

Temple of the Blighted Swamp

Harsh gases and rotting decay shroud a forlorn temple. A suffering wretch roams the bog, emitting a blight in its wake, yearning for a return to its once renowned sanctuary.

Adventurers will navigate swampy terrain to release a prisoner from its desperate psychological quagmire.

Roll 1d6 at each location, **Suffering Wretch** appears on 6 or in rolled# rds. Follows PCs. See goal below.

**Suffering Wretch.** gaunt, noxious wastrel, slinks with hushed strides. woefully weeps.

**Swamp Mist:** 1:6 chance per round to emanate noxious mist in near-sized cube centered on self for 1 rd. Enemies may violent vomiting for a duration

**Screech:** Discomboulating loud yell

3. A pillar of spiraled stacked square tiles 15' high, topped with a semi-transparent pyramid. Each tile rotates. When straightened, pyramid glows. Open Slab 4.

2b. Bulging pods hang from vines, choking the room, concealing the pedestals that hold once opulent armor, belt, helm. Gloves are missing. May be or poisoned

1b. A bloody alcove filled with skulls. Immovable hollow glass tube buried within. Give a sacrifice to power 2 gems to the SE for 1 hour

2a. Lichen covered statue reaching for the sky, missing armor, belt, helm, gloves. Opens interior door. When pieces returned, slab 3 opens

1a. Moss covered, semi-transparent ornate gems on stakes. Could be illuminated. Ignition source to the north.

When lit, slab 1&2 open

4. Interior rooms used for rites and rituals of a lost religion. Clearly once righteous and honorable, now swallowed by the muck. Depicts practice of passing through central chamber. See Goal-a

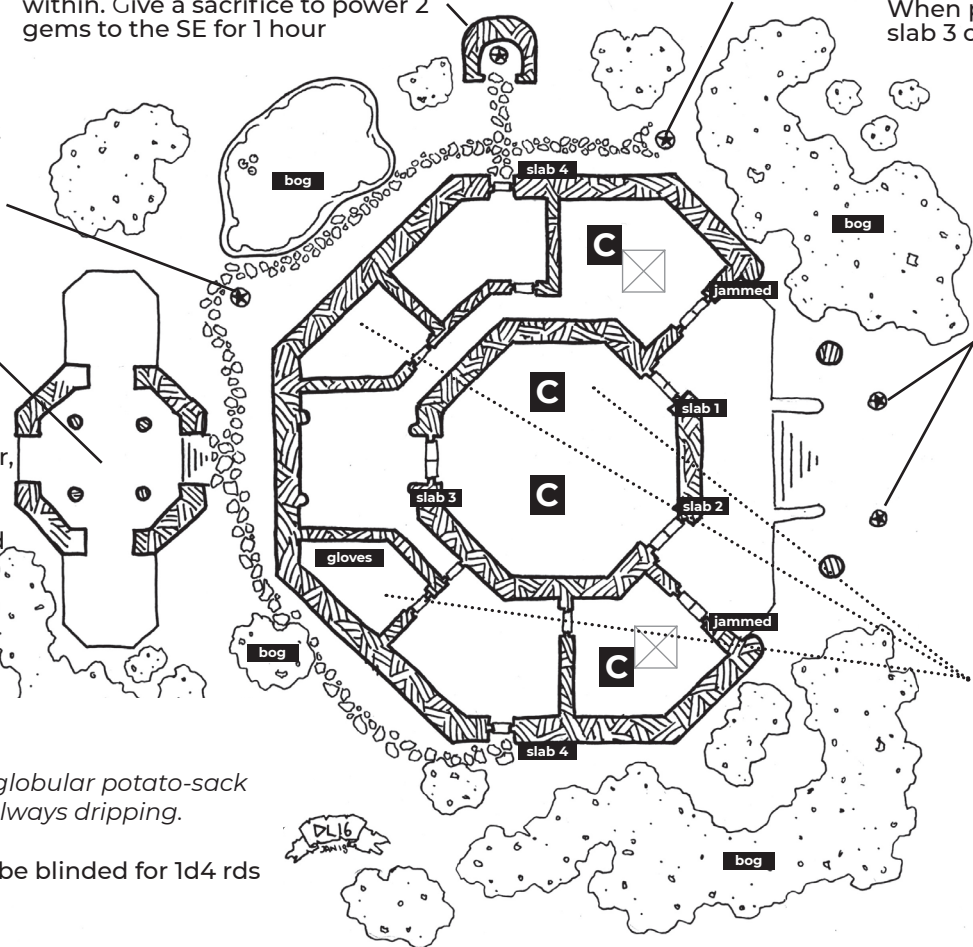
Or if understood: See Goal-b

bog : use Rdn Enct 1

hidden bog

C Chud. repugnant, globular potato-sack sized muck-man, always dripping.

Gas: enemies may be blinded for 1d4 rds



RANDOM ENCOUNTERS

| d4 | Details   |
|----|---|
| 1  | Sinkhole, slowly drawn in.                            |
| 2  | 2d4 Chud curdle up                                    |
| 3  | Noxious gas cloud - violent vomiting for a short time |
| 4  | Insect infestation - develop disease in 1d4 hours     |
| 5  | A strange thing from a PCs past surfaces in the muck  |

**GOAL: a-** The **Suffering Wretch** wants to roam his temple one last time. It must pass through Slab 3, 2, 3, 1, 3 before praying in the central chamber, surveying the sanctuary and dissolving on the wind. The temple and land cleanse and purify in 1d3 weeks. **b-** If killed, the wretch curses its killer who suffers its fate in 1d3 days unless fulfilling a great regret.

RANDOM ENVIRONMENT INSPIRATION

| d4,d4 | 1 - Swamp   | 2 - Temple                                      | 3 - Objects                                      | 4 - Weird  |
|-------|---|---|--|--|
| 1     | cold muck, wet vines, severed rotting hand        | rusty chains hanging, broken drum, cobwebs      | Wine bottle with rib bone, canvas tarp, twigs    | scroll case filled with live spiders, chittering |
| 2     | tree stump with a dozen arrows sticking out of it | Mud filled porcelain teapot, basket, cauldron   | painting of an unknown mountain, bubbling mud    | wind chimes made from finger bones               |
| 3     | three alligator eggs, rotting remains, stench     | ball of white marble, small wooden figurines    | honeycombs wrapped in oil paper, gurgling, slosh | glass jar full of beach sand, unfinished wands   |
| 4     | toads, thorny rotting trees, twisted roots, moss  | broken hourglass, chisel and hammer, spectacles | old boot filled with brackish water, putrid      | ribbons and orbs of painted glass, scented       |