

SWAMP DUNGEON OF THE BANDIT LORD



A Swords & Wizardry WhiteBox adventure for
3-6 characters of 1st through 3rd level



WHITEBOX ONE•SHOTS

SWAMP DUNGEON OF THE BANDIT LORD

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WhiteBox One-Shots is a line of short wilderness side treks, dungeon delves, and other brief encounters designed for compatibility with the *Swords & Wizardry WhiteBox* roleplaying game.

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SWAMP DUNGEON OF THE BANDIT LORD

Swamp Dungeon of the Bandit Lord is a short *Swords & Wizardry WhiteBox* adventure designed for 3-6 characters of 1st through 3rd level (about 12 levels total). The adventure involves exploration of a dungeon that has been magically transformed into a swampy cave complex. The characters can expect to encounter a wide range of monsters and challenges, so a variety of classes is recommended.

Note: This adventure takes place in Willow Valley, a fantasy sandbox that is fully detailed in the *WhiteBox Omnibus* published by Barrel Rider Games and available at RPGNow.com. Willow Valley is centered around Willow Lake and is home to humans, elves, dwarves, halflings, and other fantasy races. The valley setting can be easily adapted to any fantasy campaign world.

ADVENTURE BACKGROUND

In dark times past, after the great dragon Agathareon fell to the arch-mage Asagrim the Abjurer, the beleaguered folk of Willow Valley were plagued by bandits and raiders. One of the most wicked was the bandit lord Kaven Redblood whose stronghold of Redblood Keep stood atop Tallrock Hill, allowing him to prey on travelers along the Citadel Road.

Kaven's ambition was to crown himself King of Willow Valley, but he knew that the people would eventually rally against him. Therefore, he ventured deep into the Swamps of Sithiss to seek an alliance with the lizardmen tribes who dwelt there. The Sithissian shaman gave Kaven the seed of a sacred cypress tree known as the Heart of Sithiss. The shaman told Kaven that once the seed was planted and nurtured, the lizardmen would honor him as a brother and the very Swamps of Sithiss would come to his aid in times of need.

Kaven's return to Redblood Keep did not go unnoticed by the free folk of Willow Valley. An alliance of Willowford militia, Burrowmoor halflings, and Citadel dwarves laid siege to his stronghold and reduced it to rubble, forcing him to take refuge in the dungeons below.

In desperation, Kaven planted the magical cypress seed in a deep dank cave, hoping its magic would conjure up a Sithissian army to fall upon his enemies. Unfortunately for him, the Sithissians had no intention of honoring their bargain. The seed was cursed with a magic that was designed to transform the very earth into swampland. The moment it was planted, it sucked the life from Kaven and his followers and used this energy to magically transform the caves of Tallrock Dungeon.

Unable to gain access to the dungeons, and having seen no sign of Kaven or his followers for weeks, the Willow Valley alliance grudgingly returned to their homes. Time passed, new threats arose and were vanquished, and the siege of Redblood Keep eventually became a distant memory known only to a few.

Cut off from the world outside, the denizens of Tallrock Dungeon slipped into a magical slumber. But all the while, the magical cypress continued to grow beneath the earth, its magic building as it waited to be unleashed.

Recently, a group of dwarven miners from Stoneaxe Citadel came upon a hidden staircase and a secret entrance into the dungeons of Tallrock Hill. As soon as they opened the door, the tree's magic burst forth upon the land, draining the life force of the dwarven miners and using their energy to revive the swamp creatures who dwelt within its dungeon home. Now, this magic has begun to spread. . .

SITHISSIAN CYPRESS

The Sithissian Cypress is a magical tree that is extremely rare and considered sacred to lizardmen, wullybogs, and other intelligent denizens of the swamps. The largest specimen is known as the Heart of Sithiss and is located deep in the Swamps of Sithiss. The trees consume the life energy of the living and use this energy to create a Circle of Slough (see below) that transforms the land around it into a thriving swamp. The trees

live for centuries so long as they are fed. They produce a single seed once every hundred years and this seed is often sown in the nearby lands in an attempt to expand the borders of the beloved swamp. By giving the seed to Kaven Redblood, the lizardmen of Sithiss had hoped to transform all of Willow Valley.

Circle of Slough

The Circle of Slough is a magical enchantment produced by a Sithissian Cypress. The effect extends as a sphere that grows slightly every time a living creature enters the circle. Whenever a normal animal (dog, horse, rabbit, etc.) or a creature of less than 1 HD enters the area of effect, it immediately begins to feel drowsy, falling into a magical slumber in 2d4 rounds. Creatures with 1 HD are entitled to a saving throw to avoid this effect. Creatures of more than 1 HD are unaffected.

Sleeping characters cannot be awakened through normal means. If removed from the Circle of Slough, they must make a saving throw or wither away and die instantly. If the saving throw succeeds, the character awakens unharmed. While inside the circle, sleeping characters are slowly drained of their life force at the rate of 1 hit point per day. Once their hit points reach 0, they suffer one of the following transformations. This transformation is permanent.

1d20	Transformation
1-5	Bodily fluids drain into the ground, becoming part of the bog.
6-10	Becomes covered in fungi that speed up decomposition.
11-14	Sprouts buds and leaves as it slowly transforms into a normal swamp plant or tree.
15-17	Rises as a normal swamp creature (fish, frog, lizard, alligator, etc.)
18-19	Rises as a fantastical swamp creature (lizardman, froggle, giant frog, black dragon, etc.)
20	Sprouts buds and leaves as it slowly transforms into a fantastical plant or tree (triant, shambling mound, etc.)

BEGINNING THE ADVENTURE

Citadel Road heads east from the human town of Willowford, winds through the forested hills of Longhill, and ends at the great dwarven halls of Stoneaxe Citadel. The road changes elevation several times along the way, crossing over narrow chasms and rivers spanned by bridges that are maintained by humans and dwarves alike. The road was once considered dangerous to traverse, with bandit attacks, monster sightings, and mysterious disappearances fairly common.

The characters are traveling along the road for whatever reason the Referee decides. It is early in the day when the characters spy an oxcart caravan stopped up ahead. This caravan has entered the Circle of Slough and fallen under the life-stealing spell of the Sithissian Cypress of Tallrock Dungeon.

If the characters pause to examine the caravan from a distance they see sleeping humans, fallen horses, oxen slumped over in their traces, and dogs lying in the road. Closer examination reveals a ring of withered birds, rabbits, and other wildlife that has crossed over into the Circle of Slough. The ground inside the circle is soggy and is slowly turning to a bog.

Sleeping Caravaners

The caravan belongs to a produce merchant named James Ellaston. Ellaston and three hired hands are sleeping among six oxcars that are full of crops destined for Stoneaxe Citadel. Two caravan guards are also asleep on the road nearby. A third guard (the guard captain) named Wallis Barkley is awake, but has been pinned beneath his sleeping horse for over a day.

Strange Environs

The characters may wish to take a moment and assess their surroundings. Rocky hills line this portion of Citadel Road. A tangle of strange-looking vines extends from the mouth of a cave located high up in the tallest of these hills. If they listen, the characters can occasionally hear chirping and low-throated growls coming from inside the cave.

If the characters make noise approaching the caravan, they hear weak cries for help coming from beneath a fallen horse. (see Meeting Wallis, below)

Meeting Wallis

Wallis Barkley is hungry, thirsty, and in extreme pain. If rescued, he tells the PCs that he noticed a new cave entrance near the top of Tallrock Hill, but before he could call a halt and investigate, everyone and everything in the caravan suddenly fell into an unnatural sleep. Wallis knows that some foul sorcery is afoot and wants only to escape the area as quickly as possible. If the characters are short of fighting men, he may agree to accompany them in exchange for a share of any treasure they find, at the Referee's discretion.

Wallis Barkley (human soldier): AC: 6 [13] (leather armor + shield); HD 1; hp 4 (currently 1); Attacks: long sword, dagger, light crossbow; Special: none; Move 12; HDE/XP: 1/15; 3 gp, 6 sp.

Not My Business

If the characters decide not to investigate the cave, the adventure is essentially over. The caravaners and dwarven miners (**area 10.a.**) die and the Circle of Slough continues to grow. If Wallis escapes, he brings word back to Willowford and a party of adventurers (who are braver than the PCs) is eventually hired to investigate. If this happens, the characters likely suffer a severe blow to their reputation that may have long-lasting repercussions, at the Referee's discretion.

TALLROCK HILL

Tallrock Hill is the tallest hill in a cluster of rocky hills overlooking Citadel Road. The small keep of a bandit lord once sat atop Tallrock Hill, but this was razed many years ago by the free peoples of Willow Valley (see Adventure Background, above). The dungeon complex inside the hill fell under the magical enchantment of the Sithissian Cypress and has only recently been released upon the world.

TALLROCK DUNGEON

Tallrock Dungeon is all that remains of the bandit stronghold of Redblood Keep. The dungeon is a combination of natural caves and manmade chambers that have been transformed into swampland by the magic of the Sithissian Cypress. The dungeon is hot, humid, and blanketed in a layer of light fog. The walls are covered in creeper vines that rustle with hidden life, with cattails, reeds, and lily pads sprouting from puddles on the dungeon floor. Dragonflies zip from leaf to leaf, clouds of mosquitoes buzz through the air, and most chambers are eerily lit by clusters of dancing fireflies. The chirping of frogs and crickets echoes throughout the entire complex, creating an entirely surreal atmosphere for anyone expecting a typical dank dungeon delve.

Getting In

There are two entrances into the dungeon. The first is a secret door located at the bottom of a hidden staircase (**area 10.a.**). The second is the strange hillside cave the characters spotted from Citadel Road (**area 6.**).

1. Barracks

The contents of this former barracks are covered with swamp vegetation (vines, cypress stumps, lily ponds, etc.). Six lizardmen have made their lair here. These are former followers of Kaven Redblood who were transformed by the magic of the Sithissian Cypress. The lizardmen fight with their claws, attacking any who enter the chamber. Any fighting here attracts the lizardman chieftain from **area 2.** in 1d6 rounds.

Lizardmen (6): AC: 5 [14]; HD 2+1; hp 7, 5 (x3), 3 (x2); Attacks: claw; Special: none; Move: 6/12 (swimming); HDE/XP: 2/30.

2. Lord's Chamber

The moldering bedroom furniture here is covered with swamp vegetation. The lizardman chieftain has made a nest in the center of the room. The chieftain was once Kaven Redblood before he was transformed by the magic of the Sithissian Cypress. The red facial tattoos that gave him his nickname are still evident on his scaly face. The lizardman chieftain wears a

ragged coat of chain mail armor and wields a *spear+1*. This weapon could prove useful against Dougan of Wellshire, the undead priest in **area 8**.

Any fighting here attracts the lizardmen from **area 1**. in 1d6 rounds.

Lizardman Chieftain: AC: 4 [15] (rusty chain mail + natural hide); HD 2+1; hp 11; Attacks: claw or *spear+1*; Special: none; Move 6/12 (swimming); HDE/XP: 2/45.

3. Torture Chamber

This chamber contains spiked chairs, stretching racks, and other torture devices that are covered in fungi and swamp vegetation. A pack of small lizards known as scamps (see New Monsters, pg. 15) dwells here and attacks anyone who enters. The scamps retreat into their burrows if confronted by open flames, extremely loud noises, or half of their number are killed. They do not pursue the characters out of the room.

Scamps (14): AC: 7 [12]; HD 1-1; hp 5, 4 (x2), 3 (x2), 2 (x6), 1 (x3); Attacks: bite (1d6-2); Special: spit poison; Move: 12; HDE/XP: 1/15.

4. Dungeon Cells

These rusted cells contain the moldering remains of several humans whose bodies have been consumed by fungi. Any character who sifts through the mold for one turn uncovers a small gold cameo locket worth 535 gp. This locket was a family heirloom that one of the prisoners managed to insert inside his body before his capture. The locket's contents may provide hooks to future adventures, at the Referee's discretion.

5. Hatchling Cave

This natural cavern is covered in swamp vegetation. A black dragon hatchling has recently awakened here and built its nest in the center of the cave. The hatchling used a combination of claws and acid spittle to dig its way free of the dungeon (**area 6**). It is just starting to flex its wings, but can only glide. Once it can fully fly, it leaves the dungeon through the Hillside Cave Mouth and begins hunting the denizens of Willow Valley.

Black Dragon Hatchling: AC: 4 [15]; HD 3; hp 13; Attacks: Bite; Special: Spits acid; Move: 12/24 (flying); HDE/XP: 4/400.

6. Hillside Cave Mouth

The mouth of this cave lies about 30' above ground level. It is melted and blistered by black dragon acid, with creeper vines extending from the cave mouth down the side of the hill. Anyone can use the vines to climb up to the cave, however, the noise attracts the black dragon hatchling from **area 5**. The dragon attacks anyone who makes it up to the cave, and even glides down the hill to pursue fleeing characters.

7. Stair Chamber

This chamber is covered in swamp vegetation as well as several abnormally large mushrooms. A spiral staircase once provided access to Redblood Keep above, but is now blocked by rubble. The giant mushrooms emit spores that cause euphoria and lightheadedness if disturbed. Any character exposed to the mushroom spores must make a saving throw or suffer a -1 penalty to all attack rolls and saving throws for the remainder of the day.

8. Temple of the Devourer

The ironbound door to this chamber is still intact and free of vegetation. In fact, it almost seems to repel the swamp plants and creeper vines that choke off the rest of the dungeon.

Inside, a wide stone altar occupies the center of the chamber. The altar is sacred to a flesh-eating religion known as the Cult of the Devourer. The altar actually doubles as a feasting table where ritual sacrifices to the Great Devourer were consumed by the faithful. A locked offertory box beside the altar contains 127 gp, 201 sp, and 298 cp in coins). A lurid mural on the far wall depicts the face of Great Devourer as a spike-bearded man with red eyes and pointed teeth.

When the characters first enter this chamber, they see an old man in tattered robes kneeling in prayer before the altar. The old man rises and introduces himself, saying:

"Greetings, friends. I am Dougan of Wellshire, high priest of the Great Devourer, He who consumes the weak so that the

strong may multiply and thrive. I have seen your coming in a vision and know that you alone can break the vile spell of the Swamps of Sithiss."

Dougan appears as a venerable human with withered skin and a long grizzled beard. He was once chief spiritual advisor to the bandit lord Kaven Redblood, but was cast aside when he opposed the unholy alliance with the lizardmen of Sithiss. Deep in prayer in the Temple of the Devourer, he alone escaped the magic of the Sithissian Cypress.

Dougan died many years ago, however, his devotion to the Great Devourer enabled him to live on as an intelligent undead creature with a taste for human flesh. He is unable to leave the temple chamber, however, and has been starving for years.

If the characters are wounded, Dougan says: "I see you bear the mark of hard-fought battles. Come friends, kneel at the altar. Accept this humble communion and let the Great Devourer heal your wounds and ease your suffering."

If the characters kneel, Dougan retrieves a small box from behind the altar, says a quick prayer, and then feeds each character a strip of jerky. The box contains nine strips of jerky and each strip acts as a *potion of healing*. The jerky is, of course, dried human flesh that was blessed by the Great Devourer.

Dougan recants the tale of Kaven Redblood, the betrayal of the Sithiss lizardmen, and the planting of the Sithissian Cypress. He tells the characters that the only way to destroy the tree is by removing the beating heart from its trunk.

Dougan then singles out the plumpest character in the party (preferably a halfling) and says:

"You. You I have seen in a vision. You have been Chosen by the Great Devourer to rid the land of this evil from the swamp. To cut the heart from the tree and end this blight upon the world. Will you allow me to bestow prayers of strength and valor upon you?"

If the PC agrees, Dougan asks the rest of the party to exit the temple until the ritual is done. If they leave, he bars the door behind them and then attacks the chosen PC.

If the PC refuses, Dougan offers to let the characters rest and recuperate under the protection of the Great Devourer. In reality, he is just biding his time waiting for the right moment to strike. If the PCs attempt to leave the chamber, Dougan attacks.

In combat, Dougan casts *hold person* on the toughest fighter first. He then attempts to cast *light* spells into the eyes of a cleric or wizard. Once his spells are expended, Dougan attacks with his spiked flail.

Note: Dougan's status as an intelligent undead creature and his immunity to normal weapons makes him an extremely powerful foe for a low-level party. There should be enough clues during this encounter to tip the players off that something is not quite right and that Dougan is not to be trusted. A few weapons scattered throughout the dungeon may be useful when fighting Dougan, but keep in mind, since Dougan cannot leave the temple, the characters always have the option of retreating from the room.

Dougan of Wellshire (4th-level cleric): AC: 9 [10]; C4; hp 16; Attacks: flail or spell; Special: spellcasting, +2 vs. poison and paralysis, Turn undead, can only be harmed by silver or magic weapons, Turned as a mummy, suffers -4 to all attack rolls and saving throws if Turned; Move: 12; SV: 12; S 9, I 13, W 15, C 12, D 10, Ch 15; HDE/XP: 5/360; onyx holy symbol carved to resemble the bearded face of the Great Devourer (worth 150 gp), unholy book detailing rituals of the Great Devourer (worth up to 300 gp to a collector).

Spells: 1st: *light* (x2); 2nd: *hold person*

9. Armory

This chamber contains racks of rusty weapons, bundles of moldering spears, and crates of rotted arrows all covered by swamp vegetation. Anyone who searches through the muck for 1d6 turns finds a tarnished silver short sword worth 75 gp and a matching pair of silver daggers worth 30 gp each. These weapons could prove most useful against Dougan of Wellshire, the undead priest in **area 8**.

10. Cypress Grotto

This rough, domed cave stretches to a height of fifty feet at its center. The uneven rock walls are covered with vines, lichen, and hanging vegetation. The cave is split by a rocky ledge with cliffs that extend down on both sides to a still pool of murky, algae-covered water.

a. Hidden Staircase

This staircase is carved from natural stone and can only be seen from above when viewed at a certain angle. Six dwarven miners lie sleeping near the bottom of the stairs. Their breathing is ragged and their skin is drawn and withered. The dwarves have only 1 hit point left. If the Sithissian Cypress is not destroyed, they die on the following morning. The secret door leading to the Outer Pool Cave (**area b.**) stands partially open.

Dwarves (6): AC: 4 [15]; HD 1+1; hp 5 (currently 1); Attacks: war hammer; Special: stonework insight; Move: 6; HDE/XP: 1/15; 1d6 sp (each), 1d4 cp (each), mining writ from Stoneaxe Citadel, maps of the local hills, surveying and mining equipment (worth 175 gp).

b. Outer Pool Cave

This small cave is filled with swampy vegetation. An algae-covered pond extends to a depth of six feet as it nears the cliff. A narrow tunnel in the bottom of the pond leads to the Inner Pool Cave (**area e.**). This tunnel cannot be traversed while wearing chain mail or plate mail armor.

Three giant frogs are lurking in the reeds beneath the surface of the pond. The frogs attack any who venture close to the water's edge.

Giant Frogs (3): AC: 7 [12]; HD 1; hp 4, 3, 3; Attacks: bite; Special: tongue, swallow whole; Move: 3/9 (swimming); HDE/XP: 1/15.

c. Cliff

This tall cliff extends up about 50' on each side to the Rocky Ledge (**area d.**). The cliff face is covered with creeper vines and cypress roots that make climbing easy. Each character climbing the cliff should roll 1d20, with a roll of 1 meaning the vine snaps,

plunging the characters onto the rocks in the pool below for 1d6 hit points of damage.

d. Rocky Ledge

This rocky ledge overlooks the outer and inner pools of the Cypress Grotto. The ledge is covered with swamp vegetation and several abnormally large mushrooms. A large colony of bats roosts amid the stalactites in the ceiling.

The mushrooms are harmless, but the bats swarm the characters for 3d6 rounds if disturbed by loud noises, bright lights, or open flames (such as from torches). *Confused* characters who attempt to fight the swarm or escape the ledge must make a saving throw at the end of each round. Failure means the character falls from the ledge into the pool in **area b.** (1-3) or **area e.** (4-6), taking 1d6 hit points of damage.

Any commotion here also attracts the lizardmen from **area 1.** in 1d4 rounds.

Normal Bats (150): AC: 6 [13]; HD 1 hp; hp 1; Attacks: none; Special: confuse; Move: 1/12 (flying); HDE/XP: <1/5.

e. Inner Pool Cave

This large cave is filled with ferns, stumps, and mossy cypress trees, including the Sithissian Cypress which fills part of the chamber. The pool extends to a depth of about 20' in the center.

A small hydra sleeps in the deeper parts of the algae-covered pond, its humped back resembling a small island rising out of the murky water. It attacks only if awakened or otherwise disturbed. The hydra cannot reach anyone on the Rocky Ledge (**area d.**), but can attack characters on the cliff or stairs.

Hydra: AC: 5 [14]; HD 5; hp 21; Attacks: 5 bites; Special: heads have separate HD; Move: 9; HDE/XP: 7/600.

DESTROYING THE SITHISSIAN CYPRESS

The trunk of the Sithissian Cypress contains a malformed heart. The characters can hear its steady beating if they

approach the tree. This heart must be hacked from its trunk by causing a total of 25 hit points of damage with bladed weapons.

The cypress is not capable of attacks, but can summon other creatures to come to its aid. If the tree is harmed, the hydra awakens and attacks. Another denizen of Tallrock Dungeon arrives every 1d6 rounds to join the fray.

1d6	Creature
1.	Bat Swarm (area 10.d.)
2.	Giant Frogs (area 10.b.)
3.	Scamps (area 3.)
4.	Lizardmen (area 1.)
5.	Lizardman Chieftain (area 2.)
6.	Black Dragon Hatchling (area 5.)

CONCLUDING THE ADVENTURE

Once the Sithissian Cypress is killed, the dungeon loses its magic and the normal plants, animals, and other vegetation slowly begin to die off. The black dragon hatchling, hydra, giant frogs, and any surviving lizardmen either retreat into their lairs or flee into the Longhill wilderness. They may reappear later to harass the free people of Willow Valley, at the Referee's discretion.

With the tree gone, all sleeping PCs and NPCs instantly awaken. They are confused and disoriented, but eventually fully recover. The produce merchant James Ellaston thanks the PCs and later rewards them with a 100 gp share of the profits from selling his crops. The characters are hailed as heroes by the people of Willowford and may be hired to tackle other problems plaguing the town.

If Dougan of Wellshire survives, he remains inside the Temple of the Devourer, awaiting his next victims. If the party does not return later to slay him, new followers may even seek him out to revive the ancient Cult of the Devourer.

NEW MONSTERS

The following New Monsters may be encountered in the *Swamp Dungeon of the Bandit Lord*.

Bat, Normal

Armor Class: 6 [13]
Hit Dice: 1 hp
Attacks: None
Special: Confuse
Move: 1/12 when flying
HDE/XP: <1/5

Bats are nocturnal mammals with leathery wings that live in sheltered caverns or abandoned buildings. Their nocturnal lifestyle has made typical eyesight useless to them, but they are able to navigate with a refined use of sound, or echolocation. For this reason, no spells or other influence that would normally blind an opponent will affect bats, but the spell silence 15' radius negates their ability to echolocate.

Normal bats are small and do not attack for significant damage. However, when in a group of 10 or more they are able to confuse by swarming around an opponent. When confused by a swarm of bats, an opponent suffers a -2 penalty to all saving throws and attack rolls. No spellcasting is possible while confused. Normal bats are not particularly prone to fight and may be driven off by open flames, smoke, or loud noises. This does not apply to bats that are under another's control.

Frog, Giant

Armor Class: 7 [12]
Hit Dice: 1-3
Attacks: Bite
Special: Tongue attack, swallow whole
Move: 3/9 when swimming
HDE/XP: <1/15, 1/30, 2/60

Giant frogs inhabit swamps, rivers, lakes, ponds or other bodies of water. Three different sizes are categorized here, 2' long and 50 lbs. (1 HD), 4' long and 150 lbs (2 HD), and 6' long and 250 lbs (3 HD). Much like their giant toad cousins, giant

frogs blend into their environment, surprising opponents on 1-4 on 1d6.

Giant frogs can leap 180' (60') and attack the same round. They often attack by extending their immensely long tongues that are three times as long as their bodies, to strike with +4 on the attack roll. If the victim fails to attack the tongue before the next round, he is drawn to the mouth of the frog and bitten for an amount of damage dependent on the frog's size. If the victim weighs more than the frog but not twice as much, he may attack the tongue an additional time before being dragged. Victims weighing more than twice the weight of the frog are not dragged.

In addition to these attacks, giant frogs have a swallow attack, and are able to swallow human-sized opponents or smaller. Swallowed creatures suffer 1d6 damage from digestion per round.

Scamps

Armor Class: 7 [12]

Hit Dice: 1-1

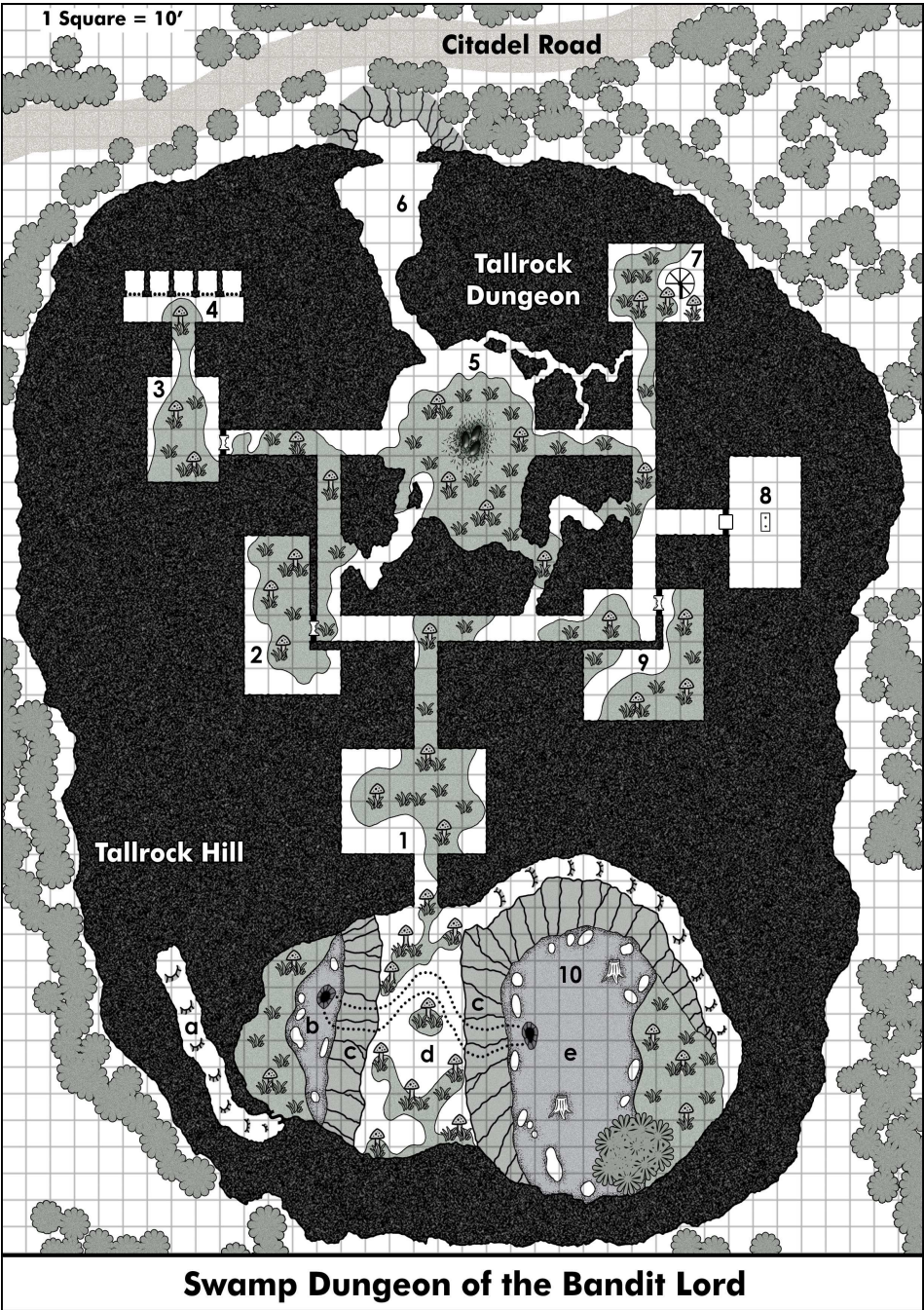
Attacks: Bite (1d6-2)

Special: Spit poison

Move: 12

HDE/XP: 1/15

Scamps are small, fierce scavenger lizards with horned heads and whip-like tails. Scamps prefer to attack en masse. Their saliva is a stinging poison they can spit into the eyes of their enemies. Half of the encountered scamps attack with their bite while the other half attacks by spitting. Anyone struck by scamp spit must make a saving throw or be blinded. A blinded character suffers a -4 penalty to all attack rolls and saving throws. The poison may be wiped or rinsed away in one round, but no other action can be taken that round.



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