

An aerial photograph of a wetland or marsh area, showing a complex network of water channels and land patches. A semi-transparent hexagonal grid is overlaid on the image, with the grid lines following the general flow of the water channels. The colors are primarily earthy, with shades of brown, tan, and green.

David Schirduan's

BONE MARSHES.

BONE MARSHES.

An adventure module filled with mapping and navigational challenges. Chart a safe path through a flaming marsh and then map the flooded tunnels beneath the muck.

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Shifaaz shamoon on Unsplash

FONTS

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INSPIRATIONS

Hot Springs Island

The Legend of Zelda: Ocarina of Time
(Water Temple)

Folly Beach, Charleston

Vault of the Iron Overlord

Telecanter's table: recedingrules.blogspot.com/2010/03/spell-like-effect-spur.html

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CHARACTER SHEETS AND HANDOUTS:

<https://technicalgrimoire.com/bone-marshes>

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THE JOY OF GETTING LOST

During one of my first games, my GM suddenly announced: “Ranger, make a WIS save... Failed huh? Your group is lost in these catacombs.”

Everyone else groaned to themselves, but I immediately asked, “How did we get lost? Who was keeping track of the map? Did the tunnels change?”

The GM shrugged it off; turns out the adventure required us to be lost so a new character could show up and move the plot forward. The experience really bummed me out. After the game, I asked to see the map, and it was awesome! Twists, turns, secret doors, etc. We didn't see any of that.

I love beautiful dungeon maps, but most are actually pretty hard to map when you're the player. Do you start your map in the middle of the page? Pick a corner? When you run out of space in a certain area, do you start over?

The *Bone Marshes* is my attempt at an adventure filled with mapping and exploration challenges. Great care and effort have been taken to ease the burden of the GM and provide players with tools and hints to map complex spaces.

The first part of the adventure is a hex-crawl with a twist. The second part is a point-crawl exploring the flooding caverns deep beneath the marsh.

I hope you and your group enjoy it.

... Even when they're lost.

... Especially when they're lost!

PLAYER BUY-IN

This adventure is written for players who enjoy drawing maps and exploring the unknown. I've playtested *Bone Marshes* with 4 different groups spanning over 14 sessions in total. Only once did I have a group get frustrated about the mapping.

“UGH! Where are we? How do we get out of this place? Let's just pick random directions and get more frustrated.”

Mapping isn't for everyone. Make sure you get buy-in from your group before you start playing. And if they do get frustrated, drop the mapping stuff. The next path they go down leads to their destination. Drop obvious hints, re-draw the map so they don't have to worry about it.

Just because you and I like maps doesn't mean your players will. Make this book work for your group. Keep what you like, ignore what you don't, and make this adventure your own.

TOUCHSTONES

Like all creative efforts, *Bone Marshes* is built on the back of a dozen other things. I've listed the most prominent ones here. These range from vague inspirations to shameless theft. If you like *Bone Marshes*, chances are you'll enjoy many of the things on this list.

GAMES:

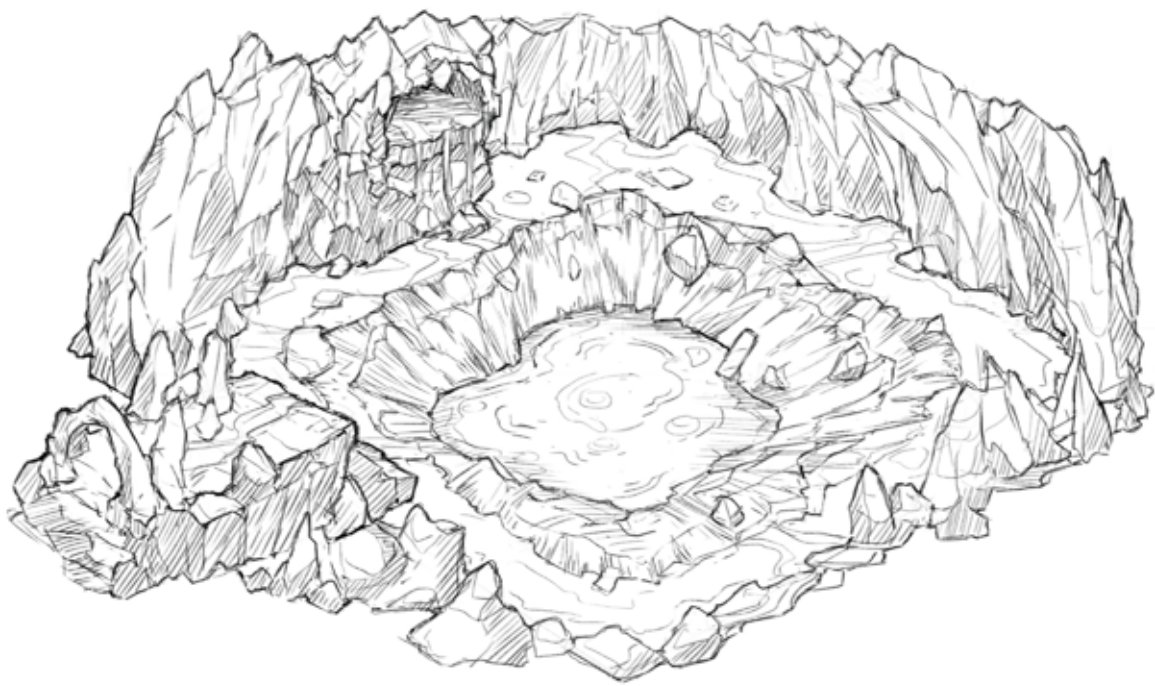
- ✦ **Knave** by Ben Milton. *Bone Marshes* includes *Knave* as its primary system. I will gush about it more over the next few pages.
- ✦ **Hot Springs Island** by Jacob Hurst. My first hex-crawl adventure, and still the best one I've played. Brilliant setting, clean layout, evocative writing... it's just incredible.
- ✦ **Tower of the Stargazer** by James Edward Raggi IV. A perfect example of a low-combat adventure. The wizard's tower is STUFFED with strange devices, gizmos, books, puzzles, and strange architecture. I tried to evoke that same engagement without combat in many of some *Bone Marshes* locations.

MUSIC:

- ✦ **Coffin Island** by DangerMuffin. A local band from my hometown, their music perfectly encapsulates the lazy salty wonder of the beach marshes I grew up in. This song, in particular, is all about loss; a common theme in *Bone Marshes*.
- ✦ **Eastward** by Hudson. A beautiful album about someone's journey to rescue a loved one. I really enjoy how each stage of the journey is represented by different music; the difficult parts are harsh and loud, and the quiet ones are soft and mellow.

MOVIES:

- ✦ **Princess Bride** by Rob Reiner. Not just for the Fire Swamp scenes, but the tone of the movie overall is light-hearted while allowing for drama, loss, and darkness. I hope to strike that same balance here.
- ✦ **The Two Towers** by Peter Jackson. The Dead Marshes part of the books always bored me to tears, but the movies really made the dread and misery of that section come to life. There is this one camera pan that zooms out and shows the viewer just how meandering, large, and aimless the Dead Marshes are. I always thought about that camera pan while writing *Bone Marshes*.



KNAVE

This book includes a ruleset based on *Knave* by Ben Milton. While these rules are complete, I highly recommend purchasing a copy of *Knave* anyway, as it contains terrific advice and additional content. The next few pages will walk you through Player Character (PC) creation and how to play. Print several character sheets from technicalgrimoire.com/bone-marshes and hand them out to your players.

Walk them through these steps to create a character:

HOW TO PLAY KNAVE

ABILITIES

STR: Used for melee Attacks and Saves requiring physical power such as lifting gates, bending bars, etc.

DEX: Used for Saves requiring poise, speed, and reflexes such as dodging, climbing, sneaking, balancing, etc.

CON: Used for Saves to resist poison, sickness, cold, etc. The Constitution bonus is added to healing rolls. A PC's number of item slots is always equal to their CON+10.

INT: Used for Saves requiring concentration and precision, such as wielding magic, resisting magical effects, recalling lore, crafting objects, tinkering with machinery, picking pockets, etc.

WIS: Used for ranged Attacks and Saves requiring perception and intuition, such as tracking, navigating, searching for secret doors, detecting illusions, etc.

CHA: Used for Saves to persuade, deceive, interrogate, intimidate, charm, provoke, etc.

SAVING THROWS

If a character attempts something where the outcome is uncertain and failure has consequences, they make a Saving Throw, or "Save". To make a Save, add the bonus of the relevant ability to a d20 roll. If the total is greater than 15, the character succeeds. If not, they fail.

If there are situational factors that make a Save significantly easier or harder, the referee may grant the roll Advantage or Disadvantage. If a roll has Advantage, roll 2D20 and use the better of the two dice. If it has Disadvantage, roll 2D20 and use the worse of the two dice. Advantage and Disadvantage may also apply to Damage rolls.

If the Save is opposed by another character, then instead of aiming to exceed 15, the side doing the rolling must get a total greater than the opposing character's ability bonus + 10. If they fail, the opposing side succeeds. This type of Save is called an Opposed Save. Note that it doesn't matter which side does the rolling since the odds of success remain the same.

Example: A wizard casts a fireball spell at a goblin, who gets a Saving Throw to avoid. This is resolved as an Opposed Save using the wizard's INT versus the goblin's DEX. The goblin may roll plus their DEX bonus, hoping to exceed the wizard's INT+10 or the wizard may roll plus their INT bonus, hoping to exceed the goblin's DEX+10.

COMBAT

At the start of each combat round, determine Initiative by rolling a d6. On a 1-3, enemies will act first. On a 4-6, PCs will act first. Re-roll initiative each round.

On their turn, a character may Move their speed (usually 40 ft) and take one Combat Action. This action may be Casting a spell, making a second Move, making an Attack, or any other action deemed reasonable by the referee.

Melee weapons can strike adjacent foes, but ranged weapons cannot be used if the shooting character is engaged in melee combat. To make an Attack, roll a d20 and add the character's STR or WIS bonus, depending on whether they are using a melee or ranged weapon, respectively. If the Attack total is greater than the defender's armor, the attack hits. If not, the Attack misses.

On a hit, the attacker rolls their weapon's Damage die to determine how many Hit Points (HP) the defender loses.

When a character reaches 0 HP, they are unconscious. When they reach -1 HP or less, they are dead. Players should roll up a new level 1 PC and should rejoin the party as soon as possible.

ADVANTAGE IN COMBAT

Characters can gain Advantage in combat by Attacking a target that is unaware, on lower ground, off balance, disarmed, distracted, or tactically disadvantaged in any significant way. The referee, as usual, has the final say.

CLIMBING

Climbing on a secure line does not require a roll unless there is a major obstacle (attacks, cave-in, etc). Securing a line, however, is tricky. When planning to secure a new line, each PC describes how they are helping to secure this line. All PCs that contribute make a Save, taking the second highest result for the entire group. Encourage PCs to come up with new roles: Lead Climber, Spotter, Catchers, etc.

Falling inflicts d6 Damage for every 10ft fallen.



ITEM SLOTS

PCs have a number of item slots equal to their CON+10. Most items, including spellbooks, potions, light weapons, tools and so on take up 1 slot, but particularly heavy or bulky items like armor or medium and heavy weapons may take up more slots. Groups of small, identical items may be bundled into the same slot, at the referee's discretion. 100 coins can fit in a slot. As a general guideline, a slot holds up to 5 pounds of weight.

MUD

Whenever the PCs travel from one area to another, each PC must cover a slot or item with Mud by filling in the mud bubble next to that slot. That slot or item is unusable until the PCs make camp or submerge themselves in water. This rule simulates scabbards filled with mud, soaked boots, mud-caked cloaks, dried dirt in the backpack, etc.

MAGIC

To Cast a spell, make an INT Save. If the Save is failed, the spell still works, but cannot be used again until you next make camp. Spells are Cast out of spellbooks, which must be held in both hands and read aloud. Importantly, each spellbook only holds a single spell, and each spellbook takes up an item slot, so if a PC wants to be able to Cast a wide variety of spells, they'll have to fill most of their inventory with spellbooks.

PCs are unable to create, copy or transcribe spellbooks. In order to gain new spellbooks, PCs must adventure for them, by either recovering them from dungeons or looting them from other magicians.

If a spell directly affects another creature, the target must roll above the caster's INT+10 to avoid or lessen the effects of the spell; roll d20+DEX against ranged attack spells, CON against life-draining spells, INT against mind-altering spells, or WIS against Illusions.

CAMPING AND HEALING

To make camp each PC must consume a ration and the group must spend 4 torches to keep the bugs and darkness at bay. Clear all Mud from slots and refresh all spells. Then each PC may choose how to spend their 8 hours in camp:

- ✦ Sleep 8 hours. Recover d8+CON HP.
- ✦ Nap 4 hours, recover CON HP.
- ✦ Examine an item for 4 hours. No roll required. Reveal secrets or hidden details.
- ✦ Take a shift watching for 4 hours. If there is a chunk of time where nobody takes a shift, 50% chance of an encounter.

UNDERWATER

Submerging themselves in water also clears all Mud from slots, in addition to the consequences below.

All rolls while underwater suffer Disadvantage, even Damage rolls. Every turn the PC spends under the water fills an empty slot. If their slots are full (of water or otherwise), then each turn underwater causes d6 Damage. Surfacing for air clears all water from their Slots.

SILFER

This mysterious space metal makes up most of the alien technology in the Marshes. Silfer drains nearby heat and transforms the energy into light; a grey glow half as bright as a torch. Contact with exposed skin numbs the affected limb. Prolonged exposure will absorb all the heat from a body; lying naked on a silfer floor will kill a human in 4 hours. It will freeze the corpse in 12 hours.

NUMB: All rolls that involve the numbed limb are at a Disadvantage for the next 4 hours.

However, when silfer is immersed in water (or mud) it stops glowing and heats up like a forge until the water is boiled away. Then it cools and resumes glowing.



FIRE

During each turn taken near flames, the PC suffers d6-2 Damage.

Large fires have a level. That level is the starting “Health” of the fire. If the PCs can deal enough “Damage” to the fire it will be put out. Every round, however, the health of the fire increases by its level. If a fire ever reaches 50 or more Health, it covers the entire hex. The hex is now impassable. On all future visits to the hex, use the “Burned” narrative description located in the Regions & Hexes section (pg 28).

FIREFIGHTS

When a PC attempts to douse the flames they deal d6 Damage to the fire and the fire Damages them as well (d6-2). Cleverness and expending resources may increase the damage dealt.

EXAMPLE FIRE FIGHTING

Round 1: A level 6 fire has started, it has 6 Health. A PC deals 4 Damage to the fire and they suffer 2 Damage. The fire has 2 Health remaining.

Round 2: The fire gains 6 Health, it has 8 Health total. A PC uses some valuable water from their pack to deal 7 Damage to the fire and they suffer 3 Damage. The fire has 1 Health remaining.

Round 4: The fire gains 6 Health, it has 7 Health total. A PC uses more water from their pack to deal 10 Damage to the fire and they suffer 0 Damage. The fire is put out.

CHARACTER CREATION

- ★ Roll 3D6. The lowest of those three is the Strength bonus of your Player Character.
- ★ Repeat five more times to determine Dexterity, Constitution, Intelligence, Wisdom, and Charisma bonuses, in that order. (These ability bonuses are also known as STR, DEX, CON, INT, WIS, and CHA).
- ★ Players may swap any two bonuses if they like.
- ★ Roll a d8 to find your character’s starting HP. If the number is below 4, then set the starting HP to 4.
- ★ All PCs start with 2 days of rations and 2D6X10 coins. *Knave* uses copper pieces, other games use gold, so *Bone Marshes* will just call them “coins”.
- ★ Roll on the following tables (at the end of this section) to determine additional starting equipment. Stats for equipment are listed on the Caravan Inventory Handout.

CHARACTER UPGRADES (OPTIONAL)

Knave is a lethal game. Characters must be careful, smart, and lucky to survive. *Bone Marshes* is about exploration, mapping, and navigation.

It’s hard to map an area when the party can be destroyed by some unlucky dice rolls, but I also think it’s important to keep characters on their toes and being careful. So here are a few “upgrades” you can give the PCs to adjust how the game feels:

Beefier, more capable characters. Give all the PCs a level up (Caravan Handout) when the game starts. Give them two levels if you really want to make them tougher.

More tools. Give each PC a random spellbook at the start. I like to do this to encourage creative puzzle solving and give them an edge in some combat scenarios. Start them with two random spellbooks for even more options.

BACKGROUND

VIRTUE

1D20	VIRTUE
1	Ambitious
2	Cautious
3	Courageous
4	Courteous
5	Curious
6	Disciplined
7	Focused
8	Generous
9	Gregarious
10	Honest
11	Honorable
12	Humble
13	Idealistic
14	Just
15	Loyal
16	Merciful
17	Righteous
18	Serene
19	Stoic
20	Tolerant

HISTORY

1D20	HISTORY
1	Alchemist
2	Beggar
3	Butcher
4	Burglar
5	Charlatan
6	Cleric
7	Cook
8	Cultist
9	Gambler
10	Herbalist
11	Magician
12	Mariner
13	Mercenary
14	Merchant
15	Outlaw
16	Performer
17	Pickpocket
18	Smuggler
19	Student
20	Tracker

SMELL

1D20	SMELL
1	Burned Hair
2	"Oregano"
3	Citrus
4	Salt
5	Light Perfume
6	Far too much perfume
7	Wet Dog
8	Pluff Mud
9	Suspiciously, nothing
10	Old meat
11	Dried blood
12	Tobacco
13	Piss and Vinegar
14	Oiled Leather
15	Wet Leaves
16	Garlic
17	Asparagus
18	Stale Beer
19	Sulphur
20	Can't tell; eyes water

VICE

1D20	VICE
1	Aggressive
2	Arrogant
3	Bitter
4	Cowardly
5	Cruel
6	Deceitful
7	Flippant
8	Gluttonous
9	Greedy
10	Irascible
11	Lazy
12	Nervous
13	Prejudiced
14	Reckless
15	Rude
16	Suspicious
17	Vain
18	Vengeful
19	Wasteful
20	Whiny

MISFORTUNE

1D20	MISFORTUNE
1	Abandoned
2	Addicted
3	Blackmailed
4	Condemned
5	Cursed
6	Defrauded
7	Demoted
8	Discredited
9	Disowned
10	Exiled
11	Framed
12	Haunted
13	Kidnapped
14	Mutilated
15	Poor
16	Pursued
17	Rejected
18	Replaced
19	Robbed
20	Suspected

ALLERGIES

1D20	ALLERGY
1	Common food (apples, fish, beer)
2	Someone else's blood
3	Middle Names
4	Day-old food
5	Moss
6	Old Rainwater
7	Spider Webs
8	Dye
9	Wet Shoes
10	The last 10 minutes of every day
11	Gold
12	Candle Wax
13	Torch Oil/Leather Oil
14	Wizards
15	Magical Light Sources
16	Sweets/Candies
17	Objects or People whose names start with a specific letter
18	Magical Healing
19	Don't know, GM will decide later
20	Roll twice more

GEAR

ARMOR

1D20	ITEM
1-3	No Armor
4-14	Gambeson
15-19	Brigandine
20	Chainmail

MORE ARMOR

1D20	ITEM
1-13	None
14-16	Helmet
17-19	Shield
20	Shield & Helmet

DUNGEONEERING GEAR

1D20	ITEM (ROLL TWICE)
1	Rope, 50ft
2	Pulleys
3	Candles, 5
4	Chain, 10ft
5	Chalk, 10
6	Crowbar
7	Tinderbox
8	Grappling hook
9	Hammer
10	Waterskin
11	Lantern
12	Lamp oil
13	Padlock
14	Manacles
15	Mirror
16	Pole, 10ft
17	Sack
18	Tent
19	Spikes, 5
20	Torches, 5

GENERAL GEAR 1

1D20	ITEM
1	Air bladder
2	Bear trap
3	Shovel
4	Bellows
5	Grease
6	Saw
7	Bucket
8	Caltrops
9	Chisel
10	Drill
11	Fishing rod
12	Marbles
13	Glue
14	Pick
15	Hourglass
16	Net
17	Tongs
18	Lockpicks
19	Metal file
20	Nails

GENERAL GEAR 2

1D20	ITEM
1	Incense
2	Sponge
3	Lens
4	Perfume
5	Horn
6	Bottle
7	Soap
8	Spyglass
9	Tar pot
10	Twine
11	Fake jewels
12	Blank book
13	Card deck
14	Dice set
15	Cook pots
16	Face paint
17	Whistle
18	Instrument
19	Quill & Ink
20	Small bell

MEMENTOS

1D20	MEMENTO
1	Unsent love letter
2	Tip of a broken blade
3	Small painted figurine of a man
4	Unopened book
5	Weathered Stamp
6	Bent coin (uncommon currency)
7	Unlabeled purple potion
8	Portable tea set
9	Stale tobacco
10	A ring that doesn't fit
11	Half-finished ship in bottle
12	Religious symbol (well-worn)
13	Ocean-smoothed piece of glass
14	Half-carved piece of driftwood
15	Loaded die
16	Sketch of someone's face
17	Glove that doesn't fit
18	An old shoe
19	Complex knot of rope
20	Brass key
21	Ribbon around the neck/waist
22	Unopened letter from afar
23	Letter of merchant's credit
24	Fine Masquerade Mask
25	Ocarina
26	Wooden box, no opening, rattles
27	Gold Thread
28	Empty birdcage
29	Book with all the pages torn out
30	Flask of firewater
31	Compass, always points South
32	Dull straight razor
33	Bloody arrowhead
34	Hand drawn map
35	Poker chip
36	Bag of candy
37	Incomplete deck of cards
38	Jar of Mud
39	Particularly fine acorn
40	Fake monkey's paw
41	Small tin of gold teeth
42	A crumpled note with a long list of names; some are crossed out.
43	A ball of bright red yarn
44	Smelling salts
45	Bag of dog/cat/horse treats
46-50	A random Lost Thing

APPEARANCE

PHYSIQUE

1D20	PHYSIQUE
1	Athletic
2	Brawny
3	Corpulent
4	Delicate
5	Gaunt
6	Hulking
7	Lanky
8	Ripped
9	Rugged
10	Scrawny
11	Short
12	Sinewy
13	Slender
14	Flabby
15	Statuesque
16	Stout
17	Tiny
18	Towering
19	Willowy
20	Wiry

SKIN

1D20	SKIN
1	Battle Scar
2	Birthmark
3	Burn Scar
4	Dark
5	Makeup
6	Oily
7	Pale
8	Perfect
9	Pierced
10	Pockmarked
11	Reeking
12	Tattooed
13	Rosy
14	Rough
15	Sallow
16	Sunburned
17	Tanned
18	War Paint
19	Weathered
20	Whip Scar

CLOTHES

1D20	CLOTHES
1	Antique
2	Bloody
3	Ceremonial
4	Decorated
5	Eccentric
6	Elegant
7	Fashionable
8	Filthy
9	Flamboyant
10	Stained
11	Foreign
12	Frayed
13	Frumpy
14	Livery
15	Oversized
16	Patched
17	Perfumed
18	Rancid
19	Torn
20	Undersized

FACE

1D20	FACE
1	Bloated
2	Blunt
3	Bony
4	Chiseled
5	Delicate
6	Elongated
7	Patrician
8	Pinched
9	Hawkish
10	Broken
11	Impish
12	Narrow
13	Ratlike
14	Round
15	Sunken
16	Sharp
17	Soft
18	Square
19	Wide
20	Wolfish

HAIR

1D20	HAIR
1	Bald
2	Braided
3	Bristly
4	Cropped
5	Curly
6	Disheveled
7	Dreadlocks
8	Filthy
9	Frizzy
10	Greased
11	Limp
12	Long
13	Luxurious
14	Mohawk
15	Oily
16	Ponytail
17	Silky
18	Topknot
19	Wavy
20	Wispy

SPEECH

1D20	SPEECH
1	Blunt
2	Booming
3	Breathy
4	Cryptic
5	Drawling
6	Droning
7	Flowery
8	Formal
9	Gravelly
10	Hoarse
11	Mumbling
12	Precise
13	Quaint
14	Rambling
15	Rapid-fire
16	Dialect
17	Slow
18	Squeaky
19	Stuttering
20	Whispery

50 SPELLS

"L" is a number equal to the caster's level. An item is anything able to be lifted with one hand. An object is anything up to human size. Unless otherwise noted, all spells with ongoing effects last up to L×10 minutes and have a range of up to 40 feet. If a spell directly affects another creature, the creature may make a Save to avoid it. Success reduces or negates the spell's effects.

1. **Adhere:** Object is covered in extremely sticky slime.
2. **Animate Object:** The object obeys your commands as best it can. It can walk 15ft per round.
3. **Auditory Illusion:** You create illusory sounds that seem to come from a direction of your choice.
4. **Beast Form:** You and your possessions transform into a mundane animal.
5. **Befuddle:** L creatures of your choice are unable to form new short-term memories for the duration of the spell.
6. **Bend Fate:** Roll L+1 d20s. Whenever you must roll a d20 after casting the spell, you must choose and then discard one of the rolled results until they are all gone.
7. **Body Swap:** You switch bodies with a creature you touch. If one body dies, the other dies as well.
8. **Command:** A creature obeys a single, three-word command that does not harm it.
9. **Control Plants:** Nearby plants and trees obey you and gain the ability to move at 5 feet per round.
10. **Deafen:** All nearby creatures are deafened.
11. **Disassemble:** Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them.
12. **Displace:** An object appears to be up to L×10ft from its actual position.
13. **Elemental Wall:** A straight wall of ice or fire L×40ft long and 10ft high rises from the ground.
14. **Frenzy:** L creatures erupt in a frenzy of violence.
15. **Gravity Shift:** You can change the direction of gravity (for yourself only) up to once per round.
16. **Haste:** Your movement speed is tripled.
17. **Hover:** An object hovers, frictionless, 2ft above the ground. It can hold up to L humanoids.
18. **Icy Touch:** A thick ice layer spreads across a touched surface, up to L×10ft in radius.
19. **Illuminate:** A floating light moves as you command.
20. **Increase Gravity:** The gravity in an area triples.
21. **Invisible Tether:** Two objects within 10ft of each other cannot be moved more than 10ft apart.
22. **Leap:** You can jump up to L×10ft in the air.
23. **Liquid Air:** The air around you becomes swimmable.
24. **Manse:** A sturdy, furnished cottage appears for L×12 hours. You can permit and forbid entry to it at will.
25. **Marble Madness:** Your pockets are full of marbles, and will refill every round.
26. **Miniaturize:** You and L other touched creatures are reduced to the size of a mouse.
27. **Mirror Image:** L illusory duplicates of yourself appear under your control.
28. **Multiarm:** You gain L extra arms.
29. **Night Sphere:** An L×40ft wide sphere of darkness displaying the night sky appears.
30. **Objectify:** You become any inanimate object between the size of a grand piano and an apple.
31. **Ooze Form:** You become a living jelly.
32. **Pacify:** L creatures have an aversion to violence.
33. **Psychometry:** The referee answers L yes or no questions about a touched object.
34. **Raise Dead:** L skeletons rise from the ground to serve you. They are incredibly stupid and can only obey simple orders.
35. **Repel:** L+1 objects are strongly magnetically repelled from each other if they come within 10 feet.
36. **Shroud:** L creatures are invisible until they move.
37. **Smoke Form:** Your body becomes living smoke.
38. **Spider Climb:** You can climb surfaces like a spider.
39. **Swarm:** You become a swarm of crows, rats, or piranhas. You only take damage from area effects.
40. **Telekinesis:** You may mentally move L items.
41. **Telepathy:** L+1 creatures can hear each other's thoughts, no matter how far apart they move.
42. **Teleport:** An object disappears and reappears on the ground in a visible, clear area up to L×40ft away.
43. **Thaumaturgic Anchor:** Object becomes the target of every spell cast near it.
44. **Thicket:** A thicket of trees and dense brush up to L×40ft wide suddenly sprouts up.
45. **Time Rush:** Time in a 40ft bubble starts moving 10 times faster.
46. **Time Slow:** Time in a 40ft bubble slows to 10%.
47. **Vision:** You completely control what a creature sees.
48. **Ward:** A silver circle 40ft across appears on the ground. Choose one thing that cannot cross it: Living creatures, dead creatures, projectiles or metal.
49. **Web:** Your wrists can shoot thick webbing.
50. **Wizard Mark:** Your finger can shoot a stream of ulfire-colored paint. This paint is only visible to you and can be seen at any distance, even through solid objects.

WELCOME TO THE MARSHES

I grew up on the marshes of South Carolina, and have vivid memories of exploring those swampy fields. For those who haven't spent much time in a marsh:

MOVEMENT IS SLOW GOING

What looks like solid dirt turns out to be a slimy hole. Patches of grass float on slick mud. The safest places to walk are the most time consuming: exposed tree roots, scattered islands, small trails that spin off in random directions. Solid ground usually takes the form of small islands rising 5-10ft above the water level.

PLUFF MUD SUCKS

Less like a muddy puddle and more like half-dried cement. No matter how tightly your shoes are tied, they will be yanked off and sunk. When locals get their boat stuck in pluff mud, they just leave it because pluff mud never lets go.

SALTY MUCK WATER

Don't drink it, don't let it seep into your clothes, or get into your backpack, or get in your scabbard, or soak your shoes, or... you get the idea. It's gross salty ooze that leaves a film of gunk when it dries.

HUMIDITY IS WORSE THAN HEAT

Heat is harsh, brutal, and deadly. But humidity follows you wherever you go. You can't escape it with shade, or cool water, or even sleep. Water and sweat infuses everything, giving you rashes in nasty places and taking away your peace. It wears you down over time, like waves on a beach.

LIFE AND BEAUTY

Despite all the horrors described above, marshes support more life than any other habitat. Flowering bushes and colorful reeds paint a scene. Camping outside in the cool salty air while the soft sound of crickets blends with burbling water noises to lull you to sleep. If the *Bone Marshes* weren't being turned into a burning hellscape they might be a nice place to visit.

TIMELINE

Before time: The Spire/Vault is built by ancient aliens and used to store artifacts from across the stars. They live in the tall Spire but worked in the Vault underground.

Before recorded history: Vault and Spire abandoned. Spire is overgrown and crusted over with stone. Vault sinks deep beneath marshes. The five VoltCells that powered the Vault and Spire are scattered. Without those, the alien technology starts to break down and malfunction.

Two months ago: The underground river shifted over time and eventually flooded the Vault. The Vault initiated emergency environmental procedures and is forcing constant daylight in an attempt to dry itself. However, the Vault has sunk deep underground, and all it's doing is scorching the marshes on the surface.

One month ago: The Guardian of the Marshes is driven mad by the daylight. It discovers a VoltCell in the Spire and uses it to power a circular rotation of the marshes, desperately trying to restore the normal day-night cycle.

Part I: Azimech discovers the burning marshes and summons help with her flyers. She needs someone to chart a safe route through the marshes so her caravan of scholars and supplies can arrive to help her work on the problem.

Part II: Azimech has detected a strong source of power coming from the marsh. It may be related to the constant daylight and the spinning Meadows. Find the source of this power and bring it back for study. (It's a VoltCell).

Part III: Azimech's team has studied a VoltCell and thinks they are the key to stopping the daylight. The PCs must explore beneath the marshes and bring her the remaining VoltCells. Once she has three of the five, she can short them all out, disabling the technology and returning the marshes to normal. The PCs can also accomplish this by removing the last VoltCell from the Vault underground, or they can return all five VoltCells to the Vault restoring normal functions.

PART I: CHARTING THE MARSHES

GOALS:

- ✦ Chart a safe route between the marked hexes (A <—> K) and bring it back to Azimech.
- ✦ Record discovered threats or valuable resources. The more detail, the better.

REWARDS:

- ✦ 200 coins for a safe path.
- ✦ 30 coins for every recorded threat or detailed note about the hex.

ADVENTURE HOOK

Your last adventure didn't go so well.

- ✦ What was it? What happened? What scars do you bear from it?
- ✦ Where are you now?
- ✦ What are you waiting for?

All of a sudden, a flyer appears from thin air and sticks itself to a nearby surface. Then another, and another, until hundreds of flyers are popping into existence covering walls, furniture, even people. When every surface is covered, the flyers begin to spread out over the rest of the area.

Show the PCs the Flyer Handout (pg. 13). Any PC who tears off a piece is transported to Azimech's camp.

AZIMECH'S CAMP

Azimech greets them with excitement, exhaustion, and a little confusion: "Great! You came. I stumbled across this flaming disaster a day or two ago. Or three, I don't know. I'm trying to stop it, but I need supplies and a bath and a copy of Novella Maptera. Where is everyone else? I thought..."

She explains the situation: A caravan of supplies is on its way and more scholars should be arriving soon to help her stop this calamity. But first, she needs a safe route charted through the marshes for the caravans to follow. She'll pay extra for notes on threats or valuable resources.

Several other adventurers start to pop into existence as more people discover and eat the flyers. She organizes groups and sends them off with various tasks, attempting to take command of the situation.

AZIMECH

Azimech was a terrible merchant. Unexpectedly put in charge of her family's business, she floundered. She was too "bookish" to maintain all the social connections required; too timid to engage in aggressive negotiations; too disinterested to keep up with market trends and fluctuations. It didn't take long for the family name to crumble into obscurity.

Her only smart business decision was selling everything before she ruined it completely. This left her with a sizeable fortune, enough to live comfortably in the city for the rest of her life. However if she was intimidated by markets and merchants, she was terrified of mundanity.

To leave this life without ever making a mark? Leaving some kind of Legacy? Unbearable. Azimech wanted her name to be remembered; preferably for something positive and life-changing. Something unrelated to coins and culture. Something...magical! She'd always been interested in magic, for it rarely required human interaction and respect was earned through knowledge, not social (or actual) capital.

Allowing her "bookish" side to take over completely, she hired tutors, purchased rare tomes, and enrolled in magical apprenticeships. By the time she was finished she had depleted half her fortune and almost ALL of the city's magical knowledge. She purchased a nice carriage, some scrolls of camouflage, and a book about summoned steeds. Perhaps in the next city she can use her knowledge and gain some recognition.

Along the way she saw a pillar of smoke off in the distance. Curious, she stupidly wandered towards it, hoping to meet another traveller who could provide directions. Instead, she found a spreading inferno consuming the edge of the marshes. While she searched her books for some kind of water magic she realized that this could be her chance.

If she can prevent these fires, save the marshes, and head an expedition... well, who knows where that could lead! Unfortunately, there was little she could do about the blaze besides hide in her wagon and prepare. She tried to sleep on the problem... but night never came. The sun set and rose as it always has, but the sky never grew any darker. Something weird is definitely going on. Weird, destructive, and hopefully, magical!

She refined her teleportation spell and sent out flyers to the last few towns she passed through, hoping to recruit some assistance. For HER endeavour, that she would lead single-handedly. She could do it. Almost certainly.



AZIMECH ACTIVITIES

Whenever the PCs enter camp, Azimech is keeping herself busy with some task or another:

1. She is digging through a large satchel removing piles of gold, jewellery, etc. Oblivious to the flaunting of her wealth, she just keeps muttering, "Where is that book. I know it's around here somewhere."
2. Azimech is in her tent, loudly arguing with... no one? "I'm in charge here! Yes! I'm in charge. You, sir... madam... are NOT in charge. I am. So we do it my way." *Heavy sigh* "No one is going to listen to me..."
3. Azimech is excitedly lighting a fire with one gesture, and then putting it out with another gesture. "Look at this! I can extinguish the flame without water. I just have to remove all the air from-" *She then descends into a choking fit, gasping for air and stumbling around.*
4. Azimech is asleep, a book draped over her eyes. The spine is titled, "How to lead with confidence!"
5. Azimech is drawing a map of the area out of empty hexes; preparing it for information. She asks the PCs if they have any notes they can share. "Have you been here yet? What about this region?"
6. She approaches the PCs, looking nervous. "Ummm... is there much game around here? For food? How am I gonna feed everyone?!" she asks, on the edge of panic and despair.

THE TWIST

The Meadows of the marsh slowly rotate around the Central Spire, completing a full rotation every 24 hours. Driven mad by the eternal daylight, the Guardian of the Marshes is desperately attempting to set things right by rotating a section of the marsh.

The PCs will notice the rotation immediately since the edge of the Meadows rotates at 6ft per second (a fast walk). A deep groove has been carved into the earth along the edge of the rotating section. Like a giant split the earth with a cleaver as far as you can see in both directions.

This is the main challenge of Part I. How can they map a safe and reliable route through a flaming, spinning marsh? Any solution is acceptable as long as Azimech receives detailed instructions that she can pass along to caravans traveling through the area.

If the PCs can fly/teleport, Azimech should stress that the route they come up with must be useful from a "boots on the ground" perspective. "Flying across the marsh" isn't possible for most traders and scholars.

GETTING LOST

It will happen. When it does, remind the players that they can see the Spire from any hex; it's the only landmark that can be seen from anywhere in the marsh.

CONCLUSION

The PCs must give the charted path in the form of directions (turn left at the big tree, go until you come to the gulch, etc), and Azimech asks questions regarding the various topography and such. She rewards them as promised, but there are consequences if the provided path isn't actually safe.

The map shows some of the unsafe hexes that a caravan might have trouble with. Use your judgment when evaluating the path players choose. Some "safe" hexes might have new threats or previous threats removed.

- ✦ If the path provided goes through 1 unsafe hex, then cross out the Spellbooks from the Caravan Inventory handout.
- ✦ If it goes through 2 unsafe hexes, then cross out the Spellbooks and Armor sections.
- ✦ If it goes through 3 unsafe hexes, then cross out the Spellbooks, Armor, and Weapons sections.
- ✦ If it goes through 4 unsafe hexes, then cross out everything but the "Level Up" and "Selling Magic Items" sections.

PART I AS A ONE-SHOT

If you wish to run Part I as a one-shot then:

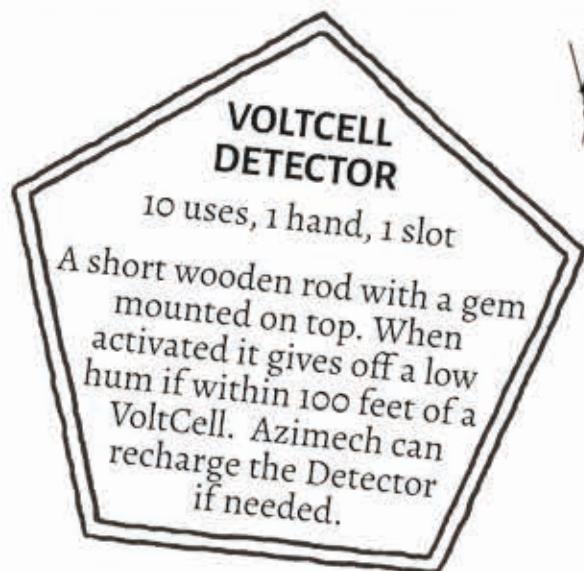
- ✦ Do not check Random Encounters.
- ✦ Ignore Mud Rules.
- ✦ Azimech gives a 3-day time limit on a safe path through the marshes. "I need the safe path by then! Don't dawdle!"

Tear Corner To Accept Contract

Voltcell Notes

The VoltCell is a large silver cylinder, 3ft long, 4-5 inches wide. It takes up 3 slots.

- Since it's made of silver, it's indestructible.
- Numbing effect when touched to skin.
- When exposed to water it heats up like a forge, evaporating surrounding water. If underwater, boiling bubbles obvious!
- There are **4 more** VoltCells underground.



DUTIES

Find 2 more VoltCells beneath the marshes and bring them back to me.

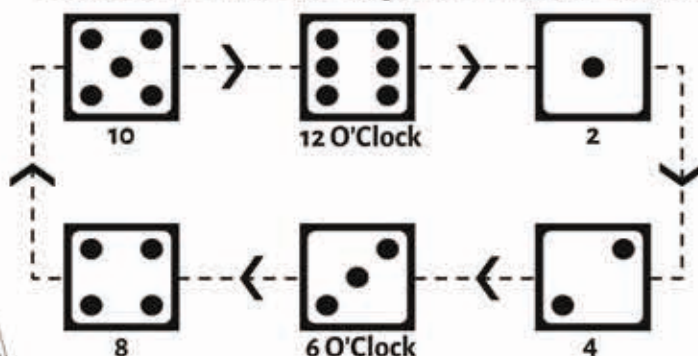
Take notes on threats, resources, etc.

REWARDS

200 Coins per VoltCell returned.

30 Coins per threat/resource

Use a coin or die to keep time with the clock:



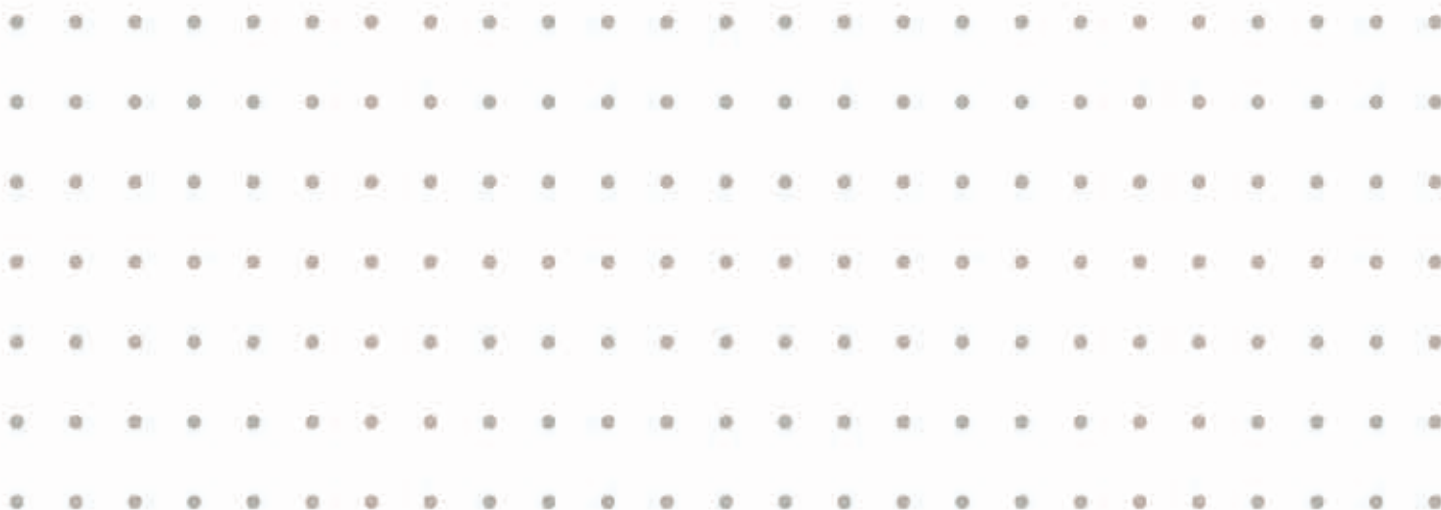
We can't tell exactly where the other VoltCells are, but we know how far down they are. Imagine the underground is divided into three layers:

One VoltCell just below the surface

Two VoltCells in the second layer.

Final one is deep below...

NOTES/MAP



PART II: RETRIEVE THE VOLTCELL

GOALS:

- ✦ Recover the VoltCell from wherever it may be.
- ✦ Record discovered threats or valuable resources. The more detail, the better.

REWARDS:

- ✦ 300 coins for the VoltCell
- ✦ 30 coins for every new recorded threat or valuable resource

CAMP CHANGES

A few days have passed since the end of Part I. Some scholars have teleported in and some of the caravans have arrived. Hand the players the Caravan Inventory page and let the PCs purchase/sell items. Rather than an exhaustive list of all the caravans, mercenaries, and scholars, here are some of the more noteworthy examples:

MERCHANTS

Old Mire insists on yelling all the time. Quick with a long-winded story or questionable advice, he never wavers on his prices, although he will reluctantly offer discounts on bundled purchases. “Things just are the way they are. Always have been. But I’ll do my best to help you purchase more! HA!” You can hear his booming voice from anywhere in the camp; most of the time coming from his two turtle-back steeds. He is interested in purchasing ancient mementos, particularly ones with a story attached to them.

Alkine began their career as a salt merchant. Since then they haven’t really been able to stray far from it. Oh, they sell many things, but you had better purchase a little salt if you want to purchase anything at all. “Everyone needs salt! Especially those who think they don’t!” Alkine is rumored to have a small supply of “Life Salt” said to preserve a creature indefinitely, if a bit uncomfortably. Will buy anything that smells salty.

Birdy never speaks. She is surrounded by cages of colorful feathered creatures. She has trained them to speak for her, common phrases and individual words. Bargaining with her is a painful, exhausting, and deafening experience. But her prices are among the lowest in the camp. She will pay handsomely for any tame-able creature. Especially if it can talk.

MERCENARIES

Ash Baron. A man who’s never far from fire. He delights in the heat and marvels at the flames. He hates the Singed Robes. They hate him too. All of his equipment is built to resist heat, and his weapons/equipment are specialized in starting new blazes. No facial hair for obvious reasons. He wouldn’t miss the *Bone Marshes* for the world!

Hound. A skilled tracker who cares only for his best friend—Mutt. To everyone else, he is grim, mean, and harsh. To Mutt he is a doting father. If you could see the two of them alone then you’d see Hound smile. He’ll let everyone and everything burn down around him before he let any harm come to his “widdle pooky pooky doggo”. Mutt, in turn, likes everyone... well everyone who has food in their pockets.

Reed. The previous leader of the Cattail Bandits, she’s helping Azimech in the hopes of rescuing her “kids” from Puddin Jack’s terror. Unfortunately for her, Puddin killed many of her supporters years ago and by now few of the Cattails know of her or even care. Equipped just like the Cattail Bandits, but the cattail symbol has been ripped out.

SCHOLARS

The Torn Pages. Sworn to answer any question they are asked, and never to speak unless answering a question. Amongst themselves, they end every sentence with a question of their own so that conversations may continue among their brethren. The best way to ingratiate yourself with a Torn Page is to ask them an obscure or difficult question. The worst way is to waste their time with pointless or common questions.

The Singed Robes. They hate that nickname, however, “The Illustrious Order of Dampened Flame, Quenched Ash, Smoldering Char, Darkened Spark, and Dank Chaff” is hard to remember. Better to use a nickname than leave out a word. The Singed Robes study fire, particularly the defense against it. They’re popular in metropolitan places, although other wizards get annoyed by their excessive caution. “Is that a candle?! Put it out you fools!”

The Great Sages. One of the oldest schools of wizardry, they are known for their expensive tastes and rich bloodlines. In fact, all of the Great Sages are either members of the nobility, extremely rich, or both. Some have agreed to help fund Azimech’s venture, although none of them wants to stay in this nasty place for very long. There’s never more than one or two Great Sages at a time, and they spend most of their time in their cooled tents complaining about the food.

ADVENTURE HOOK

Azimech finds the PCs. “You did well with the charting; I need your help again. Our studies have identified a strong source of power in the Marshes within the same area you’ve already mapped. It will probably look like a large gem or crystal of some kind. Find it and retrieve it for me. You will be properly compensated.” She is referring to the VoltCell in the Meadows, but the PCs may not have discovered it yet.



If the PCs already have the VoltCell in their possession then she detects it and asks to borrow it for study. If they refuse then she offers to buy it for 300 coins. If they still insist on keeping the VoltCell then she gets angry, telling them to get lost and the adventure is over.

CONCLUSION

After Azimech gets her hands on the VoltCell she and a bunch of scholars carry it away excitedly and get busy studying it. She pays them whatever she agreed to. “Oh! And don’t go anywhere. Please? This is just the first clue in stopping the daylight from burning up the marshes.”

PART II AS A ONE-SHOT

If you wish to run Part II as a one-shot then use the same flyer-hook as in Part I, but when they arrive another group has already helped her map a safe path (A→B→Wait for safe Meadow hex→Meadows→wait 8 hours→L→K). That group left as soon as they had their money, but Azimech still needs help recovering the first VoltCell.

- ✦ Do not roll Random Encounters.
- ✦ Ignore Mud Rules
- ✦ Azimech gives a 2-day time limit on recovering the VoltCell. “Not a moment to lose!”

PART III: HEART OF THE MARSHES

GOALS:

- ✦ Bring at least 2 more VoltCells (3 in total) back to Azimech.
- ✦ Record discovered threats or valuable resources.

REWARDS:

- ✦ 200 coins per VoltCell recovered.
- ✦ 30 coins for every new recorded threat or valuable resource
- ✦ Teleportation to any civilized place.

ADVENTURE HOOK

A few more days have passed since Part II. Azimech and her team have been studying the VoltCell and made some discoveries.

Show the PCs the Notes Handout; walk them through what's on it. Azimech demonstrates how the silfer works by submerging the VoltCell in a large barrel of water – it immediately begins to boil. Soon all the water is gone and the bottom of the barrel is warped and charred.

"If covered in water, the VoltCells are easy to find! If not, you can use the VoltCell detector when you think you're close. Good luck!"

THE TWIST

The underground chambers and tunnels flood with the tides. You can see the flooding schedule on pg 27.

CONCLUSION

The PCs bring Azimech two more VoltCells (so she has three total). She uses these three to short out all five of the VoltCells, disabling the alien technology and returning the marshes to normal. She (and the PCs) might never know about the Vault. She pays the agreed-upon sum, thanks them for their effort, and will teleport them to any civilized place.

The PCs remove the final VoltCell from the Vault Energy room. This powers down all the alien technology, restoring the marshes to normal. It also causes the energy fields to fail, flooding the Vault. Azimech rewards them with whatever coins she has left (300) for taking care of it and begs for any information they can offer about the Vault and its contents. She would prefer to keep any VoltCells she has and can bargain with spells and Lost Things.

The PCs return all five VoltCells to the Vault, restoring power and allowing the Vault to engage thrusters and take off, leaving earth behind. If the PCs tag along for the ride, then this will be a great way to start a sci-fi campaign. If the PCs don't tag along then later the alien race will return and thank them for saving their ship. Reward the PCs with XP, items, adventure hooks, or whatever else you want to give them.

PART III AS A ONE-SHOT

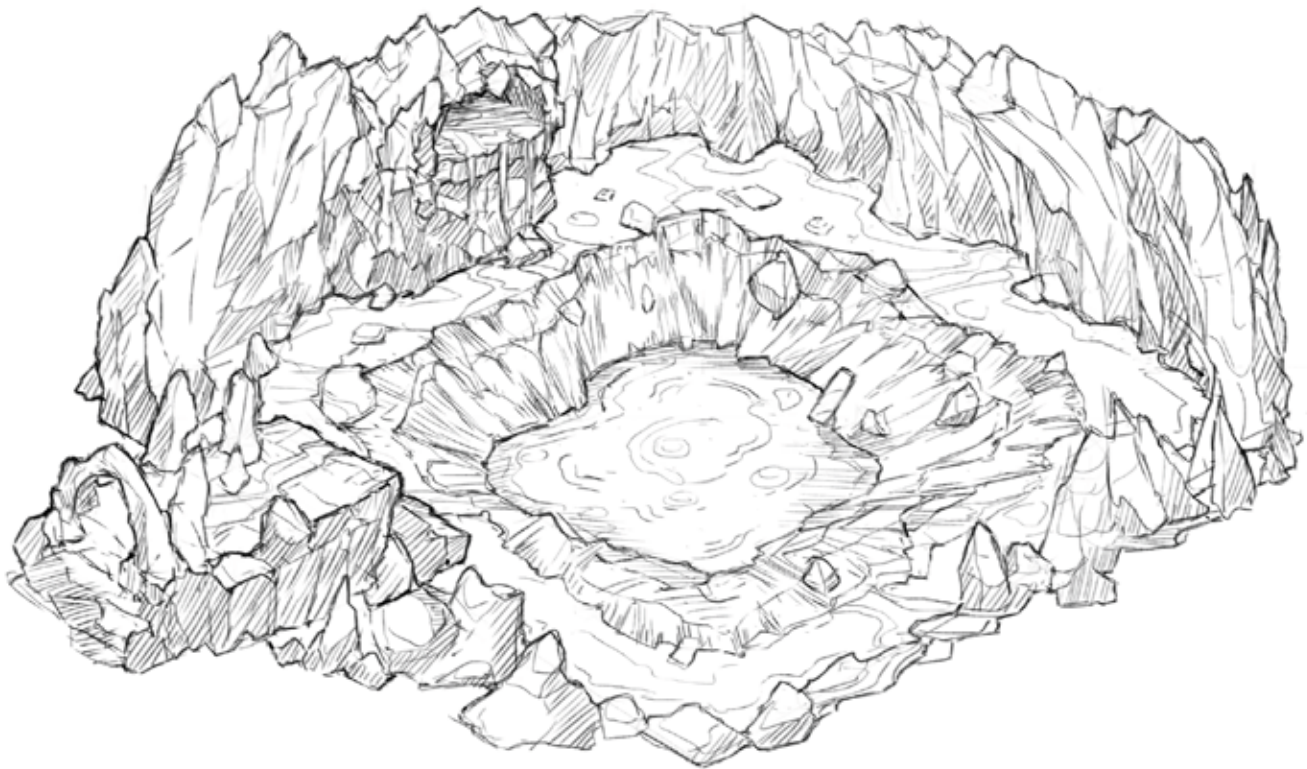
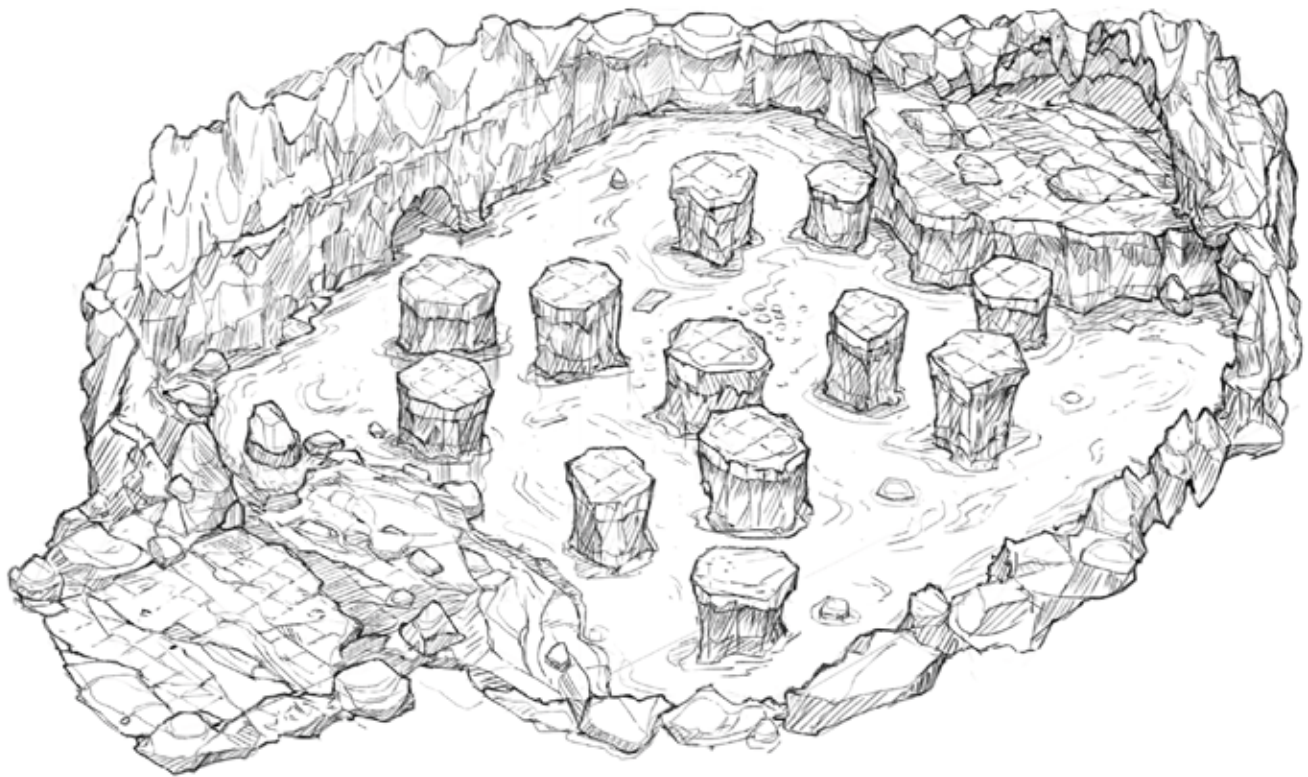
If you wish to run Part III as a one-shot then use the same flyer-hook as in Part I, but when they arrive someone has already retrieved the first VoltCell for Azimech. She needs help recovering two more. Skip the overland travel and just put them in the Spire, ready to head deeper.

- ✦ Ignore tunnel flooding and random encounters.
- ✦ Ignore Mud Rules.

MORE ADVENTURES

Your players have helped Azimech succeed in her campaign. Good work! The fires are dying, night finally falls on the Marshes, and everything is getting back to normal. But there is still more to do! If your group wants to keep exploring, here are a few threads to dangle in front of them.

- ✦ **Help Reed re-take the Cattail Bandits.** Ever since she left, Jack has ruled those desperate folks through fear and death. Under Reed's leadership the Cattails could thrive once again... maybe even team with Azimech to find a better life on the right side of the law.
- ✦ **Return all five VoltCells to the Vault.** If all five are returned to the Vault, it repairs itself and launches into space, towards worlds unknown.
- ✦ **Help the King restore his throne.** See King's City (pg. 35)
- ✦ **Help the Queen save the marshes.** See Queen's Pavilion (pg. 29)
- ✦ **Join Captain Agnes** and his crew as they attempt to make it back to their home. It will be a long journey, but Captain Agnes needs all the help he can get. See Dumping Ground (pg. 30)
- ✦ **Restore Knochen's eternal youth.** If the rotating section of Marsh stopped out of alignment, his spell will be broken until things are set right.



BESTIARY

MARSH CREATURES

Stats provided are for *Knave* but should be easy enough to convert to your system of choice. Unless noted otherwise, all ability bonuses are +0. Health is (5x)HD or rolling that number of d8s.

BONE SWARM

HD 2, Armor 12, Damage as current HP, split equally among all targets.

A swarm of insect husks that feed on bone marrow. Each one is the size of an acorn; a pinch of meat protected by a thin bone carapace.

*"Death finally comes,
The buzzards pay their respects,
The worms eat what's left,
And the swarm consumes the rest."*

Each turn they deal damage equal to their current HP split among all nearby targets. Each successful attack against a bone swarm deals 1 damage. Cleverness and fire deal 2 damage.

CATTAIL BANDITS

HD 2, Armor 10, Damage as weapon. STR+2, DEX+2, WIS+2.

"If we don't bring Jack your water...he'll take ours. It's nothing personal. Come with us quietly, and you won't suffer."

Once a thriving community, the Cattail Bandits have fallen on hard times. The marshes are drying up, animals are fleeing the area, travelers are rare, and water is scarce. Their newest leader has a solution, one more terrifying than the original problem. Puddin Jack has a spell that can extract fresh water from a corpse. He sends out groups of bandits with a simple task: "Bring back fresh corpses, or I'll drain the water from one of you." Their members can be identified by the wrinkled skin and desperate thirst in their eyes.

Their cloaks make them invisible when hiding among the cattails. Always describe them jumping out from a nearby group of cattails. Bowstrings are unreliable with the humidity of the marshes, and swords spill too much valuable blood.

They are equipped with:

- ✦ 3 short spears (d6 Damage, thrown)
- ✦ Rope and Nets (trapped for 3 rounds; can be freed by another PC)
- ✦ Large Marsh Torch. If killed the dropped torch starts a level 5 fire.
- ✦ Heavy Staff (+2 Attack roll, d6 damage)
- ✦ Shovel (d4 Damage. On a successful Attack, flings blinding mud)
- ✦ Pack full of 3 rations, 3 gallons of water. Will run away and avoid combat.

FIRE ELEMENTAL

HD 0 (1HP), Armor 20, Damage d6 (plus fire, see below).

Fire Elementals are fierce competitors. When two elementals meet, they try to spread their own color of flames further and faster than their fellows.

Each turn spent near them inflicts d6-2 Damage. They are only vulnerable at their cores: a small golf-ball sized chunk of solid magic. If struck, the core explodes, dealing d8 Damage to everything nearby, and starting a large level 10 fire.

SHAPE AND COLOR

- ✦ Pulsing sphere with dark blue flames.
- ✦ Pyramid of green fire.
- ✦ Cube of red flames.
- ✦ Amorphous cloud of purple fire
- ✦ Humanoid shape with grey smokey flames
- ✦ Takes no form, appears like mundane flames that spread extremely quickly.



SWURMP

HD 4, Armor 13, Damage d6/seal target.

Mute Semi-sentient humanoids of mud, grass, and dirt. When left to their own devices they attempt to imitate human society: creating mud castles, forming communities, domesticating animals, etc.

They want humans who will teach them human things. If refused, they get forceful and will try to trap the PCs and carry them to King's City. Whenever a swurmp deals maximum Damage, it instead envelopes the PC in a muddy cast, paralyzing them. Another PC can free them on their turn with a successful STR Save.

They cannot speak but communicate with simple images and emotions telepathically. “Can you help us build?” would look like: Beavers building a dam, ants digging a tunnel, and two humanoid figures shaking hands, exchanging money. When encountered they want:

- ✦ Someone to teach them to build a wooden hut.
- ✦ To learn how to craft metal weapons.
- ✦ To learn how to plant crops and harvest them.
- ✦ To learn fighting and combat tactics.
- ✦ Help finding the Queen Swurmp.
- ✦ Incomprehensible. You have no idea what they want to learn.

TREANT

HD 12, Armor 14, Damage d10+2 (attacks with disadvantage)

Engulfed in flame, this Treant desperately searches for a deep puddle to jump in. Any Damage it deals is unintentional as it flails around wildly trying to douse itself. The Treant suffers 5 Damage at the beginning of its turn.

Every 5 rounds, the Treant will start a level 10 fire unless it is killed or doused.

Simply getting near it invokes the fire rules (d6-2 Damage each turn).

MUCKERS

“They say those Muckers were once people. But I think humans were once Muckers! Sometimes the sun is so hot that I seriously consider rejoining them under the cool swamp.”

All Muckers serve the Muckfish. They bring it food and infect others to create more servants.

MUCKFISH

The Muckfish is a leviathan-sized eel, swimming in the Cavern under the marshes. As wide around as a school bus, it has no beginning or end – the body just goes on forever. Sucker-mouths are studded all along its body, each mouth is a Mucker spawn inside the mother. It prefers to wrap around its meal, allowing the sucker mouths to feed.

MUCKER CREATURES

MUCKER SPAWN

HD 1, Armor 8, Damage d4.

Banana-sized eel bodies with leech sucker-mouths. They burrow through the mud and launch themselves towards PCs.



MUCKER WARRIOR

HD 3, Armor 11, Damage d6. STR+3, DEX+1, WIS-3, INT-3.

Some of the first humanoids to be infected; two arms, two legs, a lean torso... and no head. Where the head would be is instead a gaping maw ringed with leech-teeth. Their hands have four evenly spaced fingers with sharp talons. Muckers can sense their targets through body heat. Above ground that all have a -2 to Attack rolls because of all the heat. They feed by ripping off chunks of flesh and stuffing them into their head-hole.

MUCKER SHAMAN

HD 3, Armor 14, Damage d8. STR+1, INT+3.

Recently infected humanoids. They could pass for fishy people but for their mouths: always open and ringed with leech-teeth. They use their webbed hands to cast several spells:

- ✦ Flood: water drains from nearby to flood the surrounding 40ft. Creates a bubble of water that can be swum out of and escaped.
- ✦ Pluff Trap: Sprays thick mud on the target, which slowly hardens like concrete over the next 3 rounds. Can be dissolved with fresh water, otherwise like stone.
- ✦ Wave: A thin stream of scummy water spreads out from the caster. d6 Damage + 15 ft pushback. Additional d6 Damage if targets strike a surface.

Any other Attacks are magical in nature and deal d8 Damage. Note these magical attacks don't inflict *Mucker Disease* (see below.)



MUCKER BRUTE

HD 6, Armor 10, Damage d10. STR+3, CON+2.

In another 500 years, this 10ft long slug creature will grow into a mature Muckfish. It tramples, knocks down, and tries to squeeze targets. When reduced to 10 HP or less it goes berserk, attacking whatever is nearest.

Roll: rolls through the passage trying to crush everything in its path: d6 Damage to all in line.

Squeeze: tried to wrap up and constrict like a large snake. The initial attack does no Damage but traps them. Next few turns deal d10 Damage with Advantage. STR/DEX Save to escape.

Berserk: Attack the nearest 3 targets, dealing d10 Damage to each.

MUCKER DISEASE

When a Mucker deals maximum Damage, no Damage is dealt but the target is infected with Mucker Disease. The victim slowly mutates into a Mucker over the next week or so. It can be cured with magic, or by spending 4 hours submerged in freshwater. The Queen and Knochen know of Mucker Disease and the cure.

When a PC is infected, have them begin tracking days on their character sheet:

- ✦ **1 Day:** Sweat and breath smell terrible. Gills form behind ears and under armpits. A victim can breathe underwater without difficulty. Muckers will not attack them or bother them in any way.
- ✦ **2 Days:** Fingers grow webbing, no penalties underwater. Weird dreams of Muckfish, can't sleep anymore.
- ✦ **3 Days:** Can swim through the mud as easily as a human can swim through water (penalties included).
- ✦ **4 Days:** Important memories fade.
- ✦ **5-10 Days:** The PC will forget their life entirely and become consumed with serving the Muckfish.

SILFER AUTOMATONS

"If it glows, don't touch it. If you can't run away, just give it what it wants. If you don't know what it wants, stop moving, lie still, and hope you survive whatever happens next."

Silfer Automatons were crafted by ancient aliens to perform simple tasks. Their silfer skeletons are worn and tarnished. Their programming has decayed to the point of nonsensical tasks repeated over and over. They are stupid and easily avoided or manipulated.

All the Automatons can be outrun without much difficulty. However, unless the PCs work to distract or disable the Automatons, they will eventually catch up. When the PCs flee or avoid an Automaton, write down the current time. Add 8 hours. When that time comes, the Automatons catch up in addition to whatever is currently going on.

Silfer Automatons cannot be damaged in the traditional sense. Instead, they have a number of *bones*, and each successful Attack dislodges a bone. When enough bones are dislodged the automaton no longer functions well enough to be a threat.



ANOMALO

Bones 8, Armor 13, Damage 0.

Like a large cuttlefish, its many fins aren't large enough to keep it airborne, but it floats around just the same. Anomalos attempt to perform scans on nearby living creatures. It scans by attaching to an appendage and broadcasting brief but intense radiation.

The scan itself deals no damage, but it will apply the NUMB effect of silfer. It only takes one turn to attach itself, scan, and unattach. Once it scans a target it moves on to the next one. Each Anomalo will scan separately; e.g. a group of 3 will each want their own scans of a PC.

1. Scans head.
2. Scans right arm.
3. Scans left arm.
4. Scans right leg.
5. Scans left leg.
6. Attempts to scan one finger (takes 5 rounds, *awkward*).



ARCHEO

Bones 5, Armor 5, Damage 0.

This bird has a silver skeleton and is covered in artificial feathers. It can be touched without consequence.

The Archeo seeks to Question and Record. It will follow the party, asking probing questions and recording their every moment. It asks questions about the character's habits, motivations, and actions. When asked questions in return it merely pauses for a moment, and then continues with its own interrogations, ignoring the PC.

Unless protected, it could be damaged in combat or other hazards. If the PCs already have an Archeo with them, the two birds will immediately fight to the death. The survivor will continue traveling with the PCs as before.

IF AN ARCHEO IS IN THE PARTY:

- ✦ PCs may give simple, one-word commands to Humanos that will be translated and obeyed.
- ✦ PCs may choose what a Trilo samples from them. They **MUST** sample something, but some control is possible.
- ✦ PCs may instruct an Anomalo which limb to scan. They **MUST** scan something, but some control is possible.

An Archeo will translate any alien messages into common speech. Don't read the text in these boxes unless the group has an Archeo to translate.

HUMANO

Bones 10, Armor 10, Damage d8 (with disadvantage).

A primitive humanoid form of silver covered in short hairs. A beast of burden, it seeks only to carry and serve.

They approach the PCs, hand extended. They won't leave unless given something to carry (at least 2 Slots worth, or 10 pounds). If the PCs refuse to give them anything then the Humanos will try and take something by force. Resisting them causes Damage each turn and NUMBS the affected extremity.



TRILO

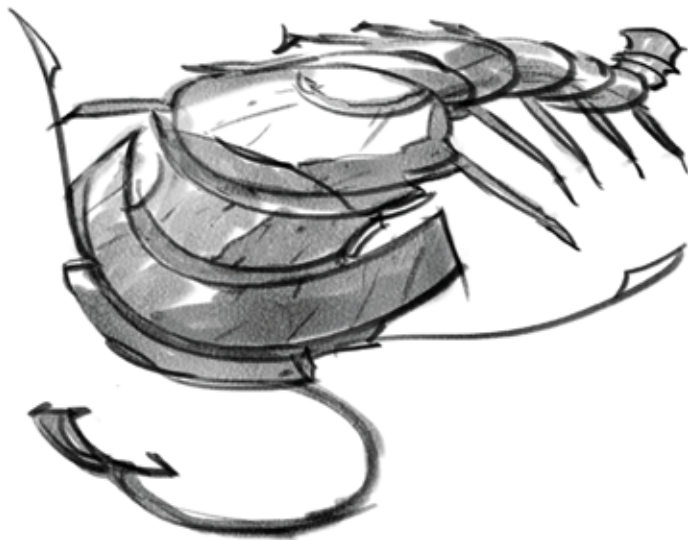
Bones 4, Armor 15, Damage (see below).

Shaped like horseshoe crabs, silver Trilos climb over things using many tiny hooked feet.

They are programmed to collect samples using a long silver scoop that can extend from the center of its shell. Once it samples a target it moves on to the next one. Each Trilo will sample separately; e.g. a group of 3 will each want their own samples from a PC.

Roll a d6 for different kinds of Trilos and what they attempt to sample:

1. **Weapon** - Carried weapon deals -1 Damage until repaired.
2. **Armor** - reduced by 1 until repaired.
3. **Flesh** - deals 1 Damage and numbs the affected extremity. Slices out a marble-sized chunk of flesh.
4. **Blood** - Lowers max HP by 1. Recovered when you next sleep.
5. **Sweat** - No Damage, but will latch on to a PC for 10 rounds until it has collected enough sweat. If the PCs is active, it only takes 2 rounds. NUMBS the affected extremity.
6. **Pack** - A single, small item is taken (1 coin, 1 candle, etc).



REGIONS & HEXES

TRAVEL AND TIMEKEEPING

The marshes are made up of two areas: Aboveground split up into hexes, and the Underground split up into chambers and tunnels.

The time-keeping and travel rules can be a little “board-gamey” but they exist to provide a framework for players to map and understand the world. Whenever time passes, move the clock forward and roll for a Random Encounter. Players should keep track of the time openly using the clock on the handouts so everyone (including you) knows what time it is.

ABOVEGROUND

Aboveground time is measured in 4-hour chunks. It takes 4 hours to travel from the center of one hex to the center of an adjacent hex. For simplicity, assume most of the locations are near the center of each hex, and random encounters happen at the edges. Each hex is about 10 miles across.

When the PCs travel to another hex:

- ✦ Move the Clock 4 hours forward.
- ✦ Each PC must cover a Slot in Mud.
- ✦ Roll for a random encounter (2D6) in the current area. Happens on the way to next hex.
- ✦ Flip to the new hex page, and describe it to the PCs.

EXAMPLE

It is 4 am, the PCs are in hex “E” aboveground. They decide to head down to hex “I”. The timekeeper die is moved to 8 am. Each PC covers a slot in mud. The GM rolls 2D6 and gets a 7. The GM consults the encounter table for the Wetlands and describes the Mucker Spawn swarming the group. After they defeat/escape the awful creatures they continue their journey. The GM describes their arrival in the Indigo Flames hex.

UNDERGROUND TRAVEL

Underground Time is measured in 2-hour chunks. It takes 2 hours to travel the tunnels from one chamber to the next. Tunnels are not straight; they twist and corkscrew wildly. Flooded tunnels require several stretches of underwater swimming - see the rules for acting Underwater (page 7). Don't tell the PCs how much swimming is required; they won't know until they take the plunge.

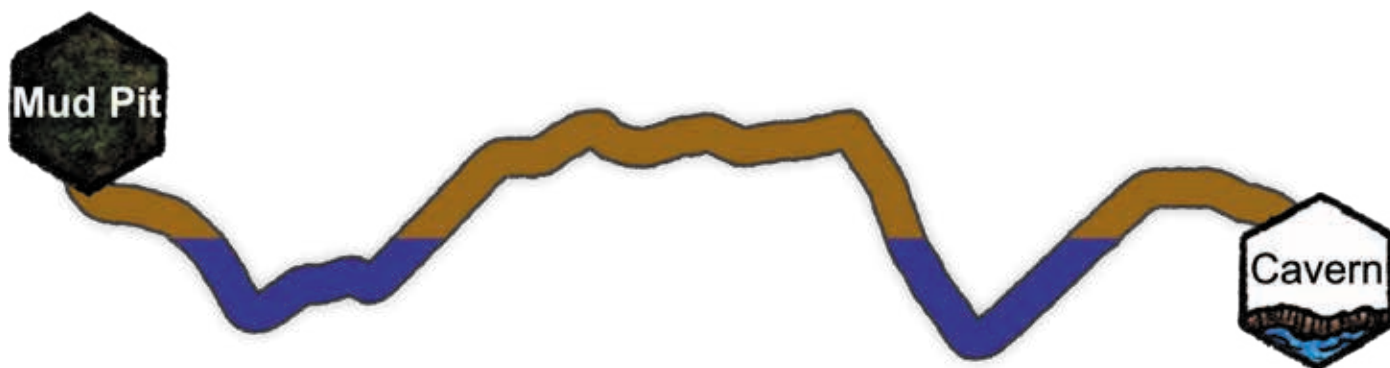
When the PCs decide to take a tunnel to another chamber:

1. Move the Clock 2 hours forward.
2. Each PC must cover a Slot in Mud.
3. Spend a torch.
4. Check the tunnel on the *Flooding Chart* below. If it's dry then roll for a random encounter. If it's flooded, the PCs will have to swim.

EXAMPLE

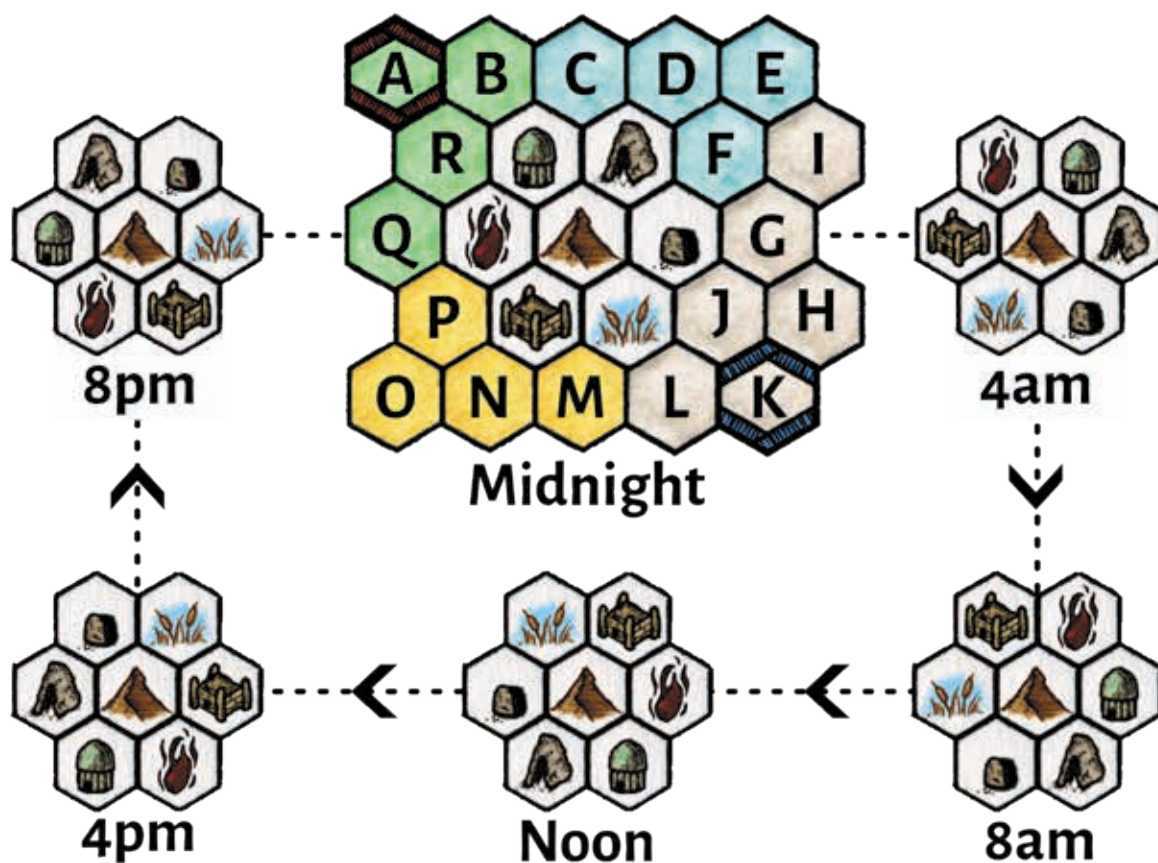
It is midnight, the PCs are in the Mud Pit chamber underground. They decide to take the WEST exit, the tunnels that lead down to the Lava Maze. The GM advances the clock to 2am and each PC covers a slot in Mud. The GM describes how the PCs arrive at a flooded section of the tunnel: “Anyone ready for a swim?”

The PCs drop whatever they can and dive in. The GM describes them swimming for one, two, and finally three turns before they break the surface. All of them had enough empty slots that none took damage. The water also cleaned off any mud they might have had. The GM describes them coming to another flooded section. After a bit of groaning and praying, the PCs dive in once again. The GM counts off one, two, three, four... (the group argues about whether to continue forward or turn back. They decide to continue.) ...5 turns, then they emerge from the water. Two of the PCs took a little damage from full slots, but they made it out mostly unscathed. The GM describes the new chamber they've arrived at.



FLOODING CHART

ROUTE	12	2 & 10	4 & 8	6
From the Spire to the Mud Pit	5 turns underwater	Random Encounter		
From the Sunken Keep to the Cavern	7 underwater, 5 underwater		Random Encounter	
From the Mud Pit to the Lava Maze	8 underwater		Random Encounter	
From the Mud Pit to the Cavern	5 underwater, 7 underwater		Random Encounter	
From the Lava Maze to the Vault	6 underwater			Random Encounter
From the Cavern to the Vault	8 underwater, 9 underwater			Random Encounter



FOREST

IMPRESSIONS

- ✦ Bare oak trees
- ✦ Tangle of exposed roots
- ✦ Yellow flowers on a white tree
- ✦ Packed dirt, solid ground
- ✦ Occasional puddle, river
- ✦ The leaves rustle from a dry warm breeze
- ✦ Shade protects from the heat
- ✦ Bright blue sky

ENCOUNTERS

After an encounter is rolled, cross it out. If it is rolled again, pick another encounter or make up your own.

2D6	ENCOUNTER
2-3	A green Archeo flits through the trees, asking questions. This Archeo asks questions about their daily habits. "What is that book you're reading? Why do you sleep in a cloth cage?"
4	A level 9 blaze has started in a small clearing. A nearby river offers easy access to water.
5	Five Bandits dragging a Mucker Brute corpse along the ground. They try to convince the PCs to join them for "trade and friendship!" They are not looking for a fight and will continue on their way if the PCs refuse.
6	There are eight Bandits sleeping under a weeping willow. A smoldering campfire has just started a level 2 fire.
7	A nearby tree catches fire, and it gets up and begins to lurch around. A Treant.
8	Two fire elementals are rushing through a grove of trees, trying to light more trees than their competitor. When the PCs arrive, there are three level 2 fires burning in addition to the two elementals.
9	Three Trilos scatter from the branches above and drop down onto the PCs.
10	Two Swurmps have trapped a Bone Swarm in a large dome of mud. They want help taming these creatures.
11-12	A Lost scholar teleports into the area. Asks for directions. "I can pay you to escort me safely!" Will award the group with two random spellbooks.

AZIMECH'S CAMP

Wagon [small, packed with supplies, shoddy]

Faded tent [simple, in disrepair, overflowing with papers and books]

Large flat stone in clearing [covered in maps, notes and books]

Azimech [well-worn clothes, grey hair in disarray, singed eyebrows, frantically running from one side to the other checking notes, moving books, never stops moving]

She has a few supplies for sale and will help the PCs however she can.

See the *Camp Inventory* handout.

CAMP CONFLICT

By default, the camp is the closest thing to civilization the PCs will find in the *Bone Marshes*. It makes sense that this should be a safe, quiet place to rest and resupply.

But if you want to make things a little messier, here are some conflict-ridden encounters for when the PCs return to camp:

- ✦ Azimech has lost an important book. Everyone in the camp is ordered to help search; no trade or rest until the book is found! Grumbling and complaining ensue, especially when it turns out it's in the satchel she's wearing.
- ✦ A group of heavily armed mercenaries argue with her about their pay. "We want it all up front! That's only fair!" Azimech refuses to pay them anything at all until the work is done. Things are about to get nasty.
- ✦ Another group returns to camp, one of their own badly burned. Azimech clears a bunch of books off a large table and starts shouting orders, trying to create a makeshift infirmary. She's obviously out of her depth and doesn't really know how to help.
- ✦ Azimech mentions that she has "plenty of gold to pay everyone" rather loudly during a private conversation. Rumors spread, and by the time the PCs arrive several people have decided to just take what they want.
- ✦ A group captures a Cattail Bandit. The bandit looks around in disbelief at all the water-fat victims in the camp, not to mention the money and supplies. She will say whatever Azimech wants to hear in order to escape and report to Puddin Jack.
- ✦ Another scholar loudly insults Azimech to her face and claims that HE should be the leader. A few members of the camp voice their support for the loud-mouthed nerd. Division spreads.

BAUMGARTEN

Halved Rotting Willow [split from top to bottom, bare bone-white branches, long dead]

Abandoned garden [thorn bushes, overgrown stone walkway, broken statues, rotted fruit trees]

Anything that comes from the island is ripe and fresh between Midnight and 4 am. Any other time, it is rotted and foul.

AT MIDNIGHT

Halved Weeping Willow [split from top to bottom, bright pink leaves, shade brings cool breeze]

Bright foliage [green grass, lemon trees, berry bushes]

Fresh garden [well-tended]

At Midnight this hex and Knochen's Hut connect, completing his garden. Anything that comes from the garden is ripe and fresh between Midnight and 4 am. At any other time, it is rotted and foul.

BURNED

Charred Willow [Still glows with embers, burned garden remains]

The spell has been warped and twisted by the flames. Anything carried away re-ignites with flames between midnight and 4 am.

At Midnight, the flames emerge again. The entire hex is consumed with raging bonfires.

QUEEN'S PAVILION

Large Mud Pavilion [half-finished, roof of yellow grass, white flowers growing out of the walls, clean solid mud floor]

Dozens of Animals [small birds, raccoons, rats, lizards, all help build and decorate the pavilion]

Queen Swurmp [crown of cattails, robe of red mushroom caps, vest of white flowers, a single ruby embedded in her forehead]

The Queen immediately begins giving orders and making requests of the players. She is friendly but assumes compliance. "Hand me that stick, would you? Also, I need a bundle of reeds for this section of roof." She will keep giving orders as long as the PCs follow them. If they object or interrupt, she slumps down and sits, tired and frustrated.

The Queen orders the players to find the source of this constant daylight. The king doesn't have any idea what to do, and Jack's methods are distasteful.

If the PCs bring her a VoltCell she can examine it and move the adventure forward just as Azimech would. She pays in Lost Things.

If the daylight is stopped, she rewards them with Lost Things and has several other tasks to assign them:

- ✦ Drive out the bandits from the keep.
- ✦ Find a way to restore the Guardian.
- ✦ Collapse the Mucker tunnels.

BURNED

Charred Mud Pavilion [broken columns and roof]

Burned Mud Box [about 10ft high, 10ft wide, no opening]

Muffled Crying [coming from the box]

The Queen trapped herself in the Mud Box to avoid the flames, but the mud has turned hard as stone. If freed, she is extremely grateful and begs for water. She drops her authority and bearing, asking the PCs in desperation what she can do to help. Azimech would definitely welcome her assistance and knowledge of the marshes.

RIVER HILLS

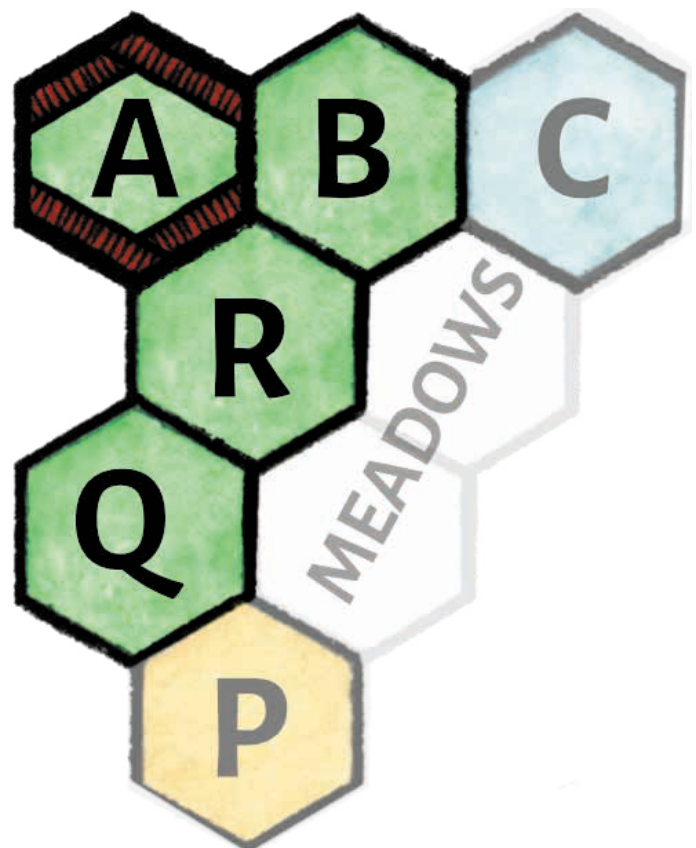
Green grass, green trees [just starting to yellow]

Almost Dry Rivers [small streams, evidence of larger rivers in past]

BURNED

Burned grass, trees [Smoke and ash]

Dry Rivers [cracked mud bed]



WETLANDS

IMPRESSIONS

- ★ Shallow water (3-6 inches)
- ★ Deeper rivers (1-6 feet)
- ★ Scattered islands of dirt (5-10ft above water level, 50 square feet)
- ★ Tall yellow reeds breaking above the murky water
- ★ Clumps of cattails, still and dry above the water
- ★ Razor-sharp oyster beds glistening in the sun, and more hidden beneath the mud.
- ★ Submerged mossy logs, break apart when stepped on
- ★ Mosquitoes buzz and swarm

ENCOUNTERS

After an encounter is rolled, cross it out. If it is rolled again, pick another encounter or make up your own.

2D6	ENCOUNTER
2-3	A submerged stone foundation with a cellar trapdoor. When opened the water floods into the cellar, destroying 3 spellbooks and potentially ruining 5 Lost Things (roll first, then see if water would damage them).
4	A Mucker Brute launches from the shallow water like a dolphin, ambushing the players.
5	A “solid” patch of ground gives way, dumping all PCs into the water. A vulnerable item is damaged and 3 slots are covered with mud.
6	A group of d8 Bandits appear from a nearby group of cattails, assaulting the PCs. In the knee-deep water, all movement speed is halved.
7	D10 Mucker Spawn swarm the PCs. They leap from the shallow water in an attempt to latch on to the players. If they miss, they tunnel down through the mud only to leap again.
8	A doused Fire Elemental crawls from the water. With its last flicker, it asks the PCs to toss its core in a large fire. Rewards with a fire-related spell. Azimech will also pay handsomely for a core.
9	A broken Humano stands waist-deep in a small lake. The water boils near it, creating a cloud of steam for miles around. It is guarding a large Lost Thing.
10	A bed of oysters submerged under the water. Deals d6 Damage to any who walk through it. No matter which direction the PCs go from here, they will encounter three more beds unless they travel slowly and carefully (adding 4 hours to the clock).
11-12	A small silver box is submerged under a foot of water. Boils and bubbles like a forge. Contains two Lost Things.

◆ CATTAIL GROVE

Cattails [tall fuzzy reeds, grouped close and thick, rising 4 feet above the warm water]

A grove of cattails covers most of this hex. This is a favorite ambush spot of the Cattail Bandits since their cloaks make them invisible among the drifting cattails. An ambush always occurs whenever the PCs pass through here. The cattails are also quite dry; fire spreads more quickly here than most places. Double the starting health of any fires.

BURNED

Cattail Stems [the rest have burned away] **Scattered Puddles** [rest has evaporated] **Still-burning Fires** [especially near groups of cattails]

With the cattails burned away, all ambushes are ineptly executed. Bandits can be seen trying to slink through short burned stalks, crouching awkwardly and exposed among a charred landscape. Some have even gathered cattails from elsewhere, trying to piece together a laughably ineffective camouflage.

◆ DUMPING GROUND

Abandoned Boats [dozens of boats, all shapes and sizes, scattered hundreds of feet apart, some metal, some rotted wood, a few that look like skeletons, all cracked or broken]

A loud rushing noise fills the air, like a waterfall. A portal opens about 50 feet in the air, dumping tons of water, fish, and a large wooden galley. It crashes into the earth, splitting in half and spilling cargo and crew in every direction.

Captain Agnes is a blowhard and a fop, but his crew tolerates him because he's good in a fight and doesn't take a cut of their earnings (he's already rich). He asks the PCs for directions to “a decent place to sleep”, treating them like peasants the entire time. He also demands that they safely escort him and his crew. He offers to reward them with something from his cargo (fine rugs, spices, tea, and citrus fruits). Eventually, he takes most of his crew and heads off to toward Azimech's camp, leaving about eight men to guard the ship and supplies.

BURNED

Burned Boats [some still burning, thick wood glows hot]

The wet ship was mostly protected from the flames, but much of Agnes' crew is burned and injured. They decide to abandon the ship, grab whatever they can carry, and head off towards Azimech's Camp. They will catch a ride back to civilization with one of the caravans.

The remaining supplies are mostly good, several hundred pounds of valuables. Azimech wouldn't care, but some of the merchants at camp might pay for it (as would the Cattail Bandits.)

EDGEWATERS

Saltwater Shoreline [the Great River heads off in both directions]

An empty canoe can be seen floating down the river, towards the PCs. It's on the far side of the bank (75 ft away), and moving steadily. If recovered, contains a Lost Thing and a two Trilos desperate to sample something.

BURNED

Burned Beach [Fires ran right up to the edge of the shoreline] **Four Bandits** [searching the shoreline]

The Lost Thing in the canoe belonged to one of the Bandits. If the PCs agree to hand it over the Bandits reward them with two other Lost Things, otherwise they continue searching.

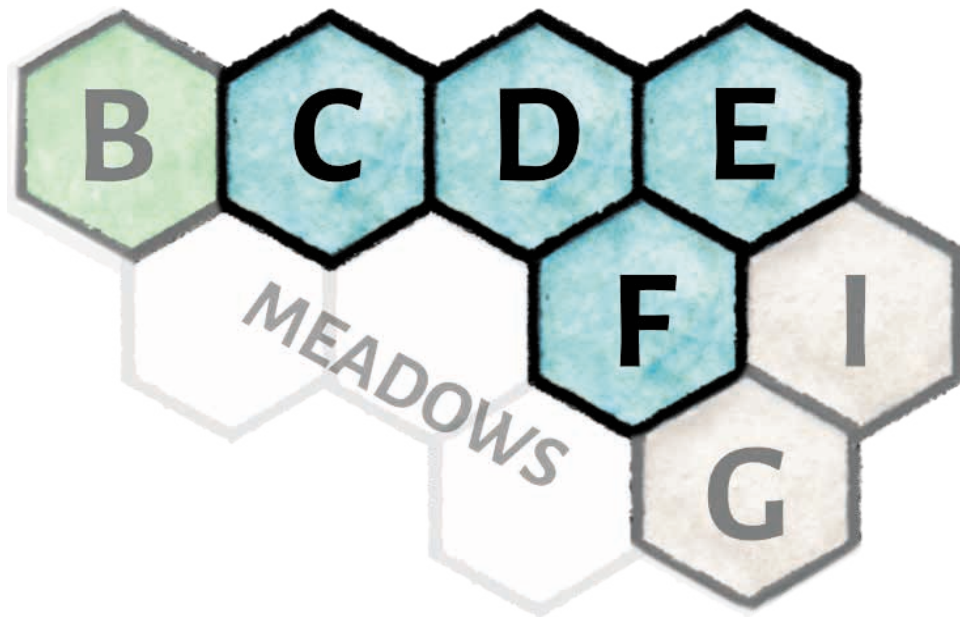
FLAMING BOAT

Abandoned Boat [pale dried wood, dirty mainsails burn bright, the deck of the ship gives off thick black smoke] **Dry Grass** [for miles in each direction around the boat, water is scarcer here than the rest of the wetlands]

The large blaze is just beginning to spread, level 15. If PCs can put it out, two Lost Things inside.

BURNED

Boat Ashes [only the suggestion of a boat remains] **Burned Grass, Dried Mud** [much of the water has evaporated]



BRAMBLES

IMPRESSIONS

- ✦ Clouds of floating ash swirl into mouths and eyes
- ✦ Burning shrubs and grass
- ✦ Wild thorny brambles, charred and barren
- ✦ Occasional muddy puddles keep the flames at bay
- ✦ Patches of bare earth covered in ash or short brown grass
- ✦ Very little shade, wide open spaces

ENCOUNTERS

After an encounter is rolled, cross it out. If it is rolled again, pick another encounter or make up your own.

2D6	ENCOUNTER
2-3	Three Swurmp work together to try and make a large tower, but it keeps falling over. They want help making it higher than 20ft.
4	A smaller Treant with bare branches tries to douse itself in mud, but the mud isn't wet enough, and won't put out the fire.
5	D6 Bandits fleeing Puddin Jack's wrath. When they meet the PCs they beg for help and water, honest in their desire to leave. In the middle of their pleas d8 hostile bandits ambush the PCs and the "traitors".
6	Maze of Brambles. The PCs have gotten into a tangle of thorns. They can carefully retrace their steps, costing them another 4 hours, or suffer d6 Damage pushing through.
7	D8 Bandits arguing about who Pudding Jack will sacrifice next. When they see the PCs, they are relieved. "Maybe we found some water after all..."
8	Six Mucker Warriors flee two Anomalos. Half of the Muckers are numbed from the Anomalo.
9	Four Bandits are standing perfectly still in a clearing while two Anamolos and two Trilos crawl over them doing scans. "Don't move fellas, better to just suffer their gaze."
10	A small watertight trunk covered in thick, thorny branches. Contains six rations, a random spellbook, and an incorrect map of the surrounding area.
11-12	Three Fire Elementals trying to create a simple structure of wood. They keep stacking up wood and accidentally setting it on fire, leading to groans and jeers from the others. Three level 4 fires have started.

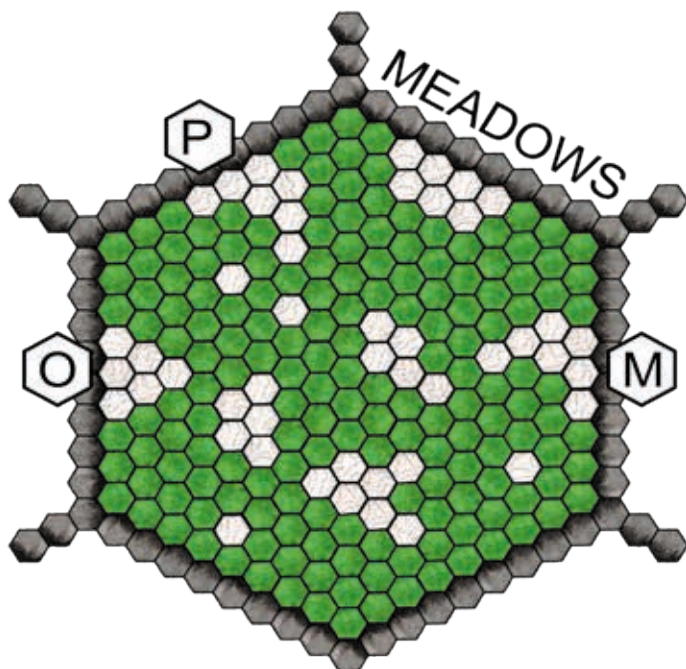
MOLDY SKELETON

Silfer Skeleton [dull silfer bones, a huge ancient water dinosaur skeleton, half submerged in mud and algae]

A long fin/hand moves slightly, rotating around. It always points toward the Geode Other Half.

BURNED

The flames have mostly receded. Ashes and smoke fill the air, small scattered fires still burn. The skeleton is purified by the flames and sparkles brightly. Cleansed of the gunk and the algae it lifts free of the ground and begins to burrow through the mud below. Draw a new tunnel from this hex leading directly down to the Vault. It never floods, but use the Vault encounter table.



NITRIC LILY PADS

Large Lily Pads [each hundreds of feet across, scattered around the entire hex, like a dangerous, invisible maze]

These lily pads have sucked all the oxygen out of the surrounding air, leaving only nitrogen. Torches go out, smaller creatures perish, etc. Crossing each lily pad hex takes several minutes at a dead run and fills 3 slots as the PCs lose oxygen. Slots empty when they enter a non-lily hex.

BURNED

The grass and area nearby it burned, but the fires went out when they got close to the pads from lack of oxygen.

◆ OIL FIELDS

Pools of Water [numerous small pools of water, some dark black]

Rainbow Reflection [surface of the dark black water]

While most of the pools are salty muckwater, some are mixed with the large oil deposits underground. Not only would this be a valuable resource to Azimech, but Jack would also find a use for all of this oil. Some of the pools are darker than others, and following the darker pools will lead to the primary oil vein.

BURNED

All the oil has burned away. The heat and intensity turned this entire hex into a charred, flat plane of mud.

◆ PLENTIFUL PAINFUL PARASITES

Dry Salty Marsh [tall grass, no wind, thick salt smell] **Hungry**

Cloud of Mosquitoes [size of peanuts, PCs can't rest, the bugs get everywhere]

The parasites - Mosquitoes and similar flying, stinging bugs—are particularly vicious. They cloud around the PCs and resist being dispersed by any method (fire, magic, etc). Any exposed skin is vulnerable. Every hour spent here inflicts a single point of Damage.

THIRD VISIT

On their third trek through this the trail of mosquitoes is obvious, and it's clear that they are coming from a central source. Following the trail takes another 2 hours, eventually they arrive.

Mud Pool [soft wide, waste deep]

Eggs [size of apples, grey, floating on the water]

Mucker Shaman [5 eyes, twice as tall, four hands]

This Shaman is breeding mosquitoes that obey its commands. As soon as it notices the PCs the eggs hatch and the air is filled with hundreds of angry bugs. The Shaman (stats and abilities as a standard Mucker Shaman, page 23) but the PCs additionally suffer 1 Damage every round unless they find a way to destroy or distract the insects for good.

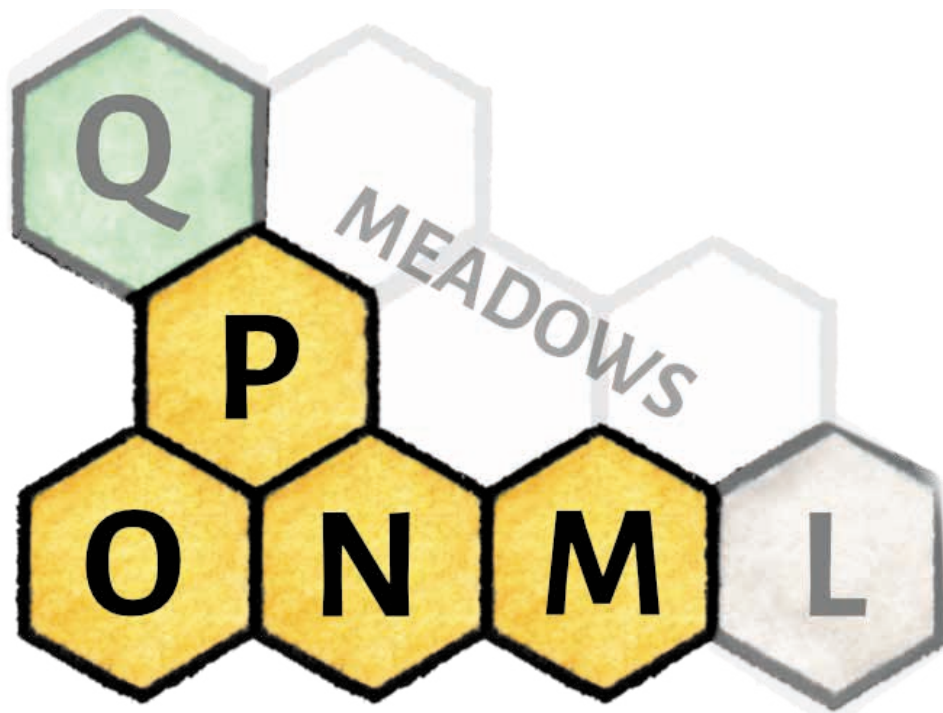
When the Shaman is killed, the mosquitoes scatter, effectively eliminating them as a threat.

BURNED

Cooked Pluff Mud [burned, rotten smell]

Thick Smoke [no wind, low visibility, hard to breathe]

As above, but half of the mosquitoes are on fire and still somehow alive. 2 Damage for every hour spent in this hex.



PLUFFS

IMPRESSIONS

- ★ Baking heat, dry sulfur stench
- ★ Long expanses of nothing but mud and shallow grass
- ★ Dried cracked tile surface with 3-4 feet of soft pluff mud below
- ★ Occasional barren tree or small island
- ★ You can see anyone coming from a long way off, ambushes are difficult

ENCOUNTERS

After an encounter is rolled, cross it out. If it is rolled again, pick another encounter or make up your own.

2D6	ENCOUNTER
2-3	A small fire has started (level 7.) It spreads quickly among the grass, and the mud is so dry it's nearly dirt.
4	D8 Bandits arguing about who Pudding Jack will sacrifice next. When they see the PCs they are relieved. "Maybe we found some water after all..."
5	A group of five Bandits (AC: 11, HP: 10, Dam: 1d6) is fleeing a large Bone Swarm (HP: 20). They run to the PCs and ask for fire.
6	A bed of oysters submerged under the water. Deals d6 Damage to any who walk through it. No matter which direction the PCs go from here, they will encounter three more beds unless they travel slowly (add 4 hours to the clock).
7	Group of three Swurmps (AC: 16 HP: 45 Dam: d8) have trapped a group of four Bandits in mud, and want to know how to make a wagon so they can carry them back to the King's City.
8	Six Mucker Warriors and one Shaman battle a Fire Elemental. There isn't much to burn, but a level 4 fire has still begun.
9	Three Swurmp are lost. They want help finding their way to the King's City.
10	Two Fire Elementals stand atop a 10ft column of hardened mud. They are competing to bake the mud into stone. Two level 3 fires have started.
11-12	The Last Heron [large, majestic, white silver, slight glow] Blesses the oldest PC. That character immediately knows about all surrounding hexes, but can't talk for the next 24 hours. It flies away, never to return.

GEODE HALF

Large Boulder [split in two from top to bottom, hollow center contains purple crystals]

Strange Runes [primitive map, circles, sun imagery]

This half of the boulder does not contain the VoltCell. The other half is in the Meadows (page 36). At midnight the two halves connect and the cycle starts again.

BURNED

The flames have mostly receded. Ashes and smoke fill the air, small scattered fires still burn. The runes on the boulder are burned away and smudged.

HOTBOX

Large Silfer Container [size of a bus, overgrown, covered in moss and dry grass, half sunk into mud]

Small Opening [a couple of feet wide, darkness inside]

Welcome Strangers/tourists/merchants. Please avoid this box and do not listen/obey/heed to anything the VEXKTNED has to say. Do not feed the VEXKTNED.

Trapped inside this box is an ancient creature that feeds on darkness and death. The sunlight has starved the VEXKTNED. It is hungry, and death is much easier to come by these days. It uses its voice to lure creatures nearby so they will kill one another.

Every time the PCs pass by, the VEXKTNED has summoned four Bandits, five Mucker Warriors, or a Bone Swarm. If the VEXKTNED is freed it immediately flees to the Spire to seek darkness, and kills the Guardian.

BURNED

Flames and heat have finally killed the creature within. If the PCs can somehow break open the box they find three Lost Things.

INDIGO FLAMES

Bubbling Mud [stench, hissing noise of gas escaping]

Bursts of Blue Flame [Set off by torches, heat from the sun]

The bursts of flame in this area are avoidable providing torches are doused and the PCs take care to move slowly. Traveling safely through this hex take 8 hours instead of 4, otherwise, they suffer 3D6-6 Damage during the journey.

BURNED

A huge explosion has destroyed most of this hex, leading a smoking crater of noxious fumes and scattered fires. Impassable.

◆ JIGSAW TILES

Dried Mud Tiles [various shapes and sizes, scattered like icebergs]
Islands of Grass and Cattails [solid to stand on, spread between the tiles]

The sun has baked the top layer of mud into a mostly-solid surface. If the PCs keep moving at a quick pace and stay spread out the ground will hold them. If the PCs stop for any reason (to rest, fight, consult the map) the top layer cracks, spilling them into the soft layer below. Cover 5 slots with mud.

There are scattered islands of grass that are safe for resting.

BURNED

Fire rolled over this hex, whipping and hardening the mud into sharp spikes, drops, and hectic landscapes. No mud rules when traveling through this hex, instead simply deal 2D6 Damage to the PCs (this damage cannot reduce them below 3HP).

◆ KING'S CITY

Several Dozen Small Mud Domes [piles of mud hollowed out and hardened]

Dozens of Smaller Swurmps [Piling mud for new huts, digging channels, wandering around aimlessly]

Vendors [pies, mud weapons, a bustling marketplace of mud, they sell everything listed on the Caravan Inventory, but it's made of solid mud, and they only take mud coins]

King Swurmp [Sitting on a throne in the center square, humanoid mud ooze, oyster-mail armor, crown of tall cattails, cape of moss, staff of bone-white tree branch]

The King Swurmp paces back and forth nervously. "She's gonna get herself killed! How could she do this to me?" He seems to meld with the mud, and then separate again with each step. The King explains to the PCs that the Queen has grown frustrated with his failed attempts to stop the daylight. "I thought for sure the Squirrel Force would succeed. Please find my Queen and help her get back safely. I'm worried that she may be lost and frightened."

If the PCs have convinced the Queen to return, he thanks them and rewards each one with a random spellbook, soggy but functional. If the Queen refuses to return, he gives them each a Lost Thing for their effort and vows to save the marshes without her help. "I must restore my throne. Can you bring me the Guardian? Alive or dead is fine. It's a shadowy beast with flaming claws. You can't miss it."

BURNED

A large dome of mud was erected to protect the King's City. Everything around it burned and broken by the flames, but the dome did its job admirably. It's hardened like a rock and will take several hours of digging to penetrate.

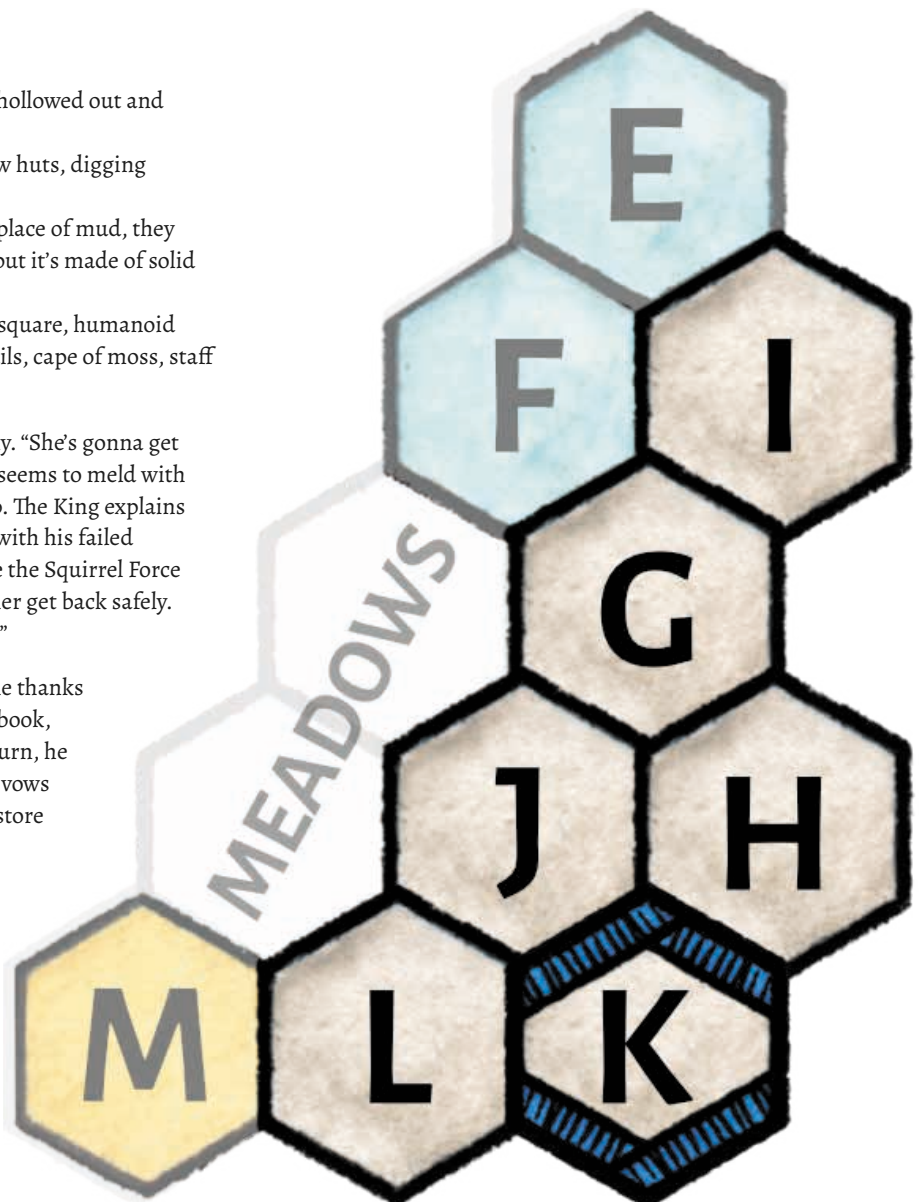
◆ LANDING PLATFORM

Silfer Platform [almost as large as the entire hex, covered in thin layer of mud, some parts reflect brightly]

The PCs may not realize what they are standing on until someone falls or is knocked over. At which point the numbing will take effect.

BURNED

The flames have dried up most of the mud, leaving the gleaming metal surface brightly reflecting the sun. Difficult to see through the blinding light, and normal silfer rules apply.



MEADOWS



IMPRESSIONS

- ✦ The entire Meadows rotate at a brisk walking pace. Trees along the edge shudder and shake
- ✦ A deep groove carved into the earth between the Meadows and the rest of the marshes. (Highlight this every time they pass in or out of the Meadows.)
- ✦ A strong warm breeze throughout, thanks to the rotation
- ✦ Spinning and shifting shadows
- ✦ Elements from all areas blended together. Stretches of mud mixed with clumps of trees, interspersed with shallow rivers.

ENCOUNTERS

After an encounter is rolled, cross it out. If it is rolled again, pick another encounter or make up your own.

2D6	ENCOUNTER
2-3	A yellow Archeo hovers above the grasses, asking questions. This Archeo asks questions about the world and its history. "Who rules here? Where is the closest city? What is it like?"
4	Three Humanos approach carrying three small silver boxes. Each box contains a Lost Item.
5	A level 9 blaze has started up, three burned Mucker Corpses nearby and a single Anomalo.
6	Two Trilos skitter along the ground, looking for something to sample.
7	A recently dead Treant has left a level 8 blaze behind. A bone swarm is also nearby but avoids the fire.
8	Two Anomalos attach themselves to a submerged tree in the middle of a river. When they attach to the wet branches the silver heats up and the tree bursts into flames. It tries to shake off the Anomalos, but only douses them in more water, heating things up further.
9	A single Mucker Shaman swims in a deep river. It summons 20 Mucker Spawn from the river to Attack the PCs and launches spells from the safety of the water.
10	A Mucker Shaman is healing a Warrior with parts from several mucker corpses. The resulting Frankenstein creation (35HP, 8 AC d10 Damage) moves at half speed.
11-12	A trail of flaming footprints leads towards the central spire, and into the top of it.



SUNKEN KEEP

The Sunken Keep (page 38) is where Puddin Jacks' Bandits have made their home.

BURNED

Roaring fires [scattered throughout the fortress]

Running Bandits [scattered, yelling, tossing water]

Puddin Jack has formed a smaller version of the castle out of mud, and stomps around furiously, angry they are wasting water fighting the flames. He threatens to drain their water if they can't get the flames under control. Orders the PCs to help as well.



DRIED LAKE

'Dead' Crocodile [40 feet long, ridges above mud, stench]

Shallow Lake [mostly dried, mud still soft]

Despite appearances, this crocodile is very much alive. It waits, completely still until players approach, then attacks.

"Dead" Crocodile: HD 13 (65HP), Armour 10, Damage 1D10-2

Giant crocodile, as long as a school bus. Can thrash and Attack multiple targets. Attacks quickly, travels slowly.

BURNED

The lake has dried up. The crocodile is actually dead - the skin is clearly charred and burned off in places.



DAMP CAVE

Charred Marsh [ash crunch, glowing stumps] **Tunnel** [side of hill, damp, cool air, dark], **Pool of Water** [cool clean, about d100 gallons of fresh water]

BURNED

This hex was already burned recently. Ash can't burn.



VOLTCELL BOULDER HALF

Boulder [halved, purple crystals]

Strange Runes [primitive map, rings, sun imagery]

Shadowy Field [VoltCell sealed inside the boulder]

The second half is in *Geode Half* (page 34). The VoltCell can be removed with fire, with help from Azimech, the Queen, or the Guardian. When they boulder halves connect at noon the rotation begins anew. As soon as the VoltCell is removed, the rotation stops.

BURNED

Fire has dissipated the field protecting the VoltCell. It can be removed without difficulty. As soon as the VoltCell is removed, the rotation stops.



INFERNO

Raging Flames [tall, hot, impassable]

This entire hex has been burning for weeks but never seems to die down. If they can somehow get to the center of the hex, they find an open portal to the plane of fire, spilling out flames and elementals.



CENTRAL SPIRE

Rock Spire [towering, misshapen stone] **Cave Opening** [leads into the spire]

The Central Spire (page 38) can be seen from any high ground in the marsh.

BURNED

The Guardian stands outside the entrance. It successfully defended the Spire from the blaze, but its shadow is filled with holes and it looks weak. It dissolves into ash.



KNOCHEN'S HOME

Hut [dilapidated, falling apart, charred walls] **Rotting Willow** [split from top to bottom, bone-white, no leaves, long dead] **Rotting Garden** [yellow grass, barren trees, thorn bushes] **Old Druid** [AKA Knochen; gaunt and pale]

Knochen moves slowly and carefully as if he could die at any moment. In broken English, he speaks "Please young saplings, though the marshes burn there is still hope." He gives them a small blue stone. "Toss this into a body of water, and I can draw from it to protect my home."

Knochen used to have a spell over this hex and hex 'B' (Baumgarten) that kept both himself and the plants young, ripe and beautiful. While he is old he acts kindly, but when young he reverts to his cruel, mean self. He only cares about connecting his garden and stopping the spinning so he can renew his enchantment.

AT MIDNIGHT

Halved Weeping Willow [split from top to bottom, shades area, bright pink leaves] **Bright Foliage** [green grass, lemon trees, berry bushes]

At midnight this hex and Knochen's Hut connect. He turns back into a cruel, young man, and his garden ripens once again.

BURNED

If the PCs have left the gem in a water source, Knochen's spell works and he can keep the flames from spreading. He will offer his thanks and a random spellbook as a reward. Otherwise, the tree and hut are both ablaze and Knochen is missing. The hex is impassable.

CENTRAL SPIRE

The crusted overgrown top-half of an ancient alien structure. Can be seen from anywhere in the Marshes.

BLEACHED BONES

Bones [picked clean, bright white, carefully arranged in bizarre shapes and piles]

Flaming Footprints [leading deeper]

The Guardian Spirit has collected the bones it finds in the marsh and brought them to the entrance. Memorial or collection? It's hard to say.

UNDERGROUND RIVER

Ripples [noisy, splashing]

Pools [shallow]

The underground river is shallow, but strong. The current leads down to the Mud Pit.

HOLE

Exposed Silfer Bulkhead [tarnished, dusty, cold to touch]

Cut Hole [burned, melted along edges, narrow]

A hole has been dug into the ceiling exposing a silfer surface. The hole continues past the bulkhead deep into a large silfer cavern.

MAIN SHAFT

Silfer Floors [smooth, cold, dusty, numbing effect]

Vertical Shaft [100 feet, few handholds, smooth surfaces]

Scorched Footprints [clawmarks, burns, melted, leading up]

Muddy Prints [webbed feet, from a dozen or so creatures leading up]

Rubber-coated Things [Like sideways benches every 10 feet scattered up the sides of the shaft]

Five Open Rooms [each 20 feet higher along sides of the shaft]

Engravings [stars and bird-like creatures, move and shift across the walls]

Each room is actually a pocket dimension much larger than normal space would allow.

PODS (20FT)

Dark Room [contrasts with the bright lights everywhere else]

Several Dozen Pods [7ft long, Packed tightly along the walls, most are still closed with dim, flickering lights]

If meticulously explored there is one pod that is closed but unlocked. All the rest are sealed tight. Inside this pod is the frozen corpse of a 7ft tall, five winged humanoids covered in grey feathers. A small silfer datapad blinks with a red glow. When it comes in contact with bare skin it NUMBS the limb and plays this message:

The wings/engines/fins of the structure are broken. We will not join our brethren and fly the stars. The others will never realize my failure, and will die with peace. I am not so lucky. Powering down.

SIMULACRUM (40FT)

Flickering Blue Field [covering the entrance, glimpses of trees inside between flickers]

Present your ID/pad/tablet to enter the recreation simulation

If the PCs carry the silfer pad from the Cryo Pod room they will be able to pass through the Flickering Field. Otherwise, they will have to time their jump through the field just right (DEX Save) or the field knocks them backward into the main shaft. The fall is at least 40 feet, unless a party member catches them.

Inside the room is a perfect simulation of what the Marshes looked like millions of years ago: lush green trees, huge ferns, beautiful skies, and so on. The simulation is so perfect that any marsh denizen could live here happily.

As soon as they get more than five feet from the entrance, it vanishes. It can only be summoned by an Archeo translating their pleas, or if someone from the outside activates the door. (If you want to go easy on your players, then you can say the door opens for 5 minutes once a day at random intervals.) The PCs will have to survive here for a while. A few creatures they can bump into:

4 FlapLeathers (HD 2, Armor 14, Damage d4+2). A gigantic cross between a mosquito and a pterodactyl. Absolutely terrified of fire, won't come near it. Otherwise, it can use its long beak to spear through armor and flesh to drink the warm blood beneath.

Scaled Mountains (HD 15, Armor 20, Damage d10-2). A herd of two dozen house-sized behemoths come charging through the underbrush; each with 100 tiny legs moving in a blur. Climbing a tall tree or being quick/lucky is the best way to survive. Making any loud noises will draw them towards you as they charge past.

ReedChaser (HD 5, Armor 10, Damage None). A circular body supported by 6 multi-jointed legs standing 4-5 feet high. Each leg is hollow, and when it steps down on grass it sucks it up through its legs. Can't see or hear; just navigates randomly to the next patch of grass.

MAPROOM (60FT)

Screens Mounted 15 Feet Up [flickering displays, arrows and directions]

Three Trilos [one broken and burned. The other two still function, but move slowly]

The screens show an extremely outdated map of the building. The map indicates there were once three more towers, all connected by several bridges; a large underground warehouse with several entrances above the earth; and a huge floating landing pad for passing ships.

A large red dot is blinking from somewhere in the lower levels of the complex.

Welcome donators/visitors/scientists. WARNING! There is a breach/hole/leak in the Vault, and power is running extremely low. Please replace the VoltCells in the Core below.

CONTAINMENT (80FT)

Obstacle Course [various shapes made of silfer, floating hoops]

Large Creature [center of the room, frozen in motion, thick exterior clamshell with tentacles extending from holes, each one 50-60ft long, as thick as a hose]

Welcome donators/visitors/scientists. The demonstration will begin. Today's passcode is RTAETCHGURANX. When your studies are complete, use the passcode to end the demonstration/battle/suffering.

After 30 seconds the Clamshell monster comes to life and begins to try and grab PCs and drag them into its maw. It's made up of the central Clamshell, and 12 tentacles.

Clamshell: HD 20, Armor 10, Damage 2D10 (if PC is eaten)

The Clamshell can't move, but tentacles attempt to grab and drop prey into its maw

Tentacles: HD 2, Armor: 12, Damage d4.

Long and flexible, made of cold rubbery metal. Whenever it deals 4 Damage, it instead deals no Damage but grabs the PC. It takes 2 more turns to drag a PC into the Clamshell maw. On their turn the PC can make a STR or DEX Save to escape or continue dealing Damage.

OPERATIONS CENTER (100FT)

Theater Room [half-globe shape, center raised platform]

Scorched Footprints [clawmarks, burns, melted]

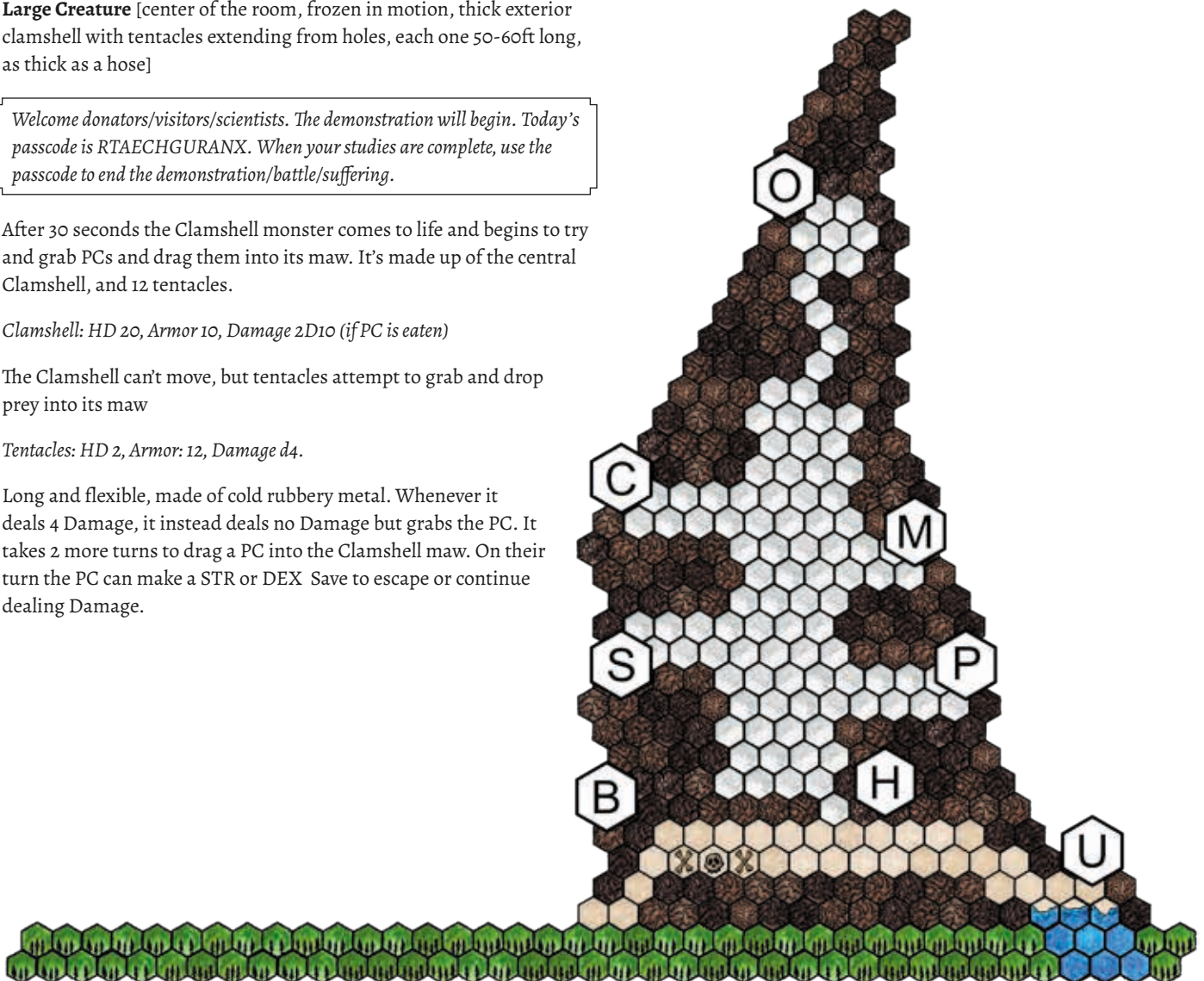
Guardian [long flickering shadow-beast with 9 legs, flaming claws]

Four Mucker Warriors and a Mucker Shaman are harassing the weakened guardian. Several burned mucker corpses lie around the room. Once the Muckers are dealt with the Guardian collapses, weak, semi-corporeal, doesn't hear questions.

"Take me to the cool and calm. I set the Marsh to dancing and sought the moon. But she rejected me..."

The Guardian knows everything about the Marshes, anything above-ground, that is. If dipped in the Underground River, recovers its strength. Will answer questions, and even can give simple hex-descriptions of each location. Grants all PCs its spell:

Flaming Hands: For 4 hours the user's hands are covered in flame. These flames won't hurt their hands, but otherwise, act just like normal fire. Allows the user to touch anything silfer without being numbed.



SUNKEN KEEP

Most of the keep has sunk into the marsh leaving only the ramparts rising 20ft above the ground. The Cattail Bandits have taken up residence here. Unless otherwise alerted the Bandits are slack watchmen, all have dry, wrinkled, leathery skin, appearing 10-20 years older than they really are. If they are roused they will try to capture the PCs, but they're usually distracted by something. If any negotiations happen, the Bandits will lead the PCs to Jack.

If the PCs kill all the Bandits in the keep, then pick three random encounters from other places and place them in various rooms within the keep.

BLOODY ENTRANCE

Blood [pools in stone cracks]

Dried Corpses [wrinkled and pale, skin is flaky and dry]

4 Bandits [carrying corpses to the edge and tossing them over the side, arguing about who Jack will drain next]

2 Barrels of Water [barrels have a cattail symbol burned into them]

This is where most fights happen, and where Jack drains the water from corpses. The Bandits use this as their entrance and have made an easy walkway leading up to the keep.

WATCH CAMP

Sleeping Bags [tattered]

Curtains [thick, dark]

5 Bandits [4 sleeping, 1 cooking]

Crates [filled with 10 rations and three Adventure Packs]

A good place to get some rest while others keep watch.

TUNNELS

20ft Ladder [shaky, leads down]

Tunnel [recently excavated, leads DOWN to the Cavern]

Six Working Bandits [digging, sweaty, exhausted.]

The workers will try to keep working at all costs, including not fighting: "Jack won't drain our water while we're working..."

STAIRS

Stairs [dry, dusty, worn, 10ft down]

Leads down to the interior rooms sunk beneath the mud. Some of the rooms have collapsed, others are still liveable. It's where most of the Bandits rest/recover from their journeys aboveground.

PUDDIN' JACK

Rampart [covered, cool, fine furniture covered in mud]

Stone Throne [faded tapestries and mud-soaked cushions]

Puddin' Jack [Swurmp, wears bandit finery, stiff and caked with mud]

"Welcome to the future of the Marshes! Give me a reason why I shouldn't drain your water?"

Proud, confident, and convinced he can save the marshes, Puddin' Jack has taken command of the bandits. He has a spell to drain the water from plants, animals, and enemies and uses this to recruit bandits and desperate people. He has become one of the most successful Swurmps in history: He rules over real humans.

He wants the PCs to find the Throne of the King Swurmp. "With the power of the throne, I could drain water from miles away! But not from you of course..."

SECOND VISIT

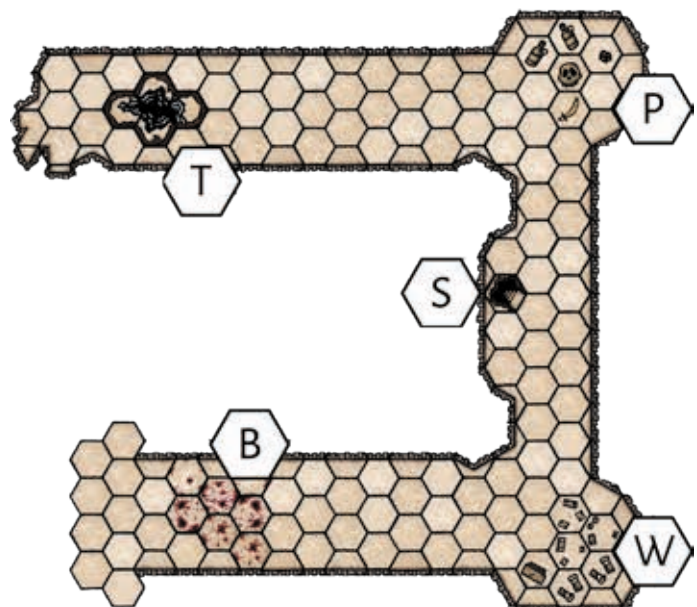
If they haven't found the Throne, he declared them a waste of time and summons 2D6 Bandits to kill them.

Otherwise, he jumps to his feet with a cheer. Rewards the PCs with multiple copies of the spellbook "Lifewater".

Lifewater: Drain all the water from a recently dead body. Every 5HP of the corpse fills a nearby container with a gallon of water. Failure burns the corpse to ashes.

MUCH LATER

If the Throne was found, Puddin Jack has taken the throne and used his spell to drain the water from everything within 10 miles. The surrounding hexes become barren and dead. Eventually, Jack moves on to another area, bringing the throne and the spell with him.



MUD PIT

EXITS

- ★ UP. Opening along the slope of the ceiling. Leads to UP Central Spire, Underground River.
- ★ WEST. 20ft below ceiling, near rim of the pit/pool. Leads DOWN to Lava Maze
- ★ DOWN. 60ft below the ceiling, bottom of the pit/pool. Leads DOWN to Cavern.

ENCOUNTERS

After an encounter is rolled, cross it out. If it is rolled again, pick another encounter or make up your own.

2D6	ENCOUNTER
2-3	A grey Archeo missing all of its feathers blends in with the rock. Its questions echo, making it difficult to locate. It asks questions about Past Adventures. "What was your last adventure like? Has anyone left the group? Why?"
4-5	A steep 50ft drop along the way. Five hungry, lost Bandits lie in wait at the bottom.
6	Shallow, slick mud covers this stretch of tunnel. PCs can either cover 4 Slots in mud to make good time or travel slowly and avoid all mud (4 hours).
7	A 20ft wide puddle of mud contains 2d6 hibernating Muckfish Spawn. If disturbed, they Attack.
8	A Mucker Brute emerges from the ceiling and continues burrowing into the floor beneath. Won't Attack unless provoked.
9-10	The path behind has collapsed if they want to return, they must dig a new path. Requires 4 successful Saves to dig a new path. Each failed Save advances the clock 2 hours.
11-12	A Lost Thing pokes out from the mud.

WET

Muddy Pool [20 feet below ceiling, murky water 30ft deep, 50ft wide]
Stone Rim [20 feet below ceiling, surrounds the pool]
Steaming Bubble [rising from VoltCell lying on the South Corner floor of the pool]

FIRST VISIT

After a few moments, two Mucker Warriors emerge from the pool with badly burned hands, gesturing towards the bubbles coming from the VoltCell. They flee from the PCs.

THIRD VISIT

4 Mucker Warriors emerge from the lake to Attack, while a Shaman remains underneath it, casting spells from beneath the water.

DRY

Mud Pit [top is 20ft below ceiling, bottom is 50ft below ceiling, curved walls like a bowl, bottom covered with mud, stones, corpses, and junk]
Stone Rim [20 feet below ceiling, surrounds the pit]

The VoltCell is lost among the crap in the bottom of the pit. If PCs were here when it flooded, then it's easy to find (southern edge). Otherwise, if they search blindly, roll a d10:

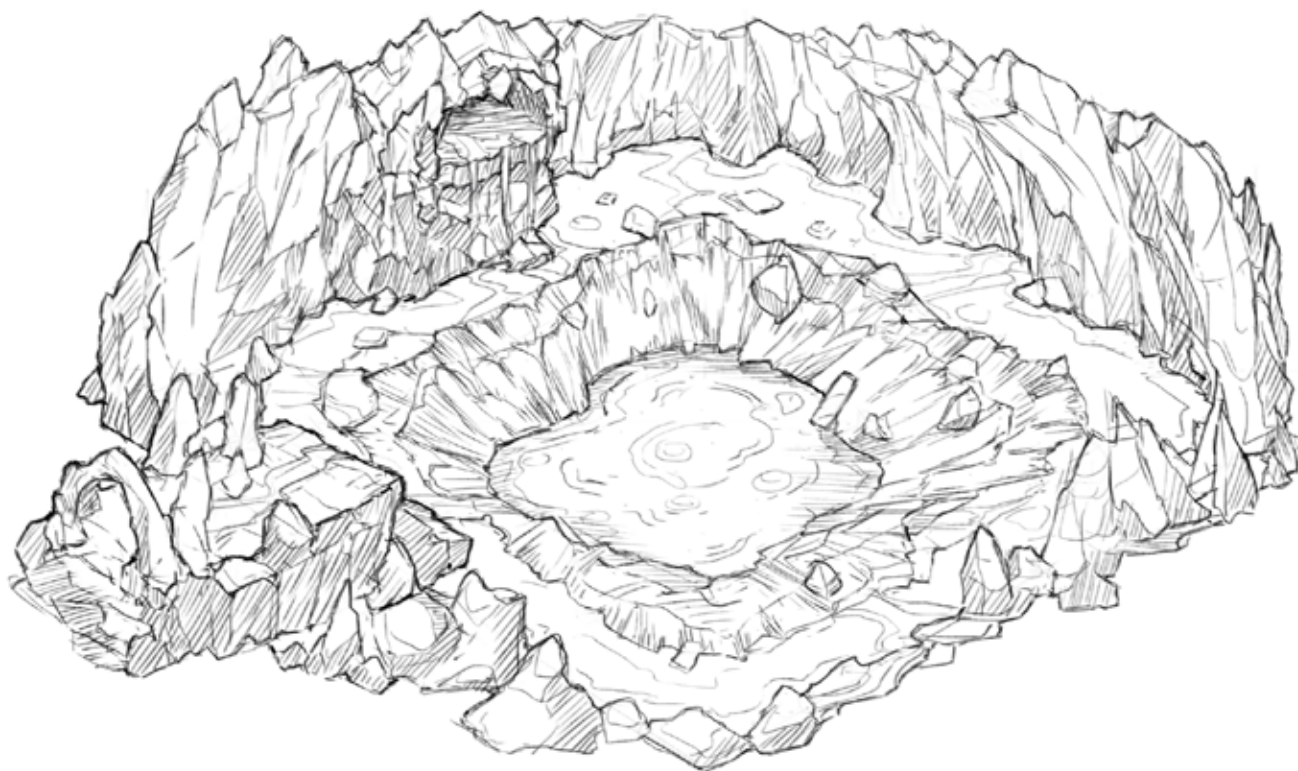
1. Nothing
2. An old sword, buried up to the hilt in mud... wait, actually it's JUST a hilt buried in mud.
3. A mostly dead Mucker bursts from the mud screaming and flailing its one remaining arm. It dies quickly, but not before summoning 3 Mucker Warriors with its shouts.
4. Nothing.
5. Razor sharp piece of metal slices the finger of a PC. Save or lose the finger and 1 Damage.
6. A group of d6 disturbed Mucker Spawn attack the warm bodies that disturbed it.
7. Nothing.
8. A Lost Thing
9. They reveal a large bubble of air that pops loudly, spraying them all with clumps of mud. Cover 3 slots each in Mud.
10. They discover the VoltCell buried in the muck.

FIRST VISIT

Three Bandits and four Mucker Warriors are fighting amidst the mud and the wreckage. They are all near death. If left alone, they will kill one another.

THIRD VISIT

A group of five Bandits is sifting through the bottom, looking for valuables. They will attempt to shake the PCs down for whatever they found in the tunnels. If a fight breaks out, three Mucker Warriors and a Brute soon come to investigate and join the fray.



CAVERN

EXITS

- ★ EAST. Outcropping. 50ft below ceiling. Goes UP to Mud Pit
- ★ WEST. Outcropping. 50ft below ceiling. Goes DOWN to Vault Middle Entrance
- ★ NORTH. Lower Outcropping. 70ft below ceiling. Goes UP to Sunken Keep

ENCOUNTERS

After an encounter is rolled, cross it out. If it is rolled again, pick another encounter or make up your own.

2D6	ENCOUNTER
2-3	A red Archeo is covered in Mucker blood. It asks questions about pain and death. "How did you get that scare? Does it still hurt? When do you think you will die?"
4-5	Loud Mucker noises up ahead, performing some kind of ritual. It involves three Mucker Warriors and one Brute. They are all intensely focused on the ritual.
6	Sounds of Muckers just up ahead. They are gone by the time the PCs arrive.
7	The smell of rotting fish is intense and disgusting. Turn back, or CON Save to avoid throwing up (d4 Damage)
8	The screams of a Bandit echo through the tunnels. She is being dragged towards the Cavern by two Mucker Warriors and a Shaman.
9-10	A VERY hungry and lost Bone Swarm (HP:16) leaves several Mucker corpses and pursues the PCs.
11-12	Three Lost Things buried in a box under the Mud, corner pokes out from the mud.

WET

(Water level 50ft below ceiling)

Cavern [large enough that whispers echo, occasional splashing]

Small Lake [50ft below ceiling, calm as death]

Eastern and Western Shorelines [50ft below ceiling, 100 feet apart, inches above the water]

Hidden Columns [a dozen, tops just underwater, 15ft wide, like beheaded stalactites.]

Steaming Bubbles [coming from the center of the lake]

Just beneath the water are the tops of a dozen or so columns 15 feet wide. They are spaced 5-15 feet apart, scattered between the two shorelines like hidden stepping stones. PCs could jump along the tops to the other shoreline (DEX Saves).

Wedged into a crack at the top of one of the columns is a VoltCell, boiling and bubbling just under the water. The Muckfish swims below, ready to eat anything that falls in.

BONE MARSHES

If the PCs enter from the Sunken Keep the tunnel will be flooded, and they will have to swim through it (10 turns), into the main lake, past the Muckfish, and climb onto a column or a shoreline.

FIRST VISIT

Three Mucker Warriors jump along the stones away from the PCs to the opposite shore. One slips and falls in, dragged under by a slimy shape.

THIRD VISIT

Six Mucker Warriors swim just under the surface, throwing rocks and jumping onto the columns; attempting to knock PCs into the water (where the Muckfish waits hungrily).

DRY

(Water level 70ft below ceiling)

Cavern [large enough that whispers echo, occasional splashing]

Small Lake [70ft below ceiling, calm as death]

Eastern and Western Outcroppings [50ft below ceiling, 100 feet apart, 20ft above the water]

Pockmarked Columns [a dozen, towering 20ft above the water, 15ft wide, like beheaded stalactites.]

Lower Outcropping [70ft below ceiling, just above the water level]

The columns tower 20ft above the water level, precarious stepping stones between the Eastern and Western outcroppings. Wedged into the top of one of the columns is a VoltCell, easily found if the PCs were here when the chamber was Wet, or if the PCs carefully search every column.

The Muckfish swims below, ready to eat anything that falls in.

FIRST VISIT

The dark form of the Muckfish can be seen swimming below. Several other smaller shapes swim beside it, occasionally surfacing to reveal their large Mucker eyes.

THIRD VISIT

The Muckfish is agitated. It begins to knock over a number of the columns. It destroys so many that jumping from one to the next is much more difficult. The largest gap is 25ft, smallest is 15ft.

WHEN A PC FALLS INTO THE WATER:

They can make a Save to swim away, then a Save to climb up the columns. A failure on either of these dumps them back into the water with the Muckfish. Muckfish deals d4 Damage the first turn, increasing the die type each turn after that (up to d12). If the PCs can deal 50 Damage the Muckfish lets them go and will stay at the bottom of the Cavern for the next 24 hours while it recovers.

LAVA MAZE

EXITS

- ✦ UP. Upper Passage. Goes UP to Mud Pit
- ✦ DOWN. chamber 5. Goes DOWN to Vault Broken Entrance

ENCOUNTERS

After an encounter is rolled, cross it out. If it is rolled again, pick another encounter or make up your own.

2D6	ENCOUNTER
2-3	A rainbow Archeo with bright colorful feathers. It asks questions about joy and celebrations. "What makes you happy? What do you do for fun? Why aren't you doing that right now?"
4-5	A small cache of Mucker supplies badly hidden in the mud. Four gross but edible rations, One Lost Thing, thick rope made from algae.
6	Someone or something fractured the obsidian walls of this tunnel, covering the next 100 ft in razor-sharp stones.
7	Two Fire Elementals are working together to melt away rock and expose a lava flow. If allowed to finish, in 2 hours this tunnel will be blocked with several feet of hot lava flow.
8	A Humano trying to lift a large stone and failing. Ignores the PCs unless directly interacted with.
9-10	Two Trilos huddle protectively over a large silver box, unlocked. If given samples, the Trilos will leave. The box contains three Lost Things.
11-12	A Mucker Brute flails around violently, trying to shake off three floating Anamolos.

WET

Small Entrance Chamber [20ft long, 10ft high]

Two Openings [lead deeper into the maze]

Bubbles [coming from the west]

All the chambers are filled with water. It takes a full turn to get from one Chamber to the next.

Following the bubbles will lead to the VoltCell: E -> Down -> 1 -> West -> 4 -> Down -> 3 -> North -> 3 -> 5 -> North -> V.

This is not the fastest way, but the bubbles make it the most obvious.

DRY

Small Entrance Chamber [20ft long, 10ft high]

Two Openings [lead deeper into the maze]

The tunnels and chambers are dry, but climbing them can be perilous!

E – Entrance Chamber

1 - Muckfish skeleton [2 Lost Things lying among the bones]

2 - Empty, non-descript chamber. (indistinguishable from other non-descript chambers) .

3 - Huge chamber. Takes a turn to discover each exit.

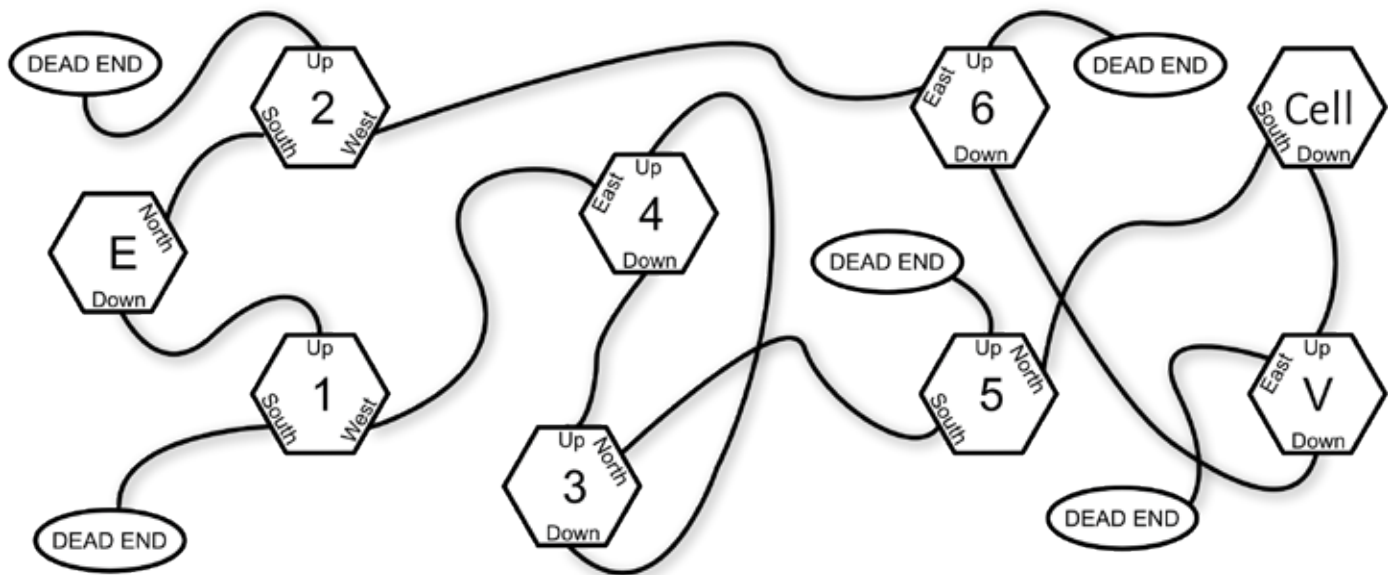
4 - Empty, non-descript chamber. (indistinguishable from other non-descript chambers).

5 - Flooded: Strong current of water forcing any swimmers North. Save to resist. Dry: no current, easy sloping paths.

6 - Criss-crossing stalactites. Difficult to pass through unless carrying less than 7 Slots of stuff.

Cell - VoltCell tightly wedged 10ft down into a crevice.

V – Leads to the Vault.



VAULT

A collection of labs and storage rooms of a long-gone race. A pocket dimension that seems to go on forever. Once there were suspended storage rooms and labs connected by vast walkways. Now, most walkways have decayed and the rooms drift in an aimless abyss.

Far below the floating debris is a miniature sun providing light without heat. Everything inside is made of silfer; walkways, rooms, and robots. If the party has an Archeo they can translate the announcements and signs.

EXITS

- ✦ East Entrance: Goes UP to Lava Maze
- ✦ West Entrance: Goes UP to Cavern

ENCOUNTERS

After an encounter is rolled, cross it out. If it is rolled again, pick another encounter or make up your own.

2D6	ENCOUNTER
2-3	A broken Archeo with a nearly shattered skeleton asks quiet questions. Tried to follow the party with great difficulty. It asks impossible questions. "Why can't you fly? Can you move the stars? Take me back home!"
4-5	Three Shamans hold a Humano in a cage of magical mud. They are studying it as it batters and tries to break free.
6	Two Trilos are crawling along the ceiling of the tunnel. Unless avoided they will drop onto the PCs.
7	Recent flooding has revealed a long stretch of the tunnel that is smooth silfer. Extremely difficult to climb up, and easy to slide down.
8	A Mucker Brute grapples with a Humano. The Humano is just trying to pick up a nearby bag of Mucker Spawn.
9-10	Mucker Shaman and three Warriors try to dislodge a piece of silfer. Their hands keep getting stuck to the cold metal. Underneath are three Lost Things
11-12	Three Anamolos emerge from the mud unexpectedly and ambush the group.

EAST/WEST ENTRANCES (DRY)

Gateway [shimmering blue field across opening, ripples]
Silfer Tube [200ft, extends into the tunnel]

The entrances are dry, and PCs may pass through the shimmering field without issue. It's humid but cool inside. There is a soft light coming from the middle of the tunnel.

EAST/WEST ENTRANCES (WET)

Gateway [shimmering blue field across opening, ripples]
Silfer Tube [200ft, extends into the tunnel, walls boiling and hot]

It takes 6 rounds of swimming to reach the shimmering gateway. Wet creatures suffer 1 point of damage as they pass through the field and have the water scraped from them. The entrance tunnel is always filled with a few inches of water that the field can't keep out. It's hot and steamy in here, and the floor is constantly boiling water.

There is a soft light coming from the middle of the tunnel.

NEXUS QUEEN

Dangling Queen [many spindly jointed arms, one large spotlight eye dangles down]

Huge Empty Room [only light comes from the large eye, rest of the room is black as space]

Welcome donators/visitors/scientists . Hold your special/silfer/magick item aloft. Once deposited you may continue.

The Queen takes the offered item, puts it in a silfer metal box that seals itself shut, and gives the box back to the players. Then shines her light on the door to S. The door to T is open but never lit.

If they try to leave without offering an item, she brands them as invaders and summons a dozen Trilos/Anomalos/Humanos to prevent their entrance.

DEPOSIT

A Dozen Slots Along the Wall [for various sized boxes, strong suction, boxes go to Processing]

Pile of Boxes [some broken, others still sealed]

Deposit boxes in the slot. Then continue to Lab A for your assignment.

The door to the next room won't open until at least one box is deposited.

PROCESSING

Multi-leveled Catwalks [5-10 stories high, no staircases, just sloping catwalks]

Line of Boxes [all shapes and sizes, being carried by Trilos along the ground and Anomalos in the air]

Sorting Bot [dozens of arms, special box-opener ends, moving with great speed]

Enjoy the efficiency/magic on display. It's a beautiful/shiny sorting process.

Lines of carried boxes criss-cross the entire space. The Sorting Bot picks up boxes, opens them, moves the contents to another box, and then re-seals them. It's the only time the contents of the boxes are vulnerable to theft.

STORAGE

Shelves of Boxes [leading up higher than the eye can see]

Humanos Lifting/Moving [100 Humanos try to lift a box the size of a building, others move smaller boxes one at a time]

Here the dangerous/uninteresting/known things are stored.

PCs can take as many silver boxes as they can carry... but they're all sealed tight.

LAB

Ruined Lab [broken containers, overturned tables, 5 bird-creature corpses frozen to the floor, broken Humanos]

Floating Mercury Bubbles [floating around, bouncing off of surfaces, looks like some kind of liquid metal]

Several Lost Things [scattered on lab tables, being studied]

Welcome donators/visitors/scientists. This area is under quarantine. Please use the alternative entrance from the Nexus.

The globs of liquid metal float randomly around the room. Anything that makes contact begins to age rapidly; 5 years for every second in contact. Sticks rot away, metal rusts, PCs die. Only silver items/surfaces are immune.

CORE

Small Room [cramped pipes, display, fallen tools, dull metal]

Flashing Lights [blink rapidly, making it hard to see]

Crawlspace [20-30ft long, requires hands and needs to traverse]

Welcome donators/visitors/scientists. This room is for authorized engineer/personal/friends only. Tampering with the power systems is not recommended. Please return to the lab to help catalog new secrets/items/finds.

Along the crawlspace are 5 slots for VoltCells. Only one has a VoltCell, the rest are empty.

IF THE LAST VOLTCELL IS REMOVED

The entire structure powers down, all the lights cut off, the energy barriers fail, and a huge explosion rocks the structure as the tiny sun explodes.

- ✦ If they leave the Energy Processing room and take the darkened passage between T and N to either entrance then they'll avoid most of structural damage. Otherwise, the Singularity room is impassable.
- ✦ If it is 6 O'clock then they can exit safely. Otherwise they need to swim against the surging floodwaters for 6 consecutive turns. That assumes they take the fastest exit. If they dilly dally then it will be much more difficult.

IF ALL FIVE VOLTCELLS ARE RETURNED

Welcome donators/visitors/scientists. Power to the shields, structural repair, and thrusters/wings/engines have been restored. Departing for home in 20 minutes.

As long as the PCs don't waste time they can reach the exit and leave before the ship takes off. They see bulkheads being repaired, lights coming back on, and new chambers being re-grown. It looks more and more like a ship than a Vault. Once the PCs leave the ship engages engines and teleports to the surface, where it blasts off leaving a big crater where the Spire once was.

