

# Sunken Swamp Stronghold

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*A black dragon reigns from an abandoned fortress in the swamp and terrorizes the nearby town with hordes of undead.*

## Environment

Most rooms and hallways are 20ft high. The top of the Watchtower is 30ft high. Heavy fog makes visual checks difficult.

## Undead Raids

The party arrives in town at dusk. Streets are empty. No one goes outside at night. Waves of **zombies**, **skeletons**, and **other undead** advance on the town after dark. After fending them off, a villager gives you a helpful magic item.

## Traversing the Swamp

Make appropriate skill checks to navigate or forage through the treacherous swamp. After 3 successes or 3 failures, you arrive at the stronghold.

### Successes

- 1: Rescue a villager, send them back to town
- 2: Find a rare plant that magically cures
- 3: Fog conceals you from roving **zombies**

### Failures

- 1: Lose a piece of mundane gear in the mud
- 2: Interrupt **giant rats** feasting on a corpse
- 3: One person gets poisoned for 1 hour

Upon arriving, you can scout the area.

**Undead and sentient plants** wander in front of the main entrance, but there may be another way in.

## Map Areas

**A:** Part of the southern wall has collapsed and opens into the main hallway. Guarding this entrance is a giant **frog monster** submerged in the swamp.

**B:** The eastern wall of the Watchtower has crumbled and caved in, blocking access from the main hallway. The debris can be climbed to reach the opening in the roof.

**C:** The passage into the Sunken Great Hall slopes downward and is covered with slippery runoff from the Flooded Hallway making it difficult to keep your balance.

**S:** A secret panel in the wall hides a passage into the Watchtower. It's not too hard to notice if the statue is approached.

### Entrance Chamber

Now over grown with vines, the doors hang off their hinges. Two **shambling shrubs** (+stealth) ambush from the corners.

### Shrine Room

Once dedicated to an evil deity, it holds a bloodied altar and stone columns. Four **devil soldiers** appear and block the north exit if the statue is approached.

### Sunken Great Hall

The whole ceiling has collapsed, opening to the sky and causing difficult terrain. A **black dragon** guards a powerful magic item and is assisted by the **animated corpses** of its victims.

### Barracks

Destroyed furniture and moldy bedding litter the floor.

A group of **zombie warriors** (+armor) stand in each room and attack when disturbed or summoned.

### Watchtower

Stairs lead to a crumbling second floor. Pass a skill check to climb to the roof or search the rubble to find a magic item. A view from the top can see down into the Sunken Great Hall.

### Flooded Hallway

A missing section of floor is filled with fetid water. It conceals a **giant crocodile**.