and has the key to the chest.]

In each tent holds 1d6 x 50 silver and 1d6 x 25 gold. The leader's tent holds a large, locked chest, which holds 600 gold, a magic-user scroll of *magic missile*, a cleric scroll of *bless*, and a potion of *healing*. On the hobgoblins shields is the image of a skull with bloated green worms crawling through the sockets.

4. Isle of Corruption

In the center of the pond is a mound of mud and logs, about fifty feet in diameter. In the center of the mound are five rectangular blocks of stone, each crusted with blood and covered with foul runes. Hiding beneath the mud are eight skeletons who guard this shrine of corruption.

8 Skeletons [AL C; MV 60' (20'); AC 7; HD 1; HP 5 each; #AT 1; DG 1d6; SV F 1; ML 12; undead].

To halt the corruption and complete their mission the character must destroy or cleanse the evil shrine. A *bless* spell will cleanse all altars within the area of effect. A *purify* spell or a vial of holy water will destroy one stone. Once all five altars are destroyed, the isle will begin to fall apart. After one turn the isle will sink into the pond.

5. Return to Briar Creek Bridge

By the time the characters reach the bridge, the stream will have already begun to clear. The slime, dead fish and taint of the evil shrine will have flowed past the bridge. Within a day, the nixie's lake will be clear of the majority of the taint.

Lying near the bank is a small pouch containing 12 gems worth 100 gold each. The nixie will pop up near the middle of the stream. She will thank the characters and offer the gems as a reward. The characters can then continue their journey.

NEW MONSTERS

Green Blob

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	90' (30')
Swim:	120' (40')
Armor Class:	6
Hit Dice:	1+2
Attacks;	1
Damage:	1d4 + Disease
Save:	F1
Morale:	-
Hoard Class:	-

Green blobs are unnatural creatures of rot and corruption. These blobs of green slime grow to diameters of five feet or more. These seeping horrors attack by attempting to engulf their prey and slowly absorb it through digestive acids. Once the first attack hits, the blob will automatically inflict damage each round. The acid destroys leather armor in one round, chain mail in three and plate mail in five. Any creature damaged by a green slime must make a save vs poison or become infected with a rotting disease. The disease prevents healing and causes an additional point of damage per day as the rot slowly spreads. Each day the character can make an additional save to recover. A cure disease spell will also cure the disease. Green blobs are immune to cold damage, but must save vs spells or be slowed by cold, mind-affecting magic, poison, disease and illusions.

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