

Paper & Pen RPGs

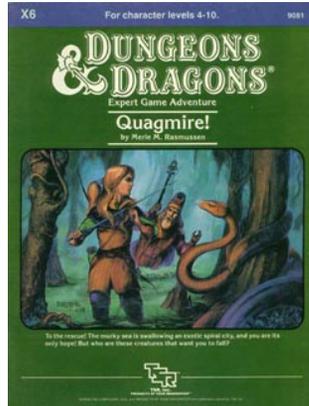
Basic | Expert | Companion | Master | Immortal | Hollow World | Gazeteers | Miscellaneous

Expert Level Modules

- X1 - The Isle Of Dread
- X2 - Castle Amber
- X3 - Curse Of Xanathon
- X4 - Master Of The Desert Nomads
- X5 - Temple Of Death
- X6 - Quagmire!
- X7 - The War Rafts Of Kron
- X8 - Drums On Fire Mountain
- X9 - The Savage Coast
- X10 - Red Arrow, Black Shield
- X11 - Saga Of The Shadow Lord
- X12 - Skarda's Mirror
- X13 - Crown Of Ancient Glory
- XL1 - Quest For The Heartstone

Expert Level Solo & I-On-1 Modules

- XSOLO - Lathan's Gold
- XS2 - Thunderdive Mountain
- O1 - The Gem & The Staff
- O2 - Blade Of Vengeance



X6 - Quagmire!

System: Dungeons & Dragons

Code: #9081

Type: Adventure

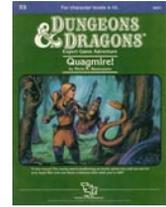
Levels: 4-14

Author: Merle M. Rasmussen

Year: 1984

Publisher: TSR

Format: 32-page book w/tri-fold cover



X6 Quagmire is a somewhat interesting adventure. It really isn't the kind of adventure I truly enjoy. It has a general goal in the module, but it is pretty wide open and the same time - and I'm not a big fan of the wide open module. If I wanted something wide open I wouldn't buy a module. But it is OK. There is a nice mission to save the populace of a sinking city - I do like that. And you get to fight hordes and hordes of lizard men. That is always satisfying. But where did 300+ lizard men come from in the first place? If they are a large tribe - where are the women and children? Where is the lizard man base of operations? Maybe there are several tribes represented - where are these tribes?

I like the fact that we get to start developing other areas of Mystara outside of the settled areas. We were introduced to the southern islands in [X1 The Isle Of Dread](#), we were introduced to Hule in [X5 Temple of Death](#) and this module continues to develop areas outside of the main settled areas. It is a good start. But man - I want more than this.

So how do I change this module? Well - obviously lizard men are very prominent in this part of the world. I develop lizard man settlements all over the place - maybe even a large central city somewhere - where lizard men can do lizardly things. I put them mostly to the south. I also have the various settlements pose a raiding problem for ships sailing along the coast. And the main Lizard Man city would be in the center of the southern piece of land. This rescue could be the start of a small war against a very large Lizard Man force complete with several other humanoid that would come from the south. And the sister city the survivors are taken to - I've always made that much tougher than what is described in the module.

Overall I do see a lot of potential in this module. But I keep on adding more and more stuff to this region. Why stop at only 3 sister cities? Why not have 7 or 10 or 25 or 100 spread throughout? Maybe have an entire network of these cities as the characters work west. Why not have the characters become the rulers of this area? They can start a kingdom here, go to war with Hule at some point, attract settlers, and create an empire! Well - I've never taken it that far before, I have added the lizard man settlements and army. And I've added other ruins in the area, and other humanoid encampments. It is an entire new area - explore and develop!!

[Comments](#) [Community](#) [Privacy Policy](#) [Login](#)

[Recommend](#) [Tweet](#) [Share](#) [Sort by Best](#)

Start the discussion...

LOG IN WITH

OR SIGN UP WITH DISQUS

Name

Be the first to comment.

[Subscribe](#) [Add Disqus to your site](#)