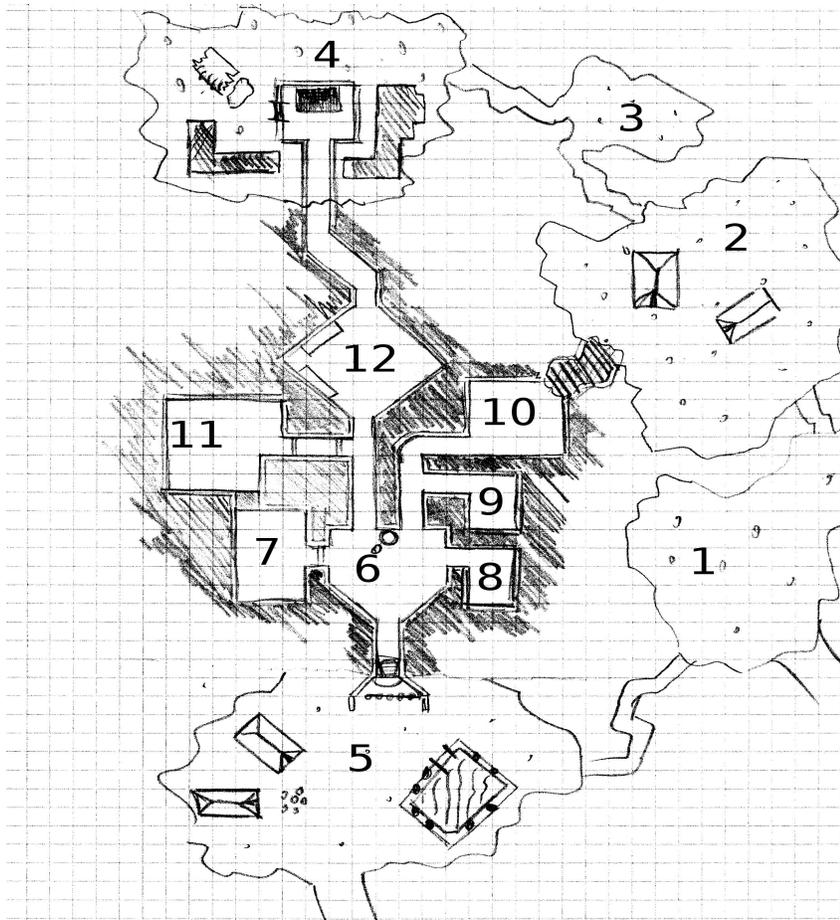


Swamp Chaos - a One Page Dungeon by Dennis Filipiak



Background:

For short time the inhabitants of the village Stonebridge are blackmailed by goblins from the near situated swamp for cattle and food. The goblins under her headman Ru'kuush have kidnapped a few villagers some days ago and arrested them in the swamps.

The wandering goblin tribe settled in an old shelter from long gone wartimes and began to terrorise Stonebridge. When they imprisoned Lethos and his disciples, the despaired priest turned to the dark forces for help, after the gods turned a blind eye on his vocations. He sacrificed his anyhow near-dead and weakened comrades and let their corpses rise under his very will. With them and some killed and also risen goblin corpses, Lethos attacked the goblins and Ru'kuush, who had to leave the shelter to stay alive.

For Ru'kuush, that is an unacceptable affront. The shelter is now under siege by the goblins. Inside, Lethos fades deeper and deeper into madness with every more minute between the risen corpses.

The shelter:

Long ago, the shelter was built as a last rescue in times of war. Today, the old site in a big rock in the swamps is only known to few. The original entry is found in area 5, also there is a secret passage (4), leading to an old and ruined shrine of the gods of light. A crack in the rock and a bit of goblin work have made a new entry in area 2.

1. Swamp. By night (20%) and day (10%) there might be some goblins on patrol. In case of an attack, there is a 15% chance for the goblins in (2) and (5) to notice it and come for aid.
2. On an opening in the swamps stand two crude tents made of animal skin. In or in front of each tent are 1d4 goblins, guarding the entry to the shelter.
3. Here is a dryad's soultree. In general, the dryad is not interested in other creatures. But, if noticed at all, she could be convinced to help the PC against the "evil" and "dead" things. In that case, she hands a healing potion over to the PC, which was lost some time ago by an adventurer, who found his fate in the swamps.
4. A good god's age old and rotten shrine. Here are 1d4 goblins, guarding the entryway.
5. The shelter's main entry. A gatter for the goblin's riding wolves, two tents. Ru'kuush and his personal guard are here to be found. It might be, that Ru'kuush makes an unstable pact with the pc, if they want to storm the shelter.
6. The shelter's entryroom. A headless statue of a god. 3d4 skeletons, attacking at sight.
7. A sleeping room. Full of dirt, trash and skins. The tribe's possessions can be found here, too. The goblins had to leave them behind as they left the shelter.
8. An empty room, 1d4 skeletons.
9. A sleeping room. Some corpses of men and goblins, among them 1d6 silvercoins. There is a 15% chance for a corpse to rise as a zombie.
10. A sleeping room. Zombies guard the hole in the destroyed wall leading to the swamps.
11. Two wooden doors, installed by the goblins make this room a prison. Corpses according to (9). Lethos was imprisoned here, before he could free himself.
12. The old chapel. Lethos can be found here with 1d10 skeletons and 2d4 zombies. Religious reliefs are destroyed or full of blood. At the northern wall, an altar hid the secret passageway out of the shelter, but there are only some rotten woods left of it. Lethos is very interested in a deal, if the PC help him to get out of the shelter. The undead bow to Lethos will, but he is not sure about the reasons. He is totally scared by them, but sees them as his only chance to get out or at least to hold the goblins back. The days surrounded by the dead drove him into madness. The PC might find him in a "good moment", able to speak more or less sane, but that can change with every minute. If Lethos rejects the dark powers, the undead attack him and all living beings immediately without mercy. Furthermore, Lethos is scared by Ru'kuush and his wrath and in fact should be, for the goblin chief wants nothing more than the priest's head on a pike.