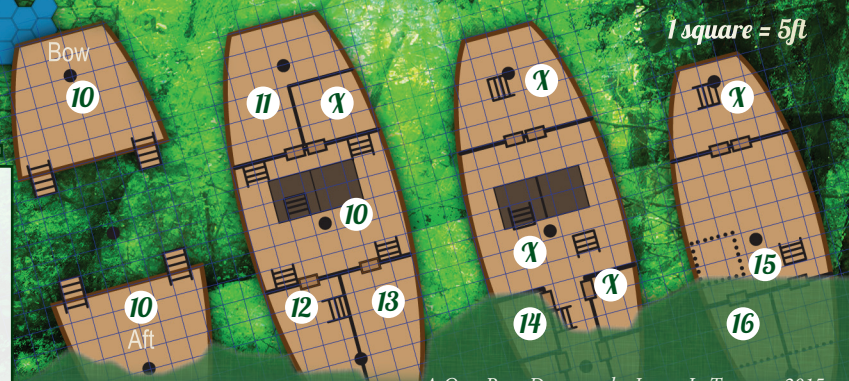
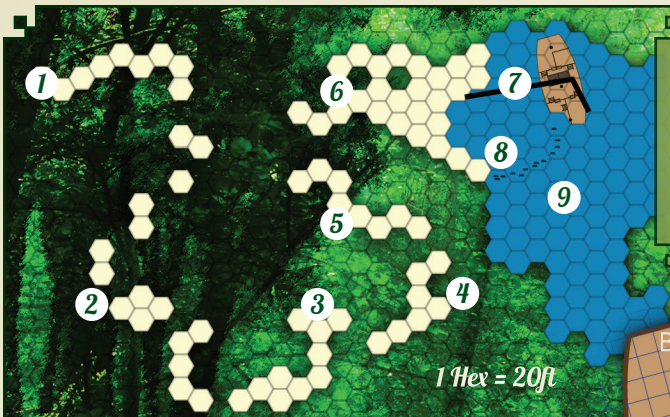


The Flaming Skull

A dark power has moved into the swamp. Residents and merchants want to put an end to "swamp raiders that look like frog men". A few very well-respected merchants have never shown up for their scheduled deliveries.



A One-Page Dungeon by James L. Turner ~2015
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RANDOM ENCOUNTERS & FINDINGS

- 1-2. Mosquito Swarm
- 3-4. Swamp Gas
- 5-6. Cursed Bog
- 7. 2d4 doll heads
- 8. Merchant list
- 9. Bullywug parts
- 10. Torn bits of clothing
- 11. Bullywug body parts
- 12. Ancient marker "Danger"
- 13. Roll 2 more times
- 14-19. Nothing found
- 20. Bone Necklace (5gp)

RANDOM CARGO

- 1. Rotten Sacks
- 2. Old Mead Barrel
- 3. Rusted Tools
- 4. Barrel of Vinegar
- 5. Silver Coins 1d20
- 6. Gold Coins 1d12

BULLYWUG RAIDERS

1. Net Traps - A terrorized Bullywug tribe is forced to bring weekly tributes to a swamp hag named Auntie Wuggy. **Bullywugs** ensnare travelers with nets, quickly steal valuables, runaway and drop the loot off at location #2. The raid leader attempts to escape on a giant frog, Bullywugs may surrender information on the general location of "Captain" Auntie Wuggy. Number of Bullywugs in raid = 2x # of PCs;

THE SWAMP ENVIRONMENT

A rough path winds through the swamp to a century old merchant shipwreck. Make occasional Wisdom checks to stay on the trail [DC10]. Tall trees and vines block out most sunlight. This area is filled with bubbling swamp pools, buzzing insects and a greenish fog. When adventurers drift off the path, roll 1d20; consult Random Encounters & Findings table.

Giant Mosquito Swarms - the entire area is infested with mosquitoes the size of your hand. Every hour a random character takes 1d4 dmg.

Poisonous Swamp Gases - 50% chance open flames explode - 1d6 dmg 10ft radius; Also make a poison saving throw or take 1-2 dmg.

Cursed Bog of Lost Hope and Boots - PCs who stray from the path risk wading into a curse infused bog. Wilderness check to avoid [DC12]; The curse affects one's wisdom (1 point per turn); Those who lose all wisdom become hopelessly lost and easy targets for Auntie Wuggy's patrolling guards; Strength check to escape the sticky, muddy bog [DC15]; 20% chance of losing boots in the mud. Lost Wisdom returns at a rate of 1 point per hour.

THE PATH

2. Bullywug Gift Drop-off - an empty iron cage is hidden near the path. Above the cage, a large rusty ship anchor hangs 50' overhead in a tree.

3. Rotten Rowboat - perception check to find a rotten, overturned rowboat. Under the rowboat: **Carrion Crawler**, skeleton and a small treasure chest (50 gp, 10 white pearls worth 15gp ea.)

4. Lantern Lights - **Will-O-Wisps** first lure PCs to a merchant's scroll case, then to a cursed bog.

5. Elven Merchant Prisoner - "Marhana Kittenztouch" was captured by Bullywugs; No way to open the magic cage without the captain's keys; Marhana is actually Wuggy, a **Swamp Hag** in an illusory disguise. She'd be happy to see the PCs eliminate the ship's guardian or die trying.

6. Guards - 1d4+2 **Undead Bullywugs** patrol the pool area; These guards may be equipped with the adventurers stolen items.

7. Slimy Log - leads to the main deck of the ship; Pass 2 dex checks [DC14] or fall into pool.

8. 13 Stepping Stones - leads to the ship's aft [DC2 per stone] dex check; The even numbered stones and the 13th stone are unstable [DC7].

9. Bubbling Swamp Pool - splashing water attracts a **Giant Constrictor Snake**. The snake contains bullywugs and 50gp in random items in its gut.

10. Forecastle, Aftcastle & Main Deck - skeletons tangled in vines; **2d6 Strangle Vines**; **3d4 Stirges** fly out of cargo hold if disturbed.

THE FLAMING SKULL SHIPWRECK

Surrounded and wedged in the sludge of the dark swamp is a ship. The bow points upwards and the aft is rooted in mud. Tangled trees and vines solidified its final resting place. Moving through the tilted ship requires climbing and dexterity. Doors are now on the floor and ceiling.

X. Destroyed, Rotten Cargo - most cargo is ruined, a thorough search may uncover some lesser valuables. See Random Cargo table.

11. Auntie Wuggy's storage - merchant's stolen supplies, jarred Bullywug parts, Auntie Wuggy's Mosquito Repellent™, 100gp, 2d6 jewelry pieces worth 25-250gp ea; Cryptic notes [DC11] - Wuggy wants the entire ship to herself.

12. Galley and Stairs to Lower Deck - swamp sludge fills the bottom parts of the cabin, a 15ft. long table still bolted in place, in the sludge dining ware can be found (2d10gp value);

13. Captain's Quarters - destroyed bunk and crusty footlocker with moldy rotten belongings; A **Flameskull** (undead guardian) rests on the sideways desk. The desk contains a set of keys and a cargo manifest listing all valuables.

14. Slimy door - an **Ochre Jelly** seeps through;

15. Sludge Waders - **6 Skeletons**, with slime coated spears for an extra 1d4 damage; Cage vault contains rusted armor and a +1 shield.

16. Lower Submerged Holds - burrowing in sludge **2d4 Bog Grubs**. In the lower vaults is a chest wth 900gp; Ivory Necklace (10GP); Silver Pendant (20GP); Marble Statuette (1500GP);