

A Hexcrawl Adventure
For Use with the **BLOOD & BRONZE** Game System

ACROSS the WHITE MARSH



NYGARD • RASTON • HOWE • OLSSON

ACROSS the WHITE MARSH

A Hex Crawl Adventure
For Use with Blood & Bronze
And Other Fantasy Games of High Adventure

Adventure design
Olav NYGÅRD

Artwork
Michael RASTON (2016) • Interior
Cecil HOWE (2016) • Map
Wera OLSSON (2017) • Cover
(c) each artist, respectively. Used herein under license

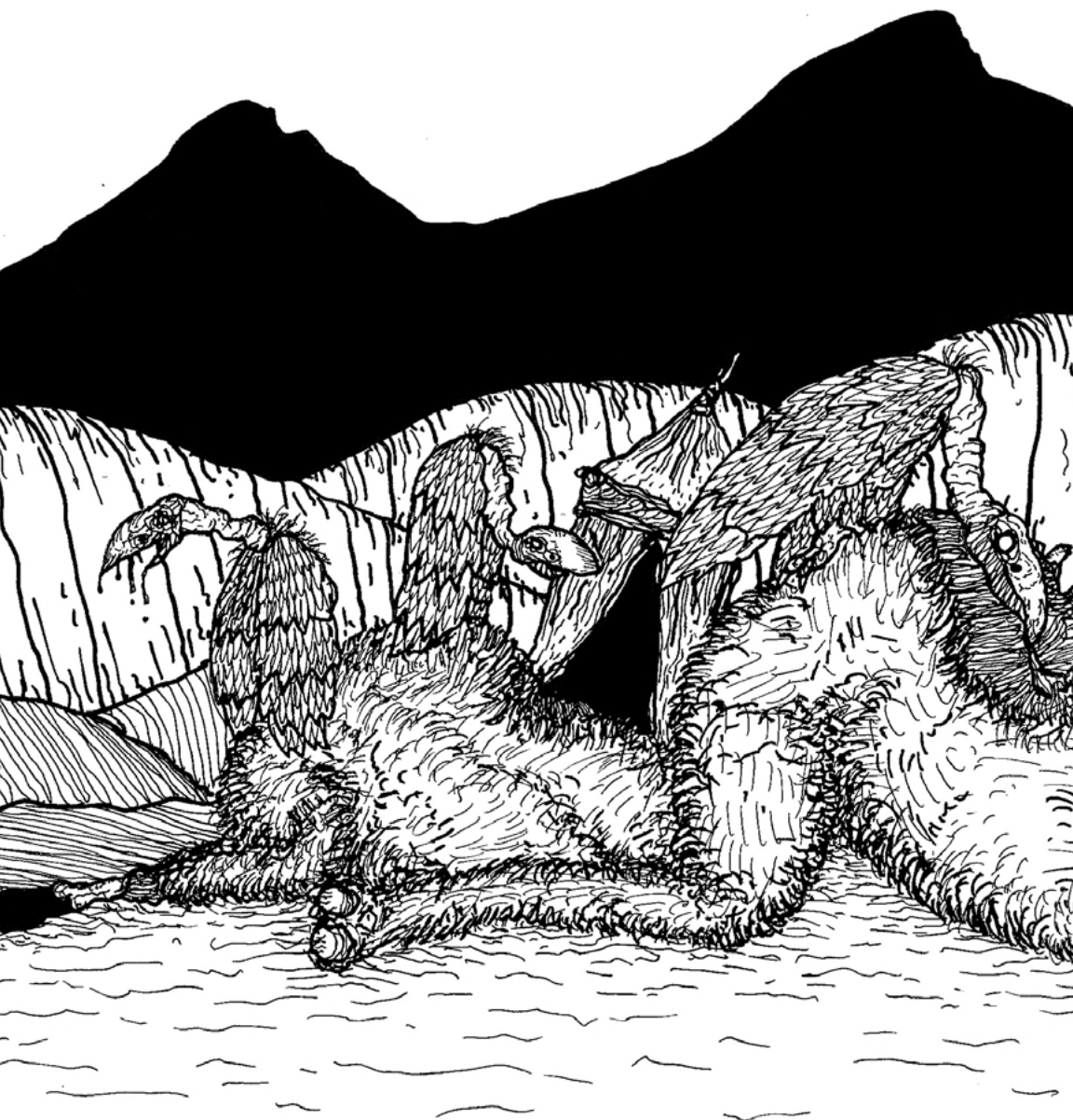
With
Johan NORDINGE • Jocke ANDERSSON
Gustaf BROWALL • Michael BERGAMOTTE
Christoffer LINDAHL

Editing
Sándor GEBEI

Thanks to
Andreas LUNDMARK
Mats BURHAMMAR

Revision 2017-07-13
www.bloodandbronze.com





Chapter I ~
INTRODUCTION



INTRODUCTION

The White Marsh is a great waste of caustic sludge. From a distance it looks like a wintery swamp, but it is arid and hot instead of wet and cold. In the summer months, the rapid evaporation causes the pale mire to coagulate into an ice-like crust of saline crystals, thick enough to carry the weight of an army. The marsh is corrosive and houses nothing but horrors, so travelers avoid it at all costs. Still, a caravan has gone missing, its tracks disappearing into the dreaded waste. No-one knows what madness or desperation led it there, but reasons matter little—what does is that its cargo was valuable beyond comparison.

And so it happened that the adventurers set out to retrieve the precious load, for their own enrichment or for a greater cause. The sun set, and it rose, and it was the first day of their journey.

The Mission

The adventurers are tasked with recovering the cargo of a small caravan that disappeared during a sandstorm. The caravan was carrying ransom to Ashur from Sippar, but for unknown reasons ventured out into the White Marsh where it disappeared. It is but a matter of time before someone else will venture out to salvage the wealth; the adventurers' only advantages are their speed and their willingness to recklessly travel where others are reluctant to.

Rumors

All adventurers start with a random rumor from the table opposite. Courtesans get two, as do characters native to neighboring Dur Kuri-galzu. No rumor is fully accurate, but most contain some element of truth.

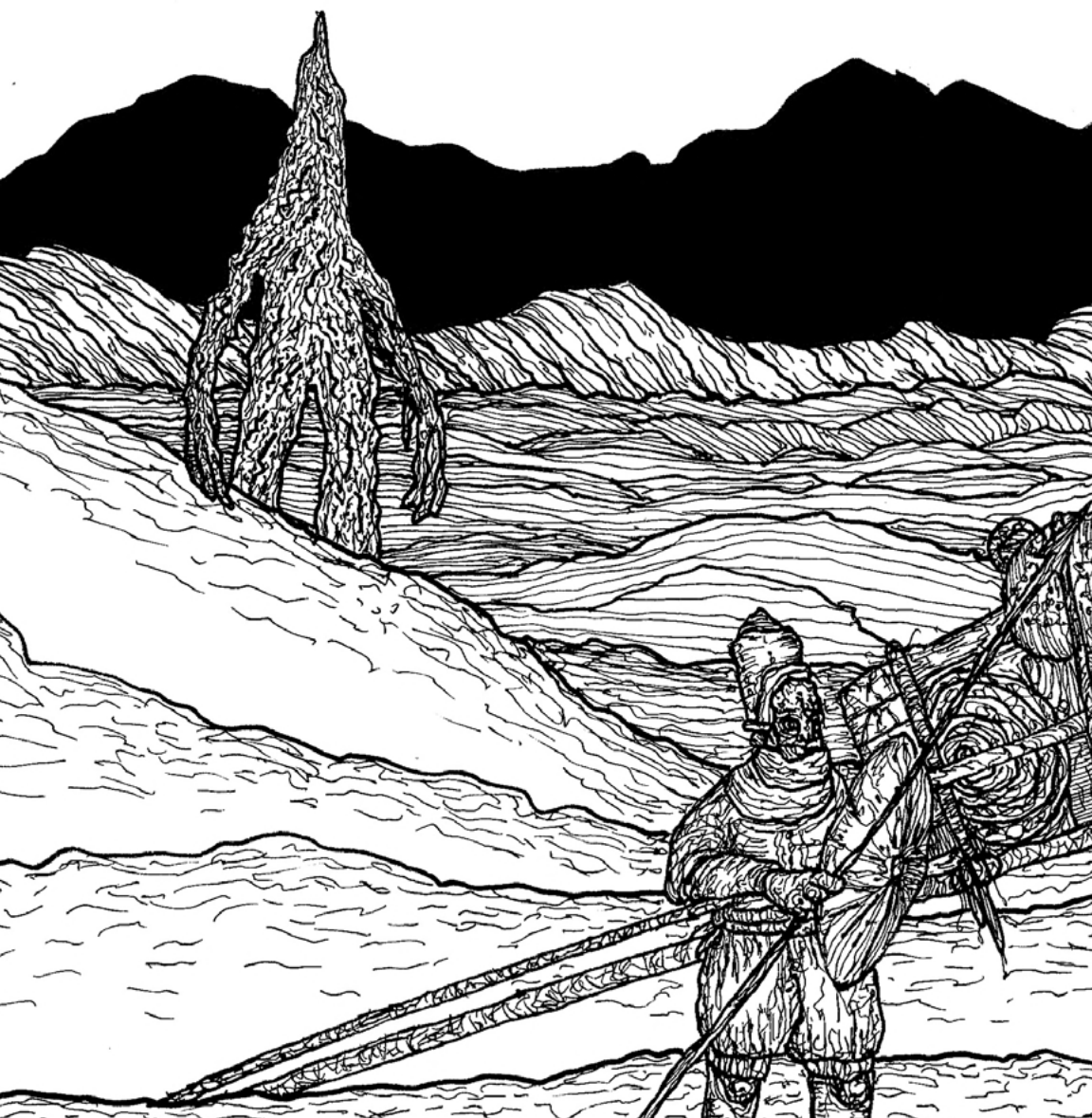
If the adventurers acquire more accurate intel, you can roll a thirty-sided die and add fifteen to randomly choose a page in this booklet and use the entry or entries there as its basis.

Contents

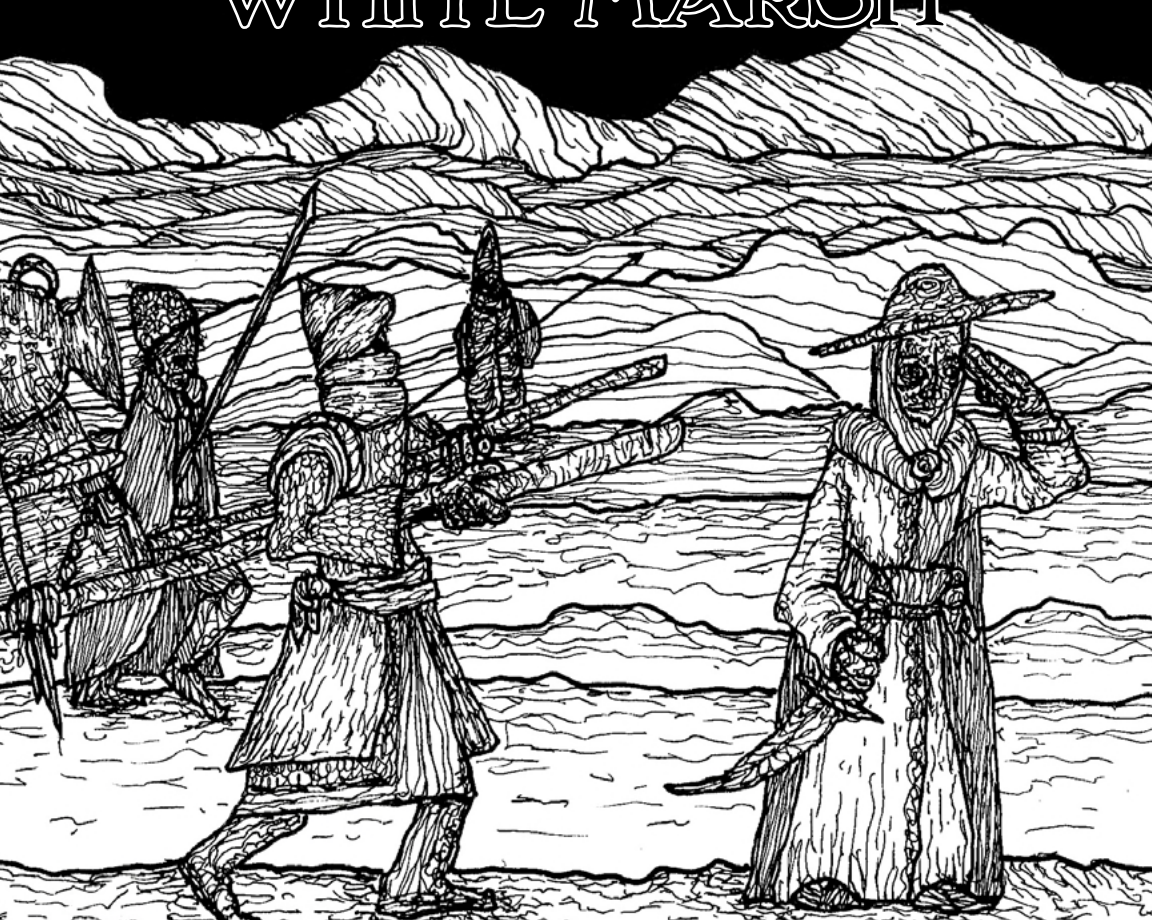
HEXMAP OF THE WHITE MARSH	2
INTRODUCTION	6
The Mission	6
Rumors	6
TRAVERSING THE WHITE MARSH	10
Day	10
Options for Each Watch	10
Getting Lost	10
Night	11
Recovery	11
Events	11
Misfortunes	12
Search table	13
CHANCE ENCOUNTERS	16
1. The Guide	16
2. The Captain	16
3. The Conspiracy	17
4. Raiders	17
5. The Witch of the Waste	18
6. Salt Hounds	18
7. The Necromancer	18
8. Šurun-nin (Lord-roach)	19
9. Munúgal	19
10. Giant Eagle	19
Witcheries	20
Covenant of the Witch	21
HEX LEGEND	24
01	24
02	25
03	26
04	29
05	31
06	32
07	34
08	36
09	38
10	40
11	42
12	43
13	44
14	45
BLANK HEXMAP	46
OWN NOTES	48

RUMOR

- 1 A dragon died here in a primordial age. Its blood ruined the land and made it what it is today, a corrosive hell where nothing good can live.
- 2 The Marsh is only lifeless on the surface. Hidden below the saline crust is a thriving civilization, but its people look nothing like people on the surface.
- 3 There is a bandit-town in the south-west part of the Marsh where the inhabitants wear no clothes but only gold and stolen gems.
- 4 The salt golems are made of bone salt. Each contains a lost sorcery, and if you learn its name, the golem will be loyal to you until death.
- 5 There is a city of jade at the heart of the Marsh. It is the lost homeland of the Akkadians.
- 6 The caravan got lost through incompetence: the captain's only merit was an influential father, and even that is contested as they look nothing alike.
- 7 A witch lives in the outskirts of the Marsh. All creatures in it serve her, while she in turn serve a weeping statue possessed by demons.
- 8 The salt golems will drain your life, like salt draws moist from cloth.
- 9 On a lone hill lives a great eagle, wiser and kinder than any other creature.
- 10 The Crimson Mage of Dur Kurigalzu pays handsomely for any secrets stolen from the Witch of the Waste.
- 11 The Merchant houses of Sippar pay handsomely for the heads of the bandit-chiefs hiding somewhere in the Marsh.
- 12 The caravan got lost through treachery. Their guide was a scoundrel from Dur Kurigalzu, and nothing good has ever walked out of its gates.
- 13 The caravan got lost through the machinations of the Witch of the Waste; nothing happens in the Marsh without her consent.
- 14 The caravan carried ransom to the Akkadian God Emperor; if it doesn't reach him, the Akkadians will go to war.
- 15 The Marsh has always been a wasteland without gods, where no-one except Tiamat will hear your pleas.
- 16 Somewhere in the Marsh is a large boulder, translucent like crystal. It grants far-sight to anyone watching the sun set through it.
- 17 There is a species of beetle in the Marsh: if it stings you, its poison will turn you into a beetle-man in a fortnight.
- 18 A necromancer from Borsippa has moved into the Marsh. He lives there to perform heinous experiments in the hopes of resurrecting an ancient monster.
- 19 There are innumerable tombs in the Marsh, remnants of a society of sorcerers.
- 20 A gargantuan creature lives under the Marsh. It secretes the salt as a cocoon.



Chapter II 
TRAVERSING the
WHITE MARSH



TRAVERSING THE WHITE MARSH

When the adventurers are traversing the White Marsh, divide their days into three watches: morning, midday and evening. Nights may be divided similarly, but the marsh is near impossible to navigate after sundown, which severely limits the range of actions that can be attempted during the marsh nights.

Day

Tell the players what hexagon their characters are in (unless lost), and what **landmarks** they see in adjacent hexagons. Some landmarks have a percentage score. This is the chance of spotting them from an adjacent hexagon. Roll a percentile die to determine if the landmark is currently visible or not. When in doubt, it is always better to give too much information rather than too little.

Tell the players the time—morning, midday or evening. If it is morning, roll on the event chart (p. 11) to see if any special conditions apply.

Remind them that they must find solid ground before nightfall or risk a terrible fate, and ask what their characters do during the coming watch. Generally, players have three options: to travel, to search or to bivouac (see opposite).

Consult hexagon keys or charts as appropriate and play out what happens, adding or modifying as you see fit and based on previous events.

Once the encounters or events have played out, allow the players a moment to update their map and repeat the procedure until night falls.

A blank hexagon map is provided at the end of this booklet for your players' perusal.

Options for Each Watch

During each watch of the day, the players can choose one of the following.

TRAVEL

Travel one hexagon in any direction, encountering anything outlined in the primary entry. If the key contains a secondary entry, this is not encountered. Primary and secondary encounters are separated by a roman two (II).

SEARCH

Search a hexagon. The adventurers may split their band in any number of smaller groups. Each unit then rolls on the search table (p. 13) to determine what they find. If the hexagon contains a secondary entry, anything in it will be found by one of the groups instead of whatever they rolled on the search table.

REST OR BIVOUCAC

Rest/Bivouac. Sometimes, it might be wiser to halt and make camp early. When bivouacking, the group stays put and can rest, repair broken equipment, set up ambushes, hide, make camp or any other such thing. The adventurers are always assumed to make camp during nights unless the players explicitly state otherwise.

Getting Lost

Characters can become lost due to misfortunes or other events. If the characters are lost, you begin each new watch without enclosing their location until the adventurers have regained their bearings by returning to a known landmark or similar.

Night

Unless the players state otherwise, characters are assumed to rest during the night if possible.

Regardless of what they do during the day, the adventurers must make sure to end the evening watch on **solid ground**. Some hexagons—marked (S)—contain obvious solid ground, others must be searched to reveal their small patches of bedrock, while still others have none. For characters not on solid ground when night falls, the following rules apply:

- a) they cannot rest,
- b) they must instead move one hexagon in a randomly determined direction, becoming lost,
- c) they must roll on the misfortune table,
- d) they encounter any primary encounters in the new hexagon, granting surprise if applicable; and
- e) must continue in similar fashion until arriving in a new hexagon where solid ground is found in the primary encounter or until three rounds have passed and morning comes.

Recovery

Except for in a few hexagons, the White Marsh contains neither drinkable water nor edible plants or quarry. This means that the adventurers cannot forage, but must carry provisions with them or go starving. Starving characters cannot recover lost endurance.

Events

At the beginning of each day, the referee should check for special events by rolling a twenty-sided die and consulting the chart below.

1 Overcast day. The ground fails to coagulate fully. Travel becomes dangerous and taxing. Each hexagon, the party must test Vigor and score at least one success per character or suffer misfortunes.

2 The thick layers of crystalline salt that cover the mire gradually turn to an alkaline ooze. Wading through the ooze causes 1d6 dmg each watch, half in hexagons marked as containing solid ground (S).

3 Cold day. The marsh fails to coagulate; travel is impossible unless in hexagons marked as containing solid ground (S), and even then the party suffers 1d4 dmg per watch.

4 Corrosion. Equipment gets damaged from the inhospitable environment. One randomly determined item per character is damaged. Check Craft, on a hit you are able to mend it; on a miss it is beyond repair.

5 Dust-storm. Everything tastes salt and bitter. Party must test Senses or get lost.

6 Intense heat. The swamp stays solid well into the night. This day has four watches, instead of the regular three.

7 Nightly encounter. Roll on the chance encounter chart to determine who or what is encountered.

8 Daytime encounter. Roll on the chance encounter chart to determine who or what is encountered.

9 Lost. Test Lore. Unless the group scores a total of one or more successes per PC, the group gets lost and ends up in a randomly determined hexagon when traveling.

10⁺ Nothing.

Misfortunes

When characters suffer traveling misfortunes, roll a twenty-sided die on the chart below.

1 Quicksalt. The adventurer is caught in quicksand-like sludge and starts sinking.

2 Blisters. As the skin becomes damaged, salt grinds into the wounds causing terrible pain. Check Lore or act last in each round until recovered (7+) due to the pain.

3 Blindness. Miles upon miles of contrastless land causes your eyesight to fail. Until your next extended rest, you are blind.

4 Damaged equipment. One piece of your equipment is severely damaged due to the wear and tear of the journey. Roll to determine which, and check Craft: on a hit you might be able to mend it, otherwise not.

5 Dropped thing. The smallest item you carry falls out of your pack at an inopportune moment. Check Senses: on a hit you immediately notice, on a miss you must spend an entire watch searching to retrieve it.

6 Hole. The ground seemed solid, where it was in fact only an inch of crust over a deep hole or similar. A character failing her Senses save falls in, suffering 1d3 damage per round until she escapes.

7 Lacerations. The salty crust breaks under your weight, forming crystalline shards that cuts deep into your legs or arms. Suffer 1d4 damage (no armor).

8 Followed. Someone or something has picked up the adventurer's tracks. Roll on the chance encounter chart to determine what it is, and how it reacts.

9 Sun-sickness/dehydration. The adventurer must check Might: on a miss she is beset by nausea and must roll twice and choose the worst outcome for all checks and saving throws, until spending a full day indoors or underground.

10 Land urchins. The adventurer finds herself in the midst of a colony of large Land urchins. The tar-black creatures are extremely slow, but their stingers are poisonous and shoot out like spears (dmg 1d6, poison +1d6 ongoing, recovers on 6+; Senses saves).

11 Noxious gas. The swamp bubbles constantly with a noxious gas. The character must check Might or suffer 1d6 fatigue.

12 Poison gas. The swamp bubbles constantly with a poisonous gas. The character suffers 3d6 fatigue (Might saves for half).

13 Sickness. The toxic and inhospitable land is gradually draining the character of her powers. Check Might. On a miss the adventurer is beset by nausea and suffers a negative re-roll on all tests until recovered (7+).

14 Mishap. A sprained ankle, broken rib, or larger abrasion slows the party down. A character failing her Vigor save is affected, and must rest at least one watch each day until recovered (7+).

15 Lost. The character gets lost and ends up in a randomly determined hexagon instead of the one she was aiming for.

16 Swarming pests. The PC suffers a 1-in-6 chance of contracting disease.

17 Caustic sludge. Check Senses or plunge into the sludge for 1d4 damage. This damage recovers at half the normal rate.

18 Corrosive sludge. Check Senses or plunge into the sludge for 1d6 damage. This damage recovers at half the normal rate.

19 Red viper nest. You stepped into the nest of recently-hatched vipers, fiercely hungry and carrying deadly poison.

RED VIPER HATCHLINGS (4d4): pwr 1, save 8, end 6. Bite (dmg 1d4; poison +2 ongoing, recovers on 6+).

20 Double misfortune. Roll twice and combine.

Search table

Each group spending a watch searching a hexagon roll once on the table below. Results affect everyone in the search group.

1 Ambush. Roll on the encounter chart; the encounter spots the PCs before they do and can act with surprise.

2 Chance encounter. Roll on the encounter chart.

3 A small treasure. A small treasure or token from the civilization that lived here in a more hospitable era, worth 1d20 shekels.

4 Fresh water. A wellspring or small pond of fresh water.

5 Drinkable Water. A wellspring or small pond of drinkable but unpleasant-tasting water, enough for 1d6 rations.

6 Plant. An edible plant or similar foodstuff, enough for 1d4 rations.

7 Greater plant. An edible plant or similar foodstuff, enough for 1d6 rations.

8-12 Solid ground. The adventurers find an area of solid ground, large enough to camp safely should they wish.

13 Difficult terrain. All characters in the group searching this area must test Vigor. Unless the total amount of successes equals or exceeds the number of characters, all who failed to roll a success must roll on the misfortune chart.

14 Extremely difficult terrain. All characters in the group searching this area must test Vigor with a negative re-roll. Unless the total amount of successes equals or exceeds the number of characters, all who failed must roll on the misfortune chart.

15 Noxious gas. The swamp bubbles constantly with a noxious gas. All characters must check Might or suffer 1d6 fatigue.

16 Treacherous ground. Check Senses or plunge into the caustic sludge, suffering 1d4 corrosion dmg. This damage recovers at half the normal rate.

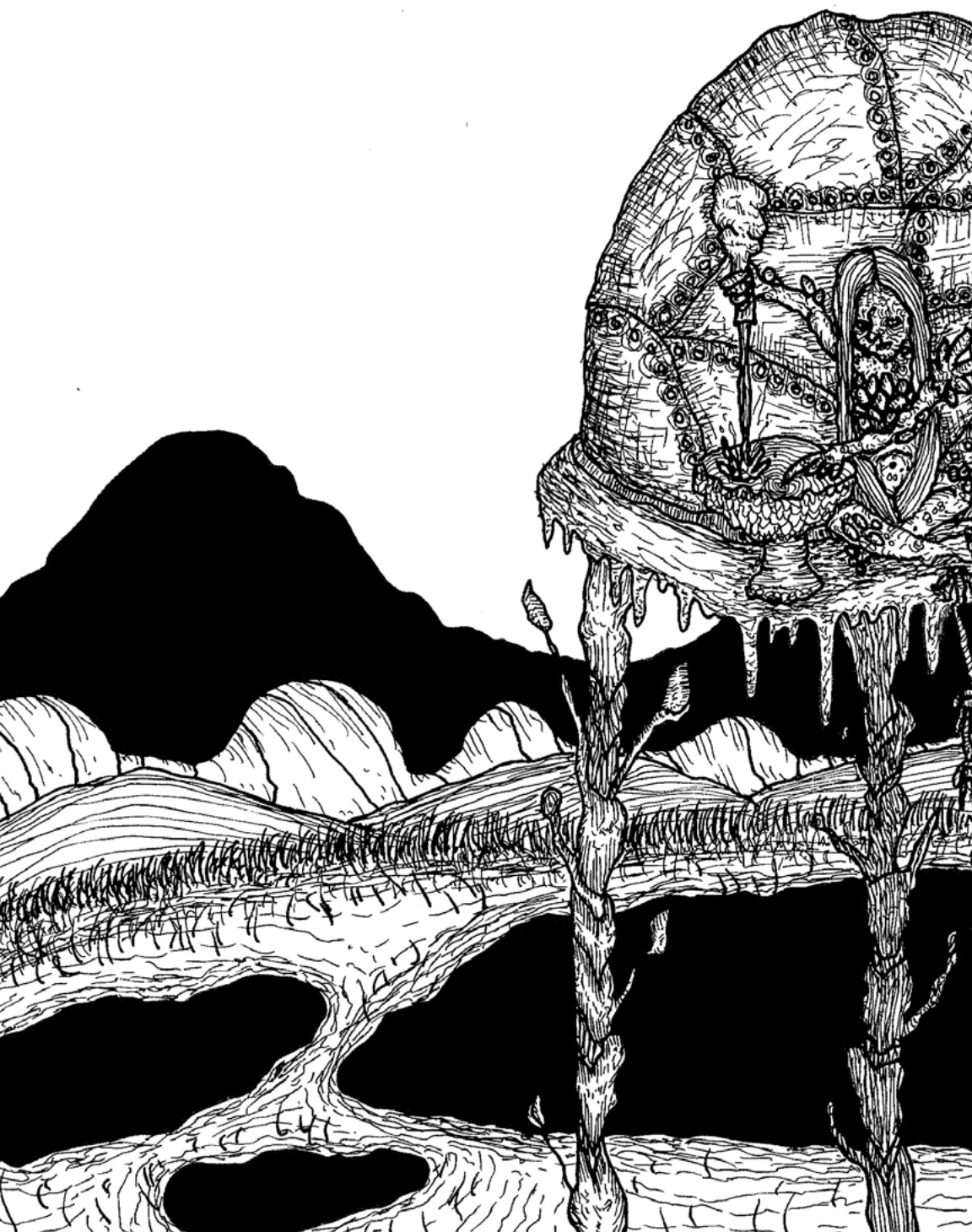
17 Treacherous ground. Check Senses or plunge into the caustic sludge, suffering 1d6 corrosion dmg. This damage recovers at half the normal rate.

18 Trap. A faintly yellow stone marks a pit trap, otherwise cunningly concealed. 1d4 dmg (Senses saves). 1-in-4 chance of having soiled spikes at its bottom that tell both of expert craftsmanship and bottomless hatred, in which case it does 1d6 dmg instead and has a 1-in-4 chance of causing infection to anyone wounded by it. This infection causes 1d4 fatigue per day until dead or cured by a recovery roll of 7 or more.

Starting with the second time this result is rolled, there is a cumulative 1-in-6 chance that the trap is already sprung—roll on the encounter chart to see who sprung it and adjudicate the outcome. Once this happens, the counter is reset to a 1-in-6 chance.

19 Cursed land. It produces the headache and crawling skin of an approaching thunderstorm in all who traverse it. The characters recover nothing when resting for the following day and night.

20 Eventful day. Roll again and combine it with a misfortune, affecting everyone in the searching group.





Chapter III ~
CHANCE
ENCOUNTERS

CHANCE ENCOUNTERS

Normally a desolate place home only to demons and the desperate few who are welcome nowhere else, the White Marsh is briefly experiencing a surge of activity due to the lure of gold from the lost caravan. When the adventurers have a chance encounter, roll 1d10 and consult the corresponding entry. Should the party revisit the marsh at a later occasion, the referee should ignore all adventure-specific entries and instead treat them as "nothing encountered." This also applies to creatures and characters that the adventurers have defeated.

1. The Guide

A ragged man, severely wounded but too mad to die, staggers across the marsh as a revenant. Employed as guide for a caravan, he was left for dead as its leader betrayed them and made off with the precious cargo. Consumed by desire for vengeance, the Guide employs his expert skills to navigate the wilderness to hunt down his nemesis. See also 1004.

ESHRI, THE GUIDE: pwr 4, save 14, end 20. His wounded body is covered in blood and dirty bandages. Wearing an amulet found in the salt and armed with a spear made of bones (dmg 1d10; wt 3).

AMULET OF VENGEANCE: A corroded amulet, bearing the sign of a dragon. Its bearer has a 50% chance of not dying when reduced to 0 endurance, recovering instead at a rate of 1d6 per day.

Starting with the second time this result is rolled, there is a cumulative 1-in-6 chance that the guide has caught up with one of the other NPCs—roll 1d6 on the encounter chart again to determine whom and adjudicate the outcome (substituting The Necromancer for this entry). Once this happens, this counter is reset to a 1-in-6 chance.

2. The Captain

Four persons towing travois across the colorless dust. On the stretchers are food for several days, water, a tent and two spherical urns of fine pottery, sealed with lead and beeswax to prevent theft. A fifth man is leading the group, scouting ahead and helping the others to carry their precious cargo across rough areas or when the travois get stuck. This man is a soldier of some renown, a son of a lesser noble and a traitor. Tasked with leading a convoy carrying ransom to Ashur, he lured them into the marsh under false pretenses in hope they would meet their doom swiftly so that the treasures could easily be salvaged. However, their guide continued to find safe passage through the treacherous land and the captain grew increasingly desperate as he found himself farther from safety and less in control with each hour. When the guide's luck eventually ran out, the caravan was days' travel into the marsh and the captain was as lost as the people he had duped. Currently, he is trying to save his life and some riches out from the wasteland's grip. See also 0806.

THE FOUR PORTERS: pwr 2, save 6, end 12. Wearing corroded metal harnesses (armor 4) and armed with axes and spears (dmg 1d8). Part of the original conspiracy, but increasingly disgruntled and desperate that so few have survived.

ILLIM AWAL, THE CAPTAIN: pwr 4, save 10, end 30. Wearing dull bronze (armor 8) and armed with a shield (def 3) and several spears (dmg 1d8).

Starting with the second time this result is rolled, there is a cumulative 1-in-6 chance that the captain has caught up with one of the other NPCs—roll 1d6 on the encounter chart again to determine whom and adjudicate the outcome (substituting The Necromancer for this entry). Once this happens, this counter is reset to a 1-in-6 chance.

3. The Conspiracy

A group of seasoned soldiers seeking their captain (0806) and the riches he was to deliver to them. They will not risk battle unless short of other options or at a great advantage.

YAAL-HAMBA, THE HALF-MAN: pwr 5, save 8, end 32. Said to be a giant's offspring. Fighting with a metal-capped club (dmg 1d8; bludgeon 1d12; wt 7) or an enormous bow made of bone (dmg 1d12; reach 3; wt 8; 10 arrows; 180 s).

ZAMBORA: pwr 4, save 12, end 16. Wearing a thick bronze harness dyed gray to not reflect the sun (armor 6), armed with one axe in each hand (dmg 1d8; expert fighter: roll dmg twice and choose best).

LIANNA: pwr 4, save 14, end 16. Clad in a layered leather harness (armor 2+2) and wielding a large mace (dmg 1d10; bludgeon 1d8; wt 5).

GULUM BEM: pwr 3, save 12, end 18. Wearing dark metal armor (armor 8) and fighting with a cruel pike (dmg 1d10; 2-handed; piercing +4; first strike: may always strike first when engaging an enemy).

BOOKA, HIS SHIELD-BEARER: pwr 3, save 16, end 16. Wearing dark leather armor (armor 2) and carrying an enormous shield of metal and stone (def 8; wt 8; 100 s) that he protects his master with.

•

Starting with the second time this result is rolled, there is a cumulative 1-in-6 chance that the conspiracy has caught up with one of the other NPCs—roll 1d6 on the encounter chart again to determine whom and adjudicate the outcome (substituting The Necromancer for this entry). Once this happens, this counter is reset to a 1-in-6 chance.

4. Raiders

A small band of raiders, operating from a village hidden in the barren waste (0305). The raiders have made the White Marsh their home, to escape persecution from the deputies hunting them (0801, 0407) for the many wrongs they have done.

RAIDERS (1d4+1): pwr 3, save 8, end 12.

Dressed in slender tunics in dirt-gray, white or pink, their arms and legs wound with thick layers of cloth, and fighting with spears or curved axes (dmg 1d8).

There is a 1-in-10 chance that the raiders are joined by one of their commanders.

YAWAAN: pwr 4, save 10, end 15. Thin and mealy but of tremendous intellect, wielding a pink copper blade made by masters in Bad Tibbara (dmg 1d12; wt 2; 150 s).

•

Starting with the second time this result is rolled, there is a cumulative 1-in-6 chance that the raiders have caught up with one of the other NPCs—roll 1d6 on the encounter chart again to determine whom and adjudicate the outcome (substituting The Necromancer for this entry). Once this happens, this counter is reset to a 1-in-6 chance.

5. The Witch of the Waste

The strongest character in the party must check Senses: on a miss a witch has climbed unnoticed onto her back and is now sitting there like an invisible backpack; on a hit the character spots the old crone wandering through the marsh with great effort. A character carrying the witch suffers a negative re-roll on all Vigor actions. The witch eats a ration from the adventurers' pack each day, but all recovery rolls receive a +2 bonus. Each dawn, the character may make a new Senses save to spot the witch.

MADRA AYEM: pwr 3/3 (+Lore –Senses), save 18, end 20. Thin as a wisp in a salt-white robe and stilted boots, armed with a spear (dmg 1d8; wt 2). Knows all Witcheries (see p. 20). Carries six doses of bone powder.

6. Salt Hounds

A small pack of mangy hounds. 50% chance of being spies for the Witch of the Waste. Her scryer's mark is branded onto them, a small orange dot against their pale fur. Loyal to their master, they are still but dogs and react as such to both treats and threats.

SALT HOUNDS (1D4+1): pwr 1, save 4, end 6. Teeth and claws (dmg 1d6; 1-in-10 chance of causing infection or disease).

•

Starting with the second time this result is rolled, there is a cumulative 1-in-6 chance that the hounds have caught up with one of the other NPCs—roll 1d6 on the encounter chart again to determine whom and adjudicate the outcome (substituting The Necromancer for this entry). Once this happens, this counter is reset to a 1-in-6 chance.

7. The Necromancer

A necromancer of nondescript origins, in the White Marsh to perform a heinous ritual with the roach-people in hope of formidable powers.

In his keep in the jade city (0705) the Necromancer has a fractured stone table containing a spell with the power to resurrect a god, which he is furiously experimenting to repair.

Will reward the adventurers richly if they bring him one of the lost glyphs from the Black Pyramid, though he himself does not yet know its location.

NUM SAHARRA: pwr 6 (+Lore –Vigor), save 17, end 42. Draped in striped saffron garbs of demon silk (armor 8; wt 3; 50% retrievable) and wielding a brass crescent axe (dmg 2d8; 2 handed; wt 6; 150 s). Knows 1d6 lotus spells and an equal amount of sorcery.

Carries two glass flasks of distilled scent that attracts 2d4 šurun-nin if broken (see opposite for stats).

•

If the adventurers decline the Necromancer's request to seek the Glyph in his stead, he will spy upon them and arrive in 0404 within minutes after they find the structure to claim what is his by virtue of might.

8. Šurun-nin (Lord-roach)

Beetle-like creatures with wasp wings, living like cockroaches in the jade city (0705). They crawl and climb at great speeds on all six legs or fly in the erratic patters of insects, but can also walk upright while using tools in the crooked ends of their upper legs with wings flapping furiously to balance their gait.

ŠURUN-NIN (1D6): pwr 4, save 12, end 30.

Wasp-wings and naked beetle-like bodies (armor 10), armed with adzes of otherworldly design (dmg 1d8; piercing +2). 2-in-6 chance of acid stingers or maws (dmg 1d6; +1d4 ongoing). When reduced to zero endurance, šurun-nin explode in a spray of black or green fluids covering everyone in their zone (Vigor evades). The goo has a 10% chance of attracting 1d4 new šurun-nin each hour unless thoroughly washed away. In addition, these fluids deal acid damage as above in specimens capable of such attacks.

9. Munúgal

A salt golem, formed from the crystallized dead of an historic cataclysm. Inside each is a pinkish crystal of bone salt, keeping them alive. If the munúgal is killed by force, there is a 5-in-6 chance that this crystal is shattered, releasing the spirits raving inside. If retrieved intact, a sorcerer can ingest this crystal to temporarily boost her power, casting magic as twice her rank and rolling eight-sided dice instead of six-sided when testing one randomly determined skill. This effect wears off the next time the sorcerer sleeps. Non-sorcerers that ingest the crystal gain the latter benefit, but must roll for bone salt effects as usual.

MUNÚGAL (1D3): pwr 3, save 16, end 20.

Withering touch (dmg 1d6. For each success, target must check Lore: on a hit her character withstands the attack; if not, she loses 1 endurance permanently).

10. Giant Eagle

An eagle of giant proportion and dull mind, hunting from its nest in 0709. The eagle's feet are human, and it knows human tongues, but the toxic vapors from the mire has since long ruined its faculties of thought, making it an unpleasant conversation partner.

Despite this, it knows the location of most landmarks and can tell many things of the Marsh if properly addressed and approached with bribes.

GIANT EAGLE: pwr 5, save 2, end 55. Spear-like talons (dmg 1d10).

Witcheries

Witcheries are the sorcerous powers of the Witch of the Waste. Just as with normal sorceries, casting them requires bone salt.

Characters entering the Covenant of the Witch to learn her secrets (opposite) choose from the list below when gaining ranks.

WITCHERIES

WITCH-EYE: The Witch cuts out her left eye, turning it to a pebble, and tests Lore. For each 5+, the Witch can activate the pebble-eye to see through it for a period of time equal to that spent in preparations.

As long as there is still magic in the pebble-eye, the Witch retains a rudimentary phantom sense of where it currently is. If the pebble is put back in the empty socket, it once again turns to an eye and regains normal sight overnight.

WITCH-HAND: The Witch cuts off her left hand, breathing life into it, and tests Lore. On a 5+, the cut-off hand can operate separately from the Witch as a pwr 1 creature that is fully under the Witch's control. For each additional 5+, the witch-hand's power is increased by +1.

The effect lasts for a time equal to that spent in preparation. The hand can be re-attached at any point during this time without permanent consequences, regaining its normal functionality overnight. Once the magic has evaporated, however, the hand is lost for good.

BREAK CURSE: The Witch prepares a salve with the power to break curses and cure ills, and tests Craft. For each 5+, the Witch can use the salve to fully remove any curse, malady, condition or similar misfortune that befell a character no more than one day before per hour spent on devising the antidote.

SIGIL OF TRUTH: The Witch writes a powerful glyph with the blood of beetles, and tests Lore. For each 5+, the glyph can be unveiled once to have all reading it suffer 1d3 damage each time they lie. The effect lasts for a period equal to the time spent on writing the glyph.

CURSE OF DECAY: The Witch places a token of bones near a recently deceased, and tests Craft. For each 5+, the token can be used to bestow upon someone a sickness, curse or similar misfortune that the deceased suffered from.

For each day spent preparing the token, it can carry the payload for a week. If the curses have not been cast when the time is up, the token breaks and its malicious contents affect the person in whose possession it most recently was.

SOUL KNIFE: The Witch pours half of her lifeblood into a blade, and tests Craft. For each 5+, the Witch can name a purpose of the blade. When used for this purpose, the blade functions as the best possible tool or deals an additional 1d20 damage in combat. The blade lasts a period equal to the time spent crafting the blade. Until the magic evaporates, the Witch cannot recover the endurance lost when preparing the sorcery.

Covenant of the Witch

Any Sorcerer or Seer can enter into a Covenant with the Witch of the Waste. If the PCs bring the lost eye (0204), they may gain the first rank for free as their reward. Otherwise, gaining ranks costs as follows but must be offered in magic items.

NEW RANK	WORTH OF OFFERING
1	600 s
2	600 s
3	720 s
4	840 s
5	960 s
6	1080 s

RANKS AND IMPROVEMENTS

When entering the Covenant of the Witch, a character learns to dispel magic and grows in sorcerous power. In addition, she gains one sorcery per rank from the list of Witcheries.

DISPEL: All sorceries hold within the power to undo them. Whenever a sorcery known to the Witch is cast or otherwise brought to effect, she can attempt to dispel it. Both the Witch and the opponent Sorcerer test Lore. If the Witch scores more successes, the magic has no effect; if she scores fewer, the Sorcerer learns her weaknesses and permanently gains a re-roll on all actions against her. On a tie, the sorcery goes off as planned and the Witch reveals her presence but nothing more. If the sorcery is unknown, the Witch may expend 1 dose of bone salt to attempt dispelling it anyway.

SORCEROUS POWERS: The character may add her Covenant rank to her class rank for the purposes of casting sorceries. A Seer with four class ranks and three covenant ranks would thus cast sorceries seven times stronger than a rank one Seer. If this character spent an hour conjuring magic that lasted equal time to its preparation, its effect would linger for seven hours—one hour in actual preparation times seven for her sorcerous strength.

TRIBUTE AND WRATH

Whenever a character in the Covenant of the Witch increases ranks with another Covenant, even the Queen of No Realm, the Witch of the Waste demands tribute as per the chart below:

COVENANT RANK	TRIBUTE DEMANDED
1	100 s
2	200 s
3	300 s
4	400 s
5	500 s
6	600 s

If a character fails to pay such tribute, her player must immediately roll a six-sided die under or equal to her current Covenant rank. On a hit the Witch forgives her trespass, but on a miss a demon servant is sent to collect the debt.

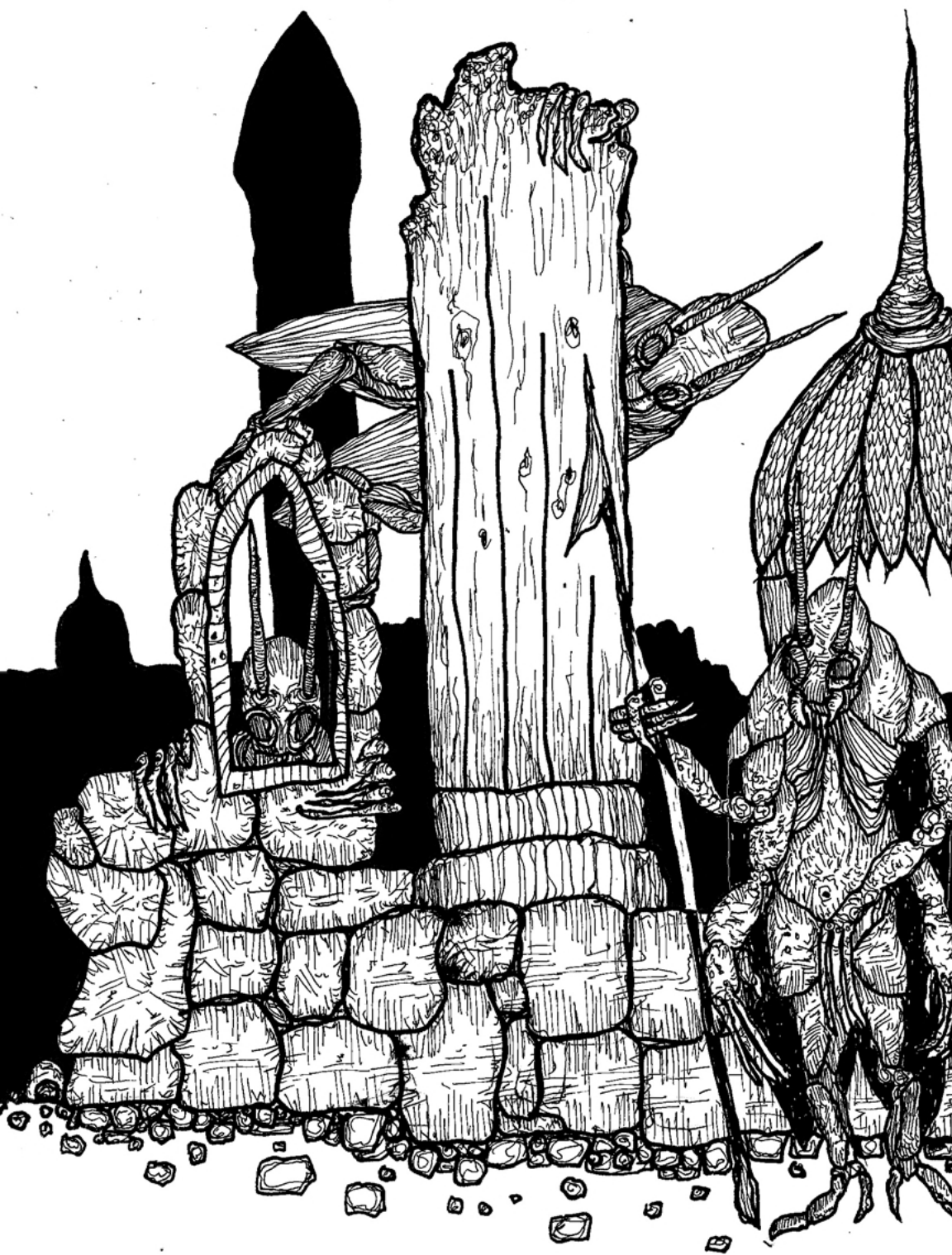
The demonic servant can assume the guise of anything or anyone it has met (a successful Senses save alerts the character that something is not right), but in truth it resembles a dirt-brown beetle not too unlike the wicked roach-men of the Marsh. It flies at great speed but only during nights. Given the chance, it will wait until the character is alone before approaching her.

COLLECTOR DEMON: pwr 4, save 12, end 20.

As per guise, or beetle-like (armor 5) with a mandibled maw with vampiric thirst (draining 1 permanent endurance per round when attached to a character) or chitinous spikes where its hands should be (dmg 1d6).

Regardless of outcome, the debt is considered settled and the character remains in the Covenant and is expected to pay tribute as normal with each new rank.

If defeated, the collector demon vanishes and does not return until the character once again suffers the wrath of the Witch. In this case the referee should devise the most sinister plan she can to collect the debt; for example stealing the PC's most prized possession while she sleeps.





Chapter IV
THE
LEGEND

HEX LEGEND

Primary entries are encountered when the PCs enter a hexagon. Secondary entries (marked II) are encountered if the hexagon is searched or revisited. (S) indicates solid ground.

01

0103 (S)

A dozen petrified birds sit perched on the roof and walls of a desolate mausoleum. No writing inside tells of its god, but a single statue of a robed reptile-headed woman stands abandoned inside.

If the statue is addressed, it will wail incomprehensible words in a lamenting voice. If the statue is smeared with the milky tears from 0105, the person doing so is cured of all curses, illnesses or other negative conditions they suffer from.

Inside the statue is a specter that will attack if the statue is smashed or it is otherwise released.

SPECTER: pwr 3, save 10, end 6. Soul drain (special: for each success, target permanently loses 1 point of a randomly determined ability score). Cannot be harmed by normal weapons, suffers 1d10 dmg per round in sunlight.

0104 (S)

A jawbone of tremendous size protrudes from the saline ground, each serrated tooth the size of a child.

- II -

The remains of twenty stone cottages, huddled around a stout basalt pillar constantly sweating fresh water. Several dozens of salt crabs live among the ruins.

SALT CRAB (2D4): pwr 3, save 6, end 14. Salt-crust shell (armor 6; half damage from all non-critical strikes). Fights with severing claws (1d8 dmg or choose to lose a random limb—roll 1d4 to determine which 1 left arm, 2 right arm, 3 left leg, 4 right leg; roll again to determine percentage taken).

0105 (S)

A white rock formation, resembling molten faces screaming in terror. When the temperature drops, the continuing melting causes them to weep milky tears.

02

0202 (S) Perfectly flat and perfectly lifeless, the land here is cursed. Resting characters recover nothing in this hexagon, unless they make a successful Might save.

- II -

A ruined structure, partly covered in salt. Inside is a skeleton, animated to un-life by the souls trapped in the pink salt growing like crystals from its limbs.

RESTLESS SKELETON: pwr 3, save 5, end 8. Fighting with a crystal sword (dmg 1d14; each time the damage roll is 1, the damage die is reduced one step in size—to d12, then d10 and so on; wt 4; worth 50*dmg die) or splinters of its cursed bones (dmg 1d4; no recovery until the curse is lifted). Unless the salt is removed from its bones, the skeleton re-animates 1d4 rounds after its defeat.

0203 Quicksalt. Some unseen current causes the ground to behave like alkaline quicksand, where adventurers sink to their death while their skin burns away (Senses saves; characters in the quicksalt suffers 1d4 dmg per round in addition to 1d6 fatigue).

0204 (S) The ossified remains of a wagon. Two draught animals are ossified as well, grotesquely deformed in the process and gradually deteriorating from dust-storms and hail.

- II -

A strange pebble, resembling the cataract eye of an old woman. If the pebble is brought to the Witch of the Waste (1305), she will aid the PCs with any one task that is within her power.

0205 (S)
LANDMARK: HILL A steep hill of gravel and pumice. Climbing it takes a full watch. The party can discern all major features in adjacent hexagons and in an additional 1d6 of those in the second circle. The hill is inhabited by salt crabs, large as children and fiercely hungry.

SALT CRAB (2D4): pwr 3, save 6, end 14. Salt-crust shell (armor 6; half damage from all non-critical strikes). Fights with severing claws (1d8 dmg or choose to lose a random limb—roll 1d4 to determine which 1 left arm, 2 right arm, 3 left leg, 4 right leg; roll again to determine percentage taken).

03

0302 (S)

The remains of 800 smashed porcelain idols are strewn over the ground, their cracked eyes glaring forlorn at the skies.

If the idols are pieced together, a porcelain-white demon with 114 limbs will manifest, offering to perform three services of illicit or delicate nature. The demon is a perpetual liar and will only perform the illusion of each service, but feeds off the hopes and desperations of petitioners. If an opportunity presents itself, the demon will turn on his led-to-believe masters, revealing their requests to anyone with an interest in blackmailing them.

PORCELAIN DEMON: pwr 5/5, save 12, end 1. Porcelain shell (armor 20; can only be destroyed by armor-piercing weapons or similar), dmg 1d8.

0303 (S)

The ground here whispers and hums with a thousand ancient voices that were frozen in it and are now thawing away. Sages and other characters versed in many languages can spend a watch here to make a Lore test, the number of successes indicating the number of secrets learned from the evaporating words.

Each secret can be used to succeed at any task in one occasion, after that it is lost forever.

0304

Traacherous ground. To traverse this hexagon, the adventurers must test Senses or plunge into the caustic sludge, suffering 1d4 corrosion dmg per round. Additional successes can be traded between players to help failing characters out.

In this area is also a band of salt raiders, moving with ease across paths known only to them. In combat, player characters are considered in difficult terrain—each movement requiring a successful Vigor test (if planned) or a Senses save (otherwise) to avoid falling into the sludge.

RAIDERS (2d4+1): pwr 3, save 8, end 12. Dressed in slender tunics in dirt-gray, white or pink, their arms and legs wound with thick layers of cloth, and fighting with spears (2 each) or curved axes (dmg 1d8).

YAWAAN, THEIR LEADER: pwr 4, save 10, end 15. Thin and measly but of tremendous intellect, wielding a pink copper blade made by masters in Bad Tibbara (dmg 1d12; wt 2; 150 s).

0305 (S)

A large copse of thorny bushes with colorless leaves and delicate flowers cling to the flat face of a large rock, rising just inches above the corrosive marsh. In its midst lies a small village built from mud and twigs, home to a band of raiders. Safe in their knowledge that no deputy will pursue them here, the raiders have painted their houses in every color and hung gold and silver from the ridges of their twig-roofs to parade their illegitimate wealth. In their back-yards, water is slowly boiling in large bronze shields heated by the sun. There is a 50% chance that all raiders are out, leaving only the kidnapped women that are their wives and serfs.

RAIDERS (21): pwr 3, save 8, end 12. Clad in exuberant colors, gold and finery (1d100 s each), carrying spears and curved axes (dmg 1d8).

YAROSH, THEIR CHIEF: pwr 4, save 9, end 20. Tall and gangly and clad only in stolen wealth (1d1000 s), armed with a two-pronged spear (dmg 1d12; wt 5; +1d4 bleeding per turn, recovers on a 2+).

YAWAAN, HIS SECOND: pwr 4, save 10, end 15. Thin and measly but of tremendous intellect, wielding a pink copper blade made by masters in Bad Tibbara (dmg 1d12; wt 2; 150 s).

THE STOLEN WOMEN: pwr 2, save 10, end 12. Dressed in finery and silk or going naked, depending on their status in the group. Either unarmed (dmg 1d4; no crit) or carrying hidden knives (dmg 1d4).

BARA: pwr 4, save 12, end 16. Dressed in layers of pearl and tassels, hanging in silken threads from thick bands of copper around her neck and waist. Despite her status, she hates her captors with passion but is prevented from action by her child with Yarosh who lives in his house together with Hamala. Has a small vial of poison and a dagger that she traded her soul for with an old crone promising her vengeance (dmg 1d8; deals an additional 1d20 against Yarosh and anyone standing between her and freedom; withers one week after its first use).

HAMALA, FIRST WIFE OF THE RAIDER CHIEFTAIN: pwr 4, save 12, end 16. Wearing a large amethyst on her bosom and one on her forehead (240 s each) and carrying a child in a turquoise shawl on her back, she alone among the women is permitted by the raiders to carry a gilded sword (dmg 1d8; versatile 1d10; wt 2; worth 70 s). Unable to bear children herself, she has forcibly adopted the child of Yarosh and Bara and uses him as leverage against Bara, thus subduing the mutiny growing among the women.

0306 (S)

The ground never coagulates fully here, leaving lakes of pale slime surrounding occasional islands of solid bedrock. If the adventurers choose to wade across, they suffer 1d4 dmg (no armor) and must test Vigor to avoid further misfortunes. This damage recovers at half the normal rate.

If they head back to the hexagon they came from, the entire watch is forfeit.

In the slime lies a giant scale of some primordial serpent. If fashioned into a shield, it offers defense 4 and grants re-rolls on all saves against fire and acid.

- II -

A half-melted munúgal crashes out of a shallow pit; resembling most an abomination of pinkish phlegm it attacks any intruder with senseless rage.

PINK ABOMINATION: pwr 2, save 16, end 10. Dissolving touch (dmg 1d8. For each success, target must check Lore: on a hit her character withstands the attack; if not, she loses 1 endurance permanently to the abomination). Normal weapons deal only half damage.

The spirit animating the abomination will live on even after the creature is defeated, and unless the adventurers carefully wash themselves of all residual slime from the fight, it will cling to those fragments and attack them during the following night.

SPIRIT: pwr 2, save 10, end 2. Draining touch (1d6 dmg, the spirit gains an equal amount of endurance. This damage cannot be recovered until the spirit is dead). Cannot be harmed by normal weapons, suffers 1d10 dmg per round in sunlight.

If the spirit manages to amass more than 10 endurance, it will withdraw and reform into a pink abomination in an adjacent hex (roll 1d6 to determine which, with 6 indicating north and 1 north-east).

0307 (S)

An enormous crab shell, covered in icicles of crystallized salt.

- II -

Raider outpost. A small group of raiders from 0305 are hiding here, carefully observing the movements of a band of soldiers dispatched to kill or capture them (0407).

RAIDERS (1D4+1): pwr 3, save 8, end 12. Dressed in slender tunics in dirt-gray, white or pink, their arms and legs wound with thick layers of cloth, and fighting with spears (dmg 1d8).

04

0401 (S) Among a vast rubble of white and purple rocks lives a colony of large urchins. The tar-black creatures are extremely slow, but their spear-long stingers are poisonous (dmg 2d6, ongoing) and can be thrust three feet out through a rapid swelling of the body (Senses saves for half).

- II -

Half buried among the rubble lies a golden shield shaped like a lion's head (def 1d6; armor 1; wt 3; 140 shekels).

0402 (S) Nothing but many-colored rocks.

- II -

There is nothing here. Searching the hexagon yields neither results nor misfortunes; the area is void of everything but colorless powder.

0403 Here, the north wind has formed the salty dust into low dunes, making travelers seemingly grow and diminish as the blinding brightness distorts perspective.

0404 Salt and crystallized deposits lie like a crust of ice over a dried out lake. Stepping through the brittle surface results in a 30 feet fall. Beneath lies a great pyramid of black stone. Inside, a six-winged temple guardian wielding a cursed weapon relentlessly guards the ossified remains of an elephant-headed giant and the sorcerous glyph it clasps with its blackened hands.

ERÍT, THE SIX-WINGED TEMPLE GUARDIAN: pwr 4/4/4, save 12, end 30/30/30. Wielding a cursed blade of crooked orichalc (dmg 2d6; bleeding +1d4, wt 6; 400 s) and wearing a frayed skirt that falls apart in long hair-like tufts with each move (loses 10 endurance each round she moves for the first five rounds).

BLADE OF THE GUARDIAN: Bearer doesn't age within the pyramid, cannot recover outside of it.

If the adventurers have previously been in the Jade City (0705), there is a 50% chance that the Necromancer or his aides have already seized the glyph.

If they have instead encountered him through chance and declined his request to seek this Glyph in his stead, he will arrive within minutes after the adventurers find the Black Pyramid to claim what is his by virtue of might.

0405

Salt and crystallized deposits lie like a crust of ice over a dried out lake. Stepping through the brittle surface results in a 30 feet fall. Once under the crust, all colors are lost but visibility is otherwise good: the pyramid in 0404 is clearly visible.

If the adventurers head back the way they came instead of crossing the dangerous crust, the entire watch is forfeit.

0406

A small band of desperados have fled here, hoping to join the raiders in 0305.

DESPERADOS (2D4): pwr 3, save 6, end 8. Ill-equipped for their journey and slowly succumbing to the marsh, armed with miscellaneous weaponry of mediocre quality (dmg 1d8-1).

- II -

The giant scale of a primordial serpent. If fashioned into a shield, it offers defense 4 and grants re-rolls on all saves against fire and acid.

0407 (S)

A band of soldiers, led by a deputy from Sippar, patrolling the perimeter of the marsh on the lookout for Yawaan, one of several rogues operating out of the marsh (see 0305). They promise a great reward if he is brought before them, so they can chain him and bring him to trial in the golden city. Their leader has a strong rivalry towards the captain of the deputies in 0801, and is eager to outperform them.

For days they have been tailing a pack of outcasts traveling to join the raiders (0406), but their scouts have also spotted the small outpost in 0307. Consequently, they are deliberating their next move, as an assault on either would likely forewarn the other.

SOLDIERS (20): pwr 3, save 8, end 10. Clad in leather (armor 4) and fighting with long spears (dmg 1d8).

THE DEPUTY: pwr 5, save 9, end 20. Stout and broad, with a swarthy beard of considerable length, clad in bronze (armor 6) and armed with a two-handed mace (dmg 1d10; bludgeon 1d10; wt 5).

TRACKING HOUNDS (6): pwr 2 (Senses 4), save 4, end 6. Wearing muzzles to prevent barking, panting badly in the beating sun. Bred for tracking and not fighting, but will defend themselves with claws if necessary (dmg 1d4).

05

0502 (S) The ground is perfectly flat for miles, save for a petrified bird sitting on the single branch of a solitary tree.

0503 (S) Here, the marsh is covered in low shrubbery. No flowers can be seen, and all colors seem watered down. Still, it is life in a barren place and both mice and blue-hued crabs live under their roots.

0504 (S)
LANDMARK (50%):
STONE PILLARS A dozen pillars of flat stones stacked on top of each other form makeshift shrines to Ninlil. There is still some treasure under half of them, amounting to 1d100 shekels each. However, all are sacred and toppling any of them puts the character in cursed debt, requiring an additional 1d100 shekels per destroyed pillar the next time she makes an offering to gain a new rank—regardless of which patron she offers to.

- II -

A submerged temple, all but covered in salt and nigh indistinguishable from the surrounding landscape. A tablet cursing Enki, lord of the dark waters, can be retrieved (340 s; the reader names a character or creature who must immediately test Guile; on a miss she must admit one of her secrets; on a hit she can choose to do so to name another character who is then affected in the same fashion).

0505 A vast lake of always-liquid slime. If the adventurers choose to swim across, they suffer 1d10 dmg (no armor) over the course of the watch. This damage recovers at half the normal rate. If they return to the hexagon they came from, the entire watch is forfeit.

0506 (S) As far as the eye can see, the ground is covered by the waxy leaves and gnarly stems of some strange creeper-plant. The plants contain pure water but in very small amounts, making it a cause rather than a cure for thirst to crush them by hand to drink their content. The arch of a giant vertebra halfway buried in the vines causes the wind to wail a melancholic hymn as it passes through the foramen.

0507 Quicksalt. Some underground current causes the dirt to behave like alkaline quicksand, where adventurers sink to their death while their skin burns away (Senses saves; characters in the quicksalt suffer 1d4 dmg per round in addition to 1d6 fatigue).

0508 (S) A single red boulder, its color slowly spreading over the ground through the osmosis of aeons.

06

0601 (S) A terrible claw of some dead creature sticks out of the yellow mud like a black crescent moon.

0602
LANDMARK: TOWER Treacherous ground. To traverse this hexagon, the adventurers must test Senses or plunge into the caustic sludge, suffering 1d4 corrosion dmg per round. This damage recovers at half the normal rate. Additional successes can be traded between players to help failing characters out.

A ruined tower, colored red and green from the minerals that seep up from the depths of the marsh. A single survivor from the caravan has sought shelter inside, slowly dying from dehydration and hunger.

MATRAM, THE SURVIVOR: pwr 2, save 8, end 6. Dressed in dirty desert clothes, almost senseless from his travails. Equipped with a wooden staff (dmg 1d6; no crit).

0603 Here, the swamp bubbles constantly with a noxious gas that obscures sight. Recovery is not possible within the hexagon. Tracks in the mud reveal a group of people have passed here recently with some sort of barrows.

- II -

A band of marsh raiders, their noses and mouths covered by perfumed cloth to alleviate the stench, are towing a cart containing one large urn and a sack full of clay markers from the caravan to their home in 0305.

RAIDERS (2D6+1): pwr 3, save 8, end 12. Dressed in slender tunics in dirt-gray, white or pink, their arms and legs wound with thick layers of cloth, and fighting with spears or curved axes (dmg 1d8).

YAROSH, THEIR CHIEF: pwr 4, save 9, end 20. Tall and gangly and clad in white woolen garments, armed with a two-pronged spear (dmg 1d12; wt 5; +1d4 bleeding per turn, recovers on a 2+).

0604 (S) A band of brigands have met their doom here. Among their corroded remains is a small blue ring with an embossed fig tree.

- II -

Some tracks of a caravan heading towards 0704 have escaped erasure, telling of heavily loaded camels and more than twenty men.

0605 Wind and sun have caused the salt flats to crack, forming an ever-repeating pattern of identical squares.

- II -

1d10 broken clay tokens from the ransom.

0606 (S)
LANDMARK (50%):
CARRION BIRDS

On a yellow stone slab, a fine camel has been sacrificed and its heart and liver burnt to call for an omen. A covey of black vultures feasts on the cadaver, but its pungent smell reveals that they likely arrived too late for the auspice. Below the makeshift altar, some trinkets are left for good luck and safe passage: a small vase of strong alcohol, some grain, a sandal and an arrow.

0607

In this area, poisonous fumes seep up from the ground. All characters suffer 1d4 damage when crossing this hexagon. Staying in it (for example to search or take an extended rest) causes an additional 1d4 damage. Recovery is not possible within the hexagon.

- II -

A slim hole in the ground widens into a tunnel, leading down to the sealed door of an underground structure.

Inside is a mass of bones, brought into a terrible un-life by the pink salt covering them and the munúgal formed in their center.

RESTLESS MASS: pwr 3/3/3, save 5, end 48. Crushing its victims under its weight (dmg 1d10; area) or choking them with its cursed bones (dmg 1d4. Curse: cannot recover until curse is lifted). Unless the salt is removed from its bones, the mass re-animates after 1d10 rounds when defeated. A munúgal is trapped in the center of the bone mass, breaking free when the mass is defeated.

MUNÚGAL: pwr 3, save 16, end 20. Withering touch (dmg 1d6. For each success, target must check Lore: on a hit her character withstands the attack; if not, she loses 1 endurance permanently).

Locked inside the munúgal is a cursed golden crystal (6000 s) that gradually heats up if exposed to air until reaching a temperature where everything around it incinerates. Once completely covered in cinder and molten rock, it cools down again.

0608 (S)

Jagged stones of obsidian and basalt. Difficult terrain. To traverse this hexagon, all characters must test Vigor or suffer misfortunes.

07

0702 (S) Raiders. Three raiders approaching fast on camels, salvaged from the lost caravan (0803). The fur of their steeds are soaked in blood from a skirmish with the soldiers in 0801.

RAIDERS (3): pwr 3, save 8, end 8. Dressed in slender tunics in blood-stained gray, and fighting with spears and bows (dmg 1d8).

0703 Nothing, except colorless dust.

0704 Quicksalt. Some unseen current causes the ground to behave like alkaline quicksand, where adventurers sink to their death while their skin burns away (Senses saves; characters in the quicksalt suffer 1d4 dmg per round in addition to 1d6 fatigue).

- II -

A shallow grave has been destroyed by the melting and congealing to the swamp and a caravan member now lies exposed, already desiccated and half mummified by the alkaline dust.

0705 (S)
LANDMARK: LOST CITY A lost city of green stone and cyclopean proportions, inhabited by Num Saharra and a colony of wasp-winged demons. One of the brigands (0604) following the caravan is held prisoner here.

ŠURUN-NIN (1d6): pwr 4, save 12, end 30. Wasp-wings and naked beetle-like bodies (armor 10), armed with adzes of otherworldly design (dmg 1d8; piercing +2). 2-in-6 chance of acid stingers or maws (dmg 1d6; +1d4 ongoing). When reduced to zero endurance, šurun-nin explode in a spray of black or green fluids covering everyone in their zone (Vigor evades). The goo has a 10% chance of attracting 1d4 new šurun-nin each hour unless thoroughly washed away. In addition, these fluids deal acid damage as above in specimens capable of such attacks.

NUM SAHARRA, THEIR LEADER: pwr 6 (+Lore -Vigor), save 17, end 42. Draped in striped saffron garbs of demon silk (armor 8; wt 3; 50% retrievable) and wielding a brass crescent axe (dmg 2d8; 2 handed; wt 6; 150 s). Knows 1d6 lotus spells and an equal amount of sorcery. Has a fractured stone table containing a spell with the power to resurrect a god, and is furiously experimenting to repair it. Promises to reward the adventurers richly if they bring him one of the lost glyphs from the Black Pyramid (0404).

BRIGAND: pwr 3, save 8, end 4. Dressed in loincloth and unarmed (dmg 1d4; no crit), eager to escape.

0706

Treacherous ground. To traverse this hexagon, the adventurers must test Senses or plunge into the caustic sludge, suffering 1d4 corrosion dmg per round. This damage recovers at half the normal rate. Additional successes can be traded between players to help failing characters out.

- II -

A small mound marking the final resting place of a long-dead hero. If searched, no bones remain and all grave goods wither to smoke under the slightest touch.

0707

A band of jackal-men. Unknowing that the brigands are dead, they have picked up the scent of their trail and are tracking them to slay them and claim whatever prize they were after for themselves to avenge some historical misdeed.

JACKAL MEN (2D6+2): pwr 2, save 6, end 10. Wearing threadbare clothes and wielding toothed obsidian blades (dmg 1d8; bleeding +2; wt 4).

SCAR-FUR, THEIR LEADER: pwr 4, save 6, end 16. Armed with a spear (dmg 1d8).

0708

A pack of mangy hounds, scouring the outskirts of the white marsh for cadavers.

HOUNDS (1D6+1): pwr 1, save 4, end 6. Teeth and claws (dmg 1d6; 1-in-10 chance of causing infection or disease). 50% chance of being spies for the Witch of the Waste.

- II -

A dead salt golem stands petrified here, its pink crystal heart still glowing faintly.

0709 (S)**LANDMARK: HILL**

A wide hill. Climbing it takes a watch. The party can discern all major features in adjacent hexagons and in an additional 1d6 of those in the second circle.

- II -

An eagle of giant proportion and dull mind has its nest here. The eagle's feet are human and it knows human tongues, but the toxic vapors from the mire has since long ruined its faculties of thought, making it an unpleasant conversation partner.

GIANT EAGLE: pwr 5, save 2, end 55. Spear-like talons (dmg 1d10).

08

0801 (S) Two deputies from a merchant house, patrolling the perimeter of the White Marsh with heavily armed cavalry. They are on the lookout for Yarosh, leader of a band of rogues operating out of the marsh (see 0305), and promise a hefty reward if he is brought to Sippar to hang until dead from its walls.

SOLDIERS (12): pwr 4, save 8, end 14. Clad in bronze (armor 6), riding war-horses (100 s) and fighting with long spears (dmg 1d8; 2d8 when charging).

THE DEPUTIES (2): pwr 4, save 9, end 20. Clad in bronze (armor 6) and armed with curved swords (dmg 1d8).

0802 (S) A cave where sulfur and mercury is mined by people from the settlement in 0902.

0803
LANDMARK (75%):
CARRION BIRDS.

The remains of the lost caravan. 1/3 of the ransom is still here, kept in two ruddy urns sealed with lead and beeswax. Carrion birds circle in great flocks over the cadavers, their activity slowly attracting attention from the marsh's inhabitants. Each watch spent here, there is a 50% chance of encounters.

- II -

There are tracks leading away from the site, both older leading southeast and fresher leading southwest.

0804 (S) The jagged stones here are cursed; producing the headache and crawling skin of an approaching thunderstorm in all who traverse it. Characters traversing this hexagon recover nothing during their next rest, unless they make a successful Might save.

In addition, all PCs must test Vigor or roll on the misfortunes chart.

0805

Gold pieces worth 3d20 shekels gleam like a trap in the sun.

Just below the thin crust of the crystalline ice, a small group of salt golems live.

MUNÚGAL (1D4+1): pwr 3, save 16, end 20. Withering touch (dmg 1d6. For each success, target must check Lore: on a hit her character withstands the attack; if not, she loses 1 endurance permanently).

0806 (S) The camp of Illim Awal. In their tents are 1/3 of the ransom, kept in two massive jars of pottery. See also Chance Encounter 2.

THE FOUR PORTERS: pwr 2, save 6, end 12. Wearing corroded metal harnesses (armor 4), and armed with axes and spears (dmg 1d8). Part of the original conspiracy, but increasingly disgruntled and desperate that so few have survived.

ILLIM AWAL, THE CAPTAIN: pwr 4, save 10, end 30. Wearing dull bronze (armor 8) and armed with a shield (def 3) and several spears (dmg 1d8).

0807 (S) A flat rock, prehnite green and cadmium blue, rises from the marsh.

- II -

An urn lies shattered on the ground, its lead seal still intact. 1d20 shekels worth of clay tokens from the ransom are encapsulated in the salty crust.

0808 (S) Some pink boulders and thin stone formations break the monotony of the landscape. At nights, a moving light can be seen at the horizon.

0809 (S)
LANDMARK: HILL A hill, white as the land surrounding it. Climbing its steep sides takes a watch. The party can discern all major features in adjacent hexagons and in an additional 1d6 of those in the second circle.

- II -

Hermit. A pious hermit lives on the white hill. She saw the caravan passing and shift course, and heard the guide and the leader arguing. She can also report a group of bandits, following in their tracks just half a day behind.

HERMIT: pwr 2, save 6, end 12. Wearing pelts of strange animals and armed with a club (dmg 1d6; no crit).

09

0902 (S)

The barren marsh gives way to dark, volcanic soil that sprouts flowering plants. Dragonflies and metallic green beetles buzz through the air, close to the ground to not be swept away from this cornucopia by a sudden breeze. Among some palm trees lies a small village. The peace-loving inhabitants extract minerals and sell them to merchants that refine them into beauty products or alchemic components. As none of them are fighters, they offer a handsome reward to anyone ridding them of the monstrous salt crab in 0903 that terrorizes their mining excursions.

- II -

A wealth of edible plants grows in the rich soil.

0903

GIANT SALT CRAB: pwr 3, save 9, end 40. Salt-crust shell (armor 6; half damage from all non-critical strikes). Fights with severing claws (target must choose to suffer 1d12 dmg or lose a random limb—roll 1d4 to determine which 1 left arm, 2 right arm, 3 left leg, 4 right leg; roll again to determine percentage taken).

0904 (S)**LANDMARK: HILL**

Hill. Climbing it takes a watch. The party can discern all major features in adjacent hexagons and in an additional 1d6 of those in the second circle.

- II -

A cave in its side, where a python-sized viper has its nest.

RED VIPER: pwr 3, save 12, end 14. Bite (dmg 1d6; poison +1 ongoing, recovers on 5+).

0905

Scarlet mist is pouring out of the ground here, blocking out light and sound. Characters must test Lore or become lost.

- II -

A geyser shoots forth a pulse of ruddy water as if fed by a boiling subterranean heart. Each new moon the raging waters calm and become crystal clear, revealing a single white pearl in the depths.

0906 A lake of smooth glass. From below the hard surface the shadow of a whale-like creature follows the adventurers, occasionally trying to break the translucent crust to catch them.

SAG-KUŠUM, THE BEAST OF THE DEEP: pwr 6/4 (+Vigor –Lore), save 14, end 70. Armed with spear-like teeth (dmg 2d8; piercing +3). Its head is filled with fragrant oil, worth 60 shekels per encumbrance (max 10 enc/600 s).

0907 (S)
LANDMARK (25%):
LARGE BIRD

A large bird floats motionless in the sky. In its belly is a white stone (500 s), making anyone touching it with their bare skin weightless while causing 1d6 fatigue per round.

Additionally, a towering salt golem lives here in an igloo-like cave, the inside of which is painted cobalt blue.

GREAT MUNÚGAL (1D3): pwr 4, save 16, end 25. Withering touch (dmg 1d6. For each success, target must check Lore: on a hit her character withstands the attack; if not, she loses 1 endurance permanently). In combat, it casts a spell at random in addition to any other combat actions.

- II -

A submerged temple, all but covered in salt and nigh indistinguishable from the surrounding landscape. The reliefs and inscriptions that once adorned it have withered away, leaving only two glyphs signifying the sound “T” to testify to its purpose. 1d100 shekels.

0908

A withered statue of a hideous woman faces north, crafted from a yellow stone of unknown origin. Its repulsive features are almost eaten away by the corrosive slime that surrounds it, but its enormous golden headdress (wt 22; 3000 shekels) is still intact.

0909 (S)

A cube of rusting metal, its sides corresponding to those of the gurbcube found in Sippar.

- II -

A worn-out sandal and some discarded equipment from the caravan.

0910 (S)

The air here is thick with swarming pests. For each watch spent here, there is a 1-in-6 chance of contracting disease.

- II -

A small pond of muddy water, ill-tasting but drinkable.

10

1002 (S)

Shrubbery.

- II -

Some birds' nest containing eggs, providing 1d6 rations in total.

1003 (S)

A pit trap, cunningly concealed and with spikes smeared with feces at its bottom—telling both of expert craftsmanship and relentless hatred. 1d8 dmg (Senses saves). Each character falling into the pit has a 1-in-4 chance of suffering an infection from the dirty spikes, causing 1d4 fatigue per day until dead or cured by a recovery roll of 7 or more.

- II -

Another pit trap (as above), and gold worth 1d20 shekels.

1004

The Guide. Hunting for the Captain, setting up traps as he goes.

EŠHRU, THE GUIDE: pwr 4, save 14, end 20. His wounded body is covered in blood and dirty bandages. Wearing an amulet found in the salt and armed with a spear made of bones (dmg 1d10; wt 3).

AMULET OF VENGEANCE: A corroded amulet, bearing the sign of a dragon. Its bearer has a 50% chance of not dying when reduced to 0 endurance, recovering instead at a rate of 1d6 per day.

For each time after the first that Ešhru is encountered, there is a cumulative 1-in-6 chance that he has caught up with one of the other NPCs—roll on the encounter chart again with 1d6 to determine whom and adjudicate the outcome. Once this happens, this counter is reset to a 1-in-6 chance.

1005 (s)

An area of perfectly smooth volcanic glass. White crystals dance in the wind over the pitch black surface, radiating heat like a furnace.

- II -

An oval hole in the ground. A few feet below it, a lake of unbearably salty water extends beyond eyesight in all directions.

1006
LANDMARK (25%):
MEGALITH.

By a solitary megalith four naked men lie dead, one in each direction. Each new moon, a host of wasp-winged demons led by Num Saharra congregate here, resurrecting the slain men to have them relive the horrors of their last night as the ritual sacrifice is once more undertaken.

ŠURUN-NIN (5): pwr 4, save 12, end 30. Wasp-wings and naked beetle-like bodies (armor 10), armed with adzes of otherworldly design (dmg 1d8; piercing +2). 2-in-6 chance of acid stingers or maws (dmg 1d6; +1d4 ongoing). When reduced to zero endurance, šurun-nin explode in a spray of black or green fluids covering everyone in their zone (Vigor evades). The goo has a 10% chance of attracting 1d4 new šurun-nin each hour unless thoroughly washed away. In addition, these fluids deal acid damage as above in specimens capable of such attacks.

NUM SAHARRA, THEIR LEADER: pwr 6 (+Lore –Vigor), save 17, end 42. Draped in striped saffron garbs of demon silk (armor 8; wt 3; 50% retrievable) and wielding a brass crescent axe (dmg 2d8; 2 handed; wt 6; 150 s). Knows 1d6 lotus spells and an equal amount of sorcery.

- II -

Solid ground (S). 1d4 šurun-nin in a small burrow (stats as above).

1007 (S)

Jagged stones of obsidian and basalt. Difficult terrain. To traverse this hexagon, all characters must test Vigor or suffer misfortunes.

- II -

Three man-sized eggs. Two are broken, their yolks having caked into half-translucent crystals over embryonic horrors of feathers and fangs and lizard scales. The third is still intact, ancient but preserved by the abiotic environment.

1008 (S)

A compact shrubbery, where the caravan has gathered firewood and fed their camels. Occasional footprints are still visible in the coagulated mud, leading west.

II

1102 (S)	The flat landscape is broken by a crater, 200 paces in circumference. Here, the miners from 0902 come to sell their products at irregular intervals as the many-colored dust, litter and the small shrines can attest.
-----------------	--

1103	<p>Treacherous ground. To traverse this hexagon, the adventurers must test Senses or plunge into the caustic sludge, suffering 1d4 corrosion dmg per round. This damage recovers at half the normal rate. Additional successes can be traded between players to help failing characters out</p> <p style="text-align: center;">- II -</p> <p>Three chimneys of stone and gray plaster, remnants perhaps of long-gone palaces.</p>
-------------	---

1104 (S)	Nauseating fumes leak up from numerous pores in the ground. Recovery is not possible within the hexagon.
-----------------	--

1105 (S) LANDMARK (50%): FLAGPOLE.	A wooden rod is raised here marking solid ground, a threadbare flag flying from its top. Gold and copper is strewn among the rocks at its foot as praise to Ninlil.
---	---

1106	<p>Ruin (empty).</p> <p style="text-align: center;">- II -</p> <p>There is nothing here. Searching the hexagon yields neither results nor misfortunes, the area is void of everything but colorless powder.</p>
-------------	---

1107 (S)	<p>The air here is swarming with pests. For each watch spent here, there is a 1-in-6 chance of contracting disease.</p> <p style="text-align: center;">- II -</p> <p>A small pond of water, crawling with larvae but drinkable if boiled.</p>
-----------------	---

1108 (S)	Two feet below the glass-like surface of a wide lake lies a corpse—its flesh eaten away by the corrosive sludge it bathes in, but the golden scepter (425 s) in its hand gleams intact.
-----------------	---

1109 (S)	Vultures feasting on a dead camel, an elaborate cut in its ear indicating it belonged to the lost caravan.
-----------------	--

1110 (S)	A tunnel, leading straight down into the ground roughly five feet across and perfectly round. Its edges are dripping with pink slime.
-----------------	---

12

1202 (S)	<p>A nameless outcast from Dur Kurigalzu, seeking the aid of the Witch of the Waste (1305) to win back his wealth and reputation.</p> <p>OUTCAST: pwr 4, save 16, end 20. Water-skin and axe (dmg 1d8).</p>
-----------------	--

1203	<p>Sulphur pool. A vast lake of sulphurous slime. If the adventurers choose to swim across, they suffer 1d8 dmg (no armor) over the course of the watch. If they retreat, the entire watch is forfeit.</p>
-------------	--

1204	<p>Boiling mud. To traverse this hexagon, the party must test Vigor or fall in (1d6 dmg/round, no armor).</p>
-------------	---

1205 (S)	<p>Jagged boulders of obsidian and basalt. Difficult terrain. To traverse this hexagon, all characters must test Vigor or suffer misfortunes.</p>
-----------------	---

1206 (S)	<p>Nothing but the blindingly bright flats of salt.</p> <p style="text-align: center;">- II -</p> <p>A HUGE VIPER: pwr 3, save 12, end 14. Bite (dmg 1d6; poison +1 ongoing, recovers on 5+).</p>
-----------------	--

1207	<p>Quicksalt. Some unseen current causes the ground to behave like alkaline quicksand, where adventurers sink to their death while their skin burns away (Senses saves; characters in the quicksalt suffer 1d4 dmg per round in addition to 1d6 fatigue).</p> <p style="text-align: center;">- II -</p> <p>Solid ground (S). Square rock formations. Traps and bivouacs mark the site of a recent ambush, but the lack of blood and debris reveals it never came to be.</p>
-------------	---

1208 (S)	<p>A low mound of salty earth marks an offering to Ninlil. The thin flags on its top retain their vibrant purple and orange, indicating that its construction was a recent affair. The mound contains a golden dagger worth 200 s, but stealing this treasure will cause bad luck to the perpetrator, forcing her to re-roll all saves and choose the worst outcome until the debt has been repaid.</p> <p style="text-align: center;">- II -</p> <p>Footprints of camels and men reveal that the caravan passed here.</p>
-----------------	--

1209 (S)	<p>An ossified tree from the time when cyclops ruled the earth.</p> <p style="text-align: center;">- II -</p> <p>Gold worth 1d20 shekels.</p>
-----------------	---

13

-
- 1303 (S)** Crystal boulders form a labyrinth at the bottom of a wide depression, seemingly unaffected by weather and wind.
- Finding the center of the crystal labyrinth takes a full watch and requires a successful Lore save for each person entering. All succeeding gain +1 to their Senses score (once).
-
- 1304 (S)** A vast lake of semi-liquid mud. If the adventurers choose to wade across, they suffer 1d6 dmg (no armor) over the course of the watch and must test Vigor to avoid further misfortunes. If they return to the hexagon they came from, the entire watch is forfeit.
-
- 1305** In a hut on stilts, rising above the pale and twisted branches of long dead spear thistles lives the old crone Madra Ayem.
- MADRA AYEM:** pwr 3/3 (+Lore –Senses), save 18, end 20. Thin as a wisp in her salt-white robe and stilted boots and armed with a spear (dmg 1d8; wt 2). Knowledgeable in all bone sorceries (six doses).
-
- 1306** Dozens of bodies, desiccated but otherwise eerily well-preserved glaring up from under an inch of ice-like crust.
- II -
- A tomb (empty). If more than one group searches the hexagon, it is revisited more than once or similar, another tomb is found containing 1d1000 s.
-
- 1307 (S)** Lumps of pumice and obsidian cover the basalt boulders in razor-like edges. Difficult terrain. To traverse this hexagon, all characters must test Vigor or suffer misfortunes.
-
- 1308 (S)** Low bushes and stout trees brave the marsh here, their wrinkled roots managing by some miracle to filter out water from the dreadful wasteland.
- II -
- There are signs of fighting here—dried blood on the snow-white ground, pale cloth caught at the thorns of broken branches—but no corpse. A discarded knife lies partly hidden in the soil, as if buried shallowly and exposed by the wind, its blade still carrying traces of venom.

14

1403 (S)

A merchant en route to 1102 to buy rare minerals from the reclusive miners who dwell somewhere in the swamp. Having never seen the miners' village (0902), the merchant is convinced that it is kept secret from him because of the splendid wealth amassed there and will take every opportunity to try and trick the miners into disclosing its location. So far his attempts have been in vain, since the mild-mannered miners seem intent to keep their homes hidden. He will pay the adventurers 200 shekels in gold if they find the village for him.

THE MERCHANT: pwr 3, save 9, end 15. Fine garments, a leather hauberk (armor 3) and a gilded axe (dmg 1d6). Carries a signet ring allowing safe passage from the bandits of Dur Kurigalzu.

1404 (S)

Foul-smelling water flows from a well-spring, undrinkable to all but beasts.

- II -

From a hidden observatory, a young woman spies on the hut of an old witch (1305) to report her doings back to the Crimson Mage. The witch is aware of this spy, and takes some pleasure in providing her with useless or erroneous intel that has thus far resulted in several faulty spells. The woman will offer a handsome reward on behalf of her master in Dur Kurigalzu if the adventurer's manage to procure an elephant-hide scroll, containing knowledge on a primordial dragon that once lived in the waters here.

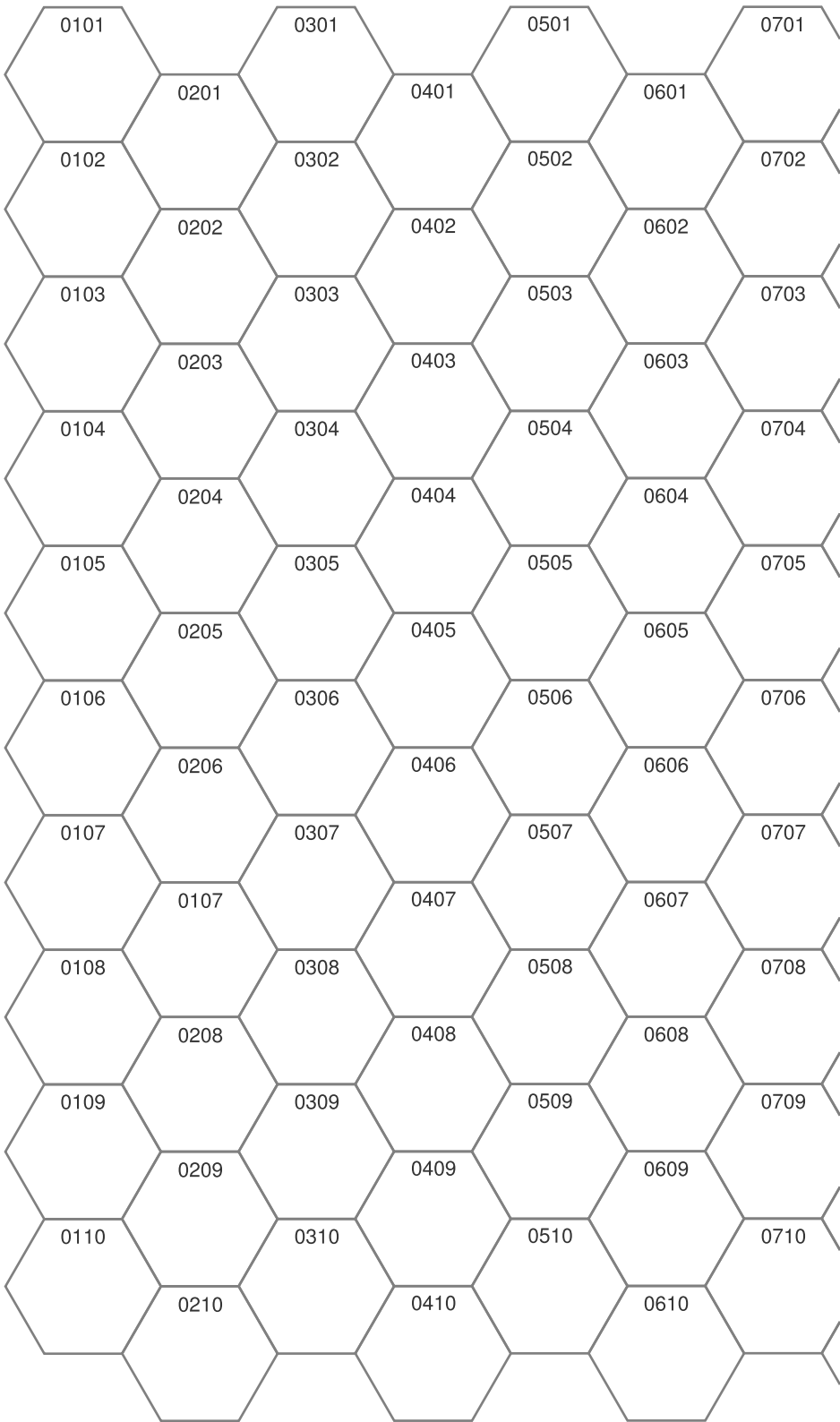
THE SPY: pwr 2, save 12, end 12. Short bow (dmg 1d6; range 2) and dagger (dmg 1d6).

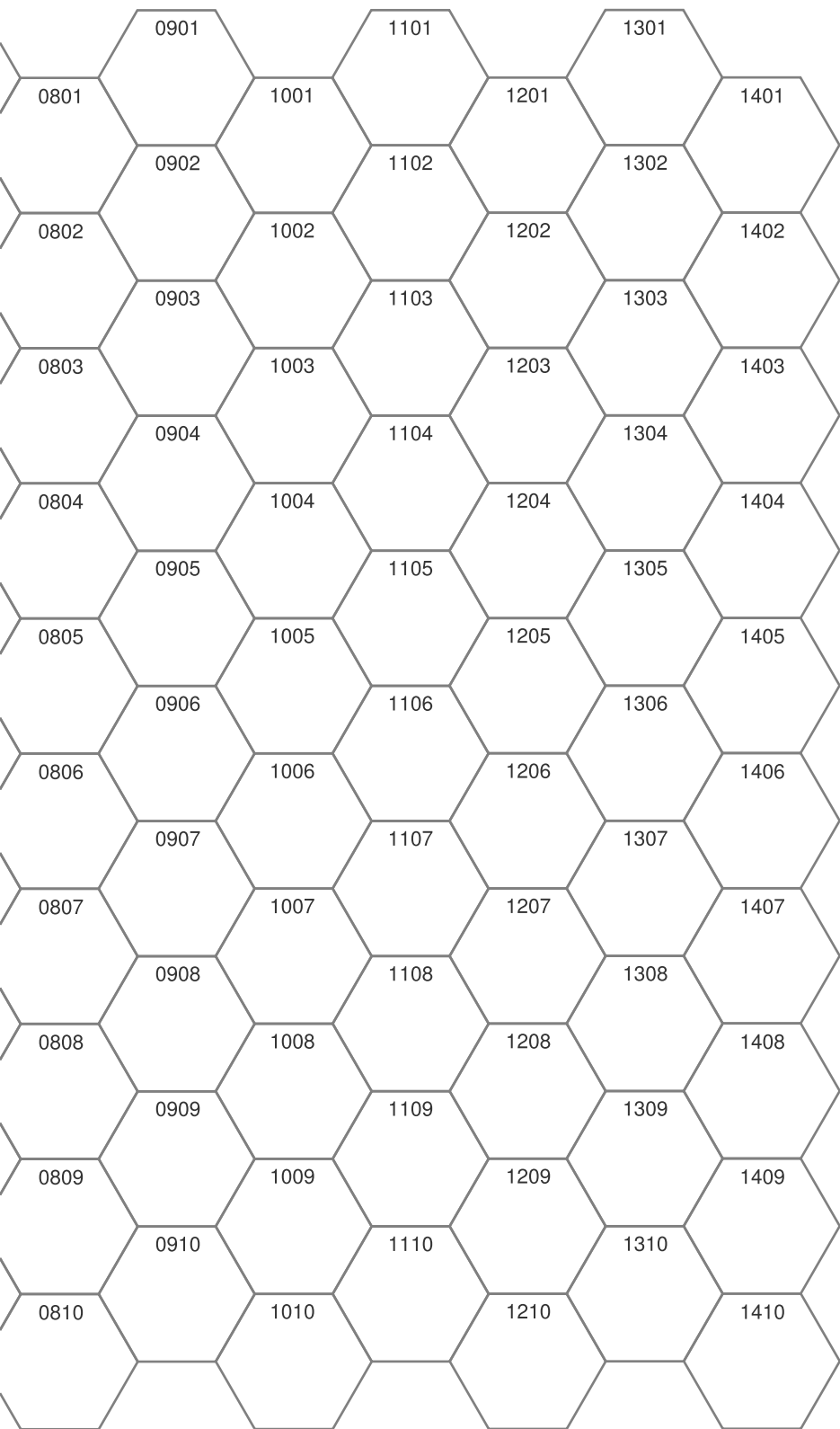
1405 (S)

Tufts of hair and withered textiles stick out of the mud.

1406 (S)

A hearth and a wellspring among some large rocks by the shores of the white marsh mark a common stop for caravans crossing the desert lands, and the last known campsite of the lost caravan. If the PCs have received beforehand information from someone outside the white marsh, or expertly followed the all but swept away tracks of the heavily loaded camels, this is where they arrive.





OWN NOTES