

The Misty Pond

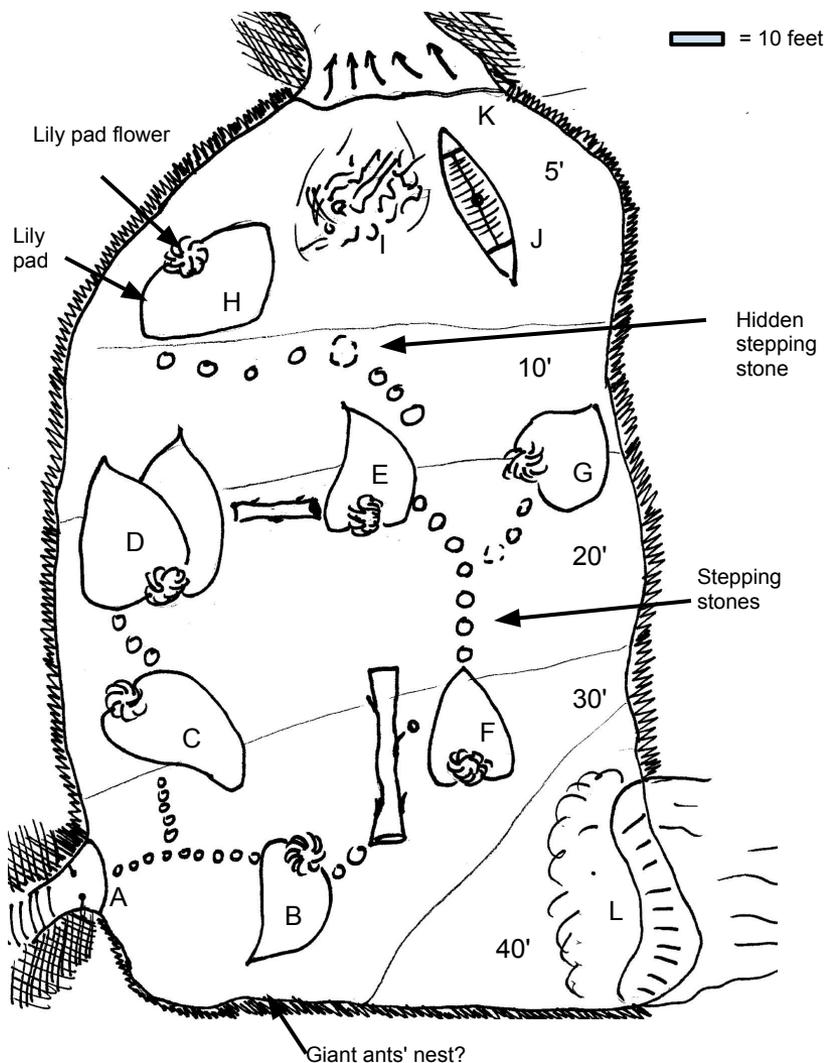
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2013 One Page Dungeon

Sven Ogrsson was ruthless and ambitious man, who traded and raided along the waterways of the area decades ago. He led an expedition into the waterways of the Salt Fens, for reasons he never explained, and was lost there.

In fact his ship was wrecked by a sunken pond concealed by mists on one of the many rivulets of Fens. All hands died in the wreck, except for Sven, who was trapped and mutated by the strange plants in the pond (or by his own evil), so that now he haunts the pond as a swamp troll. He occasionally kidnaps travelers in or near the fens for company and food. Many of his crew have risen as the undead and likewise haunt the pond, but some strange animals still inhabit the pond as well. It is a place that no one has ever discovered and survived to tell the tale. Your party might be following Sven's cold trail, exploring the Salt Fens for other reasons, or seeking a missing traveler.

KEY

- A. Entrance from cave/dungeon level 2. 8 skeletons emerge from the water if the torches on wall are lit.
- B. 6 Giant ants. They can walk on water.
- C. Giant toad. Surprises on 1-3.
- D. Flail snail.
- E. Small treasure



- F. Small treasure concealed in trapped chest.
- G. Any looking into the water here see scores of corpses floating in it.
- H. 7 waterlogged zombies emerge from water after 2 rounds
- I. Debris. Shifts on 1-2 on d6 causing a fall into the water.

- J. Waterlogged dragonship. Lair of Sven the Swamp Troll. Large treasure. Captive.
- K. Small (5') waterfall leading to underground river.
- L. 60' waterfall from the river in the Salt Fens.

The misty pond is a deep sinkhole in the Salt Fens, about 60' below the ground level. From afar it looks like an area of mist, but one can hear the waterfall as it is approached.

A heavy mist rises from the waters, reducing visibility to just 10'. The giant lily pads (20' across, 40' long), logs, ship, and stepping stones all stop the mist so that this is a dungeon with no walls -- only the water and mist block movement and line of sight. The air is unnaturally still and the mist barely dissipates as it rises, creating a room-like effect over the lily pads and a corridor effect over the logs.

The two 'dotted line' circles are stepping stones hidden beneath the water's surface. Treat them as 'secret doors' for finding them. The other stepping stones are 2' to 5' apart -- you can just hop from one to the next, although the mist obscures them a bit. Any given stone has a 1 in 10 chance of being loose and falling away when trod upon (or the DM can just select a few as traps).

The contour lines indicate water depth -- 40' near the falls, just 5' near the ship.

The lily pads each have a bud or flower on the wider end, and these have magical properties.

Roll for each pad's flower: d6: 1-2 closed bud (pollen not active yet, will be in d6 days); 3-5 in bloom; 6 wilted/withered (no pollen). Each lily pad's pollen has unique properties (roll on the chart below or select one, cross them off as you use them). Save to avoid effects. Assassins, alchemists, druids, etc. might harvest 2d4 doses of pollen from a blooming flower. Each dose is worth 100 GP.

1. Poisonous. Disturbing the flower will release a cloud (10x10x10) of pollen. Anyone inhaling the pollen must save or take 2d6 hits and spend d6 rounds sneezing and coughing (-4 to any actions and 1/2 move).
2. Soporific. Coming within 10' causes the flower to release that induces sleep.
3. Hallucinatory (lasts d4 turns)
4. Curative. Cures paralysis or poison, heals 2d6 HP.
5. Gourmet, and nutritious. A mere ounce is equal to a day's rations.
6. Stimulant. Hasted as per spell but jittery (-4 to anything requiring fine manipulation for d4 turns).
7. Aphrodisiac. Fall in love with the next creature you meet.
8. Enlightening. Gain 1 point of Wisdom but save or lose 1 point of Constitution.

Wandering monsters in water.

Check whenever a PC enters the water. Any result but 3 appears 2d6 yards away, under the water, so track the monster's movement secretly until it can strike!

1. Zombies (d4)
2. Giant leech
3. Water plants entangle swimmer's legs
4. Snapping turtle
5. Water snake (poisonous)
6. Aquatic ghoul

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