

OVERLAND TRAVEL

1. Advance the clock 4 hours.
2. Each PC must cover a Slot in Mud.
3. Roll a random encounter (2d6) from the region. Happens on way to next hex.
4. Describe the new hex.

MEADOW EDGE

Whenever the PCs travel into or out of the rotating section (Meadows) describe:

- **Deep groove** carved into the earth.
- **Meadows spins** clockwise like a carousel, at the pace of a fast walk.
- **Destruction:** trees ripped, boulders split.

COMBAT

1. Roll d6. On 4-6 PCs go before enemies.
2. On PCs turn they may move up to 40ft and:
 - **Attack:** Roll STR for melee, WIS for ranged. If above opponent's armor deal Damage.
 - **Cast Spell:** Spell succeeds, INT save or lose for rest of day. Target may make a Save.
 - **Move** another 40ft.
 - **Anything** the GM approves.

CAMPING

Each PC must consume a **ration** and the group must spend **4 torches** to keep the bugs/darkness away.

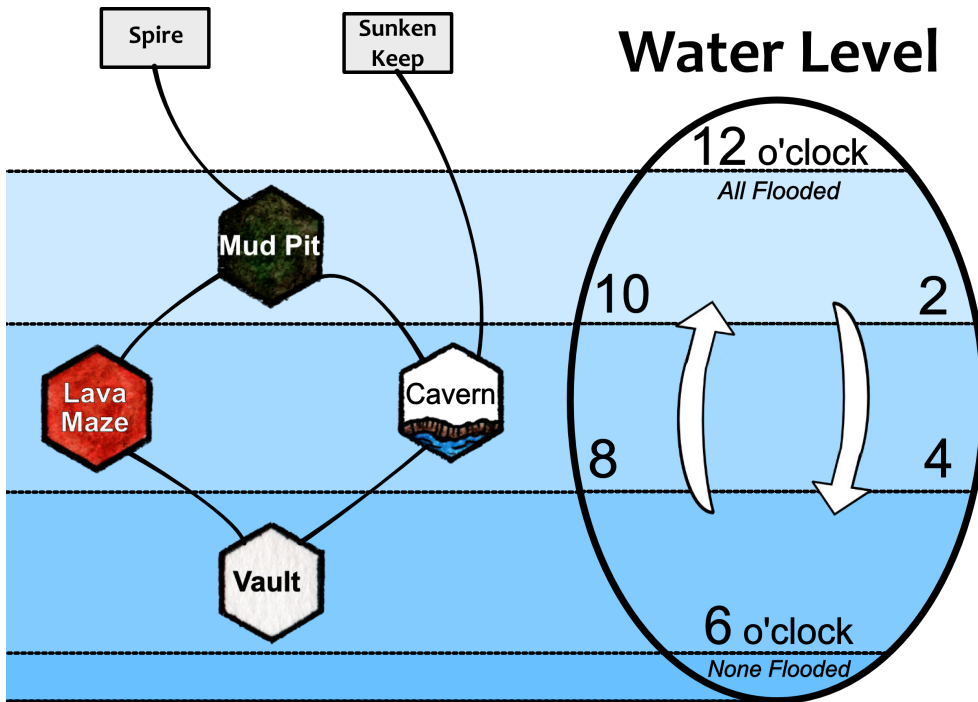
1. Clear all Mud from Slots.
2. Refresh all spells.
3. Choose how to spend 8 hours of camp:
 - **Sleep 8 hours**, recover d8+CON HP.
 - **Nap 4 hours**, recover CON HP.
 - **Examine** an item for 4 hours. No roll. Reveal all secrets in italics.
 - **Shift watching** for 4 hours. If there's a chunk of time where nobody watches, 50% chance of encounter.
4. Advance the clock 8 hours.

FIRE

Every turn taken near flames inflicts d6-2 Damage.

FIRE FIGHTS

When a PC attempts to douse the flames they deal d6 Damage to the fire and the fire damages them as well (d6-2). Expending resources and being clever may increase the damage dealt by the PCs.



CLIMBING

Climbing on a secure line does not require a roll. To secure a new line, all PCs Save, use second highest result. Falling inflicts d6 Damage for every 10ft fallen.

UNDERWATER

Every turn spent underwater fills a Slot. If all Slots are filled, suffer d6 Damage every turn.

All actions underwater suffer Disadvantage. Clears all Mud from Slots when submerged.

SILFER

Soft grey glow, drains heat, boils water. NUMBS limbs on contact with skin.

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

TRAVEL TO ANOTHER CHAMBER

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 table below.
 - **If the route is dry**, roll a random encounter. It happens during the trip through the tunnel to the next chamber.
 - **If it's flooded** then the PCs will have to swim through one or two flooded sections of the tunnel (See Table).

ROUTE	12 O'CLOCK	2 & 10	4 & 8	6 O'CLOCK
Spire / Mud Pit	5 turns	Random Encounter		
Sunken Keep / Cavern	7 turns, 5 turns	Random Encounter		
Mud Pit / Lava Maze	8 turns	Random Encounter		
Mud Pit / Cavern	5 turns, 7 turns	Random Encounter		
Vault / Lava Maze	6 turns	Random Enc.		
Vault / Cavern	8 turns, 9 turns	Random Enc.		

Voltcell Notes



DUTIES

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

Take notes on threats, resources, etc.

REWARDS

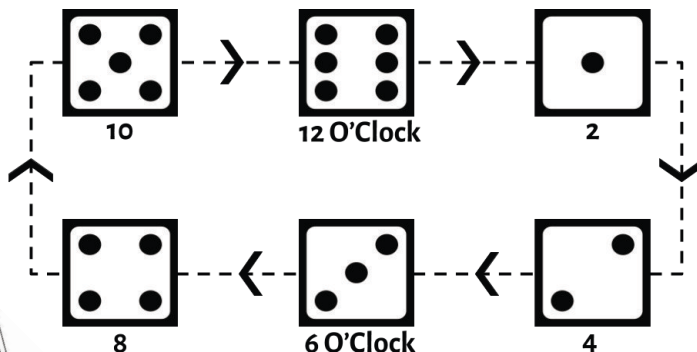
200 Coins per VoltCell returned.

30 Coins per threat/resource

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.

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.

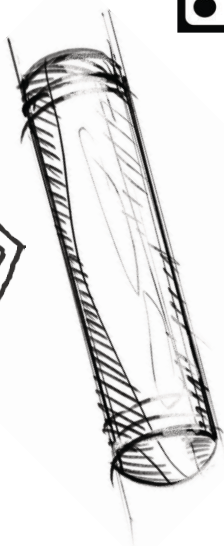


Final one is deep below...

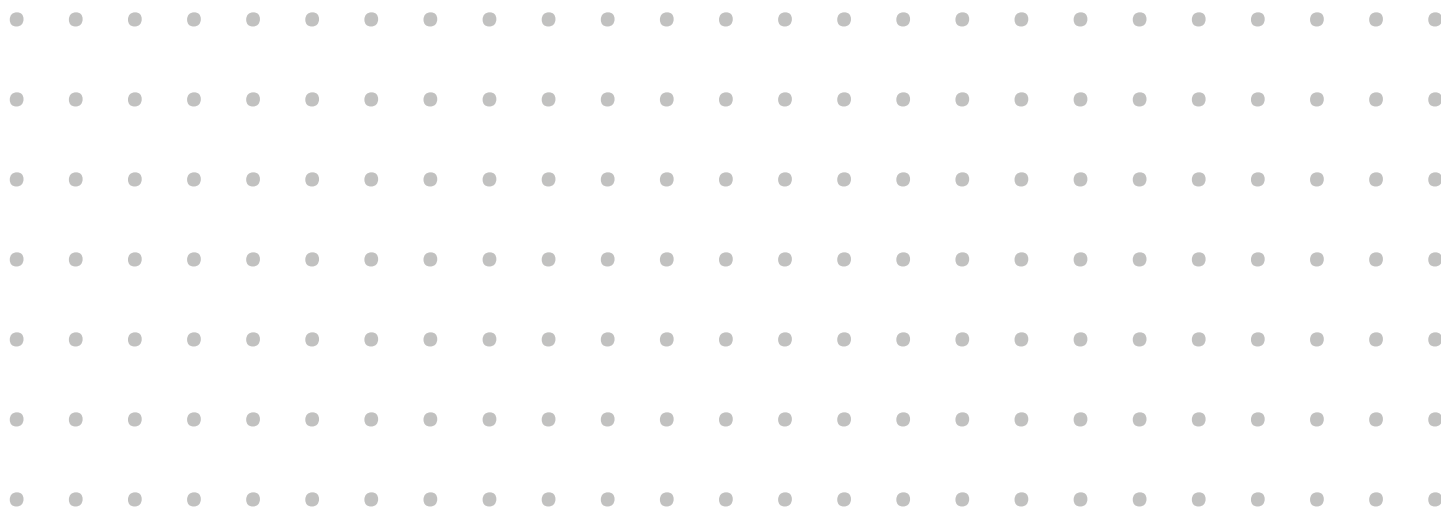
VOLTCELL DETECTOR

10 uses, 1 hand, 1 slot

A short wooden rod with a gem mounted on top. When activated it gives off a low hum if within 100 feet of a VoltCell. Azimech can recharge the Detector if needed.



NOTES/MAP





Camp Inventory

"I don't have much left, but here's a quick list of some things I can sell. If you need more, please ask...but don't get your hopes up. As soon as the caravan arrives, we'll have more supplies. And maybe even some new books!"



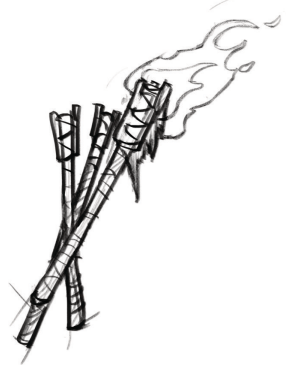
MARSH RATIONS 7 coins

Fit 2 per Slot, food for a day, sealed against mud and water. Required to Make Camp.

*You need these to sleep.
I only have 15 rations left...*

MARSH TORCHES 5 coins

Fit 5 per Slot, Each lasts 2 hours. Double as insect repellent when burned. Required to Make Camp.



And these! I've got 30 torches I can part with.

ADVENTURE PACKS

75 coins

Collection of useful items. It takes up 5 Slots. When you rummage through your Pack, then pick from anything from the list below. Replace one Adventure Pack slot with that item. Picking something that isn't on this list requires GM approval and consumes 2 uses.



Air Bladder	Bag of Caltrops	Makeup	Hourglass	Nails (12)	Sack	Personal Tent
Bear Trap	Candles (2), 4 hours dim	Fishing Rod & Tackle	Incense (packet)	Net	Saw	Tinderbox
Bedroll	Chain (10 ft)	Bag of Glass Marbles	Iron Tongs	Oilskin Bag	Shovel	Twine (300 ft)
Bellows	Chalk (10 pieces)	Glue (5 Uses)	Ladder (10 ft)	Padlock & Key	Soap	Waterskin (empty, can hold 4 days of water)
Black Grease (3 Uses)	Chisel	Grappling Hook	Large Sponge	Pick	Iron Spike	Wooden Spike
Block & Tackle	Cookpot (2)	Hammer	Manacles	Pole (10ft)	Tar (Pot)	
Bottles/Vials (2)	Crowbar	Horn / Small Bell / Whistle	Metal File	Quill & Ink		
Bucket	Drill		Small Silver Mirror	Rope (50ft)		

I only have two packs, but they're very useful!

OLD MIRE

A man who is as loud as he is large. Every item comes with a long-winded, extremely unlikely story. Sells his goods right off the back of a turtle with a rickety cabin on top.

5 LOST THINGS 50 coins per syllable

Have the GM pick/roll 5 Lost Things Old Mire is selling. Changes often.

SELLING ITEMS 50 per syllable

The utility of the item is of little consequence; most of the haggling is about what to NAME the item.

The PCs will doubtless give it some ridiculous name hoping for a high price, while Old Mire will try to name it something simple and curt.

SPELLBOOKS 50 per syllable (min 200)

Old Mire gets along well with most everyone, and can probably convince a wizard to part with whatever spell you're looking for. If it's available for purchase (25% chance) it costs 50 coins per syllable, minimum 200.

LEVEL UP Coins = 300 x Character Level

Roll a number of d8s equal to your new level to find your new HP maximum. If the result is less than your previous maximum, your maximum HP increases by 1. Raise the scores of 3 different abilities by 1 point. (Max +10)

ALKINE

Covered in layers of colorful cloth, Alkine speaks in a soft monotone. The only way to get a rise out of Alkine is to waste good salt.

"Everyone needs salt...especially those who don't think they do!"

PACK OF SALT 2 coins

6 packs fill a Slot, less than 6 don't take up space. Alkine's salt keeps forever...or close to it.

RATIONS + SALT PACK 5 coins

Fit 2 per Slot, food for a day, sealed against mud and water. Required to Make Camp. Last forever.

BARREL + SALT PACK 20 coins

Fresh water. Not salty at all! Takes up 4 Slots, enough water for 2 weeks of travel.

ADV. PACK + SALT PACK 60 coins

Same as Azimech's Adventure Packs, but a little cheaper. Unlike Azimech, you can buy individual items for 15 coins each.

NACKLE + SALT PACK 50 coins

A small leathery creature. Has wings but can't fly more than 5-6 feet above the ground. Likes to sleep on shoulders. LOVES salt. (d4 Damage, 10hp)

BIRDY

Birdy never speaks, but is surrounded by cages of colorful feathered creatures. Pointing to a bird will elicit a trained description of the item.

BIRD	ITEM (DETAILS)	COST
<i>Blue</i>	Shield (Armor +1, 1 slot)	40
<i>Red</i>	Helmet (Armor +1, 1 slot, 1 hand)	40
<i>Spotted</i>	Gambeson (Armor 12, 1 slot)	60
<i>Loud</i>	Brigandine (Armor 13, 2 slots)	500
<i>Halved</i>	Chain (Armor 14, 3 slots)	1200
<i>Violet</i>	Half Plate (Armor 15, 4 slots)	4000
<i>Huge</i>	Full Plate (Armor 16, 5 slots)	8000
<i>Teeny</i>	Dagger, Cudgel, Staff (d6 damage, 1 Slot, 1 hand)	5
<i>Striped</i>	Spear, Sword, Mace, Flail (d8 damage, 2 Slots, 1 hand)	10
<i>Shifting</i>	Halberd, War Hammer (d10 damage, 3 Slots, 2 hands)	20
<i>Black</i>	Sling (d4 damage, 1 Slot, 1 hand)	5
<i>Leather</i>	Bow (d6 damage, 2 Slots, 2 hands)	15
<i>Spiked</i>	Crossbow (d8 damage, 3 Slots, 2 hands)	60
<i>Whorls</i>	Quiver of Arrows / Bolts (20)	5

LOST THINGS - ABOVEGROUND

Whenever the PCs search a body, open a container, or trip over something in the mud roll d10 + d20 on this list.

Words in italics are secrets that can be uncovered with experimentation or while camping.

2. Broken compass, the needle is stuck.
If repaired, always points to the nearest source of fresh water (probably Damp Cave).
3. Small pack of field rations.
All spoiled.
4. Sealed backpack.
Filled with wood and rocks.
5. Cracked bottles held together with wire.
6. Stone block with a metal rod poking out.
Stats as a crappy hammer (d4).
7. Greenish brown-colored cloak with a faded Cattail symbol on the back.
Wearer is Invisible among clumps cattails.
8. Bag of 5 rations and several days of water.
9. Pack of dried fruit. 2 rations.
10. A recently cooked pig, slightly eaten.
Careful carving results in 4 rations.
11. Bundle of 5 wooden spears.
D6 Damage, thrown.
12. 40 feet of waxed twine rope.
13. d100 coins
14. Bag of gems worth 100 coins.
15. Wooden spear with masterwork carvings telling an epic tale.
d20x4 coins to a collector like Old Mire.
16. Ruby Ring. magic has faded, but still valuable. *d20x5 coins.*
17. Formula for cloth dye, earth tones.
Worth d20x4 coins to the right person.
18. Beautiful hand-carved flute.
Worth d20x3 coins to a musician.
19. Sealed can of MudPaint.
When applied it protects the object permanently from all water and weather damage. 10 uses, each use can cover a slot's worth of stuff.
20. Bag of heavy winter clothing.
When all the clothes are worn, the surrounding 100ft around the wearer grows colder and colder until the clothes are taken off. It gets cold enough that nearby water freezes after an hour.
21. Spellbook of Water Barrel.
Summon a barrels-worth of saltwater.
22. An old sealed jar filled with a gallon of yellow sandy mud.
This mud takes whatever form the user commands, and hardens like steel. If it is ever immersed in water it dissolves permanently.
23. Book of Necrotic Oysters.
Soaked and warped, this book describes a simple method for turning normal oysters into throwing weapons. These oysters deal d4 Damage, and when retrieved and eaten after inflicting damage restore d4 health.
24. Wood boots. Only fits smallest PC.
Any liquid the user steps on turns into a cube of floating wood.
25. Nightbloom flower, d20 small delicate petals.
When eaten, grants life-vision for 4 hours. You can see everything living within 100ft, even through walls.
26. One Size Fits All Hat.
When thrown onto an enemy and given the correct command, the hat envelopes the targets head, blinding and choking them (d4 Damage per round).
27. Wooden canoe burned and warped by flames. It floats about 6 inches above the ground and can carry 2-3 people or an equivalent amount of stuff. Movement is about as difficult as paddling/pushing a normal canoe through the water.
28. Crystal armband of engraved fire.
The wearer can absorb flames and release them later. Every 5 health of flame absorbed fills a Slot. Can be released at will.
29. Human skeleton covered in runes.
Follows commands as best as its bones will allow. Each word of a given command will consume the next largest bone. After it loses 20 or more bones it will be extremely limited in what tasks it can accomplish.
30. Small clay cup with a single rune messily carved in the bottom.
Pouring clean water into this chalice creates a magical field that repels all insects. The field extends far enough to encompass 5-6 people.

LOST THINGS - UNDERGROUND

Whenever the PCs search a body, open a container, or trip over something underground roll d10 + d20 on this list.

Words in italics are secrets that can be uncovered with experimentation or while camping.

2. Grimy handkerchief of tiny bones.
3. Bag of engraved fish bones.
When submerged in water they connect and swim around like a fish.
4. Rusted cooking pan.
5. Large Geode, looks valuable!
A thin layer of crystal over a normal rock.
6. Wet and frayed string buried in mud.
If carefully pulled on, find a very nice rock tied to the other end.
7. Pile of moist algae.
Changes color with the time of day.
8. Sword made from the spine of a Mucker.
d10 Damage, 2 Slots, 1 hand. Breaks on a critical success or failure.
9. Bag of 5 glowing, squirming leeches.
When applied, it permanently lowers max HP by 1, and cures any disease or infection.
10. Bag of invisible mushrooms.
Perfectly normal poisonous mushrooms, forever invisible. Can be cultivated.
11. A live, squirming fish.
Its belly is full of 2d20 coins.
12. Sharp piece of obsidian.
d6+2 Damage, 1 Slots, 1 hand. Breaks on a critical success or failure.
13. Bag of 4 rations worth of fresh fish.
14. Large barrel of freshwater.
Cattail symbol burned into the side. 4 slots.
15. Dried ball of mud.
Contains a rusted wedding ring inside with some simple etchings, d100 coins.
16. Rusted jewelry box.
All the metal has rusted away, but the rubies inside are still worth something. D100 coins.
17. Bag of 50 different kinds of coins of all shapes and sizes and metals.
D100 coins, d100 x 5 to a collector.
18. Child's wooden sword.
The wood is from an ancient tree, worth d100 x 2 coins to a mage or craftsman.
19. Muckerfish bone inscribed with random scratches and markings.
Anyone infected with Mucker Disease can translate. Describes how Muckers (or anyone infected) can lie under the mud to double their healing.
20. Soft skin pouch of blue maggots.
These maggots absorb all sound made by whoever carries them. After 1 day the maggots finally explode, unleashing all the built up sound.
21. D20 blue fleshy marbles.
Eating one of these will grant the user 6 turns of breathing underwater.
22. A small bag of 12 stone berries.
When planted/tossed onto a surface a large pointy stalagmite rapidly grows in less than a second; d100 feet tall.
23. Muckerfish bone inscribed with random scratches and markings.
Anyone infected with Mucker Disease can translate. It's a mapping of the tunnels. Using these instructions, the PCs can choose to avoid odd-numbered encounters while traversing the tunnels.
24. Pile of clear, foul smelling goo.
When applied, the target becomes invisible while underwater. 10 uses, each use can coat 1 person for 1 hour.
25. Pile of bright Glowshroom buds.
Glow as bright as a torch. Immediately destroyed if exposed to sunlight.
26. A small shriveled piece of flesh with some stringy veins still attached.
A dried Muckfish brain. Acts like a spellbook: Give L Mucker Warriors or Brutes simple commands.
27. Hood made of fish-skin and mold.
Usually worn by Mucker Shamans. +0 Armor, while worn grants access to the PluffTrap spell (see Mucker Shaman).
28. Staff of fishbones & Mucker spine.
Usually worn by Mucker Shamans. D6-1 Damage. Grants access to the Wave spell (see Mucker Shaman).
29. Hood made of fish-skin and mold.
Usually worn by Mucker Shamans. +0 Armor, while worn grants access to the PluffTrap spell (see Mucker Shaman).
30. Filmy green egg with a chewy shell.
When consumed you can command any mass of insects smaller than yourself. Lasts until you next eat.

LOST THINGS - ALIEN/SILFER

Whenever the PCs search a body, open a container, or trip over something in an alien ruin roll d10 + d20 on this list.

Words in italics are secrets that can be uncovered with experimentation or while camping.

2. Silfer coin. The faces shift and change.
3. Pile of multi-colored Archeo feathers.
4. Small Silfer box with the top torn off.
5. Broken Trilo, futilely trying to sample.
6. Buried chunk of silfer.
The more they try to dig it out, the more they realize how ginormous it actually is. Like tripping over the corner of a buried pyramid.
7. Very tiny book, the size of a matchbox.
When squeezed, it opens. The reader is shrunk down to about 6 inches tall to better read the alien text. Lasts for 2 hours.
8. 5ft square sheet of silfer.
Immovable unless grasped with bare fingers.
9. Strange fruit, tastes a little like cheese.
1 Ration. Re-grows every morning from the acorn-sized seed in the middle. If eaten three days in a row, the PC becomes addicted.
10. 40ft loop of thin wire.
Undoes any knot after 5 turns. Unbreakable.
11. Silfer...ice cream scoop? Medical tool?
12. Hard rubber tube with a stopper.
Sloshing liquid can be heard inside. This liquid can eat through any known substance, except the container it came from.
13. Thin rod, about 5 feet long.
Grows an inch longer every day.
14. Silfer bird, like a child's toy.
Can be activated by pressing the beak. When activated it quickly flies away.
15. Container of 20 silfer pills.
When consumed the entire body is numbed for 4 hours and experiences a calm, relaxed sensation.
16. Beautiful flower in a pitcher with small charred holes around the rim.
From another world. Requires weekly exposure to intense flames or it will die.
17. Vial of silfer dust.
Worth d100 x 3 coins to a blacksmith. Fatal if inhaled.
18. Flexible square of interconnected silfer plates. 6 inches wide.
19. Four large silfer wings.
The wearer can glide for long distances.
20. Small silfer pin, with a wide head.
When inserted into a creature, target's flesh melts away, and the skeleton turns to silfer. It will accept Archeo translated commands. Otherwise it wanders off towards the Vault.
21. Dormant Trilo.
Worth d100 x 5 coins to a mage/scholar.
22. Dormant Archeo.
Worth d100 x 5 coins to a mage/scholar.
23. Dormant Anamolo.
Worth d100 x 5 coins to a mage/scholar.
24. Dormant Humano.
Worth d100 x 5 coins to a mage/scholar.
25. Metal hexagon with small holes.
When the user speaks into the hex, they are transported above ground to the hex with the same first letter as the first word they said. If no hex matches that letter, it uses the next word, and the next until a match is made.
26. Two silfer cubes stuck together.
When immersed in water, the cubes separate. After both cubes are removed from water they fly towards one another at great speed, no matter how far apart, smashing through rock and earth.
27. Metal spike with a dark black head.
When embedded into an object, that object becomes weightless.
28. Small crystal triangle.
When swallowed target suffers d20 Damage. If they survive, then they immediately gain d6 max HP.
29. Small silfer globe.
If kept warm and in contact with flesh for 3 days, the globe hatches into a loyal Archeo that obeys commands.
30. A VoltCell!
This VoltCell is completely spent. But Azimech will still accept it for PART III of the Bone Marshes.
31. Large silfer icosahedron, 1ft wide.
Inscribed in common language is everything in Bone Marshes. All secrets, all items, all notes, all locations.

Cattai's Bandits

Weapons

- 1. Three short spears** (d6, thrown)
- 2. Rope and Nets** (trapped 3 rounds; can be freed)
- 3. Large Marsh Torch.** when dropped, starts level 5 fire.
- 4. Heavy Staff** (+2 Atk roll, d6 damage)
- 5. Shovel** (d4 Damage. On a successful Attack, flings blinding mud)
- 6. Full Pack** of 3 rations, 3 gallons of water. Runs away, avoids combat.

Names

- | | | | |
|------------|-------------|-------------|-----------|
| 1. Bertran | 6. Neyel | 11. Coyer | 16. Monsa |
| 2. Eyler | 7. Tont | 12. Dessica | 17. Oipil |
| 3. Gerran | 8. Rothcilt | 13. Fellia | 18. Rerri |
| 4. Jingel | 9. Usur | 14. Jenrich | 19. Vorie |
| 5. Lothel | 10. Yulian | 15. Lilin | 20. Wae |

Features

- | | |
|--------------------|------------------------------------|
| 1. Broken Nose | 12. Weird Facial Jewelry |
| 2. Mismatched Eyes | 13. Suspiciously Clean Teeth |
| 3. Webbed Fingers | 14. Conspicuously Mismatched Boots |
| 4. Weird Tattoo | 15. Poxed Limb, Wrapped Bandages |
| 5. Burns On Face | 16. Talks To Themselves |
| 6. Six Fingers | 17. Never Speaks Above A Whisper |
| 7. Always Sweating | 18. Broken Jawbone |
| 8. No Earlobes | 19. Exotic Accent |
| 9. Gold Tooth | 20. Fidgeting Fingers |
| 10. Deaf | |
| 11. Usually Drunk | |

Normal Bandit Stats

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

Torrel

Creepy looking gaunt fellow. Speaks with a lisp. Wears desiccated hands around his neck. Chased out of his village by witch hunters. Accompanied by two water-sapped zombies with pet names, presumably a married couple.

Sir Peter Heng

Wear muddied plate armor. Has sharp gray eyes and a shaven head. Clipped, educated accent. Fallen knight and religious fanatic, expelled from order for taking bribes. Enjoys brigandry and murder more than he cares to admit.

Vindigo

A scout who Puddin trusts with his dirty work. Strikingly handsome woman with long dark hair. Bold, cunning and ruthless. Wears pair of scimitars. Raised among the bandits, and knows nothing better.

Ront

The kind of person who enjoys torturing small animals. Occasionally assists Puddin Jack will interrogations. Good at thinking outside of the box. Prominent pox-scarring on face. Occasionally trusted to go out with his two muscular cronies, Albert and Dessica.

Ebert

A lecherous monk, adored by the other bandits for his skill at brewing booze from swamp water and rotting vegetation. Fled the monetary after "the incident". Was seconds away from desiccation less than a month ago, so will now do anything Puddin Jack commands out of pure fear.

Dyson

A lute-wielding bard with fair hair and a sardonic wit, who keeps morale at the Sunken Keep higher than it might otherwise be with jaunty songs and good stories. She thought banditry would be a lot more romantic than it turned out to be. Will desert to join the adventurers if given the opportunity. Puddin doesn't trust her, and is eyeing her up for execution. He would have done this long ago, but recognizes she is good for morale.

Yulia

An older woman who still remembers when Reed was in charge. Keen shot with a longbow, knows the Marches better than almost anymore. Too valuable for Puddin Jack to execute. Doesn't speak to much, but clearly very capable.

Wintor

Well muscled, clean shaven. Carries a smith's hammer from his failed career. Morally conflicted by working for Puddin Jack, and will rebel if the opportunity presents itself. Puddin is not aware of this.

Kengo

An enthusiastic, almost sycophantic minion of Puddin Jack's. A viscous, scrawny whelp with a mean streak. Fights with a meat hook on a pole. Resented by other bandits, but gets by because of Puddin's favoritism.

Kull and Cuthbert

Kull is tall, brutish giant who barely speaks. He is always accompanied by Cuthbert, a weaselly man who never knows when to shut up. Both are foreign, and are fleeing substantial gambling debts. Cuthbert loves telling that story, but it changes every time.