

The Screaming Swamp



Follow Me, And Die!

Larry Hamilton

SNI-006

The Screaming Swamp

My contribution to the Tenkar's Landing G+ Community collaborative sandbox setting, *Eilean Dubh (The Black Isle)* is the basis for this mini-setting/module.

Each contribution is a single 6 mile hex. There is a lot here in this lone hex. One can easily change to a 12 mile hex, making each sub-hex a mile. Even larger hexes may be used, if you need a massive swamp. The water to the northeast was originally the sea, but it could be an inland sea or large lake, if the salt water creatures are swapped for fresh.

I have added more tables specific to this area and swamps in general. The text has much more revision, correction, and additions than the version released in *The Black Isle*. Each contributor retains all rights beyond those granted for free for personal use in the compilation, and may not be published without each author's permission. I have only used my personal contributions to this project as a base for expansion.

My hope is that this will help inspire you with the possibilities in a swamp or marsh area. If you need more about water scenarios, see my [Rivers And River Encounters](#). To populate the wizard's library, see my [Library Generation Tables](#). For more ideas for merchants, see [Caravans & Trade](#) and [Businesses In Settlements](#). I also have [NPC Ideas](#), a [Mini Bestiary](#), and [Magic Items](#). This marks my tenth publication on [DriveThruRPG](#) that I have delivered monthly.

Read more about the release of this setting on my [blog](#).

Get a free copy of [The Black Isle PDF here](#) and the [map here](#).

You can get an at-cost [softcover copy of the book on Lulu](#). Get an at-cost copy of [the map printed on canvas at Spoonflower](#).

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The Screaming Swamp

So named due to the screams or shrieks of the strange creatures that inhabit the swamp, but most say it is named for the screams of its victims unwise enough to enter.

This coastal swamp is a barrier to land travel. Only footpaths, game trails, and a few raised areas enable travel through the heart of the swamp. Caravans and sensible travelers stick to the roads, paths and trails along the forest to the Southwest. There are sandbars on the coast that make sea access difficult for all but local fishermen, pirates, and smugglers, who know the channels. There are two villages on the edges of the swamp by the sea, but the interior is ruled by kobolds, pirates, and worse.

Ancient civilizations built roads and towns, now submerged. Rumors of monsters guarding treasure invite exploration. Travelers and adventurers who brave the interior tell stories of towers rising from the waters. Few believe that anyone but a thief, pirate, or fugitive would dare enter the swamp.

Streams from the surrounding area make their way to the sea through this swamp.

Settlements:

There are two small fishing villages on the coast in the forested wetlands, **Mud Heights** near the mud flats to the northern coast, and **Tide Wash** on the southern coast. Villagers keep their heads down and mind their own business (If they know what's good for them.) Only substantial coin or drink can loosen their lips about what goes on and the things they may or may not have seen. These small villages are built on the highest available land for the "richest" among them. Many of the rest live in raised houses. Each village is no more than a couple hundred souls, mostly human. They each have a couple of grimy taverns that serve fish and mostly wild vegetables. Often the only available fare on the menu is salted fish or a semi-fermented spicy fish stew. They have a fish-based brew that does the job of drowning one's sorrows, but that's its best quality.

Tide Wash and **Mud Heights** occasionally trade with each other, but more often avoid going around the sandbars and dunes and trade with the villages on friendlier coasts.

The **forested wetlands** bordering the edge of the forest to the West has a lone dryad with her tree on a small dry hill in the forested wetlands next to the swamp. Charismatic travelers beware! She managed to save her tree from the great cataclysm that caused the land to sink and the waters to rise. If a druid is traveling through, the dryad will seek his/her assistance in enhancing friendly plants nearby and strengthening her protections against the evil creatures nearby.

There are **sandy outcroppings** that make landfall/navigation along the coast difficult. They form dunes cutting off coast hugging travel. Crocodiles have been seen sunning themselves on these beaches after a meal, sometimes of a fisherman. Some reports of mysterious lights that some attribute to magical creatures (will-o-wisps) or merely pirates looking to lay low. Storms and strong winds have piled up

the sand into dunes. Storms and winds have been known to move the dunes to what was once water and back again. A few old shipwrecks peer from the dunes. Fisherman and villagers loot anything useful from fresh wrecks. They return after storms to see if anything they missed has washed up. Larger storms will wash up the occasional strange artifact or old wreck from the deep water to the north and deposit them on the sand bars. Some strange items are left until the next storm carries them away or they mysteriously disappear.

There are two areas of **mud flats**, one on the coast and one to the interior. Both limit easy access to the interior. Encounters in these areas will be something that has wandered off any path that is trapped, or something on the only available path, or from the air. There could even be a creature that lives in the mud.

An **ancient road** sank along with the surrounding terrain due to some ancient cataclysm, earthquake, magic, or some foul evil. No one seems to know for sure; but each theory has its own supporters, from lowly peasants to renowned sages. Those who claim to have traveled the swamp along the ancient road tell tales of seeing the road below the water and vegetation, and use it as a guide.

There are a couple of ancient towns along the road and ancient towers rise up, some inhabited with pirates and fugitives, and others by wild beasts and monsters. Few, if any of these buildings whether above or below water are uninhabited. Most structures in these towns are cracked, partially fallen, and overgrown. Some buildings form crude caves inhabited by wild animals. Those buildings rising above the water may house more intelligent creatures. Some adventurous types claim to have found great wealth, most never returned to tell their tales. [Does never returned mean that they just kept going and are only lost in the tales of villagers?]

The ruined town southeast of the lake, along the ancient road, is known as **Weretown**, home to a herd of wild boar and a group of wereboars. The wild pigs inhabit the edge of town, near the forested swamp to the northeast. When the wereboar are with the wild pigs, they keep them from entering the green dragon's territory. When in the form of men, they will trade, although not fairly with both the outcasts and the kobolds. Sometimes they will raid villages and the outskirts of towns in the surrounding lands. The wereboar if in their lair will chase off anyone not among the outcasts known to them. In human form, they will have lookouts and appear to be a "normal" community in a ruined ancient town. Any outcasts they don't kill or chase off end up their slaves.

Towards the southern edge of the town, a group of werewolves and a pack of wolves claim territory. Sometimes they fight over turf in town with the wereboar, or fight over the wolves killing the wild pigs. As with the wereboar, the werewolves have lookouts and make slaves of those they do not kill or drive off. They will also trade with the outcasts and the kobolds, pressing the advantage of their near invulnerability in making deals.

The only "normal" people who live in this town are slaves. Slaves may be outcasts who did not make it to the tower, adventurers captured in their travels, the occasional kobold or pirate who displeased them, etc. The wolves, werewolves, and their slaves are nearer the wyverns and encounter them more than the green dragon.

Giant rats, insects, and other such vermin are common here.

The ruined town northwest of the lake along the ancient road, is called **Wraithtown** by the pirates, due to the strange lights they see there at night when they pass by in the stream to the southwest as they go to and from their lake hideout. The pirates avoid going there at night. There is no permanent settlement there. Only travelers following the old sunken road who make camp there, in their ignorance of the place. Enough pass through without incident that to the outside, it is a strange and spooky place. An untold number pass through there never to be heard from again. Travelers who make it through the town unscathed wisely avoid the ancient cemetery with its tombs, crypts, and mausoleums. The cemetery is home to Ghouls, Shadows, Skeletons, Spectres, Wights, Wraiths, and Zombies. The more valuable the treasure to be had from the resting places of the dead, the more powerful the undead. Some who claim to have ventured into the cemetery claim that ghosts, mummies, vampires, and liches can be found there too.

Giant rats, insects and other such vermin are common here.

The **tower** southeast of the lake has become a refuge for outcasts. Those running from punishment or responsibilities. The small community here makes a living fishing and trading with the pirates and kobolds for things they need but can't fish, hunt, or dig up in the interior. Some of the braver or more adventurous among them will scavenge for trinkets and coins and other bits and bobs in the ruins of the town to the southeast.

The **tower** northwest of the lake is the interior hideout for the pirates. They keep those they trust the least or deserve punishment there to keep out the creatures and inquisitive types, like adventurers. There is a dock for ships that has a single leaky boat when the rest of the pirates are out and about. When storms are brewing and there is time, pirate captains will bring their boats here to dock and ride out the storm. Otherwise, they only come here when patrols are thick and it isn't safe to be too close to the coast.

When a storm drives them inland, there can be from 2 to 12 ships moored to the dock or beached near the tower.

When patrols are particularly heavy along the coast, there can be from 10 to 20 ships. If there is a drought, the streams can dry up so that barely a canoe can make it to the lake. No one on the outside has made the connection between a drought and better results in rounding up pirates.

When ships are docked here, the pirates are in numbers large enough to fear little other than the largest of creatures in the swamps. Their magic users and clerics can help them ward off the angry water elemental. While they are there crews will be set busy making repairs. Captains that don't keep their crews busy, will see gambling and arguments over theft or the fairness of shares which leads to trouble.

Competing captains may use the opportunity to take out a rival and add a ship to their fleet. Only the strongest captains with the know how and charisma to keep their crews loyal can stay in this hideout without fear of a mutiny or reprisals from rivals. The stronger captains work together to keep the weaker ones in line as it makes the job easier with their own crews. Of necessity, stronger captains may add to their little squadrons or fleets to keep the trouble to a minimum.

When ships are here, they often impose tribute of dried and salted fish, and trinkets and treasure from the ruins, on the outcasts in the tower across the lake.

NOTE: Sailing ships longer than 30 feet are limited to shallow drafts, unless they are in the style of long ships, then 40 to 50 feet ships are often seen.

Between the lake and the coast is an **ancient tower** claimed to be that of a once great wizard, now deserted, more or less. Some say they have seen lights from the old tower, or heard strange noises from that direction. **NOTE:** There are dancing lights at the top of the wizard's tower that have attracted a will-o-wisp. The same magics that bind the water elemental also bind an evil spirit/demon/devil/angry something. The old wizard died after summoning the creature, but before giving it a command; and had bound the water elemental to keep out exterior interruptions until he was done. The bound creature in the tower will either wait quietly hoping any who enter will free it through their ignorance in entering the tower, or will appear as a beautiful and comely young man or woman and beg to be set free, or as an angry and terrible whatever it is demanding freedom. The remains of the dead wizard has about his neck a talisman that is the key to the binding. If another person takes possession of the talisman and puts it on within one turn, they have a chance to control the whatever it is, but if they do not act quickly, it will either attack them or flee to freedom. This will also free the water elemental who is no longer bound to guard the exterior of the tower as long as the thing is bound. If the person with the talisman/amulet is able to control the thing, they can command it to do one thing, i.e. answer one question, heal one person/one group, retrieve one item/person from any specific place. As with all such bargains, it will seek to adhere to the letter and not necessarily the spirit of the command to speed its release. Poorly worded commands will have less than desirable results. Such magics and bargains with devilish or demonic creatures are highly evil/chaotic acts and will have a negative impact on those who identify with good/law. For example a paladin in a party would seek to slay the creature if it was evil, or leave it bound to its place, if it was known to leave the talisman/amulet in place.



1d8	Determine the type of Creature bound in the tower								
1-2	Elemental: Air, Earth, Fire, Water								
3-4	<p>Aerial Servant/Invisible Stalker - 50% chance still waiting for its orders/50% chance waiting for resolution of its orders.</p> <p>Last command: [NOTE: Text above says "waiting for command".] - Remain here until I return. This requires moving the body of the wizard out of and back into the room.</p> <table border="1" data-bbox="324 441 1055 630"> <thead> <tr> <th>2d6</th> <th>Last Command</th> </tr> </thead> <tbody> <tr> <td>1-4</td> <td>Chance it leaves when group enters.</td> </tr> <tr> <td>5-8</td> <td>Chance it attacks when group enters.</td> </tr> <tr> <td>9-12</td> <td>Chance it does nothing.</td> </tr> </tbody> </table>	2d6	Last Command	1-4	Chance it leaves when group enters.	5-8	Chance it attacks when group enters.	9-12	Chance it does nothing.
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5-8	Chance it attacks when group enters.								
9-12	Chance it does nothing.								
5-6	Demon/Devil: Succubus or something similar. Held by wards and sigils until someone undoes them on purpose or unawares.								
7-8	Undead - wight, wraith, spectre, vampire, mummy, lich								

There is some higher ground in the interior, rising enough to be called **hills**. Some are bare hills, others have dead forest. There is even talk of an area with a giant mushroom forest.

The **mushroom forest** was once part of a cave system that was exposed in the ancient cataclysm. The collapse of the cave system created a few sizeable talus caves from the former roof of the caverns. Creatures not normally found above ground are inhabitants of these caves. Shriekers are the most common, in the larger caves with perpetual shade in daylight. A few caves formed an alignment with sunrise or sunset on random days in the year. Depending on the horizontal depth of these caves, the sunlight can affect the shriekers for 1d4 hours. Roll a d10 for the number of such caves. Roll 1d12 to determine which month and 1d30 to determine the day of the month, and even/odd on any die to determine sunrise or sunset. Being near one of these caves on one of these days could mask travelers from the nearby intelligent monsters who track such things, but normal animals or creatures of low intelligence will still be attracted by the creatures. Some shriekers lurk under the shade of the larger mushrooms and navigate around them to avoid direct sunlight. Some shriekers have evolved to not react to light, but movement within about 30 feet.

The mushroom forest contain several varieties of edible, poisonous, and hallucinatory mushrooms. Some of the poisonous mushrooms are are also hallucinatory. The villagers of Tidewash and the pirates/smugglers will trade the Kobolds for the hallucinatory mushrooms. Often some villagers will risk entering the kobold territory in daylight to gather their own mushrooms, for their personal use, or to sell. The fresh water pools in the area are affected by the toxins and properties of the nearby mushrooms. Kobolds treat the mushrooms as their property and anyone wondering about is viewed as mushroom thieves, and subject to capture, torture, and death.

The many pools of water appear to be fresh water, including its taste. But is equally likely to be pure, poisonous, hallucinatory, or hallucinatory and poisonous. Hallucinations are as per the spells for visual and auditory illusions. A save versus the illusion is possible, if the person actively disbelieves. A save vs. poison will give those affected a +4 on their save to disbelieve the illusion.

d100	Type of Pool (All have a chance for disease.)
01-25	Fresh water.
26-50	Poisonous water.
51-75	Hallucinatory water.
76-100	Poisonous and Hallucinatory water. The poison has to be slow enough to have its hallucinatory effect prior to death, and a save vs. death is allowed.

Effects of poison will be anywhere from 1d6 to Nd6 of damage, instant death to death in Nd6 rounds, lowering of a random ability score by 1 or 2 points for Nd6 hours or days. Some more esoteric effects would be loss of a random spell from the day's prepared spell list, penalty to certain rolls, like opening and listening checks or penalties on surprise or initiative rolls.

1d6	Form of Hallucination - 30% chance that each party member has a different illusion
1	Either a monster that is fleeing the party or chasing the party.
2	The last monster/bad guy killed, now seeking revenge; or a very angry creature from a random encounter, if there is no kill.
3	Rumored/Known Creature of Area. The ones the party has most indicated they hope they don't meet.
4	The last out of character statement a player makes comes into being. 50% chance this effect is permanent with a penalty to any saving throw.
5	A known dead companion (former PC, henchman, hireling, etc.) appears. d100 1-50 alive and seeking to rejoin party, hungry and lost. 51-100 appears as undead, seeking revenge and blaming surviving members of party for his/her fate. Use a random NPC that died due to the party's action or inaction, if there is no other obvious choice. A companion lost down a bottomless pit, or rended limb from limb in the sight of the whole party is the best choice.
6	The pool is infected by a truly magic mushroom that teleports each party member in a random 1d6 direction, 1d6 hexes away. If this pool is found again and the water collected, or water collected before it is drunk, it will lose power and each day after collection the distance will be reduced by 1. The user of this water will not know it is growing weaker. On the sixth day it will not move the drinker, but summon a doppelganger to attempt to replace the imbiber in 1d6 days. If the water is kept beyond 6 days and is drunk, the drinker will have a hallucination based on the above table, treating a 6 as roll again.

NOTE: Spells such as purify food and drink or purify water or remove poison are only fully effective on water removed from the pool and put in a container, as the volume of the pool is too great to totally

cleanse it. Only pools with poisonous or hallucinatory effects can be purified. If the entire pool is subject to such a spell, it will add +1 to saves vs. its effects per two levels of the spell caster, i.e. levels 1-2 = +1, 3-4 = +2, etc. Multiple spells on the same pool will not increase the bonus beyond what the highest level caster can give.

There are pools of both fresh and brackish water, usually along the paths of the meandering streams. A traveler who is lost in the swamp can easily die of thirst. Outside the mushroom forest, the pools are either fresh or brackish. Nearer the streams the pools tend to be fresh. Away from the streams, pools of water are 40% fresh and the rest are brackish. The brackish water is obviously unfit to drink without a way to purify it. The pools are too big for a spell to purify the entire pool and only putting water into containers can guarantee it gets purified. Pools and ponds nearer the coast are more likely to be brackish due to tidal surges from storms. Also the pools and ponds nearer the dead forest inhabited by the harpies and symphalian birds are more likely to be brackish.

A tribe of kobolds, the **Skull Skinners**, inhabit the hills. They find refuge from the larger creatures of the interior and use it as a base to assault those who dare enter their swamp. They occasionally trade with pirates, because the kobolds don't have the strength or numbers to oppose the pirates. They have marked their territory with the cleaned skulls of their victims, from fugitives and villages, to lone pirates and larger creatures. The kobolds tend to rely on traps like snares and dead falls to guard the way to their lair. Occasionally they will raid the outskirts of **Tide Wash** carrying off victims. Their home is part of the former cavern system that included the ancient mushroom forest. They have openings to their cave system directly on the level of the mushroom forest and in the hills around it.

Snares & Pits

1d6	Types of Snares
1	Simple snare to snag one person/creature and lift them off the ground. Can have more than one such snare in an area.
2	Larger snare with a hidden net to catch one or more creatures. Nets can be big enough to capture up to 6 small, 3 man sized, or 1 large creature.
3	Simple snare that swings a held person at a spiked log for 2d6 damage- allow a saving throw for a chance to swing out of the way and take half damage.
4	Simple trip wire to swing a log parallel to the path to strike all in a twenty foot line ten feet wide. Can roll to save to avoid, unless surprised. 1d6 damage, 2d6 if have spikes. Also save vs. poison/disease if spikes covered with offal or poison.
5	Simple trip wire to swing a log across (perpendicular to the path) strike all within twenty feet. Can roll to save to avoid, unless surprised. 1d damage, 2d6 if have spikes. Also save vs. poison/disease if spikes covered with offal or poison.
6	Simple trip wire with bells/signal.

1d6	Types of Pits
1	Simple 10 foot deep pit. 1d6 damage.
2	10 foot deep pit with spikes. 2d6 damage. Roll to save to avoid spikes for 1d6 falling damage.
3	10 foot deep pit with swinging log to drag people into pit. 1d6 if surprised by log or fail save to dodge and get knocked into pit for additional 1d6 damage.
4	10 foot deep pit with spikes and a swinging log to drag people into pit. 1d6 if surprised by log or fail save to dodge and get knocked into pit for additional 1d6 damage, and 1d6 damage for spikes. Save vs. poison/disease if offal or poison on spikes.
5	20 foot deep pit with 10 feet of water. No damage from fall. Weight of gear will determine if victim can tread water. If unable to tread water, can they push off the bottom to catch their breath? Small creatures and those 5 feet or less in height will have little chance to push themselves above water. The walls of the pit will have no hand holds and will be slick. Digging into the sides of the pit shaft risks a chance of collapse and burial. If multiple people are in the pit, they can attempt to make a ladder to get out. Pushing off with a ten foot pole is possible, but there is a 30% chance that the pole will sink into the muck below. Those in a group that did not fall into this pit can attempt to retrieve others. If there is no rope to lower, there is a 30% chance that a single rescuer is pulled in due to the slick conditions. If those above don't have rope, tossing a rope while trying to tread water will be a great challenge. Vines can be used. If the person using vines to rescue those in the pit is not a ranger, druid, or someone with woodland skills, or does not specify that they avoid poison ivy, there is a 50% chance that a poison ivy vine is used. All those touching the vine will need to make a saving throw to determine if they get the sap on their skin. If the oils are not washed from the skin, those affected will lose 1 hit point per 12 hours up to 6 hit point maximum. Without a remove poison or a bath and a dry environment they will be at a permanent reduction in hit point until the poison is removed, or they find a clean environment to rest for 1d6+4 days to rest and recuperate. This is in addition to any other wounds.
6	10 foot deep pit with spikes and a swinging log to drag people into pit. 1d6 if surprised by log or fail save to dodge and get knocked into pit for additional 1d6 damage, and 1d6 damage for spikes, and 2d6 damage from falling boulders. Save vs. poison/disease if offal or poison on spikes.

ATTENTION: All pits are covered to appear as part of the trail floor. All traps with spikes have 75% chance to be smeared with offal or poison. Pits can be in the middle of a path/trail, or just off to the side, if a trip wire crosses the path.

NOTE: Pits without spikes have a 30% chance to have a live animal in them such as a bear, boar, lion, or wolf. Snakes, constrictors, poisonous, or both could also be within. Water pits have a 30% chance to have a water based animal in them. 20% chance any wolf, boar, or person is a lycanthrope.

Falling Traps: In the hills of the kobold lair, there are traps of boulders or logs that will roll down upon those in its path. An area of ten to twenty feet wide is usually affected.

The **pirates** that roam the coast have a small base in the forested wetlands between the mud flats. Some say it is just a resting place, others say it is a small village, while other say it is an ancient city that retains much of its beauty. Few desire to investigate for the truth of this pirate camp. Occasionally, the pirates will follow the waterways to the lake in the interior. They usually only do this to avoid increased patrols when the authorities deem they have done too much raiding.

The **interior lake** is home to giant frogs and giant fish. Occasionally crocodiles make it to the interior. Some have said that the weird ancient magics in the swamp have made even the leeches, ticks, spiders and more grow to enormous size. There are even enormous giant rats! (EGRs)

A few packs of wolves and wild boar and other animals find refuge in the high ground. Some say shape shifters roam with these wild animals.

A ranger/tracker/hunter/druid or very astute traveler can find game trails to make their way across the swamp, but often the trail is hard to find. Such trails easily fade to nothing.

There are four types of paths other than following the ancient submerged road: Humanoid path, Traveler/Trading path, Smuggling path, Game Trail.

If lost or heading out in a random direction, determine the type of path encountered. A ranger, hunter, or knowledgeable local will increase the chance of finding a trail and sticking to it. Game trails tend to fade in and out of visibility depending on terrain and vegetation. If a stream is crossed, the "continuation" of the trail on the other side may not be directly across the stream as animals may travel along the stream before climbing the opposite bank.

The type of path will have an increased chance to encounter someone or something most likely to use such a path. Carnivores stalking prey and hunters stalking game will be more common on game trails, as will game animals. Travelers hoping to make a quick journey on Traveler/Trading Paths. Pirates and smugglers and less than honest traders on smuggling paths. Kobolds, pirates, smugglers, adventurers on humanoid paths. Travel on such paths will be on more solid ground and "safer" to cross the swamp, but increase the chances of an encounter, as all land bound creatures will use them. Predators like wolves and lions will lie in wait. Omnivores like bears and boar will more likely be in the underbrush seeking other food, but will attack prey/potential threats when approached or startled.

If following the ancient road, roll for either every 100 feet or 100 yards. There will be a 70% chance that the roadway through swamp is submerged in 1d6 feet of water, and if not submerged, it is overgrown with vines and creepers making progress slow. Each half mile hex will have 26.4 100 foot sections, or 8.8 100 yard sections. It can be a gentle slope up or down into the water, or a sudden elevation change by the amount of feet under water. (There are ten swamp hexes, so you can determine 264 100 foot sections or 88 100 yard sections in advance. If you determine this in play, make a note of it, or due to the mysteries of the swamp, it is different every time.) To the northwest there are bridges across the rivers/streams. It is the nature of the ancient road to be tough and resilient. The bridges still cross, but can be a barrier or hindrance if they are now underwater, as one bridge would impede the pirates access to the lake. A drought would make this a major barrier if it is submerged. Also, a climb to reach the bridge would be an interesting challenge. What is on top of the bridge and is there a toll or price to cross it?

Where the road crossed what is now a lake, it can be seen in the depths ten to twenty feet below. Without a boat, ship, swimming mount(s), or other means to follow the road, one must follow the lake around until reaching the road again.

There are rumors of a **young green dragon** either in the ruins of an ancient town, tower, or a cave in the hills. This dragon actually inhabits a cave in the hills SW of the kobolds' lair. The dragon will be sleeping if there is not a recent encounter. If the dragon is encountered, it will either be hunting for food or treasure, or returning from such a hunt. If returning from hunting or treasure seeking, there is a chance it may have been injured, depending on what it encountered. Roll for a random encounter to determine what the dragon fought for its meal/treasure and determine if what it encountered was able to hurt it. If hurt, the degree of injury could make it bypass a party, only giving them a momentary chill at the thought of a dragon flying overhead. For example, if it fought a wyvern, it could be hurt. A pack of wild boar or herd of cattle could be injured and scattered by its breath weapon. A party might avoid dealing with the dragon because it is full or injured, yet have to deal with the injured packs or herd animals left in its wake. Being a young dragon, it would avoid large groups of intelligent creatures, like a ship full of pirates, that might have a spell caster, or siege engines.

Harpies are reported somewhere in the interior among the dead forest. Strange metallic birds roam the dead forest harassing lost travelers. It is said they are a combination of real bird with some bronze-like metal by some weird ancient technology.

Some say the lake is home to a water elemental who is either trapped, or decided to stay. Who can tell with such creatures?

The hills of the ancient forest are reported to have burial mounds of the ancient Picts. Some have been disturbed and looted, others are supposedly haunted. Old tales speak of vast riches to be won.

ENCOUNTER TABLES:

2d6	Villages (Tidewash or Mud Heights)
1-2	Villager
3-4	Trader
5-6	Pirate/Smuggler
7-8	Adventurers
9-10	Shipwreck survivors - pirates/merchants/navy/adventurers. They may seek help getting home.
11-12	Special NPC (Bears a message, a wounded and lost adventurer, etc. Something out of the ordinary that adds spice to the village. It is unusual for an outsider to be here.)

2d6	Coast/Beach/Dunes
1-2	Hunting or sunning crocodile(s) 50% chance giant
3-4	Fishermen
5-6	Pirates
7-8	Sea creatures on beach - giant crabs, sunning merfolk, etc.
9-10	Item from a shipwreck is visible - chest, mast, sails, block & tackle, cages with live/dead occupants animal or humanoid
11-12	Unusual item washed up from last storm from the depths to the north. - An active or recent storm will increase the chance of something odd, unusual, special, or dangerous being encountered.

Villager Occupations: hunter, gatherer/forager (food stuffs or other items), fisher, boat builder, sail maker, farmer, herdsman, trader/merchant, smuggler, mushroom stealer.

2d6	Mushroom Forest
1-2	Shriekers - If a shrieker has triggered a kobold patrol will show up in 1d6+1 turns.
3-4	Kobolds
5-6	Pirates
7-8	Villagers
9-10	Stymphalian birds - <i>See my Mini Bestiary on DriveThru RPG for stats.</i>
11-12	Pool of water/unusually giant mushroom/talus cave

While the kobolds consider all of the mushroom forest to be their territory, they don't get too close to the portion near the dragon or the lake. They have plenty of snares and pits in the gaps between the areas with shriekers.

1d20	Kobold Territory
1-2	Kobolds
3-4	Snare
5-6	Pit
7-8	Falling Traps
9-10	Villager 1d6 (1-3 trading with kobolds/3-6 sneaking in to mushroom forest)
11-12	Pirate
13-14	Smuggler
15-16	Lycanthrope in human form as smuggler 1d6 (1-3 wearboar/5-6 werewolf)
17-18	Goblins/orcs/hobgoblins trading/intimidating/communicating/raiding with kobolds
19-20	Adventurers

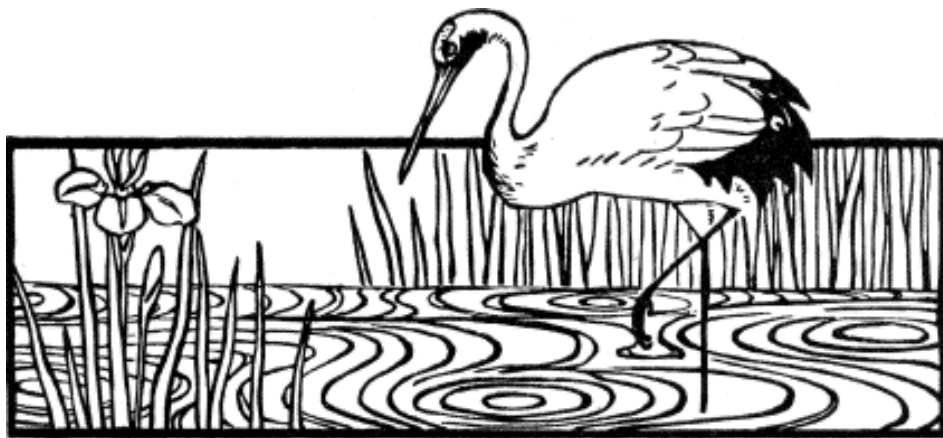
NOTE: Snares and pits are more frequent and denser the closer to their lair. There is a 30% chance that if an encounter indicates a snare or pit that a wild animal or unwary and uninvited guest of the kobolds will be the occupant(s) of said traps. In such cases, the trap is sprung and not a danger to a wary traveler. One who is fleeing might still fall into an uncovered trap, especially at night or with a heavy fog or rain. Snare traps that suspend the prey can still be a danger to those along a path from running into a snared creature and banging heads, or the snared creature is mean and hungry and reaches out.

d30*	Streams/Lake/Ponds.
1-2	Pirates
3-4	Traders/smugglers
5-6	Travelers
7-8	Adventurers (d6 1-3 Seeking Something In Area, 4-6 Passing Through)
9-10	Crocodiles and other water dwellers
11-12	Giant crab
13-14	Giant squid
15-16	Giant octopus
17-18	Giant fish
19-20	Leech,giant
21-22	Harpy
23-24	Wyvern
25-26	Green dragon
27-28	Stymphalian birds
29-30	Roll twice, avoiding duplicates. The encounter is coming upon the two d6 1-2: preparing to fight,3-4: fighting, 5-6: just finished fight. (Loser is d6 1-3 Dead, 5-6 Wounded/Driven Off)

*(Can use d6 & d10 to emulate, or d100/3)

Lake - Water elemental 50% chance that an encounter on the marked lake hex is with the water elemental. 25% chance that any of the six surrounding hexes is an encounter with the elemental. If it is in the hex with the wizard tower, it will be brooding and angry, circling the tower seeking a weakness in the protections that keep it out of the tower. There is a 50% chance it will attack an approaching party immediately, thinking it is in league with the wizard who imprisoned it. If it does not attack and can be communicated with, the elemental will try to get the party to free it from the magics that have bound it to the area and will give up the accumulated treasure at the bottom of the lake. There is a 25% chance the elemental will forget this bargain in its extreme desire to be free, and leave immediately.

d100	Determine the mood of the elemental for its reaction to anyone encountered.
01-20	Angry/destructive/vengeful
21-40	Happy/playful
41-60	Neutral/ambivalent/apathetic
61-80	Withdrawn/sad/depressed
81-00	Cheerful/helpful



d30*	Swamp
1	Wolf - 25% chance a worg or werewolf is with a pack
2	Warg - 25% chance a werewolf is with a pack
3	Shambling mound
4	Will-o-wisp
5	Troll (d6 1-2 New to Area, 3-4 Raiding, 5-6 Hunting)
6	Tick, giant
7	Spider
8	Stirge
9	Slug, giant
10	Rat, giant or enormous
11	Ogre (d6 1-2 New to Area, 3-4 Raiding, 5-6 Hunting)
12	Owlbear
13	Werewolf
14	Wereboar
15	Lion - cougar/puma
16	Kobold 20% chance from another tribe (d6 1-2 Scout, 3-4 Raid, 5-6 Trade)
17	Goblin (d6 1-2 Scout, 3-4 Raid, 5-6 Trade)
18	Traveler
19	Adventure party (d6 1-3 Seeking Something In Area, 4-6 Passing Through)
20	Pirates
21	Harpy
22	Wyvern
23	Green dragon
24	Stymphalian birds
25	Grey ooze
26	Green slime
27	Centipede, giant
28	Boar, wild 25% chance a wereboar is with a group.
29	Bear
30	Banshee

*(Can emulate a d30 with: d6 & d10, or d100/3)

d100	Mud Flats
1-33	Trapped creature off the trail(s)
34-66	Creature that can traverse mud with or without a trail
67-00	Flying creature (See <i>Flying Table</i>)

d6	Forested Wetlands
1	Wild Cattle
2	Leeches
3	Insect Swarm – mosquitos, etc.
4	Snakes – constrictor or poisonous
5	Predator
6	See <i>Flying Table</i>

d6	Hills
1	Wyvern
2	Wolves
3	Boar
4	Lycanthropes (wolves or boar)
5	Wyvern
6	See <i>Flying Table</i>

d6	Poor Grasslands
1	Predators
2	Wild Cattle
3	Wild Boar
4	Deer
5	Roll on random encounter table.
6	See <i>Flying Table</i>

d6	Grassy Hills
1	Predators
2	50% Predator, 50% Deer
3	Deer
4	Wild Cattle
5	Pick a random table
6	See <i>Flying Table</i>

d6	Dead Forest
1	Harpies
2	Stymphalian Birds
3	Stirges
4	Stymphalian Birds
5	Undead
6	See <i>Flying Table</i>

d6	Forested Hills
1	Dryad
2	Wolves
3	Deer
4	Wild Cattle
5	Other Forest Creature
6	See <i>Flying Table</i>

d6	Dead Forested Hills
1	Harpies
2	Stymphalian Birds
3	Wolves
4	Deer
5	Undead
6	See <i>Flying Table</i>

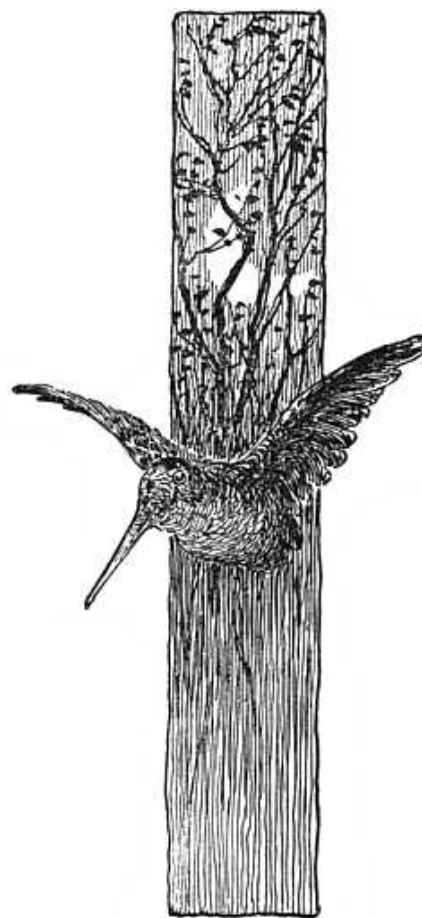
d8	Flying Table
1	Young Green Dragon
2	Stymphalian Birds
3	Birds – Insectivores Bats at night
4	Birds of Prey – Hawks, eagles, owls
5	Scavenging Birds – Vultures
6	Stirge
7	Harpy(ies)
8	Wyvern

Trails & Trail Characteristics

d8	Types of trails
1-2	Kobold path (Game Trail if more than two hexes from kobold territory.)
3-4	Traveler/Trading path
5-6	Smuggling path
7-8	Game Trail

d8	How many twists and turns in trails
1	Uphill
2	Downhill
3	Flat
4	Turn Right/Left
5	Fork
6	Trail Fades
7	Trail Narrows
8	Hazard

d10	Landforms in Swamp
1-2	Large Boulders
3-4	Hills
5-6	Mud Flats
7-8	Shrub Land
9-10	Forested Land



HAZARDS ON TRAILS

d10	Kobold Trails
1	Snares
2	Pits
3	Falling Traps
4	Kobold Patrols
5	Slaves 25% escaped, 75% faithful/dutiful
6	Pirates
7	Smugglers
8	Outcasts
9	Predator – wolf, cougar, etc.
10	Werewolves/Wereboar

d10	Traveler/Trading Path
1	Predator
2	Game (d6 1-2 rabbit sized, 3-4 dog sized, 5-6 deer/cattle sized)
3	Bandits in ambush
4	Fallen Log(s)
5	Vines or Branches crossing path.
6	Traders (d6 1-3 alert/cautious/suspicious, 4-6 friendly/welcoming)
7	Lost (Kobolds, Pirates, Smuggler, Trader, Outcast)
8	Wounded Animal 50% game/predator
9	Wounded/Sick monster
10	Falling branch/tree

d10	Smuggling Path
1	Predator
2	Game (d6 1-2 rabbit sized, 3-4 dog sized, 5-6 deer/cattle sized)
3	Bandits in ambush
4	Fallen Log(s)
5	Vines or Branches crossing path.
6	Paranoid Smugglers
7	Traders accidentally on wrong path(d6 1-3 alert/cautious/suspicious, 4-6 friendly/welcoming)
8	Lost (Kobolds, Pirates, Smuggler, Trader, Outcast)
9	Wounded Animal 50% game/predator
10	Falling branch/tree

d10	Smuggling Path
1	Predator
2	Game (d6 1-2 rabbit sized, 3-4 dog sized, 5-6 deer/cattle sized)
3	Bandits in ambush
4	Fallen Log(s)
5	Vines or Branches crossing path.
6	Paranoid Smugglers
7	Traders accidentally on wrong path(d6 1-3 alert/cautious/suspicious, 4-6 friendly/welcoming)
8	Lost (Kobolds, Pirates, Smuggler, Trader, Outcast)
9	Wounded Animal 50% game/predator
10	Falling branch/tree

d10	Game Trail
1	Predator
2	Small Game
3	Medium Game
4	Large Game
5	Fallen Log(s)
6	Vines or Branches crossing path
7	Lost (Kobolds, Pirates, Smuggler, Trader, Outcast)
8	Wounded Animal 50% game/predator
9	Wounded/Sick monster
10	Falling branch/tree



LIST OF LOCATIONS:

Ancient Road

Ancient Tower

Burial Mounds of the ancients (pics in original manuscript)

Forested Wetlands (technical term?)

Giant Mushroom forest (several varieties of edible, poisonous, and hallucinatory mushrooms)

Lake

Mud flats

Mud Heights – village

Cemetery

Paths (Humanoid path, Traveler/Trading path, Smuggling path, Game Trail.)

More sturdy & sure ground, but increases chance of an encounter.

Those that walk will take the easy way.

Those that fly will watch the trails for easy prey.

Sand bars/sand dunes

Ship wrecks (old/new)

Tide Wash – village

Cemetery

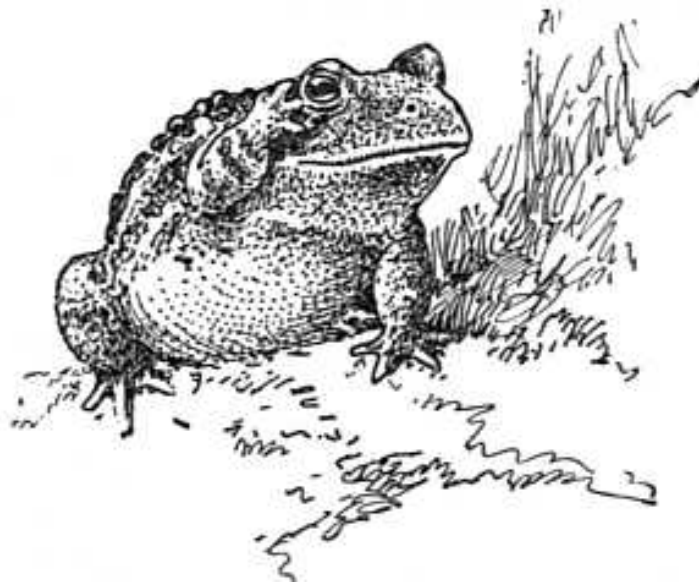
Tower NW of the lake (Pirate hideout)

Tower SE of the lake (outcasts - trade w/ kobolds & pirates, or targets of both)

Weretown (Boar Town)

Wraithtown (So named by pirates due to strange lights)

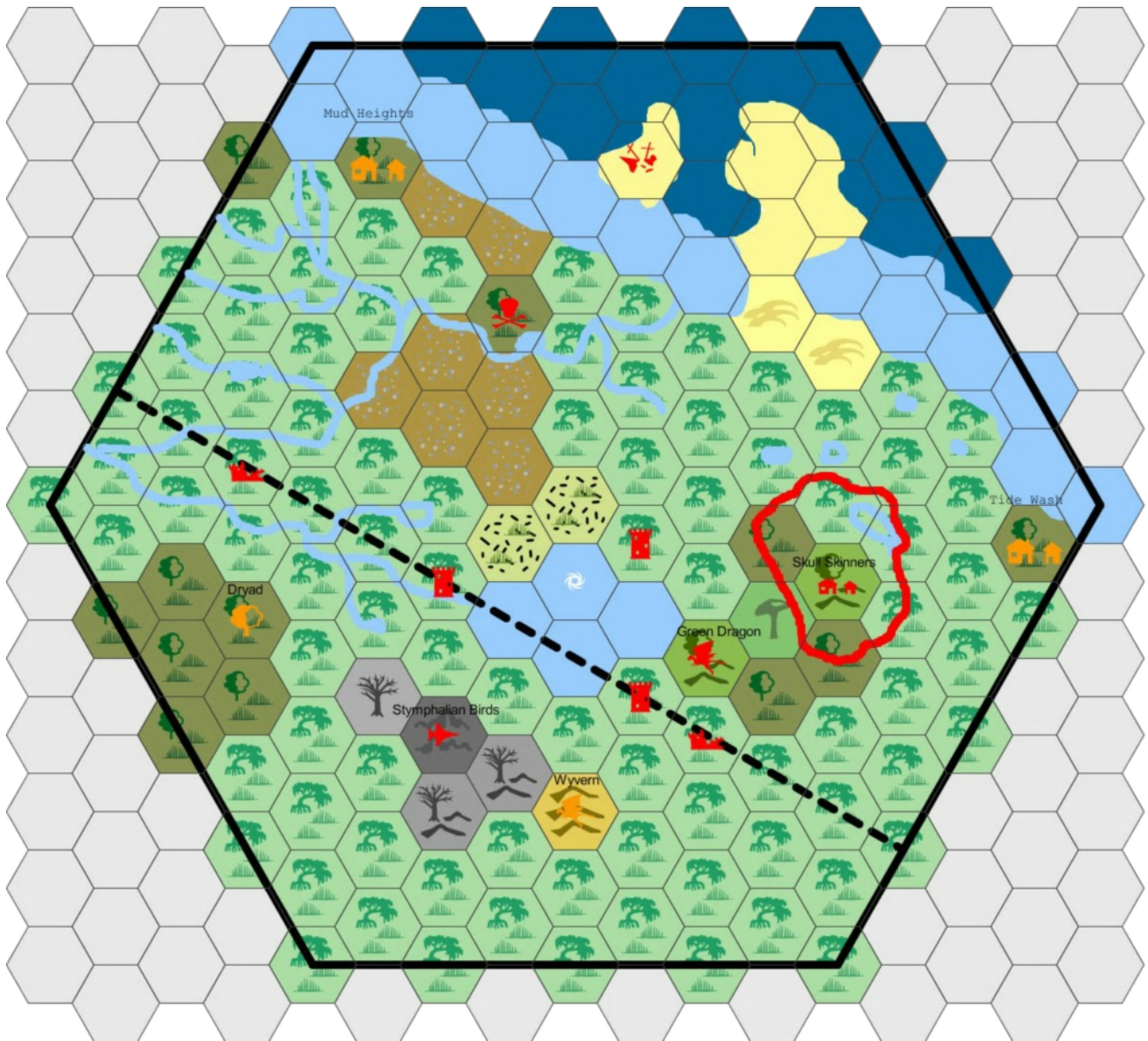
Cemetery



LIST OF CREATURES:

Banshee
Carnivores (wolves, cougar, etc. stalk game on game trails)
Crabs
Crocodiles
Dryad
Evil Spirit/demon/devil/angry something bound to tower by a wizard long ago.
Fish & Giant Fish
Frogs & Giant Frogs
Rats & Giant Rats
Goblin
Green Dragon, young
Green Slime & Grey ooze
Harpies
Humans: Adventurers, Hunters, Pirates, Smugglers, Slaves, Trappers, Travelers
Insects
Kobolds (Skull Skinners) Traps in their territory.
Leech
Lion – cougar/puma
Lycanthropes – Wereboar & Werewolves
Octopus & Squid
Ogre
Omnivores (bear & boar ambush those on trails)
Outcasts (loners/hermits, criminals, fugitives, etc.)
Owlbear
Pirates
Shambling Mound
Shriekers & Shriekers that react to movement
Slaves (Escaped or Dutiful. Will report sightings of strangers to masters.)
Slug, Giant
Stirge
Stymphalian Birds
Tick, Giant
Troll
Undead in Wraithtown
Vermin (Centipedes, Rats, Insects, Spiders, etc.)
Water Elemental
Wild Boar
Will-O-Wisp
Wolves
Wyvern

Map of The Screaming Swamp



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