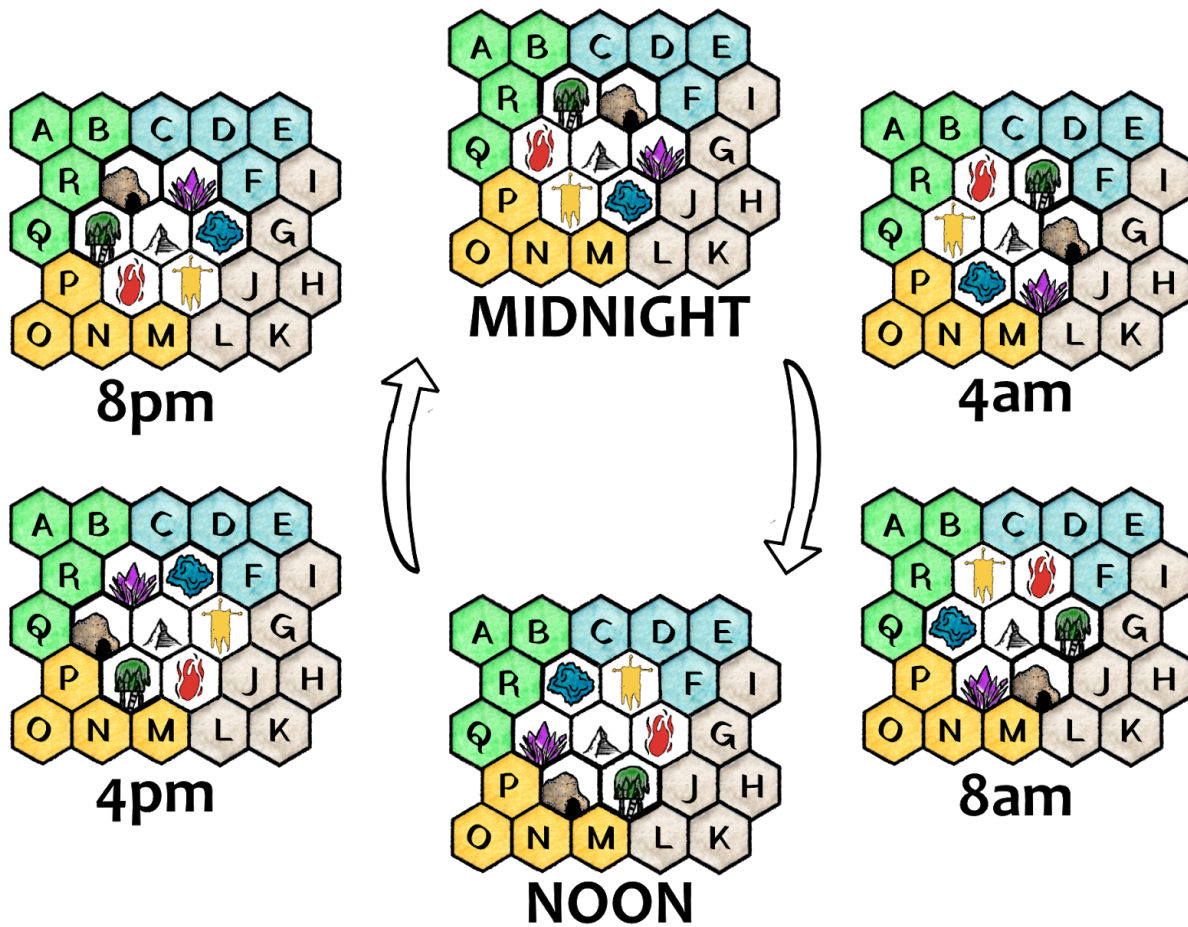


# ABOVEGROUND TRAVEL

Move another 40ft, or anything else the GM approves.



## TRAVEL TO ANOTHER HEX

1. Move the clock 4 hours forward.
2. Each PC must cover a Slot in Mud.
3. Check a random encounter (2d6) in the current region. It happens on the way to next hex. Resolve the encounter.
4. Flip to the region page, and describe the hex.

## SAVING THROW

Whenever a character attempts something where outcome is uncertain and failure has consequences:

**Roll a d20 + Ability Bonus.** (Advantage? Disadvantage?)

**Most things:** If higher than a 15, the PC succeeds!

**Opposing:** If higher than opponent Ability Bonus + 10

## COMBAT

1. Roll d6. On 4-6 the PCs go first in any order.
2. On their turn, move 40ft and take an action:

**Attack:** Roll STR for melee, WIS for ranged.

If above opponent's armor roll damage die.

**Cast Spell:** The spell succeeds. INT save to keep it.

**Stunt:** Opposed Save (shoving, disarming, tripping)

## CAMPING

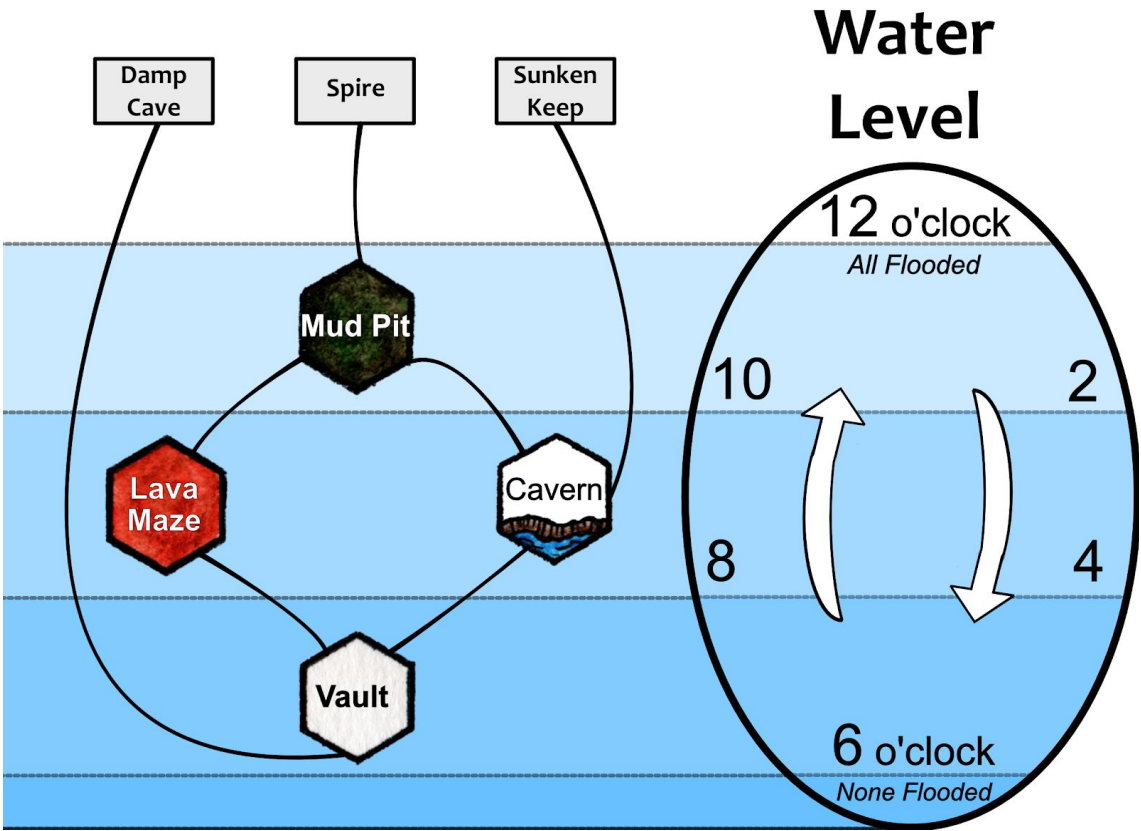
Each PC must consume a ration and the group must spend 4 torches to keep the bugs/darkness away.

1. Clear all Mud from Slots
2. Refresh all spells.
3. Choose how to spend 8 hours.
  - Sleep 8 hours. Recover d8+CON HP.
  - Nap 4 hours, recover CON HP.
  - Examine an item for 4 hours. No roll. Reveal secrets.
  - Take a shift watching for 4 hours. If there is a chunk of time where nobody watches, 50% chance of encounter.
4. Advance the clock 8 hours and continue playing.

## FIRE

Each turn inflicts d6-2 damage, vulnerable item destroyed. New fires gain health equal to their level each turn. PCs can damage the fire by making a save. If successful, roll a d6 to see how much damage is dealt to the fire.

# UNDERGROUND TRAVEL



## UNDERWATER

Immersing in water clears all mud from slots. Each turn spend underwater fills an empty slot and destroys a vulnerable item. If all Slots are full of water or items, then each turn inflicts d6 damage. Surfacing clears all slots.

## CLIMBING

Climbing on a secure line does not require a roll unless there is a major obstacle. To secure a new line, everyone involved makes a save, use second highest result. Falling: d6 damage for every 10ft fallen.

## TRAVEL TO ANOTHER CHAMBER

1. Move the clock 2 hours forward.
2. Each PC must cover a Slot in Mud.
3. Check the tunnel on the Flooding Chart below.

## SILFER

Glow grey, cold to touch, numbs limbs on contact. NUMB: Any actions that involve the numbed limb gain disadvantage for the next 4 hours.

	12 O'clock	2 & 10 O'clock	4 & 8 O'clock	6 O'clock
Spire <---> Mud Pit	4 turns underwater	Random Encounter		
Sunken Keep <---> Cavern	2 underwater, 4 underwater		Random Encounter	
Mud Pit <---> Lava Maze	4 underwater		Random Encounter	
Mud Pit <---> Cavern	3 underwater, 5 underwater		Random Encounter	
Lava Maze <---> Vault	6 underwater			Random Encounter
Cavern <---> Vault	4 underwater, 6 underwater			Random Encounter
Damp Cave <---> Vault	8 underwater, 2 underwater. 4 underwater			Random Encounter

# CAMP INVENTORY

Azimech’s camp is little more than a soggy waggon and a faded tent. It’s the closest thing to civilization the group will encounter during this adventure.

Azimech herself is almost middle-aged and just as soggy and faded as her equipment.

She is a weak mage, but some grey streaks in her hair grant her authority, and her commanding voice does the rest. When giving orders she barks like a general; when talking about magic or study she speaks quickly like an excited schoolgirl.

“Don’t forget to bring some **MARSH TORCHES** with you! The bugs will eat you alive.”

## AZIMECH’S SUPPLIES FOR SALE

**Marsh Rations** 5gp  
*Fit 2 per Slot, food for a day, sealed against mud and water.* Required to Make Camp.

**Marsh Torches** 3gp  
*Fit 5 per Slot, Each lasts 2 hours*  
Double as insect repellent when burned. Required to Make Camp.

**Vial of Fire Oil** (5 uses) 25gp  
Each use protects 1 Slot from the flames.  
Lasts for 24 hours.

**Vial of Water Oil** (5 uses) 25gp  
Each use protects 1 Slot from water damage.  
Lasts for 24 hours.

**Adventure Pack** (5 uses) 5 Slots 75gp  
Collection of useful items. It takes up 5 Slots. When you rummage through your Pack describe what you pull out. Consume a use and replace one Adventure Pack slot with that item. Pick from anything from the list on the left. Picking something that isn’t on this list requires GM approval and consumes 2 uses.

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

# CARAVAN INVENTORY

After the caravan arrives Azimech will be joined by scholars, mages, and merchants; about 50-60 people in total.

**Spellbooks** 50 Gold per syllable  
The PC must describe the spell they're looking for and make a CHA save to see if they can convince any merchants/mages to part with it. If it's available for purchase it costs 50 Gold per syllable.

**Selling Magic Items** 50 Gold per syllable  
Merchants and mages alike will be interested in purchasing any Magic Items that the PCs have found.

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 the merchants will try to name it something simple and curt.

Use CHA saves or roleplaying to decide on the name, but most won't pay more than 300 Gold for any one thing, no matter how great it is.

**Storage** 5gp per Slot, per day  
The merchants have limited supplies and resources. If the PCs want to leave something behind or store something safely, they'll offer to take care of it for a price. Write down the day and time when the item was dropped off; PCs must pay the agreed price when they pick it up.

**Level Up** 1000 Gold  
This represents incremental purchases to equipment, maintenance, money spent on relaxing and recovering after an adventure, and accumulated fame.

When a PC gains a level, they roll a number of d8s equal to their new level to find their new HP maximum. If the result is less than their previous maximum, their maximum HP increases by 1. They also raise the bonus scores of 3 different abilities of their choice by 1 point. Abilities may never be raised higher than +10.

## ARMOR

<b>Shield</b>	<i>Armor +1, 1 slot</i>	40gp
<b>Helmet</b>	<i>Armor +1, 1 slot, 1 hand</i>	40
<b>Gambeson</b>	<i>Armor 12, 1 slot</i>	60
<b>Brigandine</b>	<i>Armor 13, 2 slots</i>	500
<b>Chain</b>	<i>Armor 14, 3 slots</i>	1200
<b>Half Plate</b>	<i>Armor 15, 4 slots</i>	4000
<b>Full Plate</b>	<i>Armor 16, 5 slots</i>	8000

## WEAPONS

<b>Dagger, Cudgel, Sickle, Staff, etc.</b>	5gp
<i>d6 damage, 1 slot, 1 hand,</i>	
<b>Spear, Sword, Mace, Axe, Flail, etc.</b>	10
<i>d8 damage, 2 slots, 1 hand,</i>	
<b>Halberd, War Hammer, Battle Axe, etc.</b>	20
<i>d10 damage, 3 slots, 2 hands,</i>	
<b>Sling</b>	5
<i>d4 damage, 1 slot, 1 hand,</i>	
<b>Bow</b>	15
<i>d6 damage, 2 slots, 2 hands,</i>	
<b>Crossbow</b>	60
<i>d8 damage, 3 slots, 2 hands,</i>	
<b>Quiver of Arrows or Bolts (20)</b>	15

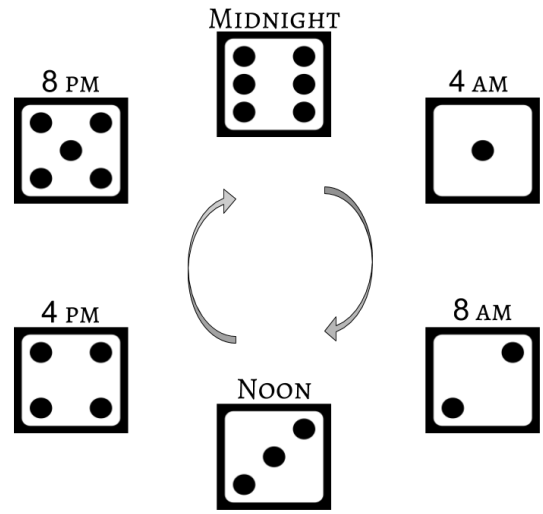
## MISC

Barrel of Fresh Water (6 Slots)	20gp
Lockpicks	100
Musical Instrument	200
Hourglass	300

# SEEKING BRAVE EXPLORERS!

Marshes are ablaze!  
We don't know why!  
Assistance  
Required!

Good sense of direction and clear penmanship are a must. Fire Resistance is a plus.



## Duties & Obligations

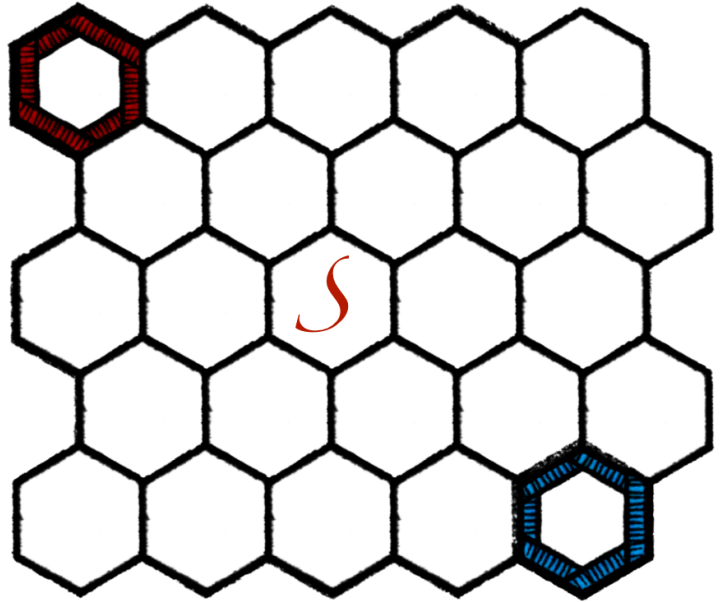
- ❑ **Map a safe route** between the marked hexes.
- ❑ **Record** discovered threats or valuable resources.

## Rewards

- ❖ **200 Gold** for a safe path.
- ❖ **30 Gold** for every recorded threat or valuable resource
- ❖ Other rewards are up for negotiation.

## INCOMPLETE MARSH MAP

*Up is North, each hex is 10 miles wide. S is Spire*



**IF INTERESTED:**

<b>EAT ME!</b>	<b>EAT ME!</b>	<b>EAT ME!</b>	<b>EAT ME!</b>
For instant	For instant	For instant	For instant
transport to	transport to	transport to	transport to
Azimech's	Azimech's	Azimech's	Azimech's
Camp	Camp	Camp	Camp
<b>EAT ME!</b>	<b>EAT ME!</b>	<b>EAT ME!</b>	<b>EAT ME!</b>

# AZIMECH'S NOTES

The VoltCell is a large Silfer cylinder, 3ft long, 4-5 inches wide (takes up three slots). Basically indestructible...but don't lose it!

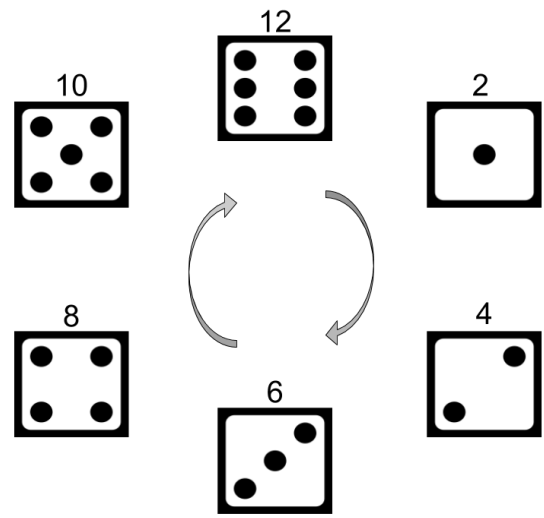
- **Numbing** effect when touched to skin.
- **When exposed to water** it heats up like a forge, tries to evaporate the surrounding liquid.

“There are more VoltCells beneath the Marshes. We’ve come up with a simple device to detect their energy.”

## 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.



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

- One VoltCell top layer, just below the surface..
- Two VoltCells in the second layer.
- Final one is deep inside the third layer.

Hope that helps!

[illegible]

# LEATHER NOTEBOOK

*A small leather notebook, maybe 100 or so pages within. Most of the pages are ruined by water, or filled with illegible scribbles. Here's what you can make out:*

## MY NOTES

Well. You're not food, little notebook. But maybe you'll prove useful anyway. I need someone to talk to, and I can't risk looking weak in front of the kids.

The whole "mother" thing was cute when it was just me, my daughter, and her few friends. But now that our little group has grown, I guess I better get used to the idea. I think at least one of them is older than I am! But they insist on calling me "Mom". As if three children weren't enough...

The next room better damn well have some food. Otherwise I might have to eat your leather cover, little friend.

## FOOD

Good news, lunchbook! Finally found some food. One of the kids got lost and stumbled past some kind of illusion into a beautiful forest/garden thing. I wouldn't have believed it if they hadn't brought back such DELICIOUS strawberries.

Being a Mom has its perks after all.

## SELFISH PIG

[hasty scribbles of vile curse words crossed out, re-written, and crossed out again.] I knew there had to be a catch. Turns out the garden was enchanted by some magical pretty boy. He threatened my children when they went back for more food.

"I would sooner kill than feed a bandit." he said. What an ass. It isn't their fault these kids are so desperate. I bet he's never gone hungry a day in his life.

If I was with my old troupe I bet we could have taken him. But the thought of losing someone...I can't bear it. So help me I really do love them, even if they are starting to let fear and resentment burn their stomachs.

There has got to be more food around here. Also the weather has been strange, the days grow longer.

## BURNING

At first we welcomed the sun. It dried up some of the humidity, and lifted the fog. Kids played out in the dry mud beaches and made reed whistles.

But I think we're done now. It's been almost a week. Any time it wants to stop is fine with me.

Everyone has moved to the covered sections of the keep, and tempers burn hot as the sun. I had to break up two fights yesterday over who gets the shady spot behind the bookcase. In fact during the fight a couple pages were ripped out of you, little buddy.

Sorry about that.

## MORE FIRES TODAY

One blaze got close to the keep before burning out. Tyr wandered off three days ago and hasn't been seen since.

I don't know what to do. I keep up appearances, distracting the kids with hard work digging out tunnels beneath the keep, supposedly looking for fresh water. But mostly just keeping them out of the sun.

Some of the older ones grumble and complain when they think I'm not looking. Dark eyes in sunburned faces.

---

I can't believe it's come to this. Tyr came back alive! And angry. He brought back this...thing with him. It promised food and water, comfort, gold, and whatever else their stupid, desperate souls wanted.

But "Puddin Jack" had to prove he could really bring water. He --- sucked it right out of me. I felt dry, brittle. I could barely move. Some of the children protested, but most were driven delirious by thirst.

So I left. Only a few children came with me, the rest staying, following that monster. I hope they kill him before he kills them. And I hope I die before my kids do.

---

[recently scribbled] Kill Puddin Jack. Save the kids. Help them find a life for themselves. I can't.