

G8

**Compatible with the
Swords & Wizardry™ game**

Mini-dungeon Module G8

To the Aid of Zig

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 8-10



Zigawumpwump needs your help! His tribe of mush-men is being attacked by gatorlisks! It's been weirder, although not much weirder than this, especially since the request for aid came from a talking mushroom...

To the Aid of Zig 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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Dazegoneby**

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Writing, design, layout: Matthew E Kline
The Gatorlisk Attack on the cover and inside cover was provided by Jacob Blackmon

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Dungeons of Dazegoneby

Mini-Dungeon Module G8

To the Aid of Zig

Zigawumpwump needs your help! His tribe of mush-men is being attacked by gatorlisks! It's been weirder, although not much weirder than this, especially since the request for aid came from a talking mushroom. Join the fight! Take back Zig's home from the gatorlisk invaders and you'll be rewarded. Hopefully in something other than rich soil and spores...

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, To the Aid of Zig is designed for 4-6 adventurers of level 8-10. 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

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:

Scalrock, leader of the gatorlisks, has managed to conquer all of Sharptooth Swamp. He now has his eyes on Mistmoor Bog to the east. Recently the gatorlisks discovered a series of caverns that cut through the mountains that border the swamp. Scalrock is looking to use this cavern passage to quickly move his troops into the bog. Unfortunately, Scalrock's shortcut was home to a group of mush-men. To the gatorlisks the mush-men were just another weak tribe standing in the way of conquest, a minor annoyance, requiring a minimum amount of effort to clear out of their "shortcut".

With the passage through the mountain secured, Scalrock returned to his stronghold in the swamp to plot his next move, leaving behind a small detachment of gatorlisks to guard the caverns.

Zigawumpwump, leader of the mush-men tribe, watched the majority of gatorlisks leave his former home from a nearby hiding place. There were scores of mush-men children, left behind in the growing chamber, which he could not abandon. He knew that even with the gatorlisk's number greatly reduced, he and what little remained of his tribe were no match for the savage creatures.

He was going to need some help...

Set Up

The following encounter can take place anywhere the party may come across a mushroom; while trekking through a forest, browsing stalls in a marketplace, sitting down to a meal, etc. The mushroom will animate and make the following plea:

"Greeting adventurers! Zigawumpwump, leader of the Mistmoor mush-men, needs your help. A band of savage gatorlisks has driven his tribe out of their home, forcing them to leave their children behind in the growing chamber. Now Zig seeks to take back his home, at least long enough to rescue his tribe's children from the evil gatorlisks. Grant him aid in this endeavor and you shall be richly rewarded!"

The mushroom felt it best to leave out that the gatorlisks were part of a much larger group which may return at any moment.

If the players agree to help they will find the way to Zigawumpwump marked by a trail of brightly glowing mushrooms.

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 the group is hired by a merchant to clear the mush-men out of a shortcut he plans to use. The party arrives only to encounter a greater threat in their place.



Meeting Zigawumpwump

The group follows the trail of glowing mushrooms for miles until eventually coming to the edge of Sharptooth Swamp. There they follow the glow south along a strip of soggy land that runs between the swamps to the west and a low range of mountains to the east.

Their trail finally ends at a collection of high reeds and brush. It's here that Zigawumpwump waits, crouched down among the reeds with two others of his kind. He gestures silently for the group to join him in his hiding place.

"Thank brave hero for farstepping to Zigawumpwump." He whispers to the group, then points through the reeds towards a cave entrance in the mountainside roughly 40' away.



"Angry gatorlisks throw good mush-men outta cavehome. No time to save the sproutlings. No time to save the riches. You help Zig. You help Zig take back cave home. You help Zig fight smelly gatorlisks. Save sproutlings. Zig give you riches."

Like Zig's mushroom messenger, he too leaves out the part about the possibility of Scalrock and his main force returning. His plan is to take back his "cavehome" and hold it long enough to get the sproutlings growing in **Area 6** to safety.

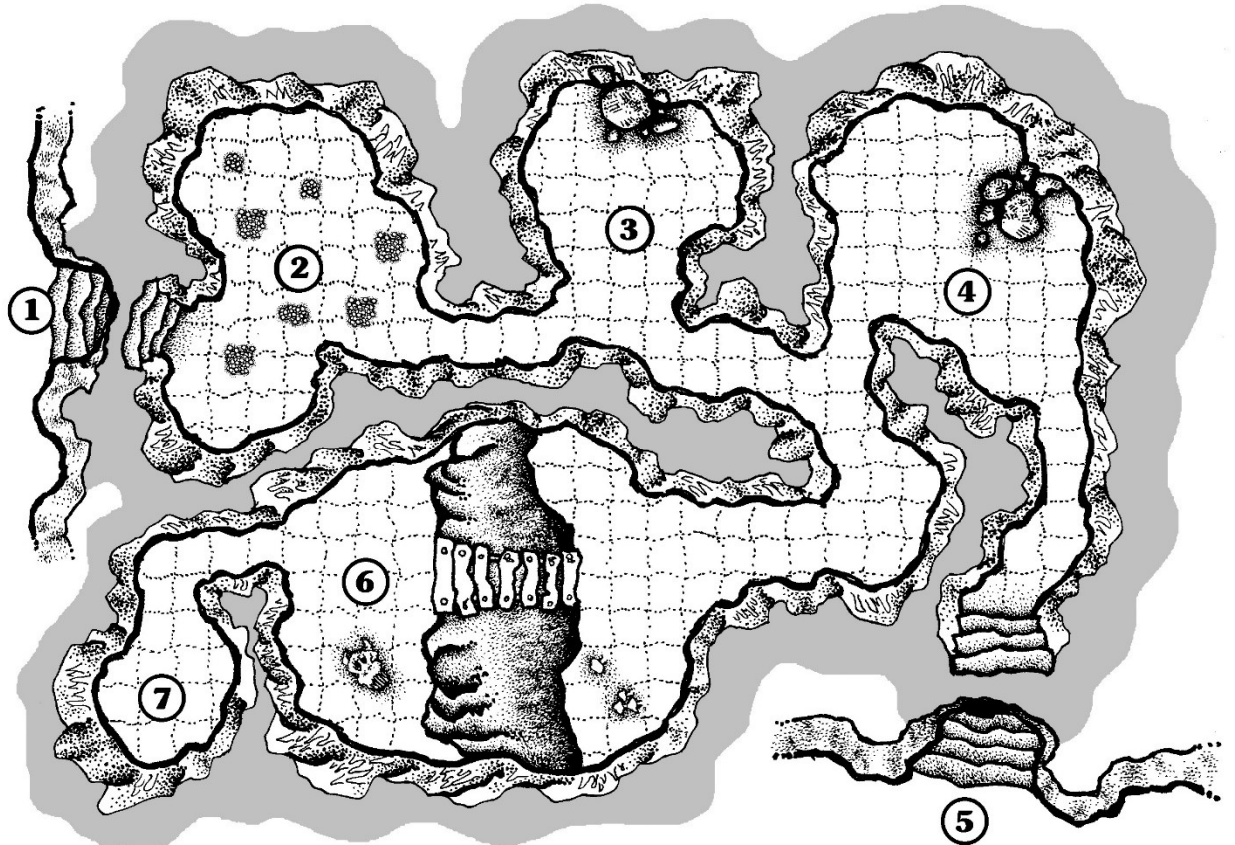
Zig sent the majority of his tribe further into Sharptooth Swamp to a secret location where they could take root and heal from their fight with the gatorlisks. Zig and the two warriors that remain with him are determined to take back the caves, hopefully with the party's help.

Zig and the two mush-men (see New Monsters) will assist the party for as long as they remain in the caves. Zig, being of a royal line, is able to generate a different type of spore. He carries an excess supply of them in a bag he keeps at his side.



Mush-men (2): HD 4; AC 6[13]; Atk 2 claws (1d4) or weapon (1d6); Move 12; Save 13; CL/XP 5/240; Special: half damage from blunt weapons, regenerate 2hp/round, hallucinogenic spores.

Zigawumpwump (mush-man druid): HD 4; AC 6[13]; Atk 2 claws (1d4) or weapon (1d6); Move 12; Save 13; CL/XP 5/240; Special: half damage from blunt weapons, regenerate 2hp/round, hallucinogenic spores, druid spells; Gear: *Zig's magic spore bag* (see New Magic)



MUSHROOM CAVES

1SQ = 5'

Key to the Mushroom Caves

1. West Entrance

A pair of large humanoid alligators are here, guarding the entrance to a cave.

A pair of gatorlisk guards are stationed at both the west and south entrances to the caverns (see New Monsters.)



The natural steps leading down to **Area 1** are covered by an 18" deep layer of muck that's seeped in from the swamp, to the point of appearing to be a smooth ramp. These steps are treacherously slick and may be difficult to navigate for non-mush-men and non-gatorlisks.

For every 5' of stair traversed there is a 30% of a character slipping. A character that slips slides down the stairs taking 1d4 damage for every 5' they slide. If a mush-man is present they may intermittently take root in the muck in order to aid an ally's progress. Otherwise a secured rope may ensure a more graceful journey.



Gatorlisks (2): HD 8; HP 36,32; AC 4[15]; Atk 1 weapon (2d8) or 2 claws (1d4), 1 tail (1d6), or 1 bite (1d6 plus chance of petrification); Move 9 (Swim 12); Save 11; CL/XP 9/1100; Special: petrifying bite.

2. Outer Cavern

Hundreds of normal mushrooms sprout from small pools of black swamp muck scattered throughout this large cavern. Apparently they thrive in this stuff...

The smell here, as well as throughout these caverns, is a bit pungent. A creature with a relatively low constitution may find themselves hacking, gagging, choking, or even dry heaving from time to time due to the odor. This is more of a nuisance than anything threatening.

The fact that four gatorlisks are here doesn't improve the smell any. They wander about, occasionally scooping up some mushrooms from the muck to inspect as a possible snack.

The party may be concerned that the mushrooms growing here are the sproutlings Zig is so intent on saving. They might move to prevent them from being eaten before they can be informed otherwise. If there's time the mush-men will inform the group that the sproutling growing chamber lies further in (**Area 6**). Otherwise the party will be informed after the battle, in a tone which suggests they were crazy to think these normal mushrooms were their children.



Gatorlisks (4): HD 8; HP 46,39, 36,32; AC 4[15]; Atk 1 weapon (2d8) or 2 claws (1d4), 1 tail (1d6), or 1 bite (1d6 plus chance of petrification); Move 9 (Swim 12); Save 11; CL/XP 9/1100; Special: petrifying bite.



Some of the mushrooms growing here have developed strange properties due to an unknown component of the black muck and the presence of the mush-men.

The mushrooms sprout from seven pools of goop. If the pools are inspected roll on the following chart to determine what type of mushroom is found there.

Roll 1d8	Result
1	Normal- These are just standard mushrooms.
2	Glowing- These mushrooms are of the glowing variety. If the players have a container to store them in they may be able to use them as a makeshift light source. Six will glow with light equivalent to that of a torch for 1d4 days after they've been picked.
3	Poisonous- Anyone who eats one of these must immediately make a successful save vs. poison +1 or die.
4	Healing- Anyone who eats one of these mushrooms regains 1d4 hp.
5	Delicious- These mushrooms are exceptionally tasty and could be worth anywhere from 2 to 8gp each to a master chef.
6	Hallucinogenic- Anyone who eats one of these suffers from strange visions for 1d8x5 minutes. They gain a -1 penalty to AC, to hit rolls, and saves for the duration.
7	Filling- Eating just one of these mushrooms satisfies the food requirements of a medium size creature for the next 24 hours.
8	Exploding- Tossing one of these at a target will cause it to explode in a cloud of spores. The target must immediately make a save vs. poison or else be incapacitated by a sneezing and coughing fit for the next 1d3 rounds.

Each pool contains 1d4 dozen of the mushroom type indicated. A druid or elf may be able to identify the mushroom type without having to resort to a "taste test". Some mushrooms, like the glowing ones, may also lose their properties 1d4 days after they've been picked.

3. Inner Cavern

Three gatorlisks are here, sitting on the cavern's floor, weaving collected vegetation into sleeping mats.

The runts of this guard detail have been assigned to create sleeping mats to accommodate the gatorlisks stationed here. They've managed to produce six so far. These lie on the floor towards the north wall of the cavern.

Two more gatorlisks are currently outside the south entrance, gathering material for the mats. Each round the group spends in this room there is a cumulative 10% chance that the gatorlisks will return with what they've gathered. If this occurs while the group is in combat, one will join in while the other runs to alert the guards at the south entrance, otherwise both will alert the guards.



Gatorlisks (5): HD 8; HP 29,28,26 26,24; AC 4[15]; Atk 1 weapon (2d8) or 2 claws (1d4), 1 tail (1d6), or 1 bite (1d6 plus chance of petrification); Move 9 (Swim 12); Save 11; CL/XP 9/1100; Special: petrifying bite.

4. Supply Room

Two gatorlisks stand near the center of this large cavern. They seem to be arguing over who gets to wield a choice spear which lies on the ground between them. It looks as though they're about to come to blows over it.

The gatorlisks have begun amassing weapons and gear here in preparation for their eventual march on the bog. There isn't much here yet, just a few crude

weapon racks, a collection of sacks, and a rotting wooden crate with a cloth thrown over it.

The two gatorlisks here are distracted, arguing over a weapon they refer to as the "blood spear". The players can easily take them by surprise, however if they wait a few minutes the gatorlisks will become enraged enough to attack each other. If this occurs the players are free to wait out the combat until a victor has been determined before attacking the weakened creatures. If, however, the two gatorlisks absent from **Area 3** have yet to be encountered there's a cumulative 10% chance each round spent here that they will enter the cavern from the south. If the two gatorlisks are still arguing or fighting each other the gatherers will cautiously make their way past them looking to get to **Area 3** as quickly and quietly as possible. If the gatherers return to find the party engaged in combat they'll run to alert the guards at the south entrance.



Gatorlisks (2): HD 8; HP 50,49; AC 4[15]; Atk 1 weapon (2d8) or 2 claws (1d4), 1 tail (1d6), or 1 bite (1d6 plus chance of petrification); Move 9 (Swim 12); Save 11; CL/XP 9/1100; Special: petrifying bite.



The weapon racks hold a variety of primitive weapons comprised of stone and wood (20 axes, 24 spears, 30 clubs.) The sacks hold slabs of raw meat. The rotting crate holds 20 tents comprised of a stitched together patchwork of unidentifiable skin and hide.

The real treasure here is the "blood spear". While not a magic item, this spear deals an additional non-

magical +2 damage in combat. This is due to the fact that it's tipped with a large chunk of razor sharp red gemstone. While the spear has value to the gatorlisks as a symbol of strength, in the hands of a skilled gem cutter the gemstone could yield 1d4x10 gems worth 1d20x10gp each.

6. South Entrance

A slick looking passageway covered in a layer of black muck leads up from here to daylight.

Like the entrance at **Area 1** there are a series of natural steps here covered by black bog goop. There are two gatorlisk guards stationed at the entrance but their attention is trained on the Mistmoor Bog beyond. It may be possible to sneak up on them from behind, provided the group doesn't make too much noise.



The steps are treacherously slick and maybe difficult to navigate for non-mush-men and non-gatorlisks. For each 5' of stair traversed there is a 30% of a character slipping. A character that slips slides down the stairs taking 1d4 damage every 5' they slide. Likewise, if a player engages in combat on the stairs, there is a 40% chance of slipping each time they are struck. If a mush-man is present they may intermittently take root in the muck in order to aid an ally's progress or help prevent them from slipping during combat.



Gatorlisks (2): HD 8; HP 36,32; AC 4[15]; Atk 1 weapon (2d8) or 2 claws (1d4), 1 tail (1d6), or 1 bite

(1d6 plus chance of petrification); Move 9 (Swim 12); Save 11; CL/XP 9/1100; Special: petrifying bite.

6. Growing Chamber

The smell which permeates the area is particularly strong in this cavern. It seems to be strongest near a chasm that bisects the chamber.

The party will be informed that this cavern is where the mush-men sproutlings are growing.

There are six gatorlisks here, two standing on the west side of the cave and two standing on the east side, cheering on two others engaged in some sort of hand-to-hand combat on the bridge. Both gatorlisks on the bridge seem determined to knock the other off into the chasm.

If the party hesitates before attacking, the mush-men, along with Zig, watch in growing terror until one of the gatorlisks almost falls off the bridge. At this point one of the mush-men will yell, "the children!" and move to attack the gatorlisks.

Once the gatorlisks have been dealt with the mush-men will move to inspect the chasm. The rift is actually relatively shallow. Its walls are smeared with black swamp muck and its floor is filled with a layer of dark soil. Scores of mush-men sproutlings dot the muck across the floor of the chasm as well as its walls.



Gatorlisks (6): HD 8; HP 43,40,36,36,34,32; AC 4[15]; Atk 1 weapon (2d8) or 2 claws (1d4), 1 tail (1d6), or 1 bite (1d6 plus chance of petrification); Move 9 (Swim 12); Save 11; CL/XP 9/1100; Special: petrifying bite.



The skeletal remains of a halfling thief lie submerged in the soil at the bottom of the chasm. The skeleton is difficult to spot, however if the players stick around to assist Zig in transplanting his children there's a good chance it will be found. The skeleton still wears a suit of +3 *leather armor* and *gauntlets of dexterity*.

7. Treasure Room?

A collection of six old wooden wheelbarrows sit along the south wall of this chamber.

Zigawumpwump will push past the heroes gesturing to the wheelbarrows with a flourish. "Zig speak true! Zig everspeak true! Brave hero save sproutlings, brave hero get riches! Rich dark soil!"

If the heroes inspect the wheelbarrows they'll discover that they are indeed each filled with a rich dark soil.



If the heroes give the wheelbarrows a closer inspection they'll notice that mixed in with the soil are a variety of gems. Turns out Zig did speak "evertrue"; this is in fact some "rich soil".

Sifting through the contents of all six wheelbarrows yields gems of the following value and quantities: 53 gems worth 200gp each, 62 gems worth 150gp each, 66 gems worth 100gp each, 67 gems worth 50gp each, 105 gems worth 25gp each and 107 gems worth 10gp each. It could however take a considerable amount of time to thoroughly sift through the dirt.

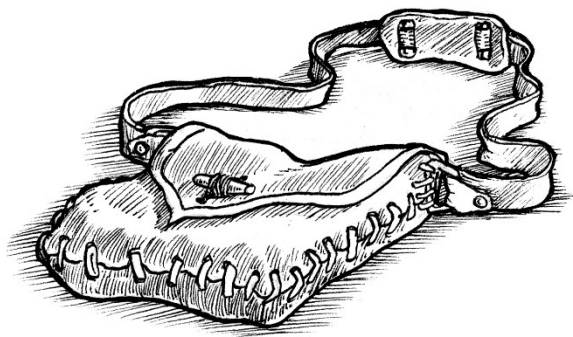
Wrapping Up

After dealing with the gatorlisks in **Area 6** (and clearing up any misunderstanding concerning the group's 'rich' reward) Zig will begin collecting his children from the chasm. He'll send one of his mush-men to fetch any members of his tribe in good enough condition to help. Once they've been sifted through the seven wheel-barrows, as well as the woven mats from **Area 3**, could be utilized to transport the sproutlings.

Zig will seem in a hurry to collect his children. If the players are reluctant to assist for some reason, Zig will offer to give them his *magic spore bag* in exchange for their help. The act of collecting the sproutlings from the walls and bottom of the chasm takes 1d3+1 hours. Once the sproutlings have been collected they'll be taken to the tribe's new home, hidden deep in Sharptooth Swamp.

While collecting the sproutlings there's a chance the group may be surprised by gatorlisks they may have missed (like the two standing guard at **Area 6**, or the two outside in the bog collecting plants for the mats in **Area 3**) coming to investigate the noise and/or trail of dead gatorlisks.

And of course, there's the bigger threat of Scalrock returning with his war party...



Continuing the Adventure

Here are some suggestions for further adventures:

✕ Scalrock and his war party return to the caverns. The adventurers may be no match for the gatorlisks attacking 'en masse', however utilizing the west entrance as a choke-point they may be able to hold the gatorlisks off long enough for Zig and his mush-men to finish collecting the sproutlings and make their escape out the other end of the caverns.

✕ A party member who suffered a bite from a gatorlisk discovers that they're slowly turning to stone. The process halts after a few days, leaving their skin with a rock-like texture. This increases their AC by 2, however the extra weight cuts their movement by half. The player will probably want to seek out some kind of cure (or a way of becoming the target of a permanent *haste* spell in order to restore their full movement.) An artifact known as the *Gargoyle's Crown* could provide a cure... or a permanent *haste*.

✕ If questioned, Zig reluctantly tells the party the reason for his haste in collecting his children, the gatorlisks here are part of a much larger group and he fears their return. The players may decide to confront Scalrock and his gatorlisks in their stronghold; a semi-permanent home in a ruined fortress deep in the heart of Sharptooth Swamp.

✕ Exposure to the mushroom spores has a disturbing side effect on the party. They constantly hear plants, vegetables, and all sorts of other flora talking. Vegetables shriek in pain when consumed, grass complains loudly when stepped on, firewood screams. Luckily Zigawumpwump knows of a cure, however it involves a lengthy cleansing ritual, practiced only in a distant monastery run by a group of broccoli people.

✕ For months after their adventure, anytime the group passes by standard mushrooms, the collection of fungi loudly cheers. This could be a bit unsettling at times. It could also make it very difficult to move silently or get a good night's sleep in the wilderness.



NEW MAGIC

Zig's Magic Spore Bag

This bag contains magic spores from Zigawumpwump, leader of the mush-men.

Up to three times per day, the owner of the bag can reach within and pull out a clump of spores. These spores can be thrown and burst apart into a cloud upon impact with a target. The cloud effects the target and all creatures within 5' of it.

Roll on the following chart to determine the properties of the spore cloud:

Roll 1d8	Result
1	Mushrooms- Tiny mushrooms rapidly sprout and grow all over the target/targets body (+1 bonus to AC, -1 to hit.) Mushrooms rot and fall away in 1d4+2 rounds.
2	<i>Faerie fire</i> (as per spell)
3	<i>Confusion</i> (as per spell)
4	Hallucinations- Target/targets suffer strange hallucinations for 1d4+2 rounds (-2 penalty to AC, to hit rolls, and saves)
5	Poison- Target/targets takes 2 points damage at the start of their next 1d4+2 rounds.
6	Bleed- The next wound caused by an edged weapon bleeds worse than normal, dealing 1 point damage at the start of the next 2d4+2 rounds.
7	Blindness- Target/targets suffer a -4 penalty to attack rolls for the next 1d4 rounds.
8	Allergic reaction- Target/targets are incapacitated by coughing/sneezing fit for next 1d3 rounds.

Spent spores regenerate each morning however the bag won't function for very long out of Zig's possession. Its power can only be used 30 times before it ceases to function.

NEW MONSTERS

Gatorlisks

A war-like race of hulking crocodile men, gatorlisks constantly hunger for battle.

They exist mostly in nomadic tribes, roaming from conquered village to conquered village in whatever expanse of bog, swamp, or marsh they've decided to dominate.

They've been known to use crude weapons in combat, such as stone axes and spears or whatever they can utilize as a club. For the most part however, they rely on their claws and tail, since these weapons are always at hand. Their most dreaded attack however is their bite.



Gatorlisks are rumored to have a bit of basilisk blood coursing through their veins. Their bite is capable of inducing a form of petrification similar to a basilisk's gaze. Each time a target is bit there is a 20% chance that they will have to make a saving throw to avoid being turned to stone.

Each round a gatorlisk can make 1 attack with its weapon, or make 1 tail and 2 claw attacks, or make 1 bite attack.

Gatorlisk: HD 8; AC 4[15]; Atk 1 weapon (2d8) or 2 claws (1d4), 1 tail (1d6), or 1 bite (1d6 plus chance of petrification); Move 9 (Swim 12); Save 11; CL/XP 9/1100; Special: petrifying bite.

Mush-Men

Mush-men are a race of 5' tall humanoid mushroom people. They are peaceful for the most part, preferring simply to root themselves in one spot within whatever subterranean cavern or underground recess they call home, for most of their lives. They will, however, defend their home with a tenacious ferocity.

In combat, their rubbery composition makes them more difficult to harm with blunt weapons. Each time a mush-man is struck violently, there is a 30% chance that they will release a cloud of spores. When this occurs all non-mush-men within 5' of the mush-man must make a successful save vs. poison or else suffer from strange hallucinations for 1d4+2 rounds. Creatures suffering these visions gain a -2 penalty to their AC, to hit rolls, and saves. Once a mush-man releases a cloud of spores they won't be able to do so again until the next day.

Mush-men can heal any damage they sustain through their regenerating ability however they must root themselves to the ground to be able to do so. Because of this, they rarely do so during combat since it renders them immobile.

Mush-man: HD 4; AC 6[13]; Atk 2 claws (1d4) or weapon (1d6); Move 12; Save 13; CL/XP 5/240; Special: half damage from blunt weapons, regenerate 2hp/round, hallucinogenic spores.

Art Credits

We'd like to thank the following individuals and companies for providing great spot art at a low cost. It's due to their efforts that we're able to keep offering our products relatively cheap.

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