

## The Bog Hag -- A One-Page Dungeon

An important trade village lies along a river. A few miles away lies the Hagsbog, a forbidding swamp. The villagers generally avoid this maze of vine-choked waterways, algae-covered pools, moss-draped trees, tangled briars, and muddy marshes. Various creatures inhabit the bog, under the thrall of the evil green hag, Mamawaldi.

When the local lord built a keep tower at the swamp's edge to watch over the area, the hag mustered her minions and destroyed the outpost. The PCs have been dispatched to find Mamawaldi and put an end to her.

### Swamp Features

Each hex is a half-mile across. The main channels are 50-100 yards wide and 10-15 ft. deep. The narrows are 10-30 yards wide and 1-10 ft. deep. Sinkholes are common, so a long pole to probe ahead is recommended when wading across shallow channels.

On the water, a rowboat or barge can cross two hexes (one mile) per hour. On land, the PCs must contend with thick mud, dense foliage, and thorny brambles. At best, a well-equipped party can manage one marshy hex per hour. Flooded forest and hilly hexes take two hours to cross.

### Encounter Areas

**A -- Keep Ruins:** The stone and timber tower is mostly rubble now, but the area is infested with zombi soldiers (each carries 3d3 coins). A decrepit pole barge is found at the water's edge.

**B -- Hungry Hippos:** Giant marsh pigs wallow in the muddy banks here. They are comical-looking but mean, and may bum-rush any boats that get too close.

**C -- Ogre's Plash:** A filthy ogre called Stumpfist lives here in a pool of fetid muck. Stuffed in a hollow tree nearby is a sack with 50 coins, a bear skull worth 5 coins, and a +1 dagger.

**D -- Thorn Sprites:** These annoying plant elementals hide in the trees and fling their arrow-like quills at passers-by. They hate the bog hag, but can't resist her beguiling spells. Their queen is Yalay, a wood nymph who dwells in a hidden faerie mound north of the channel. If the PCs befriend her, she gives them a potion that makes them immune to Mamawaldi's poisons for one hour.

**E -- Weeping Cave:** Emereldaz, a distraught young-adult green dragon, sulks in a cave at the forest's edge. Her sobs fill the area with wandering clouds of poison gas. Someone has stolen her first egg and she doesn't know what to do. She suspects the human villagers, and is considering destroying them. She is not particularly evil, but happily eats back-talkers and wisecracs. She will give a magnificent treasure to those who return her egg.

**F -- Snapping Jaws of Doom:** A gigantic alligator roams this area, patrolling the waterways or sunning on the shore. If encountered on the water, there is a 50% chance it tries to capsize the boat and eat whatever falls in. If gravely wounded, it retreats under a log at the bottom of the main pool. Scattered there are bones and treasure: 150 coins, chain mail, a long sword, a +1 shield, and a scroll of protection vs. evil. These are the remains of a comrade of the druid at area I.

**G -- Fire Fen:** The ground here is spongy and the air smells of sulfur. Walking through this area can occasionally trigger explosive gouts of flame. In the center of the fen stands a rune-carved stone, half-sunk in the mud. Disturbing the stone summons a vengeful fire elemental.

### Random Encounters

Roll once per hour (1-in-6 chance):

- 1) Mamawaldi herself! (she retreats at 20% HP loss)
- 2) Undead: zombies (70%); ghouls (20%); or both (10%)
- 3) Swamp goblins (on foot or in canoes with bows)
- 4) Giant snake, viper or constrictor (50/50)
- 5) Lizard-men or bullwugs (50/50)
- 6) Ravenous alligators
- 7) Giant swamp rats
- 8) Giant marsh pigs
- 9) Flock of stirges
- 10) Giant toads

### Random Hazards

Roll once per hex (1-in-6 chance):

- 1) Pool of quicksand
- 2) Sinkhole (as pit trap)
- 3) Poison gas cloud (green dragon)
- 4) Vermin swarm (rat, bat, or bug)
- 5) Thick brush (1d3 hours to hack through)
- 6) Lost (travel 1d3 hexes in random direction)
- 7) Goblin trap: spiked pit, poison spear, or snare
- 8) Mamawaldi's spell: Entangling Vines (lose 1 hour of travel), Dancing Lights (lure PCs to an automatic encounter), or Curse

**H -- Swamp Thingy:** These muddy shallows are the lair of a large shambling mound that attacks any boats moving by. It will also emerge to attack those walking on the shore. Visible just below the shallow water's surface in the middle is a drowned dwarf wearing dwarven mail, with a +1 axe, 250 coins, and 5 gems. He is a dead comrade of the elf druid at area I.

**I -- Spider Rest:** Giant spiders and their bloated matriarch infest this web-filled grove. An elf druid named Selwyn is webbed up here. She was part of an adventuring group that got separated during a nighttime ambush. Too weak to accompany the PCs, she tells them the general location of Mamawaldi's hut. Before returning to the village, she gives them a magic bracelet of nature resistance to help in their fight against the hag. If the PCs tell her the location of any of her dead comrades, she also gives them 100 coins.

**J -- Curious Mound:** Just offshore is a mound of mud and logs, an obvious construction with no visible entrance (it's below water). It is home to a tribe of lizard-men who live primitively and have no loot. They quarrel with the bullwugs across the lake, and are agitated because their revered shaman, Bisha, has gone missing. They believe he was captured by the bullwugs. Hidden deep within the mound is a green dragon's egg, which the lizard-men will give to the PCs if they find and rescue their shaman.

**K -- Frog Marsh:** A group of bullwugs live in crude huts hidden in the reeds on this isle. The frog-men are primitive and have no loot. They fight with the lizard-men for dominion of the lake, particularly over their favorite food source, the giant spiders (area I). Their leader, Blorp, is under Mamawaldi's magical control.



**L -- Rickety Village:** A clan of wretched swamp goblins who fearfully serve Mamawaldi lives here in a cluster of stilted shacks. A number of small canoes are beached on the muddy shore. Each goblin has 1d6 coins, and some have smeared their crude weapons with the hag's poison. Their leader, Ratbreath, is cowardly but vicious; he uses a dagger and a barbed whip. Per the hag's orders, the goblins will try to capture interlopers.

**M -- Mamawaldi's Hut:** At the end of this dreary channel is the green hag's gloomy dwelling. The area surrounding the mud and straw hut is protected by swamp goblins and goblin zombies, a pair of ghouls, and several enthralled thorn sprites.

Mamawaldi is a hideous, shriveled old crone with matted and twisted hair. She is murderously insane and full of malevolent fury. She revels in torturing her victims, however, so there might be time to rescue a captured PC. In addition to her spells of evil and nature, she has a +1 earring of protection and a wand of polymorph: frog.

Among the many bones inside her hut is a large trapped chest (500 coins, a gem of healing with (6) charges, and a sending stone keyed to her spy in the trade village) and her magic cauldron, which creates 1 dram of poison each day (1d4: 1 = sleep (purple); 2 = damage (red); 3 = sickness (green); or 4 = paralysis (yellow)). Her hostage, the lizard man shaman, is kept paralyzed in a cage.

The hag's special zombi powder does 1d6 damage for 3 rounds if touched or inhaled. It kills instantly if consumed, but its foul odor is easy to detect. Anyone who dies from it rises in 1d4 days as a zombi (80%) or ghoul (20%) under her control.