

CHROMATIC SOUP 01



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*"Planting rice is never fun,
Bending over 'til the set of sun.
Cannot sit, cannot stand,
Plant the seedlings all by hand."*

- Folk Song

*"So I set out to the mud,
Cut some purses, spill some blood.
My life the swamp duke will not hold,
'Till I return home, with some gold."*

- Tumara the Bold Flower



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A hearty bowl of soup

by Cedric P

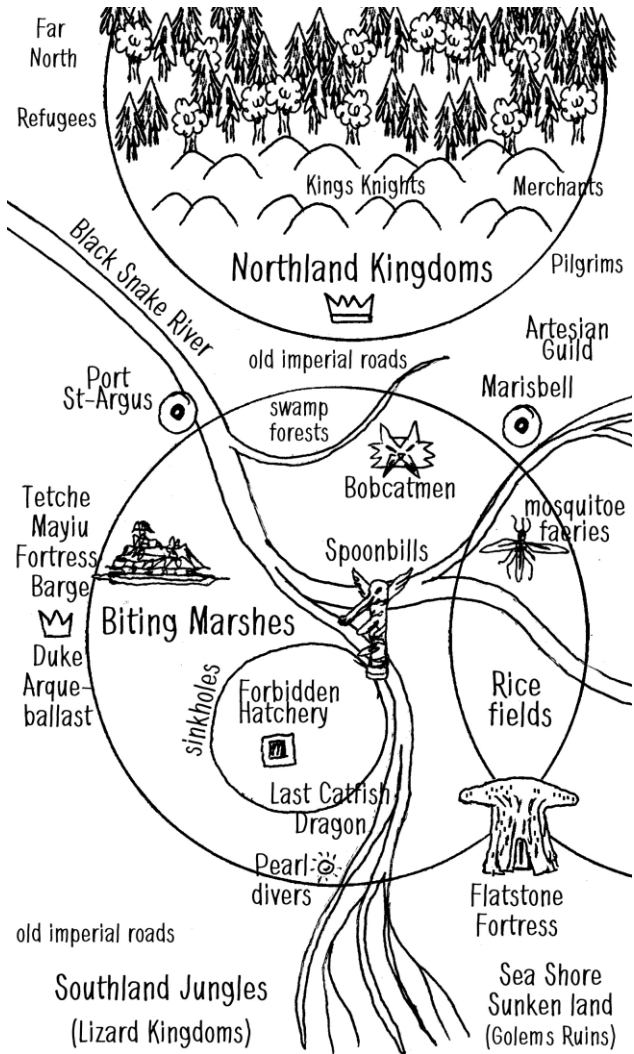
At first I wanted to create a collective zine that we could easily publish every month or two, but the zine grew bigger and bigger. We had too much fun linking our contributions together, and soon two interlinked settings emerged. We drifted away from the initial concept, but since we had a lot of fun and the contributions were great, I did not mind. Assembling the zine took me more time than I anticipated because I ended up completing and illustrating a lot of the leftover elements, but I think that the end result is worth it. This first issue is big, but since my goal is to publish regularly, I will try to bring the page count back to the initial forty page formula for the rest of the issues.

I imagine a campaign set with this book as a point crawl, where adventurers travel between villages and adventure locations. These lands are full of small villages, each with their own sets of problems and tempting opportunities, that can easily lure adventurers into strange and dangerous locations.

I hope you like this first triple serving of Chromatic Soup. Don't get lost in the swamps and don't drink too much magic rice wine!

Swamp Land

The Biting Marshes



Duke Arqueballast's Forbidden Hatchery

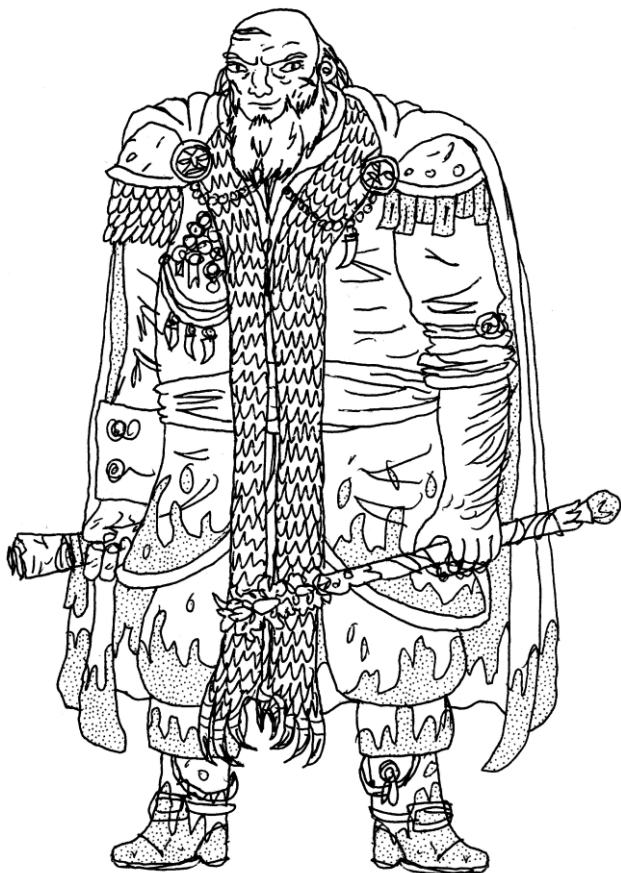
text by Benjamin B, art by Cedric P

In the North, they call Duke Arqueballast the Swamp Duke, and they sneer at his backwards manners and his poor sodden lands and the old clothes he wears to Kingscourt, when the Politicking Season comes. He does look every inch the country squire, the rube who inherited the worst dukedom in the entire South, famously granted to his ancestor as a sideways insult by a displeased liege. He is big, he is bluff, he grins his gold-toothed grin, and pretends not to overhear the whispers of his more refined fellows. He pretends to be exactly what they take him for.

But the swamp is not forgiving, the marshes not kind. He smiles, and so do the crocodiles. He waits, and so do the crocodiles. He hungers, and so do the crocodiles.

He rules his lands and waters from Tetche Mayiu, the fortress barge towed by a hundred yolked crocodiles. His swamp marines ride war hippo, and their number would shock his Northern neighbors.

He's spent nearly every copper penny he makes from taxing the smugglers that den and sail his swamps to dredge and widen the bayous, to permit passage of a fleet of his flat-bottom war skiffs, and his fortress barge itself.



His agents wait in Port St.Argus and Marisbell City to burn and sabotage the war galleys of his neighbors. His pearl-diver assassins have mined the Back Snake River's mouth, anticipating the reprisal fleets. His swamp witches wait to charm the beasts of black waters and the sodden dead into his service.



And with all that, he still does not consider his strength great enough.

His Bobcat Men patrol the old Imperial roads raised above the marsh's water line, looking for Merchant Knights to waylay and rob, in violation of ancient compact and custom. From them, his agents take the golem eggs they hold sacred, and let the swamp take the rest. The swamp keeps its secrets, and yours too.

In the deepest mire of his realm, in a maze of sinkholes and stagnant water, warded by malarial swarms, Spoonbill Clan cannibals, demon turtles, giant crawfish, and the lair of last existent catfish dragon, the Swamp Duke has built his Hatchery inside an ancient Imperial border fortress. The fortress is half-sunk, its towers barely topping the mangrove trees, but the inside has been cleaned and lined with carefully constructed nesting boxes in which a variety of egg-laying creatures brood over stolen golem eggs. Chickens, ducks, geese, alligators, turtles, lizards, sparrowmaids, even a platypus, imported at great expense from foreign parts. Each brooding matron creature imparts its nature to the egg, and each one which hatches is greeted by the grinning red face of Duke Arqueballast or one of his daughters, the Mud-footed Maidens of the Marsh (as the cruel balladeers

would have it). Each imprints upon the Duke or his kin, and each becomes a giant version of the brooding mother creature, loyal to the first face it saw upon hatching.

When the time comes for the Swamp Duke to march to war, he and his daughter-generals will lead from the back of horrors, creatures of oil and wood, steel, bone, and stone but his advance will falter when he discovers that for reasons unknown (perhaps unknowable) none of his brood golems will approach the chimeric statue at the center of the ricelands, or cross a line of demarcation formed by shrines linked somehow to the Geomancer's hateful work. So the Duke has dispatched all his agents to seek the Geomancer, to break this barrier. And sent his best diplomats to the Spoonbill clans, hoping to win the service of their giant namesakes, spoonbill birds grown enormous on a diet of dead goblin, fed to them according to goblin funereal custom.

p.10 General Magdalena Arqueballast (16 years old)
(fighter level 02)

p.13 General Herlinde Arqueballast (24 years old)
(magic user level 05)



Swamp Marines

Fighter variant class

text by Benjamin B, art by Cedric P

Swamp marines are the elite fighters of Duke Arqueballast, trained to fight across all swamp and marsh terrain, from the back of trained war hippo, and to employ the skirmish and raiding tactics of a partisan or bandit more than the organized formation drill of Northern armies. Swamp marines are trained to take the initiative rather than wait for orders as conditions in the swamp are everchanging, and when in doubt, press the enemy. How well they will fair attacking into unfamiliar terrain is yet to be seen, but with the Duke's plans to fight during the flood season, he's hoping the question can be forestalled for a time yet.

Swamp marines advance in experience and attack as well as normal fighters, but specialize in skirmish and ambush more than heavy infantry engagement. They use d6 for hit dice rather than d8, and can wear any of the native armors of the swamps, though only leather armor if forced to use conventional equipment. They can hide and move silently as well as a thief of the same level. Swamp marines also train to hold their breaths for 5+d6 minutes,

allowing them to ride their hippos under the water to make sneak attacks on enemy vessels or outposts. Swamp Marines are also trained in the use of poison, though they can not make it themselves.



Log-Jaws Pipers

Thief variant class

text and art by Cedric P

The swamp pipers can fight and use weapons common to their tribe (axes, daggers, spears, short bows, blow pipes, Atl-Atl, javelins and strangling cords). They can wear leather armor or their swamp material equivalent. Some pipers use aprons with sewed dagger scabbards while they venture into the swamp to gather roots, mushrooms and other ingredients.

Prime requisites: DEX and WIS

Create Piper flute: it take a day to craft a new flute. Then the piper must tune it with the Log-Jaws by playing for them for 3d6 turn (- level).

Summon Log-Jaws: after playing for 1 turn the piper must pass a wisdom test to communicate with the Log-Jaws's spirit-totems.

Modifiers: +2 in Biting Marshes, +0 in wetlands, -2 in forest, -4 in sewers, -8 in drylands or city)

A success summons a pack of 1d6 HD of Log-Jaws. The player decides how to distribute the HD in the pack, the maximum HD a single Log-Jaws can have is equal to half the piper level. Summoned packs have a additional HD at levels 3, 5 and 7.

A critical success also summons a totem spirit that will ask for a quest. The totem rewards a successful quest by casting a clerical spell up to the piper level.

A critical failure summons a angry or corrupted Log-Jaws of 1d4+(level) HD.

Charm Log-Jaws: by playing their flute, pipers can make a wisdom test to guide (charm) a pack of Log-Jaws. The piper receive a modifier equal to the difference between their level and the highest HD in the pack.

On a success the pack obey the piper as long as she play. The piper need to pass a new test each time she is wounded or knocked down in combat. While not in combat, the piper need to pass a test each turn (10 minutes). When the piper stop playing the pack becomes neutral.

On a critical success, the Log-Jaw with the lowest HD or hit points adopt the piper as it new spirit totem and follow her as a pet.

On a critical failure the piper anger the spirit-totem of the pack and the pack become aggressive.

Friend of the swamp: pipers receive a 2 points reaction bonus with Log-Jaws and a 1 point reaction bonus with reptilians and other swamp dwellers.

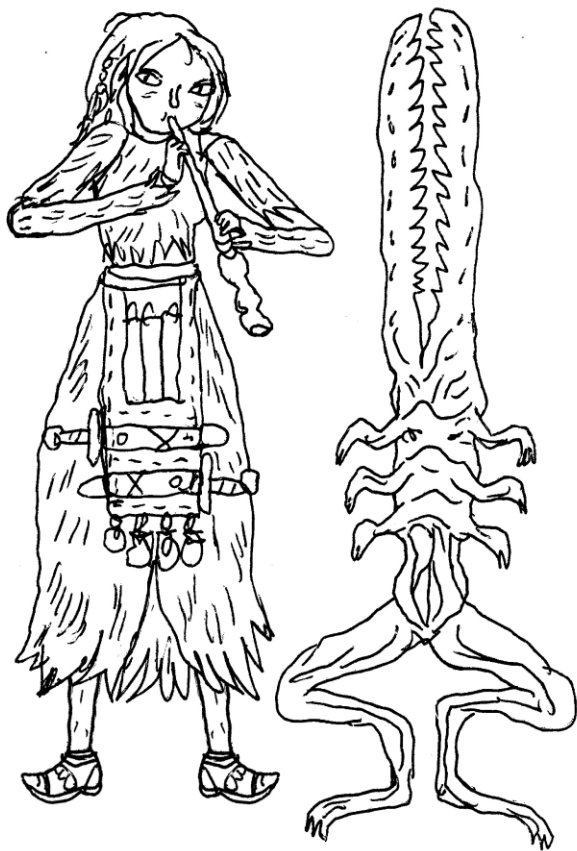
Survival: pipers are good at survival and receive +1 to survival related tests (+2 in swamp).

Log-Jaws

Log-Jaws are good swimmers and runners, they lie in ambush and hunt in packs. They have no visible eyes and share a primitive form of sentient hivemind. They emit strange musical sounds like birds. Log-Jaws have between 1 to 4 HD depending of their maturity stage. When rolling random encounters roll 2d6 worth of HD and distribute them between the pack members.

HD: 1 to 4, AC: as leather, DMG: 1 biting attack for 2d4 damages (2d6 for bigger ones)

ML: 7 (careful), MV: 40 walking, 50 swimming



Pearl Divers of the Black Snake River

text by Cedric P and Benjamin B, art by Cedric P

Swamplander tribes who live around the South delta of the Black Snake River are known for their spear fishing and pearl diving skills. Some tribes also train large otters and pelicans as pet. Spear fishing is traditionally practiced by men while pearl diving is often practiced by woman. Most of the pearl diving tribes are matriarchal.

Pearl divers can follow any of the basic character classes but they never learn the use of armors and heavy weapons. They can use spears, daggers, short bows, hand axes and any swampland weapons. When fighting underwater they receive +1 to hit and a +2 bonus to their armor class. Some pearl divers who find cursed black pearls are initiated to become assassins.

Pearl divers are amazing swimmers and receive +2 to any swimming tests. They can hold their breath for 5 + 1d10 minutes + constitution bonus. They also receive a +2 bonus to any fishing or survival tests made in rivers or shores environments.

Pearl diving take a day and require a difficult swimming test. On a successful test a pearl diver will find a random pearl. On a failed test the pearl diver is in trouble and may need to pass a saving throw to avoid suffering dangerous consequences. The diver can reroll one of her d6 to try to find a better pearl but if doing so, she automatically get into trouble.

Random pearl diving loot table (2d6)

- 2) cursed black pearl* worth 2d20 x 50 gp
- 3) large black pearl* worth 2d20 x 20 gp
- 4) good sized black pearl* worth 2d20 x 10 gp
- 5) small sized black pearl* worth 3d12 gp
- 6) small black pearl* worth 1d20 gp
- 7) tiny or flawed pearl worth 1d12 gp
- 8) small white pearl worth 2d10 gp
- 9) small white pearl worth 3d20 gp
- 10) good sized white pearl worth 4d10 x 10 gp
- 11) large white pearl worth 4d10 x 20 gp
- 12) blessed white pearl worth 4d10 x 50 gp

*Black pearls shades: 1d8 (1 green, 2 purple, 3 blue, 4 aubergine, 5 grey, 6 silver, 7 peacock, 8 dark)

Divers can also make a swimming test to recolt random underwater bounties (you may use the following page as a dice drop table).

The pearl divers tribes are wealthy, but their wealth is paid for in lives - pearl diving is dangerous work. Their fighters are assassins rather than soldiers, because lives are precious and not to be wasted. Kill only those morally responsible for war, not those who're victims of it. "Soldiers are like those swept down river when a levy breaks, carried by the flood. Kill the ones who break the levies."

Pearl Divers Assassins use the assassin character class template but they are restricted in their use of armor and weapons. Starting from level 3 they can also learn family rituals to curse pearls (they can learn a new curse every two levels).

Assassin matrons and grandmothers are greatly respected - when the water gets too cold for old bones, they turn to other pursuits, cooking poisons and curses. Their secrets learned from the weird things that the young divers bring up along with the pearls.

To curse a pearl you have to learn a curse from a assassin matron or grandmother. Cursing a pearl take 1 day and a difficult wisdom test. Some curse require exotic ingredients.

Matrons and grandmothers also reward successful missions with cooked poisons and cursed pearls.

Cursed pearls effects:

- Deep - eldrich visions, mermaid song, followed by those of the deep
- Dark - drowned sight, dark shrivelling, shadow child
- Green - swamp rot, moray eel squirm, dexterity lost coalescing into a pearl
- Purple - urchin skin, purple tongue, strength lost coalescing into a pearl
- Aubergine - burning fever, starfish swelling, constitution lost coalescing into a pearl
- Blue - creeping paralysis, long sleep, intelligence lost coalescing into a pearl
- Grey - crab fingers, grey aging, wisdom lost coalescing into a pearl
- Silver - mirror eyes, lying ears, charisma lost coalescing into a pearl
- Peacock - Unrequited love, gender switch when soaked in water, self illusion
- White - Unrequited blessing, Curse reflection, blissful memory lost (+2 to all wisdom saves)

Deep and mixed colors pearls can be found as treasures or in special underwater locations.



Stewpot Witches

text by Benjamin B, art by Cedric P

The Sisters of the Black Pot as they're formally known master a weird and very old form of magic native to the Biting Marsh. The marshes and swamps seem fetid and foul, but hiding in every nook and cranny is some humble yet delicious morsel. This mushroom plucked in the flood season tastes of mutton and wine. This insect's abdomen is filled with a fiery spice. This vine's sap will thicken a broth, but beware its sister vine for the juice of it brings madness and death. They train their sense of taste and smell until they can scent the savor beneath the scum, taste the hint of divinity in a tiny shellfish plucked from the dung-dark mud.

They are masters of both poison and cure, of feast and wasting, of blessing and curse. If they deign to settle, they build grand kitchens, and Dukes vie for their favor. A Black Pot woman in your kitchen means your table will be famous. Some leave the marsh, and travel North seeking new flavors, new ingredients, and find themselves changed. These wayward sisters rarely return.

Stewpot Witches are followed always by their familiar pot - enchanted black iron pots that walk about on their stubby legs. As the witch grows in power, so does her pot. The grand old damns have pots large enough to stew down a whole musk ox all at once, iron sides thick as a handspan. Some witches ride about in their large pots, while others consider this unhygienic. The first will counter that the maiden's feet stomping the grapes makes the wine the sweeter. The fastidious witch will scowl, and carefully wrap her mushrooms in brown paper.

A Stewpot Witch has the resilience of a traveling cleric (HD), and can wear armor of cloth, rattan, weave, and wood though often chooses not to. While not a soldier, the Stewpot Witch can fight about as well as a rogue or bandit or thief. Their weapons are the daggers and knives of a cook, the strangling cord, hatchets and cleavers of a butcher, the herb-cutting sickle, the billhook and the orchard pole. To hunt small game, they also learn the shepherd's sling.

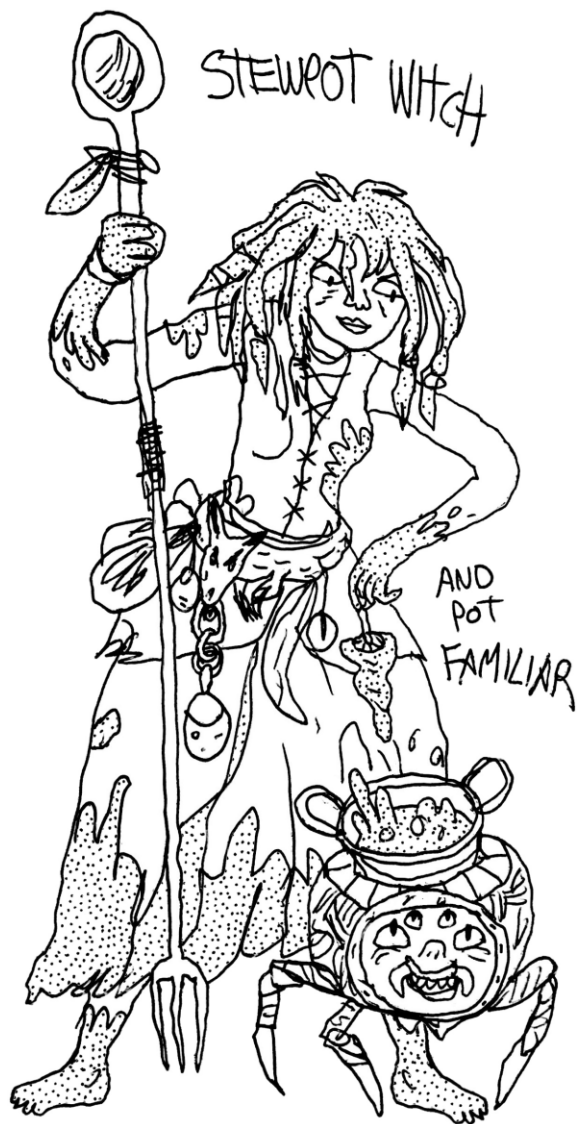
Stewpot Witches can find edibles in the swamps and marshes automatically with a turn of foraging. Enough forage to produce a delicious meal for d8 people can be found this way. Searching for specific

ingredients requires longer. In any turn, there is a 4 in 6 chance the witch can find a specific ingredient.

Stewpot Witches can smell the medicinal and culinary qualities of an unfamiliar ingredient on 5 in 6. With a tiny taste, they can identify the properties - mundane and magical - of potions and similar concoctions. They may notice poisons on a 5 in 6 as well, and on a 5 in 6 are immune to them (requiring no saving throw).

By combining weird exotic ingredients into their pots, the witches can create magical meals. The level of the witch is the number of exotic ingredients they can incorporate in a meal. Some ingredients bolster health and natural abilities, some grant new powers, some protect from harm, some cure, some can kill. Others enhance the potency of other ingredients. It takes a day of searching and a 3 in 6 check for the witch to find a specific exotic ingredient, or a 5 in 6 chance to find any random exotic ingredient.

See, *The Bounty of the Swamp* for the effects of exotic ingredients (p.44).



The witches' pot familiars appear to be black iron pots with outrageous or grotesque faces worked into the metal, standing on three stubby legs of iron. If they squat over flammable material, it bursts into flame heating the pot to cooking temperature in less than a minute. Pot familiars can expand to contain larger and larger meals as the witch increases in level, only to shrink back to their smallest size when their great capacity isn't needed.

They're as tough as a knight's heavy plate armor, and three times as resilient as their witch (triple the witch's hit points). If seriously damaged (reduced to 0 hit points) they crack, which means they can't be used to cook with. Repairing a cracked familiar pot demands a trip into the deep swamp, a quest for black bog iron, and the propitiation of Nanna Nonna, oldest of the Sisterhood. The ancient hag is beyond good and evil, beyond kindness and cruelty. But she appreciates courtesy and gifts, and will surely test a foolish girl whose pot was cracked in some misadventure.

In battle, a heated pot familiar can spill its contents onto an enemy, inflicting damage like a longsword in a scalding yet delicious wave. The pot can do this a number of times if full equal to the witch's level. If cold, empty, or commanded to do so, a pot can

simply ram its heavy sides into a victim, inflicting damage like a mace. If the witch is 3rd level or greater, a human sized victim must make a saving throw or be toppled into the pot. If empty or cool, this is merely inconvenient. If filled and hot, the victim begins to boil alive suffering splash damage every round until dead or until they can make their save and escape.

Any victim so boiled quickly cooks down into an exceptionally delicious broth, if any have the hunger or moral flexibility to dine upon it.

A pot familiar moves at twice its witch's speed when empty, and the same speed when full. When half full, it can move about 50% quicker. At 3rd level, it can grow large enough to accommodate something human sized, so a witch may ride within it then at normal movement speed.

As they adventure, stewpot witches learn and gain experience and level like a typical magic user, though they're certainly not typical.

Level	Title	Exotic Ingredients per Meal	Maximum Pot Size
1	Apprentice Scull	1	Large enough to stew a large chicken
2	Spice-Finger Maid	2	Large enough to stew a small swine
3	Pot Rider	3	Large enough to stew a unfortunate human
4	Swamp Sister	4	Large enough to stew half a pony
5	Hearth Lady	5	Large enough to stew a small herd of goat
6	Steam-Veiled Keeper	6	Large enough to stew a coachman's horse
7	Dauphin of Broths	7	Large enough to stew a bullock
8	Queen of Broths	8	Large enough to stew seven crocodiles
9	Mistress of the Seven Secret Flavors	9	Large enough to stew a hippo
10	Nanna	10	Large enough to stew a youthful dragon

Pot Familiar Generator

text and art by Cedric P.

To determine the appearance of your pot familiar roll 1d4, 1d6, 1d8 1d10 and 1d12 and consult the following tables.



Legs d6



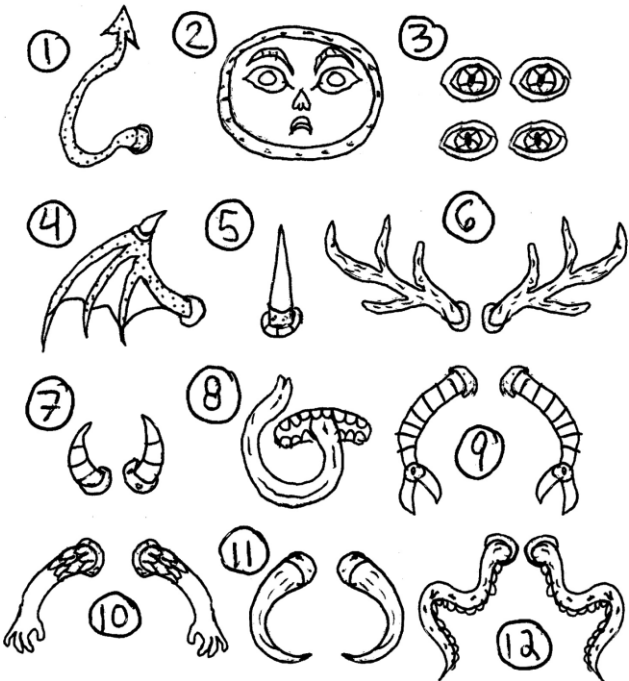
face d8



Special ability d10

Your familiar have a minor special ability linked to it extra feature that it can recharge after: 1) sunrise, 2) sunset, 3) eating a special ingredient, 4) drinking blood, 5) eating half your soup, 6) being lovingly cleaned, 7) sleeping d4 hours, 8) telling ugly lies for d6 hours, 9) being bluntly truthful for d6 hours, 10) dancing under the moon.

extras d12



Swamp Kit

adventuring gear for the Biting Marshes and surrounding environs

text by Benjamin B, art by Cedric P

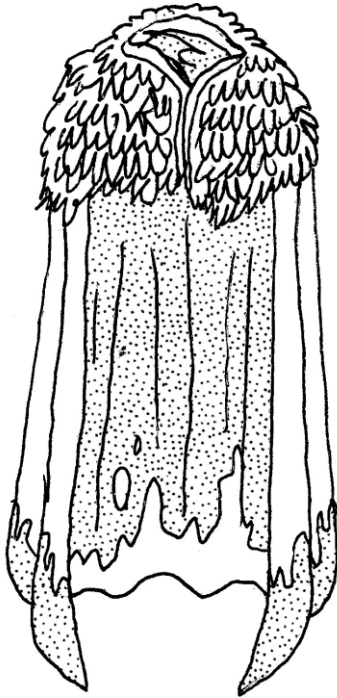
Bog Iron - metal is uncommon in the swamps and marshes. Swamp Rot makes maintaining conventional metal tools difficult, but bog iron is not subject to the swamp's infamous erosion or metal goods. Places in the marsh seem filled with rough nodules of iron-rich ore which can be smelted into a useful metal. Compared to other irons, bog iron is impure and inconsistent in quality, yet highly resistant to corrosion and rust. Tools, weapons, and armor made from bog iron weight and cost 20% more (to achieve the same effectiveness), but are immune to swamp rot, and need far less maintenance.

Reed, Rattan, and Ironbark armors - the swamps offer many exotic plants, some of which have been used to make armor. Certain special swamp reeds can be woven into a mesh tight and strong enough to protect as well as leather armor. The core of giant swamp fern and palm can make a resilient rattan

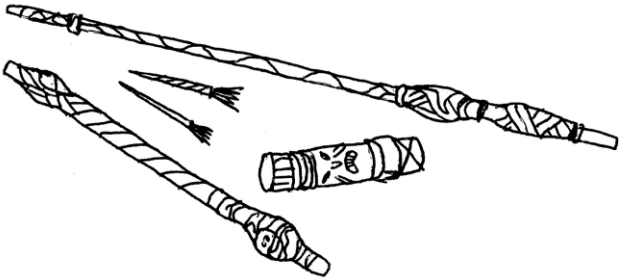


armor, which can protect as well as chain armor. Finally, large planks of ironbark wood can be riveted or glued to a cloth or reed backing material, forming a rigid armor which protects as well as plate armor. These armors have the advantage of being half the cost of their conventional equivalents and because of the materials they are made from, do not inhibit swimming - indeed, they add buoyancy. Unfortunately, to achieve the same levels of protection they have to be significantly bulkier, making them 50% heavier than their conventional equivalents.

Swamp Skirmisher's Cloak - the Swamp Duke's scout forces adopted the old hunter's cloak as part of their standard uniform. This is a garment of loose rough weave, into which tattered cloth, moss, twigs, fronds, leaves, mud, and other trash is worked. The effect is something like wearing a compost heap, but when used to aid camouflage in the swamps and marshes, the skirmisher's cloak grants somebody hiding beneath one a 3 in 6 chance of hiding from searchers, and a 5 in 6 chance of hiding from casual passersby. Those already skilled in stealth get a 50% bonus to their actions when using the cloak to conceal themselves in the right environment.



Blowpipe - a simple reed through which blowdarts may be shot. Range is like that of a sling, and the darts inflict little damage in themselves (d2 damage, or 1-2 points) but if they damage a target they deliver one of many exotic poisons. The dose of any one poison delivered with a blow dart is not great, but each subsequent dart imposes a -1 penalty to saving throws made against the same poison, as the levels in the victim's blood builds up.



Poison Dart Examples

Bloatcap Bleeder Dart - a failed save makes the tiny dart wound squirt blood in a high pressure hemorrhage which inflicts d4 damage every round until the wound is cleaned or the poison countered.

Jelly Legs Dart - a failed save causes all large muscles to relax, reducing Strength by 2d6, and speed by 50%.

Mudcap Wallow Dart - slows the wits and the thoughts down until the air feels like walking through thick mud. Can act only every other round in combat. All tasks take twice as long.

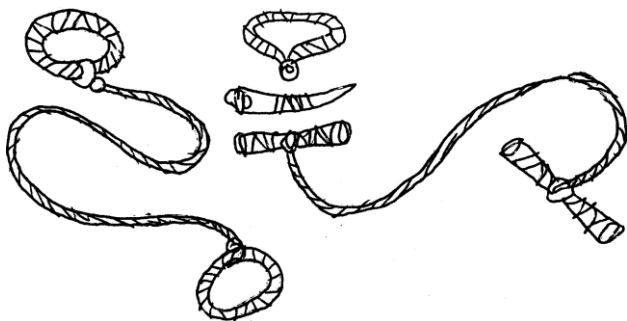
Wet Britches Dart - causes the victim to lose control over their bowels and bladder, and become violently nauseous.

Bursting Creeper Dart - seeds an aggressive creeper seed in the wound, which germinates and begins growing. Each round the creeper remains in

the wound inflicts 1 point of damage, and imposes a cumulative -1 penalty to actions as the vines entangle limbs and interfere with concentration. When this penalty reaches -10, the victim cannot move. Removing the creeper requires digging it out, which inflicts d4 damage.

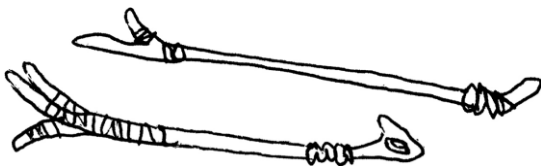
Sweat Seasoning Dart - the dart causes the victim's sweat to reek and attract dangerous animals for d6 hours. While dosed, all reaction checks are made with a -3 penalty, and random encounters happen twice as often.

Strangling Cord - a humble cord of woven fiber or leather with loops or handles allowing to be pulled tight around an unwary throat. Strangling cords are the weapons of assassins, thieves, butchers, peasant partisans, and witches.



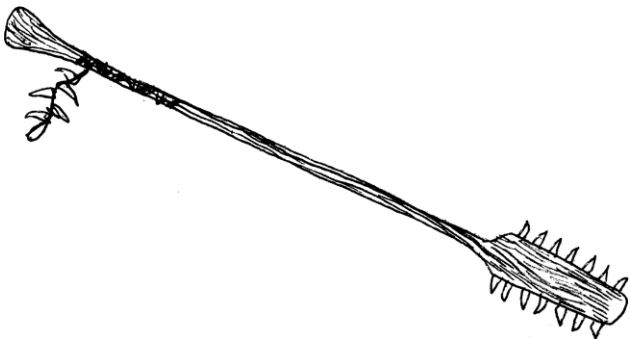
A successful attack from ambush or surprise with a strangling cord demands the victim make a saving throw. If it fails, they begin to strangle and if successful, merely to choke. If they strangle, arteries feeding the brain are compressed and unconsciousness comes within d6 rounds. If they choke, their air supply is cut off, and they fall unconscious within d6 minutes. Escaping a strangling cord means overcoming the Strength or Dexterity of the one inflicting the attack (whichever is greater).

Turtle Axe and Shield - giant swamp turtles have shells of incredibly hard bone. These make deadly weapons and can be used as effective shields. Axes made from the jagged edges of the King Snapper's shell inflict d8 damage. The large shields work like their conventional counterparts. Both weapon and shield float, but weigh 50% more.



Atl Atl - the spear flinging lever of an atl atl allows javelin to be thrown to ranges like that of a short bow.

War Oar - a heavy plank of ironbark or blood wood carved into an oar-like shape and studded at its edges with crocodile teeth makes for a deadly weapon. It inflicts damage like a two-handed sword, floats in water, and there is a 2 in 6 chance a strike will leave crocodile teeth embedded in a wound, causing an additional d8 damage. If this additional damage is 6 or more, then too many teeth were dislodged, and the oar inflicts damage like a club until new teeth can be bound to its edge.



Swamp Rot - each week items of metal are used in the marshes and swamps, there is a 2 in 6 chance they will corrode to the point of uselessness until repaired. Even if they are not rendered useless, they will rust and appear stained demanding hours of maintenance less they lose all value.

The Swamp's Bounty

by Benjamin B.

When you successfully search the swamp for exotic ingredients, unless you knew what you were looking for, roll a d12 five times to see what you find.

1	Blue	Fringed	Witch's
2	Black	Spotted	Blight
3	Red	Striped	Toad
4	Yellow	Rippled	Spice
5	Green	Topped	Devil's
6	White	Fringed	Weeper's
7	Rough	Tipped	Stench
8	Slippery	Skinned	Bitter
9	Sweet	Slimed	Rot
10	Lesser	Chared	Wolf
11	Greater	Feathered	Choke
12	Ashy	Mottled	Angel's

*extends and enhances only applies to a single other ingredients effects, not all the effects in a meal.

Additional extending or enhancing ingredients are needed to modify further ingredients.

Knuckle	a <i>cure</i> for many ailments
Cap	an <i>antidote</i> for many poisons
Stem	a deadly <i>poison</i>
Wart	a boost to the <i>senses</i>
Tooth	a <i>balm</i> for wounds
Tongue	which grants increased <i>vigour</i>
Leaf	which grants strange <i>visions</i>
Seed	Which grants great <i>resilience</i>
Funnel	Which grants <i>cheer</i>
Ear	Which <i>focuses</i> the mind
Root	*Which <i>extends</i> other exotic effects
Moss	*Which <i>enhances</i> other exotic effects

them and making them clumsy (half Strength and Dexterity or half damage and half to-hit value) for d6 turns.

Extended - effects last d6 days

Enhanced - the victim is sickened if they succeed on their saving throw, dead if they fail

Senses - grants night vision and improves the chance of noticing hidden things by 50% or improves the chance to 5 out of 6 - includes listening for creatures, finding secret doors, and similar.

Lasts d6 turns.

Extended - Lasts d6 days.

Enhanced - Automatic success to find hidden things or hear noises, and can see in total darkness.

Balm - Heals damage like a healing potion.

Extended - Grants rapid healing, allowing the recovery of d6 HP per turn.

Enhanced - Regenerates lost limbs, missing eyes, heals without scars, and other permanent infirmities instantly and without pain.

Vigour - user becomes stronger and faster, adding d6 to Strength, improving movement by 15 or by 50% whichever is greater, and adding d6 to initiative if individual initiative is used. Lasts for d6 turns.

Extended - Lasts for d6 days.

Enhanced - Strength is improved by 2d6, movement is doubled, and initiative is automatically won if individual initiative is used.

Visions - grants perception of invisible things, spirits, ghosts. Anything magical will appear to have an aura corresponding to the kind of magic it contains. People with magical abilities similarly glow in rainbow skeins colored according to the magic they carry inside them. Magic items are obvious, and may be identified on a 3 in 6. Lasts d6 turns.

Extended - Lasts d6 days.

Enhanced - grants visions of the future and the past. Gain d6 six-sided Vision dice. These can be spent and rolled to learn a secret about anyone or anything you study for a round on a result of 2 to 6. Or, they can be spent to grant a bonus or impose a penalty on any roll equal to the value of the rolled vision die as you have foreseen.

Cheer - Grants comfort and good will, even in cold and wet conditions. The user gains d6 Charisma and Constitution, and their spirits are raised immensely. Further, they gain a +3 to Morale. Lasts d6 turns.

Extended - Lasts d6 days.

Enhanced - Charisma and Constitution improve by

2d6, and morale is raised to 12 or otherwise considered perfect.

Resilience - Gain a d6 bonus on all saving throws for d6 turns.

Extended - lasts d6 days.

Enhanced - skin also becomes as tough as chain armor.



Focuses - enhances concentration and wits. Gain d6 Wisdom and Intelligence. When a magic user casts a basic spell, on a 3 in 6, they do not expend the spell (or the resources needed to cast it), and retain the power to use again. Lasts for d6 turns.

Extended - lasts d6 days.

Enhanced - gain 2d6 Wisdom and Intelligence.

Advanced spells (up to third level) may be retained with a 3 in 6 chance.

The Thousand Gods

*text by Benjamin B, Ahimsa K, Cedric P, Rihie C, Gianni V
and Vincent Q, art by Cedric P*

The swamp religions are a mishmash of old animism mixed with imported and warped foreign gods, saints, cultural heroes, genius loci, ghosts, and house spirits. A religious gumbo.

Every spell a swamp cleric can cast comes from a different god. Clerics 'prepare' spells by doing the right rituals for each god. High order magic - 3rd level or greater - demands that clerics actually visit a specific shrine to make an offering to get the spell blessing they want.

Shrines have dedicated keepers with magic, but they are limited to only what the entity the shrine venerates can grant.

Goblin funeral cannibalism keep beloved ancestor ghosts from getting lost in the swamps. Some goblin clerics gets different powers based on eating different parts of the body, or even different kinds of dead things. They eat their dead, uneaten goblins produce angry goblin ghosts, which don't amount to

much individually, but they are sticky and clump together and attract marsh mist and the gasses of decay until they can form a spectral ghost troll. Some parts of the swamps marked with strange totem poles are haunted by giant goblin ghost clumps. Experienced goblin fighters feed the corpses to their dogs. The dogs get bigger and weirder, but it keeps the ghosts from getting out. These poor dogs can be turned or exorcised by clerics.

There is also a folk cult that worship ancient slugs and leeches. There's feud between the slug priests and the leech priests. Both are divergent doctrines of Glupbulglibpop the crawling god or goddess. Mendicants from both doctrines fight over who will offer their services to the different steadings and towns of the marsh. As they gain levels, their clerics become covered in slugs or leeches that represent their clerical spells. When they cast healing spells, slugs or leeches crawl from the priest hands unto the festering wound to heal it by smudging sludge all over it or by sucking blood. Some priests who see beyond the feud or their cults become hermaphrodite, their children are gastropods, twice blessed, they represent additional spell slots.

Other points of rivalry - gods of the salt and gods of the clear, the marsh becoming less salty as it becomes the inland delta swamps. Some clerics label

gods and spirits as salty or clear, by their doctrine clerical spells are determined to be salty or clear. Salty spells have more potency in salty marshes.

Random swamp divinity

Roll one (or two) d12 on each table.

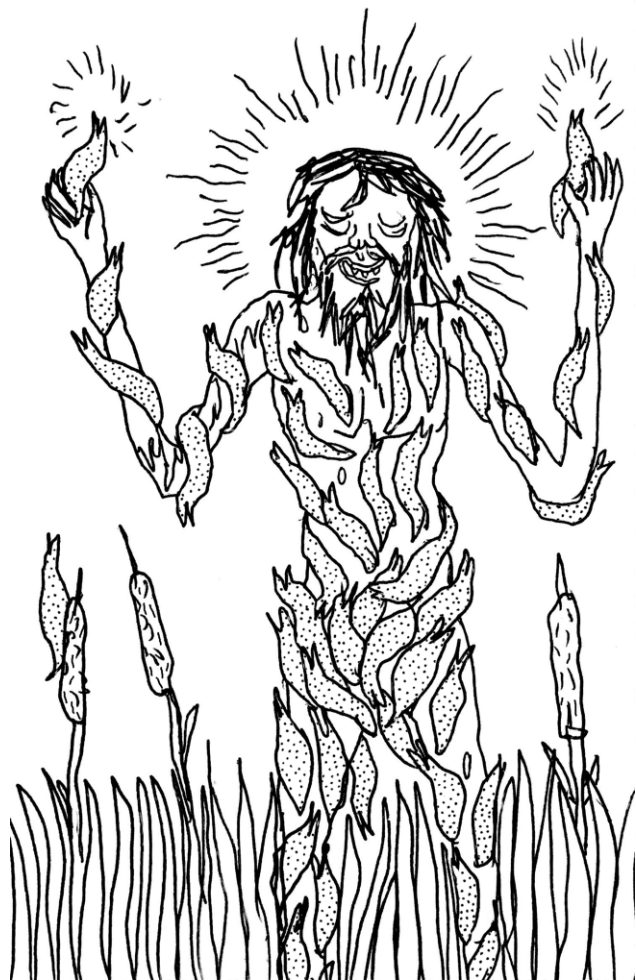
Nature (d12)

- 1) Salt or Fresh water spirit (rivers, etc)
- 2) Snails, Slugs or leeches
- 3) Mushrooms or swamp flora
- 4) Golem or Bog Iron Idol
- 5) Dukal, tribal or witches ancestors
- 6) Holy saviors from the North or South
- 7) Last Catfish Dragon (or other ancient beast)
- 8) Reptiles (include demon turtles)
- 9) Insects (include bug fearies)
- 10) Birds or Bats
- 11) Hippopotamus
- 12) Frog or fish

Sphere of influence (ward or control) (d12)

- 1) Swamp rot & sickness
- 2) Ghosts & spirits (underworld)
- 3) Fertility, sex or love
- 4) Trade, labor or work
- 5) Violence, anger or revenge
- 6) Stagnation or time
- 7) Luck or fate
- 8) Famine or agriculture
- 9) Fear or courage
- 10) Discord or harmony

- 11) Law or marriage
- 12) Travel, area or house



The Stagnant Village

*text by Brandon D, Ahimsa K, Cedric P, Pearce S, Ridhie C
and Vincent Q, art by Cedric P and Thomas N*

A long time ago people built a village in one of the giant calcified mouths of the Biting Marshes. Today the village is stagnant and its inhabitants have vanished, but something still dreams about them.

Stagnant Village random encounters (d12):

1) Craven moss: a green-blue moss that quickly squirms away when you look at it. It hides in cracks and dark places. Useful for boosting healing herbs and potions but hard to get. Careful, it can lure you to dangerous places... Sometime the moss remembers the past.

2) Glimtooth Bats: large cow-size bats that prey on smaller mammals and birds. They create sticky beehive-like "aeries" atop the toothy spires surrounding the village. Their slightly luminous (by moonlight) droppings may be mixed into a noisome salve that aids hair growth.

3) An old man fused into a room of his house. He is

dreaming about the past. Touching him releases dream spores that make the PCs hallucinate that the village is full of activity and life. People are happy and are preparing for a festival.

4) Three red-faced, filthy, sweet children emerge from the brush. They chat about their lives, the local flora, and their school and offer to give directions to any part of the village. Once they arrive, they insist on a tip and if not received they will curse the PCs with language most unbecoming to their age.

5) An underwater grotto where leeches pray to an obscene idol. Giant leeches the size of great white sharks move among them slowly, like ministering preachers. The idol can turn good and can cause confusion 1/day. Being in its proximity causes wis increase at a rate of 1/day. At wis+3: hallucinations of shadowy, wet figures manipulating NPCs like marionettes. At Wis+5, skin becomes rubbery, begin losing teeth. At Wis 25, apotheosis into giant leech form.

6) Mosquitomen in ragged, stinking robes feed frogs to starving giant storks. They will fly you wherever you want if you feed and pay them. They can only eat very soft food through their puckered proboscis mouths. They are incapable of speech. They fear mosquito faeries.

7) A slug priest, adorned in a thousand slugs, pokes around the reeds. He has lost his spectacles.

8) A very large toad, reading a newspaper in some variant of underwater demon tongue. He wears cracked brass spectacles and struggles to read through them. He takes slights extremely personally. He can carry one person in his mouth to somewhere very deep.

9) Sideways Man: He lives in the space between the physical and spiritual realm, and can only be seen out of the corner of your eye. He seems to be calling out to you, waving his elongated, stick-like arms. Can be communicated with by the clever use of mirrors. He is searching for his lost love, who disappeared 333 years ago.

10) Blindman's Broth A soup kitchen: The broth is made from a swamp spring. Consuming this soup will often bring insight. But too much and your eyes will pop like overripe grapes. Mama Lumag, the main cook is blind. Most of the servers faces are stained with streams of green-grey tears.

11) A Heron knight boisterous in is plume armor issuing challenges to try to best him in combat to anyone and everyone that will listen to him.



12) Roll on the general swampland encounters table.

Random items found in the village (d20):

1. Old bronze spectacles. Show unseen things.
2. Villager's tools containing glimpse of the past.
3. Odd family jewelry worth $2d10 \times 20$ gp.
4. Woman comb worth $2d10$ gp.
5. Calcified slug or slime traces.
6. Sideway shadow discolored on the wall.
7. Sculpted frogs worth $2d6$ gp.
8. A rusted sword or dagger.
9. Pairs of rotting shoes. May hide slimy things.
10. Children toys worth $1d4$ gp.
11. Ancient bones, covered in moss.
12. A cache of coins worth $2d10 \times 10$ gp.
13. Dusty bottles containing small objects.
14. A strangely preserved dress worth $1d20 \times 10$ gp.
15. Cursed silver médaillon worth 125 gp, add +1 to chances of random encounters.
16. Graffitis or paintings about random encounters.
17. Musical instrument worth $4d6$ gp.
18. Broken mirror, may hold a fractured charm.
19. Calcified teeth worth $2d6$ gp.
20. Rusted or moss covered lantern. Can show strange things.



Bobcatmen

*text by Cedric P, Ahimsa K and Dirk Detweiler L, Brian R,
Christian S and Zedeck S, art by Cedric P*

Bobcatmen bandits or slavers

HD2, AC: as leather, Attack: two 1d4 claws or by weapon. Move faster than human. Morale: brave but avoid direct confrontations.

Number encountered: 1d6 + 1 specialist or d4 thralls

Specialist bobcatmen (d4)

- 1) Thralls handler (+1d4 thralls)
- 2) Mask maker (+1 special thrall)
- 3) Clawsmith
- 4) Tootless sage

Special abilities:

- Stealth: in the forest or in the swamp they can hide and move silently on a 5 or less on a d6.
- Ambush: they gain surprise on a 4 or less on a d6.
- Tracking: they can track down preys on a 3 or less on a d6.
- Trap making: traps activate on a 2 or less on a d6.



Human thrall



Masked thralls

HD1, AC: no armor, Attack: by weapon. Move as human. Morale: low (prisoner) or high (gone feral)

Bobcatmen keep special slaves that wear thrall masks. The owner of a masked thrall can trigger a hold person spell or a berserker rage on a slave once a day. Both effects have a duration of 2d6+1 rounds. The berserker rage removes 2 points of armor class but give +1 to initiative, to hit and damages. With time, some thralls begin to think they are feral bobcatmen. Reptilians thralls are very rare since bobcatmen don't trust non-mammals.

Some random thralls (d12)

- 1) One-eyed Otis - fights with a cooking pot.
- 2) Lazy Jinny - sleeps every chance she gets.
- 3) Dar Kar - 8 years old, pastes fur on himself.
- 4) Makra- long white hair down to her bum.
- 5) Darkarious - speaks in riddles and smells of curry.
- 6) Nava Gulm - can secretly undo her shackles
- 7) Morum - gone feral, eats human flesh
- 8) Naramé - former swamp marine
- 9) Lurin - pilgrim from the north
- 10) Kubal - wanted for murder
- 11) Dilan - hides some special mushrooms
- 12) Roll on the special thrall table.

Special thralls (d12)

- 1) Pob Vam - squat grandmother, can climb trees with monkey-like grace.
- 2) Khargan Rao - elderly blind man with a wicked spear. He has tiger eyes tattoo'd on the back of his head and wild animals can never ambush him. Speaks in one word answers and laughter.
- 3) Lady Bundaki - a young woman with a hunched back. Really a host to a colony of ticks and has been trying to convince them to help her break out of her bonds. Is absolutely insane. Wants to be a fairy.
- 4) The Knight Dungungal - lizard-man merchant knight who has been robbed of all his wealth. Wants nothing more than to be free. Recently underwent a hermaphroditic change and is carrying the egg of a prophesied hero in her guts.
- 5) Boris Bacheviski - squat man with a terrible mustache who smells like tar sap and has extremely sticky hands. Pathological liar and master pickpocket.
- 6) Zari Wan Hang - wilted water lilies in her hair. Fish obey her. Local river spirit's youngest daughter.

7) Baulop Phu - gone feral and believes he has been accepted by the tribe. Would be very upset to learn otherwise. Is a child of a famous Pot Witch who wants him back (for his bones, really. But they need to be fresh).

8) Sirri Nissi - horny-scaled naga-woman. Her singing causes stabbing pains behind the eyes. Tries to be friendly, but has irrational fear of mammals.

9) Ruma - human born in captivity, wears body paint instead of a mask. Adopted by her handler. Barely speaks common. Feral but take care of other thralls.

10) Grrrarr - half starved and near mad Neanderthal-sabrecatgirl. Exploding outbursts of emotion, loves milk, hates cooked food.

11) Vomar - adventurer, red head fighter, will ask to join the group. Remembers the location of a secret Bobcatmen cache. Knows a pot witch in the swamp.

12) Tarami - clever, learned how to activate the masks of the other slaves. Too afraid to try to escape. Doesn't want to return to her village or her tribe. Feeds a pet bat.

Goblins of the Spoonbill Clans

text by Cedric P and Gregory B, art by Cedric P

Spoonbill clan goblins

HD1-1, AC: as leather, Attack: by weapon.

Move as human. Morale: cowards but braves in large groups.

Number encountered: 2d6 +1d4-2 specialists

Specialist goblins table (d6)

- 1) Spoon shaman
- 2) Slime Ghost Acupuncturist
- 3) Feathered Shield Dancer
- 4) Bill caller
- 5) Pathfinder (+1 stealth & tracking)
- 6) Mudwalker

Special abilities

- Stealth: in the forest or in the swamp they can hide and move silently on a 3 or less on a d6.
- Tracking: they can track down preys on a 2 or less on a d6.



Spoonbill Goblin Special Encounter Table (2d6)

2. Crocodile taming
3. Echidnas & the duke's men
4. Goblin young harvesting dye
5. After dinner party
6. Hunting party looking for prey
7. Spoonbills with prisoners
8. Ambushers lying in wait
9. Tick grenade attack
10. On the run
11. War hippo battle
12. The Corpulent One

2. Crocodile taming

Very experienced and/or very foolhardy spoonbills will sometimes attempt to capture baby crocodiles in order to tame them for the tribe. The creature's large snout is obviously appealing to the goblins and it already comes with teeth, contrary to their totem animal. The best time to grab the babies is right after they hatch, but the window between hatching and the mother collecting her young is a very short one. 1d4+1 young and foolhardy / experienced and crafty spoonbills (50/50 either way) have just leapt into action as the nest they've been watching has erupted with baby crocodile chirps.

3. Echidna transport

A dozen spoonbills have surrounded a wagon of the Swamp Duke's soldiers and are trying to bargain for the contents of their wagon, a single large cage. The duke's men have managed to acquire several long-beaked echidnas for his hatchery after a very successful expedition. The spoonbills, however, see the creatures as holy for their incredible noses and want the echidnas for themselves to breed and make prosper. The soldiers don't seem inclined to agree to any bargain but would prefer to avoid a battle. The spoonbills don't have enough numerical superiority to have attacked straight away but they are losing their patience.

4. Goblin young harvesting dye

The spoonbills have set up a semi-permanent camp a dozen yards or so from a particular wide expanse of shallow swamp. A half dozen young, beardless spoonbills are busy using filtering contraptions made from spoonbill bird jaws to collect large quantities of the tiny creatures that give the roseate spoonbill its distinctive hue. They are overseen by one of the goblins' master dye-makers who takes the tiny creatures and cooks them up into the pink and red dyes that the spoonbills are so fond of.

5. After dinner party

3d4 spoonbills are lounging around a campfire, bellies bloated and weapons in disarray. When they notice the party, they invite them to come and partake in the leftovers. The goblins are in a very good mood, having just finished a great feast, and sincerely mean the offer of hospitality. Anyone sitting down to join them or inspecting the meat beyond a cursory glance can easily tell that dinner consisted of at least three different people, possibly more.

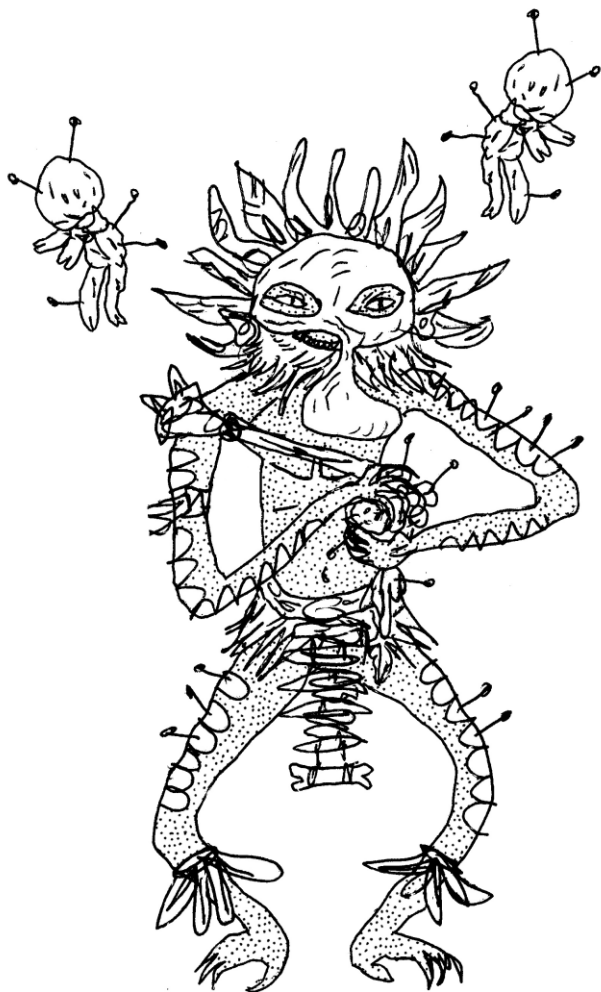
6. Raiding party on the hunt

This group of raiders is taking a proactive approach in finding the next meal. There are $2d6+1$ of them and they are armed with nets, bolas, and hatchets. Equal chance for either group to be surprised, as the raiders are quite rowdy and excited.

7. Spoonbills with prisoner

A group of goblins ($2d4+2$) armed with whips, hatchets and clubs are escorting a group of half-naked, injured prisoners ($3d6$) through the swamp. The prisoners are all bound together tightly by their hands and feet with sturdy rope. If they see the party, they will start calling for aid as the awful goblins intend to eat them. Anyone familiar with the tribe will know this to be true. The spoonbills

**Slime ghosts accupuncturist
with possessed mushroom puppets**



themselves will prefer to avoid combat as they have already successfully hunted and would prefer not to lose any of their next meals.

8. Ambushers lying in wait

A hunting party of 2d6+2 spoonbills have taken the patient approach and set up a series of snares and spiked pitfall traps just off the side of the path. A decoy on the trap side will try to lure the party into danger while the rest of the ambushers lie in wait on the opposite side of the road. Sample lures include calls of an animal in distress, a captive meatslave calling for help, or even partnering with a few mosquito faeries to mimic a will-o'-the-wisp.

9. Tick grenade attack

This particular group of goblins (3d4) have collected a number of cerulean brush tick larvae into small, ceramic pots. They will attempt to ambush anyone traveling on the road by throwing the pots at them, dealing 1d2 damage and infesting the target with the ticks. There are enough ticks in the pots that the effects will be felt quite quickly. Each goblin carries 2 pots and they won't chase those that try to flee if they can manage to infest at least 3 of their targets. The ticks are then collected and taken back to the tribe as they are considered a delicacy. The dessicated corpses are turned into dried rations.

10. On the run

A small group (1d6+1) of spoonbills bursts out of the swamp without any caution or heed for noise.

Sounds of pursuit can be heard behind them, where two rounds later a group of bobcatmen twice their number will rush by, giving chase.

11. War hippo battle

A raiding party of spoonbills has attacked a pack of patrolling war hippos with their marine riders.

Neither side has a clear upper hand as there are goblin dead on the ground as well as a dead hippo with riders. The battle could go either way without intervention.

12. The Corpulent One

The Corpulent One is the title given to the leader of the tribe of spoonbill goblins, be it male or female.

They are borne aloft on a litter carried on the shoulders of a dozen stout spoonbill warriors and accompanied by an equal number of honor guards.

The Corpulent One is currently out traveling between spoonbill villages on their monthly journey around the swamp.



Spoonbills
respect colored
beards and spoon
ornements.
Big noses
are a blessing!

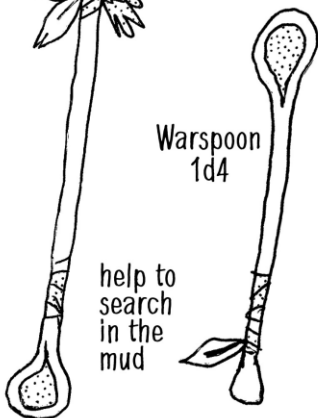


Ceremonial
Dagger
1d4

War club
1d5
(throwable)



Two handed
warspoon
1d6



Warspoon
1d4

help to
search
in the
mud

Crocodile
teeth
club
1d4+1
teeth may
stay in
wound

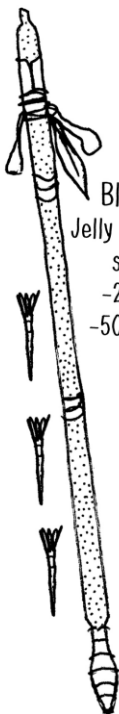


Big Nose Totem Club
1d6

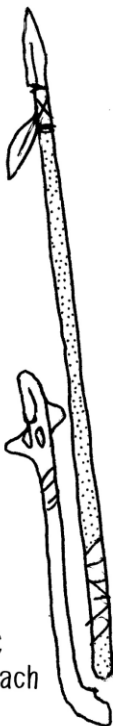
+1 to hit or damage
if you make the club
talk like a puppet.



Blowgun
Jelly Legs Darts
save or
-2d6 STR
-50% move



Boomerang
reroll miss
1d3



Ati-Ati
and
Javelines
1d6
(short bow
range)



Bolas 1d3 +entangle



Plumed Shield +1 AC
+1 reaction to approach
Spoonbill birds

Grandaddy Whiskers

The Last Catfish Dragon

text by Benjamin B, art by Richie C.

Grandaddy Whiskers is as old as the swamp, with the long feeler tendrils and wide flat face that give his kind their name. He's blind, but his feelers let him navigate in the swamp easily, and his keen hearing lets him sense motion in water and through solid ground. He is so adept at hiding in marsh mud, that if he wishes he can burrow down and hide with a 5 in 6, despite being larger than an elephant. In most ways, he's like a black dragon, and is able to speak and cast spells, though his temperament is more retiring and his appetite more easily sated. It takes much to persuade Grandaddy Whiskers to take action, but when roused to anger he is a terrible foe. As an action, he can liquify any solid ground within 120 feet, including the beds of swamp, stream, and creek somebody might be wading in. This turns the ground into sucking mud which requires a saving throw to escape. Failure means the victim is slowly drawn downwards in the mud, and in d10 turns will be wholly engulfed whereupon suffocation will begin.

Granddaddy Whiskers is lazy, and this will be his preferred way of dealing with those who disturb him. Later, he might dig up the victims when they've ripened to a state of corpserot he finds delicious. Assuming the poor old dear can remember where he buried them.

Last Catfish Dragon (stats as a old black dragon)

HD: 10, AC: as plate, Attack (1): 2d10 or acid breath



Agents of the Swamp Duke

text and art by Cedric P

Secret agents of the Duke

HD: 1d4+1, AC: as leather, Attack; by weapon.

Morale: determined

Random henchman (1d8)*

- 1) pearl diver assassin
- 2) swamp marine body guard
- 3) agent apprentice
- 4) spoonbill acupuncturist
- 5) bobcatman tracker
- 6) swamp witch poison cook
- 7) mosquito faery in a bottle
- 8) minor noble related to the duke

**They can trade their henchman for 2d4 swamp thugs or 1d6 court servitors.*

Special skills: as thief or specialist of the same level.

- Poison use (not poison making)
- Clean blood & mud
- Court lore
- Swamp lore



Brood Golems

text by Benjamin B and Cedric P, art by Cedric P

The weird creatures of living machinery which hatch from golem eggs rapidly grow to enormous size. They begin service at the size of war horses, but the Duke's own Brood Golem Archemalgeus is larger than an olephant.

All of these golems share some traits, and inherit others from the broody creature which sat upon their eggs. The golem brooded over by a crane has great wings, a deadly long beak, and long skinny legs. The golem - like the Duke's - brooded over by one of the tiny poisonous swamp octopus has vast barbed tentacles to crawl and grab and it jets about in water at terrible speed. From the brood parent, the golem inherits a basic body shape, modes of movement (at double speed), and its forms of attack and special abilities. From its golem nature, it inherits power and resilience and enormous size.

Golems new to service have 8 hit dice, attack and save like a fighter, and have the AC of chain armor. Any attack the golem makes uses d8's for damage.

Golems which have grown into their roles and gained experience in battle have 10 hit dice, attack and save like a fighter, and have the AC of plate armor. Any attack the golem makes uses d10's for damage.

The Duke's golem Archemalgeus is the largest, and has 12 hit dice, attacks and saves like a fighter, and has the AC of plate armor and large shield.

Archemalgeus inflicts d12 damage with each attack, and has 8 arms to attack with every round. It can expel a spray of poison ink 30 feet, which demands a saving throw or paralyzes victims. In water, this ink spreads out inflicting poison on everything within 30 feet.

Random broody creatures (d10)

- 1) Swamp bird
- 2) Foreign bird
- 3) Swamp reptile
- 4) Foreign reptile
- 5) Giant worm
- 6) Giant insect or arthropod
- 7) Giant shellfish or cephalopod
- 8) Magical creature
- 9) Hybrid or humanoïd experiment
- 10) Artificial incubator



Young Brood Golem

HD: 8, AC: as chain, Attacks (1-3): 1d8

Veteran Brood Golem

HD: 10, AC: as plate, Attacks (1-3): 1d10

Archemalgeus

HD: 12, AC as plate +2, Attacks (2d4): 1d12

Special: poisonous ink cloud

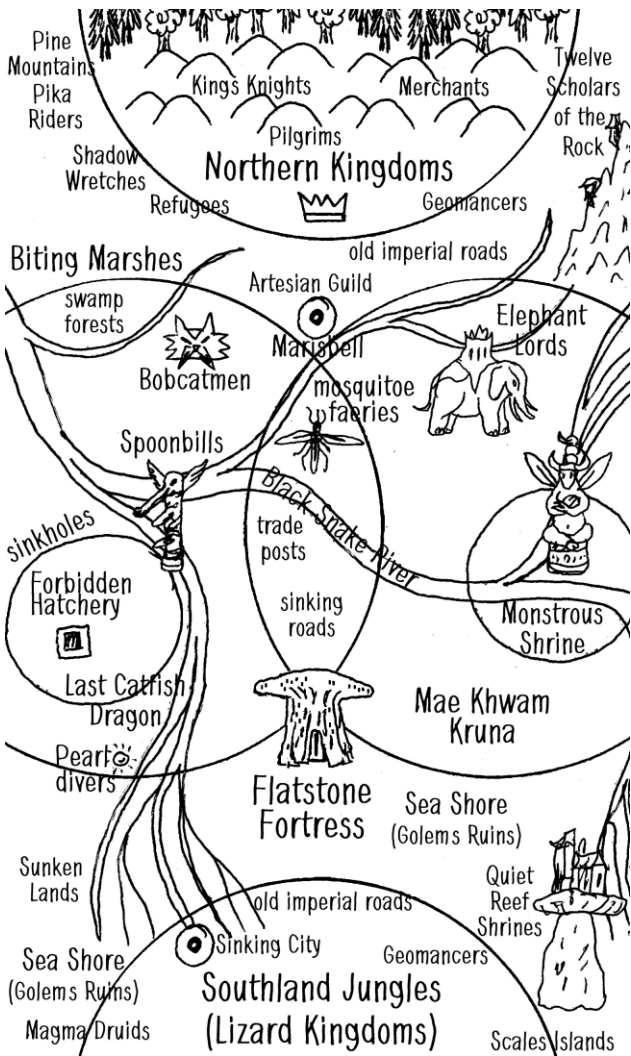
Morale: very high but may be moved by innocent creatures. Move: like a war horse.

Golem's Heart

The heart of a golem is always exposed. The Heart is nearly indestructible but it is possible to remove it. The Duke installed armor plates on his golems to protect their Heart but for some reason, the golem's don't like wearing anything on their heart and often remove those plates. Removing a golem's heart is a very difficult and dangerous task. Touching the heart requires a saving throw to avoid receiving heat damages. Once removed a golem's heart becomes a golem's egg (they are the same thing). When a golem dies its heart can be safely removed.

Flatstone Fortress

The Merchant Knights



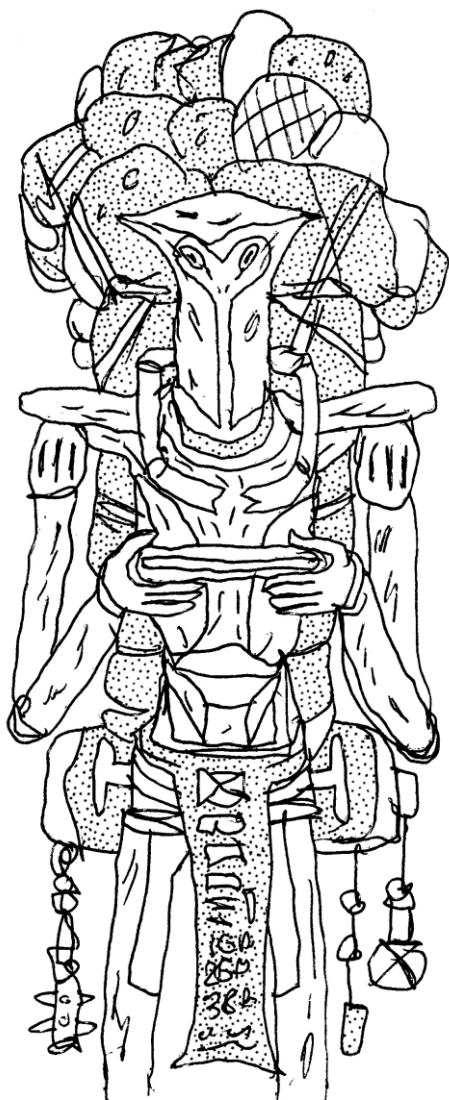
The Merchant Knights of the Flatstone Fortress

text by Cedric P and Ahimsa K, art by Cedric P

The order of the Merchant Knights of the Flatstone Fortress was founded by lizard and turtle folks but now the order also accept other species into their ranks. For a Merchant Knight trading is sharing honor and a part of yourself with others and so they only trade with people they deem worthy. Trading create bonds and the order is ready to quest for any of it clients. When a client is unable to pay, they sometime accept him or her as a squire.

Merchant knights of the Flat Stone Fortress see golem's eggs as sacred objects. When they sell or buy a golem's egg this forge a sacred link between them and their client. By tradition, a Merchant Knight can only own a single golem's egg at a time.

The knights are allied with the Geomancers, the Scholars of the Rock, the Artesian Guild, and the Pika Riders of the Pine Mountains. They will attack Bobcat Men, Magma Druids and Shadow Wretches on sight.



- HD, XP, to hit and saves: as Elf (or Paladin)
- Armor & weapons: as Fighter
- Prime requisite: STR and CHA

Special abilities at Character Creation

Bargain : Merchant Knights are keen negotiators. They get a new Skill: Bargain which gives them 10 percent off prices per 20% in the skill. (In LotFP, they get the 10 percent discount per pip in the skill.) Begins at 20 percent/1 pip.

Cold Blooded: for Merchant Knights who are lizard or turtle folk, they may not travel high into the Pine mountains or onto the Fox Taiga (or other cold places.) For PCs this means they will take from 1d4 up to 1d10 cold damage per day. For the Order, it means they must use human and other warm-blooded members, as well as allying with indigenous Merchant Orders.

Credit: once per session, while in an urban area, a Merchant Knight may take a loan of 1000 sp (or gp if that is the standard) times their level. They may not take another loan until they pay back their previous one. Instead of taking a loan, Merchant Knights can also choose to take a debt squire that will remain in their service until his or her debt is paid.

Helping a debt squire to pay his or her debt earn the Merchant-Knight a XP reward.

Read/Write: literacy isn't widespread but every Merchant Knight takes pride in their ability to read and write. It serves a practical purpose of course-- they need meticulous records to access the accumulated goods of Flat Stone Fortress.

Trade Goods: they may begin with 3 items randomly determined on the Merchant Knights Trade Good List. Each time they reach a city, Merchant Knights can reroll their trade goods. Villages let them reroll a single item.

Weapon: they start with a "T" or "Y" shaped weapon of their choice (forged by their mentor).

At Level 2

Gain 20 percent / 1 pip in Bargain.

Gain +1 to Hit in Combat with "T" or "Y" shaped weapons.

At Level 3

Forge Sacred Link: the Merchant Knight has the ability to forge a link between them and a client or a golem's egg. While linked, both know the general location of the other and if the other is in danger or

not. When a secret link is in danger, a Merchant Knight can ask the Flat Stone council to send help. The council will send a random questing knight. Merchant-Knights can sense each other sacred links



and any wandering knights will try to help the host of a sacred link if possible.

At Level 4

They take a loan to pay for a random mount and 2 more Trade Goods.

At Level 5

Silver Tongue: the ability to convince others that the Merchant Knight knows best. The target must make a save vs. the Merchant's CHA. If they fail to roll over it, they will listen to any suggestion. (This is more Obi-Wan than Inception, and a Merchant Knight is too honorable to use this solely for their own advantage.)

At Level 6

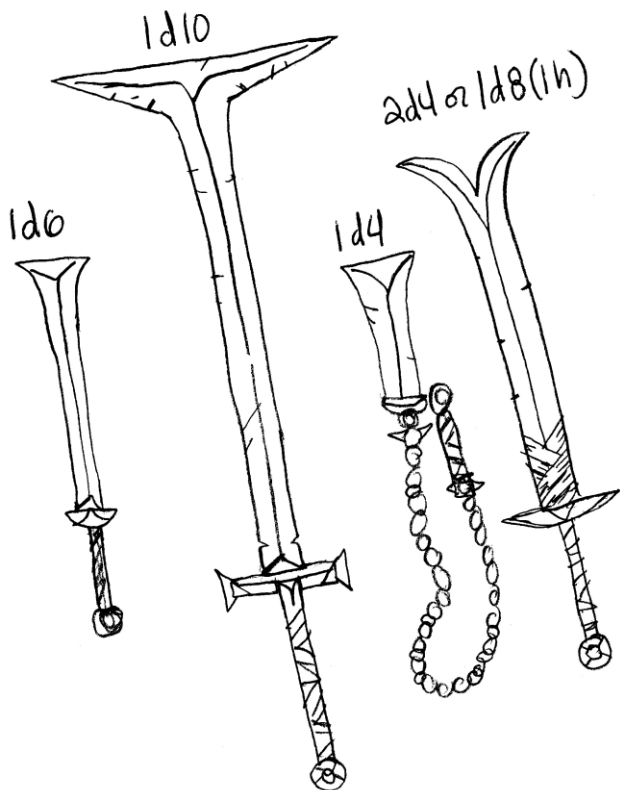
Gain 20 percent / 1 pip in Bargain.

Gain +1 AC (or -1 AC if you go that way) when you protect a sacred link.

At Level 7

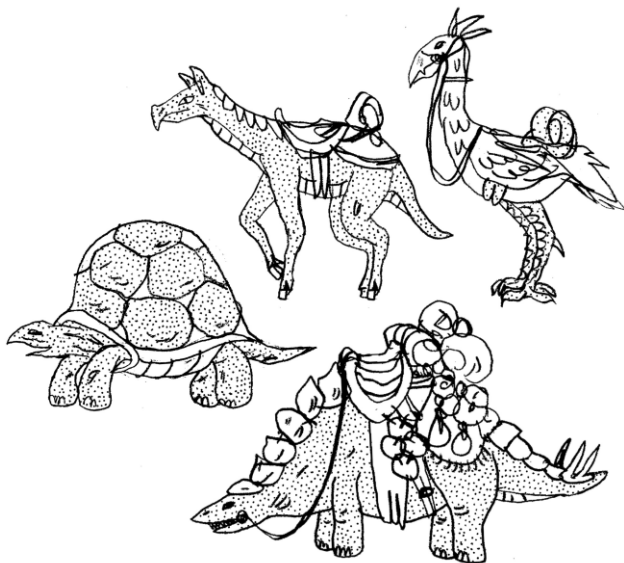
Forge: given time and materials, the Merchant Knight can create "T" or "Y" shaped weapons. These are weapons of good quality and once per session the user may treat a fumble as a mere miss instead.

T and Y shaped weapons



Merchant-knights mount: 2d6

2. dwarf stegosaurus
3. velociraptor
4. limited flight lizard
5. wingless carnivorous bird
6. giant turtle
7. reptilian horse
8. war horse
9. water buffalo
10. war hippo
11. river elephant
12. golem mount



Trade Goods

text by Ian R, art by Cedric P

Merchant Knights travelling on foot roll 3 times on the list. Merchant Knights travelling with a mount roll 5 times or more on the list (up to their level or HD).

If you roll the same item twice, change or add a word to create a special variant.

Trade goods (d30)

1. Babirusa tusks
2. Powdered red lotus
3. Thorn malt liquor
4. A set of bog iron cooking pots
5. Soporific slime (for darts)
6. Stack of cut slate
7. War spoons
8. Woven cage of lizard ticks
9. Sawn Cypress logs
10. Leashed infant leopard
11. Hidden black pearl
12. Bottled steam creature
13. Sacks of rice of 1d4 different types
14. Carmine shells

15. Black bone smoking pipe
16. Rope of braided taffy
17. Water buffalo skin
18. Rack of crayfish claws
19. Bundle of charcoal
20. Spoonbill totem
21. Emperor's Crown mushrooms (command
potion)
22. Leper Toad dye, pale pink
23. Piranha steaks
24. Jar of glowing slugs, green
25. Velociraptor claws
26. Gorgon Wasp honey
27. Caiman skin
28. Dormant stewpot familiar
29. Log Jaw repellent
30. Newspaper of the northern kingdoms



Debt Squires

text and art by Cedric P

They start at level 0 (1d6 HP) and become level 1 Squire after their first adventure (instead of gaining levels they gain 1 hp after each profitable adventure they survive). After paying their debt, squires can choose to become level 1 Merchant-Knights. Once per session a Merchant Knight may take a blow destined for a squire.



Race D4

1. Human
2. Lizard folk
3. Demi-human (elves, dwarfs, etc)
4. Demi-lizard (reptilian humanoids)

Who? D6

1. Teenager
2. Single man or woman
3. Married man or woman
4. Elder
5. Outcast
6. Criminal

Debt D8

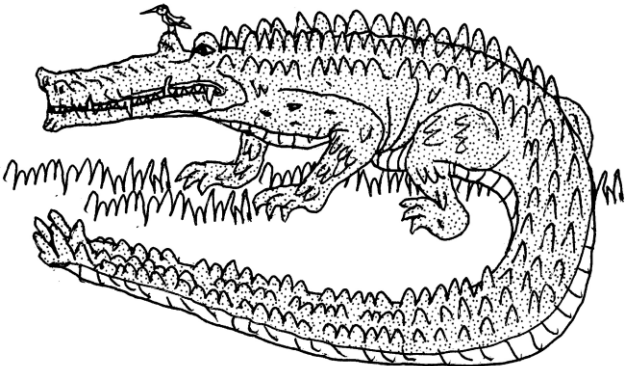
1. To buy something important
2. To heal or cure someone
3. To free someone or pay for a crime
4. To pay for a special or magical service
5. To pay back a family or honor debt
6. To earn entry into a school, guild or faction
7. To pay someone else debt (roll a d6 on this table)
8. Want to keep it secret (ashamed of it) (roll d6 on this table)

Debt amount

d100 x 100 gp (can represent multiple debts)

Fear d12

1. To die a horrible death
2. To like adventuring too much
3. To freeze during a fight / to kill
4. To be abandoned or to run away
5. To see horrible monsters
6. To be corrupted or transformed
7. To leave someone behind at home
8. To find no treasures or to need more gold
9. To be too weak, useless or stupid
10. To get in trouble or to return home
11. To have lied to the Merchant-Knight
12. Adventurers & murder-hobos...



Random NPC Merchant Knights (d6)

by Pearse S and Cedric P, art by Cedric P

These knight have a number of random trade goods equal to their HD. You can also assign them a random mount and debt squire.

1) Ser Silem Vorr

HD 1+1, move faster than human, AC as leather + shield, surprise on 5+, can slip back into hiding on a 3+ in appropriate cover. Morale 8, check morale when haggling and will capitulate on a morale failure.

2) Ser Ann Maurer

HD: 2+1, AC chain and shield, good rider, always have a mount. Will negotiate first with people mounted on beasts. Hate bobcatmen. Morale: 8

3) Ser Caliba Thial

HD 3, Move slower than human, AC as plate, bite and hold first target, will crush with her body. Will not negotiate, keeps enormous price lists, which she read verrrry slowly. Tipped over, more likely to negotiate, though tipping a turtle on her back is the highest possible offense one can pay her. Morale 10.



4) Ser Gresham Carley

HD: 4, AC as plate, good at fighting while encumbered, transport two extra goods. Lower price at destination for those who travelled with him.

Morale: 9

5) Ser Neve Mezar

HD: 5, AC as plate, prefer to avoid fights or to subdue opponents. Have a soft spot for books and poetry. Morale: 10

6) Ser Rizka Yurr

HD: 6, AC as plate, will only negotiate with worthy opponents, have contacts in the north, will finance quests against the Swamp Duke. Morale: 11



Golem's Eggs

text and art by Cedric P

Golem's eggs are mechanical objects made of iron and stone. They are warm to the touch and protect their bearer from cold. Their mechanical parts sometime move and emit a low vibration sound. Every hour, a healthy egg will emit a healing pulse that heal everyone touching it (heal 1 hp).

Merchant knights see golem's eggs as sacred objects. When they sell or buy a golem's egg this forge a sacred link between them and their client. By tradition, a Merchant Knight can only own a single golem's egg at a time.

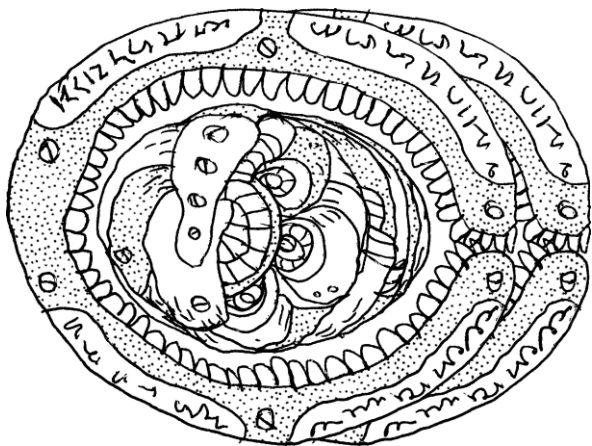
Golem's eggs hatch into a biomechanical golem version of who or what have been brooding them. They hatch as golems children that mature in a few months. No one know what really active their hatching process, some eggs may lay dormant for centuries. When left alone, they sometime hatch into machines resembling their maturing environment.

Golem children imprint with the first thing that smile at them. Once imprinted they can sense the

location of their parent. A imprinted golem need to pass a saving throw to hurt it parent. They are able to disobey their parent but this is very taxing for them.

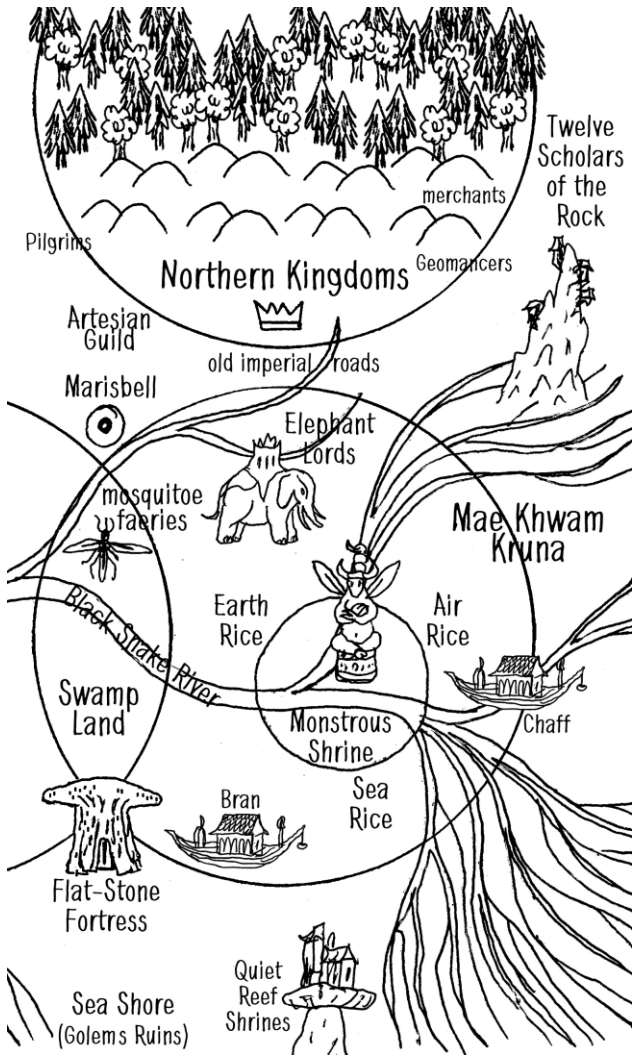
A golem's egg held by a player character have a 1 chance on a d6 to hatch each time the character level up. Golem's egg hold by Merchant Knights never hatch. But when a Merchant knight die there is 1 chance on a d6 that his or her egg will hatch.

Lava druids from the Southlands can infuse a golem's egg with a lava spirit that will fuel it hatching. The resulting golem is a creature of rage and anger.



Rice Field Land

Mae Khwam Kruna



The Land of Buffaloes and Magic Rice Wine

text by Ahimsa K, art by Cedric P and Ridhie C

In the west lies a fertile delta filled with the rice fields that feed the world. It is known as Mae Khwam Kruna, which translates as Matron's Bounty or Mother's Harvest. This vast expanse is densely populated with farmers, their families, and their beasts of burden. For most, water buffalo are both a source of labor and a source of food in lean times, but the richer families use forest elephants to clear their fields and to drive away any competition. Mae Khwam Kruna is informally (but with adamant control) ruled by the richest seven families, known as the Elephant Lords.

According to Aawut Gamon, the youngest of the twelve Scholars of the Rock, there are 12,000 kinds of rice grown here and at least 1000 different words for rice, depending on the color, size, taste, grain, and other more esoteric criteria. Some are used for healing, others to gain clarity of the mind, and some to enhance stamina. Sizable sums are made by the rice traders who crawl from the delta out to the swamps and the mountains where they dispense their starchy product.



Three kinds of rice are vastly more valuable than the others, for they contain the magic of the earth, the magic of the air, and the magic of the sea. The location of these rice fields is a secret known to only a few of the Elephant Lords and everyone from the Artesian Guild to the Merchant-Knights of the Flat Stone Fortress would pay a kingly sum for the rice grains. More still for the living plants.

Because of this, many adventuring parties have entered the rice paddies but not even Aawut Gamon, who has studied the area for seven years, knows what happened to any of them. If any captured the magic rice, they were silent about it. Most likely, they have been silenced permanently, for the Elephant Lords have a powerful defense against intruders and marauders.

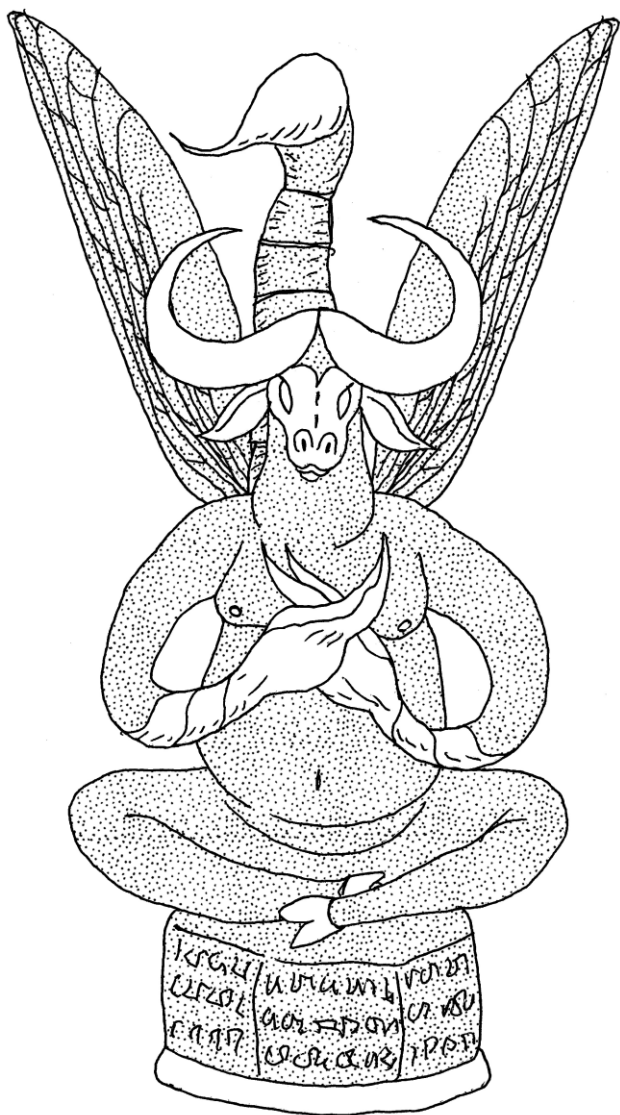
The Monstrous Shrine

This ancient looking artifact is actually quite new; three years ago the senior Elephant Lords banded together to hire a wandering Geomancer to create the shrine. He did so and was betrayed and killed for his efforts. Now it is the source of farmers' power and their primary defense against invaders, though

on dark nights they wonder if the Guild of Geomancers will ever learn of the farmers' dark deed, and if so how they will seek vengeance.

The shrine is on a small hill, surrounded by seven cracked, mossy monoliths and half buried in the earth, each askew at awkward angles. They rise ten meters in the air and are at least that far from one another. Within the 7 cracked pillars is a three meter tall stone monster. This CHIMERA statue has the body of a water buffalo, the wings of a mosquito, and the tail of a scorpion. It grants awesome power to those who worship it. If under attack, one of the ruling families of the Elephant Lords (each of the seven take turns) will send $1d4+3$ family members to supplicate themselves before the shrine to gain eldritch power. The abilities last until the next time the sun rises or sets, whichever comes first and the particular power is determined randomly.

Though they still look completely human, they are infected with monstrous abilities. Those who have been affected by the power never talk of it again. It only works for characters of 0 or 1 level and it will never work for the same person more than 3 times.



Monstous powers (d10)

- 1. Giant Strength** (STR is 20 for the duration of the effect)
- 2. Howl of the Gnoll** (All who hear the howl must make morale check or flee)
- 3. Dragon's Fire** (An immense gout of flame that does 1d20 damage)
- 4. Wings of the Harpy** (Grants FLY per the spell of the same name)
- 5. Ice of the Yeti** (Shoots ice cycles that do d6 damage each)
- 6. Baleful Polymorph** (Upon touch and a failed save vs magic, the victim will suffer from a POLYMORPH OTHERS as per the spell of the same name. This is usually used to create a new Elephant or possibly Water Buffalo, but sometimes used to create an exotic pet for the family.)
- 7. Bite of the Basilisk** (Does 1 damage but Save vs Poison or take 1d4 damage per round.)
- 8. Sting of the Scorpion** (Save vs poison or take 1d12 damage)
- 9. Mask of the Doppelganger** (The villager thusly affected will likely appear as one of the gang.)
- 10. Medusa's Gaze** (Save vs Paralyze/Petrify or become a garden ornament.)

Behind the statue, almost all the way to the sea, is one of the biggest fields of magical rice on the entire delta. If through bravery or trickery, the PCs are able to defeat the monstrous farmers, they may claim as much of the rice as they can carry. (Though they will likely be pursued.)

Every power in the region will pay for delivery of the rice, no questions asked. The Sages of Chaff and Bran will pay nothing for it, for they have no resources to barter with. But only they, know how to create the elixirs of Magic Makkoli that unlock the potential of the magic rice. (If eaten as normal rice, the three magical rice types have no affect other than being supremely delicious.) To find the Sages is not easy, for they live on houseboats and float up and down the mighty rivers that flow out into the sea.

The Sages have no guile and will happily brew up as much as they can. It takes four days.

Magic Makkoli

Rice of the Earth: The grains are tan and smell of sandalwood. If these grains are used to create the Makkoli (Rice wine), the drinker will have powers



to create and subdue earthquakes (As per the 7th level Cleric spell EARTHQUAKE).

Rice of the Air: The grains are sky blue and smell of rain on a dry summer day. If these grains are used to create the Makkoli (Rice wine), the drinker will have powers to fly as per the 3rd level magic user spell FLY and the power to CONTROL WEATHER as per a 7th level cleric.

Rice of the Sea: The grains are light green and smell of kelp and salt. If these grains are used to create the Makkoli (Rice wine), the drinker will have powers to PART WATER as per the 7th level Cleric spell.

If one elixir is drunk and the powers gained, the other two elixirs will not grant powers until the current one has expired. All of these abilities are at will for 24 hours, after which, the user will age 3d6 years.

There is a way to avoid seeking out the Sages of Chaff and Bran and unlock the power of the rice. If three are consumed with hot sauce, combining all four elements, it permanently increases the PCs wisdom by 1d4. Unbeknownst to them, the next time the player says "I wish ..." that wish will come true.



Steam Shapers

*text by Cedric P, Ahimsa K, Dirk Detweiler L, Vincent Q, Ridie C
and Brian R, art by Dirk Detweiler L*

- Magic-user variant
- HD, Saves, To hit, XP: as magic user
- Primary attributes: CON and INT

Steam shapers can inhale and exhale the dormant spirits that rice grains contain. The ordinary rice that grow near the secret elementary rice fields contain residual magic that attract different spirits. The steam shapers can awaken this magic while cooking rice and are able to shape the spirits contained in the cooked rice steam.

Steam shapers have magic slots like magic users but these slots represent how many spirits they can inhale. The spell levels of the slots represent the steam spirits Hit Dice. Each time that a steam spirit use one of it special abilities it loose 1 HD. Inhaled spirits can be exhaled at will but requires 1 round of exhaling by spirit HD. With a successful CON test this can be reduced by the shaper's level.



Steam shaping: the Steam Shaper must first cook a rice dish, cooking take 1 hour of preparation and cooking by spirit HD. A Steam Shaper can cook a dish for a spirit of up to 1HD above his or her level. Once the dish is ready, the Steam Shaper make a INT test minus the HD of the summoned spirit. On a successfull test, the Steam Shaper can shape the steam spirit and modify by his level the roll made on the Steam spirit shaping table.

Recipes book: a Steam Shaper start with a recipe book containing 1d4+1 random rice dish recipes. Each rice dish recipe is associated to a random steam spirit. When using this recipe the Steam Shaper can add a d6 to her level to try to shape the steam into the associated spirit. Steam shapers can exchanges and learn new recipes as they adventure.

Steam shaping table (d20) :

- 1) Lost children:** detect or set traps and do random useless stuff, bad timing laughters.
- 2) Ancestors:** ask a question and they will give you insight from beyond the grave.
- 3) Weeping widow:** show you the face of someone you can bring either great woe or love. Weeping: inflict -1 to morale to a group for 1 turn. Wailing: stun a foe for 1d6 rounds (they can act but a penalty).
- 4) Scorpion dancer:** dancing with the spirit will either reveal your fate (roll two d20, you must use the results

during this session) or poison you (if you reject or dont use the results, take 1d8 poison damage, save to halve). The spirit can also dance with a poisonous monster to distract it for 1d8 rounds by HD used.

5) Dancing crabs: can do laborious tasks or protect you for 2 AC for 1 turn.

6) Dragonfly maidens: can protect you from magic for a +4 to a single save. They can also fly with your projectiles to grant you +2 to hit & damage for a single ranged attack.

7) Cicadas swarm: Their loud cacophony will attract predators and prevent sleep for all who fail a CON test. They can also raise the moral of hirelings by 1 point for 1 turn.

8) Ticks hunters: will remove the ticks of one elephant sized animal. The animal will fall into a happy sleep. They are also good at tracking ticks.

9) Surgeon: a tangled wad of gauze and scalpels that can perform crude surgery. The steam at least keeps things sterile. Heal 1d4 hp by turn and guard a patient for 1 hour. While guarding they inflict 1d4 of scalpel damage to anyone trying to harm their patient.

10) Flowing tendrils: ward and weaken mosquito faeries for 1 hour. Can also sacrifice themselves to destroy a blood enchantment (cost all of their HD).

11) Snakes: make you invisible to reptiles or charm your foes (+2 to charisma) for 1 turn.

12) Squid: wrapping around the mouth and nose, the squid-like cloud allows to breathe underwater for 1 hour. Can also help you to multi task or can glow in the dark for 1 hour.

13) Tree: entangle 1d6 foes by HD spent (for 1 hour).

Grow inside you and regen 1 hp by hour for 1 day by HD. While growing the tree can't grant other services.

14) Crane: this gracious construct surveys a area and alert the shaper whenever someone pass through it for 1 hour. Messenger: can transport a baby sized package for 1HD by travelled areas.

15) Owl: can detect and pinpoint noises for 1 turn (+2 to avoid ambushes). The spirit can also grant you +1d6 INT, you keep this benefit so long as you remain in the steam of the spirit; upon exiting this heat you crash and become dazed for 5+1d6 rounds.

16) Cat: while holding the steam spirit (use both arms), you becomes beautiful and gains a winning personality to the point of seeming to be able to resist Death itself with greater ease. You gain +1 to all of your non attack tests for 1 turn (foes get -1 against you), but you find yourself tempted to commit acts of casual cruelty and petty evil (resisting the temptation break the effect). Or the spirit can let you reroll 1 non attack test.

17) Horse: while the spirit run with you, double your running speed. The spirit can also grant you +1d6 CON for as long as you remain in the steam of the spirit; upon exiting this heat you crash and become tired for 5+1d6 rounds.

18) Water buffalo: the spirit can pull something very heavy (like a giant) for 1 turn. The spirit can also grant you +1d6 STR for as long as you remain in the steam of the spirit; upon exiting this heat you crash and become weak for 5+1d6 rounds.

19) Frog: can grab something with it tongue and gobble it. Gobbled objects become steam until released. Living things can't be turned to steam. The spirit can also grant a reroll to save against poison.

20) Gold fish: can form bulbous steam goggles around your eyes for 1 turn. You can see the golden heartbeat of all living things and see all things of great beauty. What you see is so marvelous that it halve your intelligence while you gaze at it. The spirit can also swim around a target to mesmerize it for 1d4 rounds (save to negate).

Steam spirits are not spells, once exhaled they act like a pet spirit that hang around the shaper, they can render services, use their special abilities (at the cost of 1 HD) or attack (also at the cost of HD).

Steam spirits can't be harmed by normal weapons but their ethereal nature only grant them d6 dice for their HD. Steam spirits can attack by burning their victim for 1d6 dmg by HD spent (save for half damages). Steam spirits naturally loose 1HD by hour spent in the open air (rogue spirits often find places to hide). Steam Spirits can also be turned by Clerics native to the rice fields lands.

Spirit inhaling: a Steam Shaper can make a CON test minus the spirit HD to inhale a wild or hostile steam spirit. To do so the Steam Shaper must have a free spell slot of the appropriate level. Inhaling a spirit of greater HD than your spell slot inflict 1d6 points of burning damages for each HD of the spirit. A Steam Shaper can also inhale back one of his own spirits for later use.

Steam Bottles: Steam shapers can exhale their steam spirits into bottles for later use. This is a delicate process since the spirit can overheat and shatter the bottle. It take 1 hour by spirit HD to slowly exhale the spirit into a bottle and a CON test minus the spirit HD. During this process the Steam Shape take 1 point of damage by spirit HD. Once done, the spirit bottle work like a potion, each HD of the spirit become a dose of potion. Bottles made of expensive enchanted glass may be required to contain spirits with more than 2 HD.

Cloud shaping: at level 5 and above, Steam Shapers can summon and shape cloud spirits like steam spirits. But cloud spirits are harder to shape and they count as having double their HD for any tests difficulties. They are also more capricious and they always need a reaction test when exhaled. But the shapes of cloud spirits are only limited by the Cloud Shaper imagination, if the Cloud Shaper can take his spirit shaping roll above 20 or under 1, she can shape the spirit into a new form of her own creation. Cloud spirits can not be contained in glass bottles. Containers made of enchanted metal are required.



Rice Recipes

text by Richie C, art by Cedric P

Roll d6 once on each successive table to create a dish. E.g. fire pepper black rice with vine meat and a side of split lemon sand

Seasoning

- 1) saffron
- 2) swamp olive
- 3) mushroom spore
- 4) fire pepper
- 5) toad oil
- 6) gourd cider

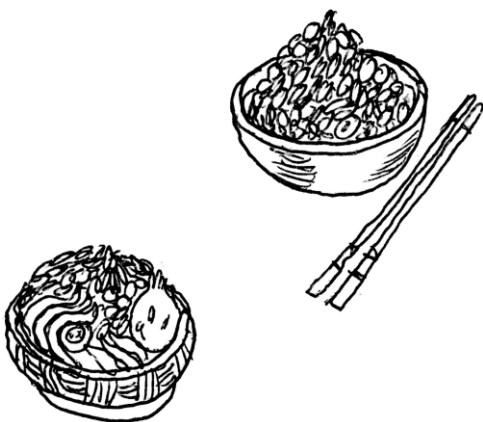
Grain

- 1) short
- 2) long
- 3) black
- 4) brown
- 5) purple
- 6) gold



With

- 1) marsh apple
- 2) mist potato
- 3) vine meat
- 4) diamond beetle
- 5) mud snake
- 6) eel cake



And a side of

- 1) ectoworm noodle salad
- 2) frothy phylode ale
- 3) trotter jerky
- 4) split lemon sand
- 5) pickled hippo eye
- 6) fur lick

Mosquitoe Faeries

text by Rihie C, Cedric P and Benjamin B, art by Cedric P

There is a magnificent mosquito-faery kingdom in the swamp full of untold magical riches but the only way to reach it is via a powerful reduce spell (or some other means of getting tiny). The fae society is protected in its minutia but the faeries are still out for blood (and kidnapping).

Rumors about the mosquito faeries (d20)

- 1) They honor payments of blood. But a blood debt may last a entire lifetime of mosquitoes stings.
- 2) Catching a mosquito prince or princess give access to his or her powers.
- 3) If you marry one of them, they may teach you blood magic. But you will become a blood witch and people will have to burn you to prevent you from having or siring corrupted children.
- 4) Drinking their blood transform mortals into mishapen blood thirsty monsters.
- 5) Mosquito blood can be used to create shrinking potions.
- 6) They can weave blood charms with mortal blood.
- 7) They can curse rice with blood. Blood rice turn people into their slaves.
- 8) They can nearly drain animals of their blood to turn them into zombie like guardians.

- 9) Swarms of faeries can shrink people to kidnap them. They slowly feed on the soul of kidnapped victims.
- 10) They drink soul essence, distilled from blood, from hollowed out long grain rice.
- 11) Shranked people sometime escape from their realm, but no one know how to enlarge them back.
- 12) Some magical mushrooms can shrink you to their size, maybe they can also enlarge people back, but this may have some fungus related side effects.
- 13) Finding a shrinked item in the swamps is a sign of luck but never let a fae see it.
- 14) Their sorcerers are pariah who live in long needle like hollowed towers. They can enchant malaria to create infectious enchantments. To gain a audience you have to pick your finger on their tower.
- 15) Once you catch a infectious enchantment you can never really be free of it, you become vulnerable to faerie enchantments and they cause flares of fever.
- 16) The Duke harvest lamenting willows bark because it can suppress the effects of infectious enchantments. One of his general daughters have special plans for the mosquito faeries.
- 17) Only Nanna Nonna, a very old stewpot witch, know the secret magical recipe to cure faery malaria.
- 18) One of the 12 scholars of the Rock travel with a powerful shrinking rod. He can teach you the secret technique of fighting of swarms of insect with a staff.
- 19) The faeries welcome mortals when they are playing and celebrating. But having sex with them or eating their food is very dangerous.
- 20) If a fae drink too much of the soul essence contained in your blood, it slowly become you.

MOSQUITO FAE



TICK FAE



Cerulean Brush Ticks **a parasite in two forms**

text by Brian R

Their young grows high like grain on a stalk of rice, undetectable save that they shimmer a faint cerulean. Their adult form is the stalk which burrows deep into the watery earth after it has bloated itself on enough blood to grow its breeding stalk. They prey primarily upon water buffalo, making their shaggy black fur take on a strange sheen which many peasants can dismiss as a buffalo with healthy fur.

A Cerulean Brush Tick swarm can drain a man dry in day, if left untreated; but once the ticks begin to take on any weight they are easily noticed. Assassins and rice thieves will often weaponize these ticks when fighting in the field, so as to hamper the stamina of their enemies.

The true horror however, comes when a hulking beast such as an elephant or a hippopotamus becomes host to a swarm. If the swarm has not drained the beast dry by the point it reaches its breeding phase, the beast will be coated in long pointy stalks that shake off thousands of ticks upon contact. Such monstrosities have the power to infest

an entire field with ticks simply by walking through it, which is to say nothing of how certain lordlings seek out these infested creatures for use as beasts of wars that can effectively destroy infantry.

Smoke however, puts these ticks to sleep; and should they fall into the waters of the field before becoming bloated upon blood there is a 1 in 4 chance that a tick will drown due to its proboscises for blood-drinking is also its breathing orifice. They burn easily in fire and pop in a cloud of blue smoke that reeks of iron.

Some swarms of Ticks harbor something terrible: the holy houses of the Ticks Faeries. Ticks and Mosquitoes faeries have a very strange rivalry when it gets down to the very tiny nitty gritty. The Ticks are a highly collectivist species that supplicants their mother-fathers for spawning them in droves; the thrum of the heartbeats of the world is what spurns them to feast and harvest. Terrible treachery sees them frequently born above the Abyss, the watery depths that they cannot escape and will someday fall to, bloated with a life of harvest which will allow them to bloom upwards as a stalk to breathe forth new ticks which will worship their purpose in life.

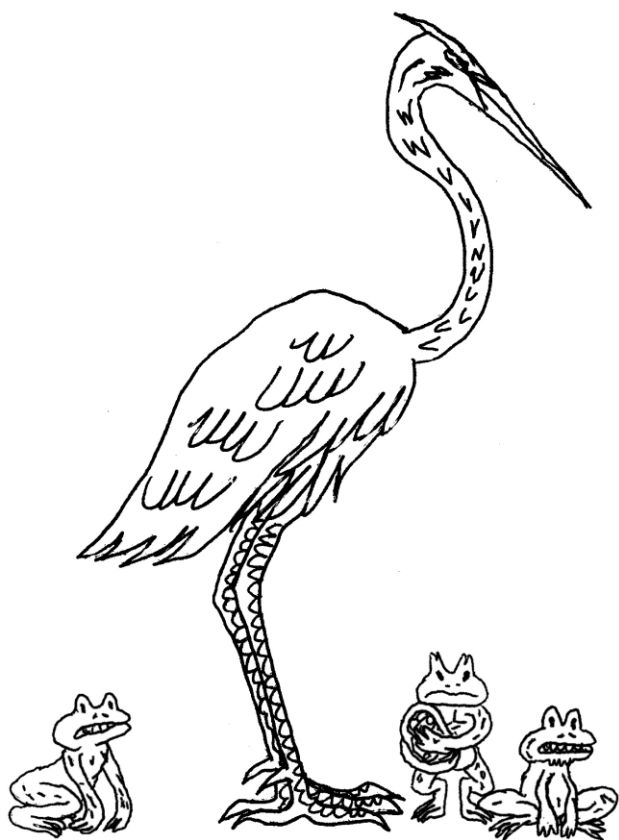
Anything that is small enough to address them could

lead them astray from this divinely appointed purpose. Anything that tries to stop them from hearing the heart-thrumming of existence-blood is a horror to them. The false thrum of Mosquito Faerie wings and how they steal away blood that is divinely theirs by rite has put out a fierce rivalry between the two species; or really between the Ticks of one generation and the Faeries who really could care less and view the Ticks much as an Elf might view a Goblin; as primitive, simple, dumb creatures that compete for territory and prey.

But among the Ticks there are some with ambition, albeit implanted deep in their collective hive-mind. Some ticks realize the scope of the world and seek to someday grow as a stalk within the flesh of a mighty beast, so that they may be the Matron-Patriarch, a genetically memorized religious figure. To be the stalk that spurs out a million billion ticks and scatters them to the farther fields of the world. This is perhaps the one thing the Mosquito Faeries fear, and the greatest reason they'd strike up a bargain to shrink a party down. So that they may obliterate the Matron-Patriarch and snuff out this thought from the hive-mind for a few dozen generations.

Appendix I

Random tables



Fishes of the Black Snake River

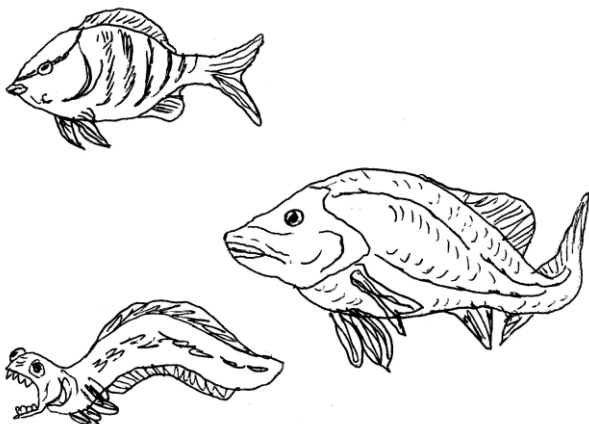
text by Brian R, art by Cedric P and Ridie C

1. Mewling Mudfish - Often attributed to haunted ponds and swimming holes, the mewling mudfish is a creature of no great concern that just so happens to be capable of mimicking the wails and moans of ghosts. If a fishing hole in the woods sounds like a banshee on the war path, then the mewling mudfish are breeding en mass. During these times local fishermen will often try to scare away younger folks with legends while they go in with their nets and reap a bountiful harvest. Mewling mudfish taste a little gritty, but when fried they're delicious.

2. Boilerfish - A tiny black fish that looks something like a goldfish with a gigantic wen where its eyes should be. Boilerfish have an exceptionally high metabolism which is the reason for their name; when placed in a cauldron of water a single Boilerfish can bring that water to a boil in under a minute. These fish only boil water when they're placed in cold water, and the exertion is often the death of them; which is just fine for adventurers in need of a quick meal and a cauldron of hot water. Boilerfish can be kept alive by providing them with

warm water and a constant supply of kelp to eat; it can go through a foot of kelp a day.

3. Anvil Crab - A distant cousin of the horseshoe crab, an Anvil crab is a crustacean about the size of a bread box with a very angular brown shell. The older the anvil crab is, the harder it shell becomes; with the most ancient anvil crabs having shells that are harder than the finest of dwarf steel. Anvil crabs eat iron items and incorporate elements of it into their exoskeleton over time. Anvil crabs will often try to eat one another, the elder ones tend to win though their dense and heavy shells often slow them enough for the younger ones to flee. Water-dwelling races will often use the shells of dead anvil crabs as armor plates.



4. Emperor Guppy - A tiny golden fish with a crown shaped fin on its head. Very rare, appearing only in deep mountain top hot springs; the Emperor Guppy, when swallowed alive, grants the consumer the ability to turn any inorganic material it touches into gold. This ability lasts for a number of minutes equal to however many spines the crown fin on its head possessed. The consumer also suffers horrible nightmares of their kingdom being taken over by a bias-confirming evil for a number of days equal to the number of however spines the crown fin possessed.

5. Snickertooth - A grinning barracuda type fish that is more teeth than skin. These fish dwell in the jungle riverbed and they love nothing more than to chew up raw meat. Snickertooth fish are bright red in color, with deep purple splotches around their beady little eyes. When these fish swarm they produce a laughing sound, but there is nothing funny about how fast they can rend a bull into nothing more than marrow-stripped bones.

6. Mirrormimic - This predatory jellyfish likes to float into the reflections of anyone looking into the water, though any savvy fisherman can tell it is simply attracted by shadows. Mirrormimics muddy up and create a poor reflection of whoever looks upon them, and when a person squints or looks

deeper to see why their reflection looks strange it shoots up a jet of corrosive goop. Fisherman who harvest Mirrormimics do so with nets and store the creatures in hollowed out coconuts. The goop of a Mirrormimic burns painfully but ceases when washed off with water. If left to burn, their goop can melt through a flimsy lock in a matter of minutes.

7. Shimmerprincess - Beautiful, with a long flowing dorsal fin that looks like a maiden's hair, this carp is known to bring good luck to people who feed it old bread and cracked corn. They tend to have pink heads and teal blue bodies, though the reverse is sometimes also true; they are generally not fished due to their lack of any proper meat. They cavort in groups on sunny days, swimming in dazzling displays and patterns for the enjoyment of those watching.

8. Mockspider Cavefish - The denizens of the underworld seem to love spiders, and either through magical manipulation or strange adaptation, this cavefish has evolved to have a spider-like head. The bloated thorax is really just a wen, and the eight legs are really just barbels, but the bright colors and often mimicked dangerous patterns keep away most who might otherwise attack the fish. These cavefish are blind and enjoy nipping at algae on the edge of their underground cave pools. They make for a good, but

gritty meal for anyone stuck in the underworld.

9. Scissor-Tooth Slime Eel - A disgusting bottom feeder that looks like a gigantic pink worm with two giant fangs. This disturbing creature is often found in the shallows of underworld caves where it uses its two fangs to hook into the ankles of wading creatures and suck out their blood. A Scissor-Tooth Slime Eel can bloat up to the size of a barrel, and these creatures are sometimes cultivated by exiled vampires who need a steady source of blood but don't wish to risk fighting other underworld denizens.

10. Moonbeam Mola Mola - A gigantic fish of shimmering golden light that can only be found where the full moon reflects on the open ocean on a clear night. The Moonbeam Mola Mola is a gentle giant, capable of talking to fishermen and giving them directions to hidden treasures. Legend says that anyone who attempts to capture one of these fish often find themselves trapped on the Moon until the night of the New Moon, wherein they are returned on the beach nearest to where they attacked the fish.

11. Monstermouth - A strange purple gulper fish with a set of snagged teeth, both fanged and flat. The Monstermouth eats anything and can grow to a

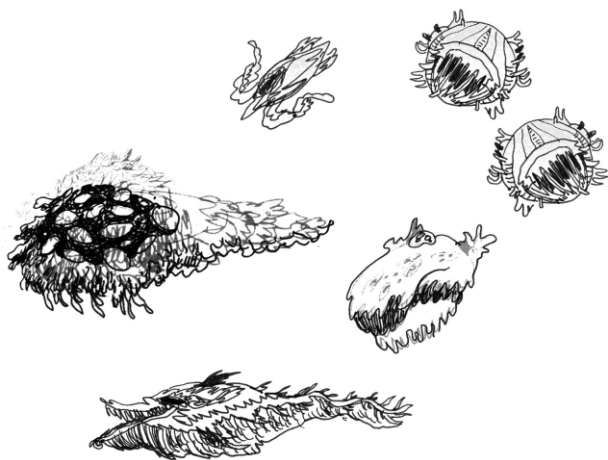
size deserving of its name, but more often than not it lazily inhabits the edges of a small bit of territory; lazily feasting on the scrapes left behind by quicker hunters. Monstermouth meat is gamy and sour, but can be decent base for a fish stew.

12. Draconic Paddlefish - Not really draconic, that name is attributed to the creature due to its habit of hoarding shiny trinkets and knocking over boats that it smells gold on. This creature can grow up to fourteen feet long, with long barbel whiskers which cause flesh to bloat up and blister at the touch. These fish aren't much good for eating, their red scales are thick and their meat is nasty. Most who fish for these are trying to pilfer some second hand treasure from the creature's guts, or to rid it from the riverbed to allow merchants to have safe travel.

13. Shishi Fish - A spooky catfish that is mostly translucent and able to inflate itself like a pufferfish in order to have its ghostly flesh bellow out in the water. Shishi Fish are the favorite pet of younger necromancers in their dark academies due to their relatively easy diet and how undead they look; without needing the talent to actually raise the dead or risk being attacked by them in the night.

14. Trollemon Clam - This clam has a warty shell and a yellow mussel within that consumes any

irritants rather than creating pearls out of them. Trollemon Clams are named for their ugly appearance, their lemony taste, and the fact that trolls seem to find them horrifically sour and often try to farm them and use them in their nasty doom brews.



15. Molten Mahi-Mahi - A long fish with a gigantic forehead, it has red and yellow scales that shimmer and fade into bright oranges and blacks as it swims through the sea. These fish filter-feed from volcanic vents and are said to eat fire elementals when they get the chance---which isn't often, what with them living in the ocean. The Molten Mahi-Mahi cannot be cooked with fire, it must be eaten like sushi. When eaten, your guts feel warm and comfortable; like you're in a soothing bath.

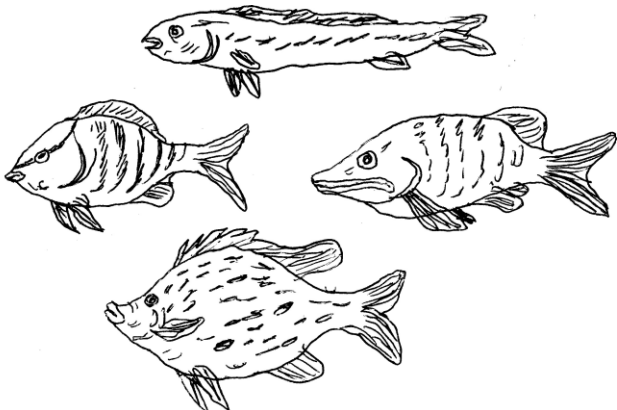
16. Slubbering Slumberer - This creature weighs in at half a ton but is often hard to detect given its usual state of hibernation which can often last for decades. The Slubbering Slumberer is originally bright green and speckled with black, but in its years of sleeping it ends up being camouflaged with kelp, coral, and mud. These fish filter feed through their skin, devouring parasites and waterborne minerals which somehow allow it to put on gigantic stores of fat. It takes several full grown warriors equipped with harpoons to drag on of these from the middle-deeps of lakebeds, and even then the fish generally won't wake up until it has been half cooked.

17. The Dreaded Hogfish - A tiny horned shark the size of a football that seems to exist only to eat, the Dreaded Hogfish is nobody's friend and there are enough legends attributed to it that the truth is often lost to the myth. The Dreaded Hogfish doesn't let go when it bites, enjoys hammering holes into boats with its horns, and has been known to jump into boats just to attack the people rowing them. The old wives tale about shoving a potato in its mouth actually works, and doing so will paralyze the fish until the potato is removed. The Dreaded Hogfish tastes like a delicious rum ham according to the few people who have eaten one.

18. Stonetongue Lungfish - A breed of primitive freshwater bottomfeeders who have bred true after several generations of corruption from a cracked golem egg which left their ancestral progenitors in various states of half-constructed existence. Modern Stonetongue Lungfish require a steady diet of sediments and inorganic matter in order to grow in size, with an improper diet leading to a fish whose body has become too rigid and stony to properly swim or whose mouth has rotted away into billowing silt. Needless to say these fish are very unpleasant to eat and can become a scourge to lakes and riverbeds by depleting them of mineral nutrients for plants.

19. Marisbell's Jamoy - A jawless filter feeding eel-fish named for the city which has made them famous in their cuisine. The Marisbell's Jamoy, or the "Localized Jamoy" is a rather drab fish that eats small swamp insects and decaying leaves, pond-scum and leeches for most of its diet. They breed asexually after two years of life, spawning a dozen or more young which eventually burst from the body of their parent and devour what remains. Salty to taste but given their relatively simple diet they can be harvested en mass without fear of disrupting their numbers. Very popular when dehydrated as a base for pocket soups or jerky, the likes of which can keep for years.

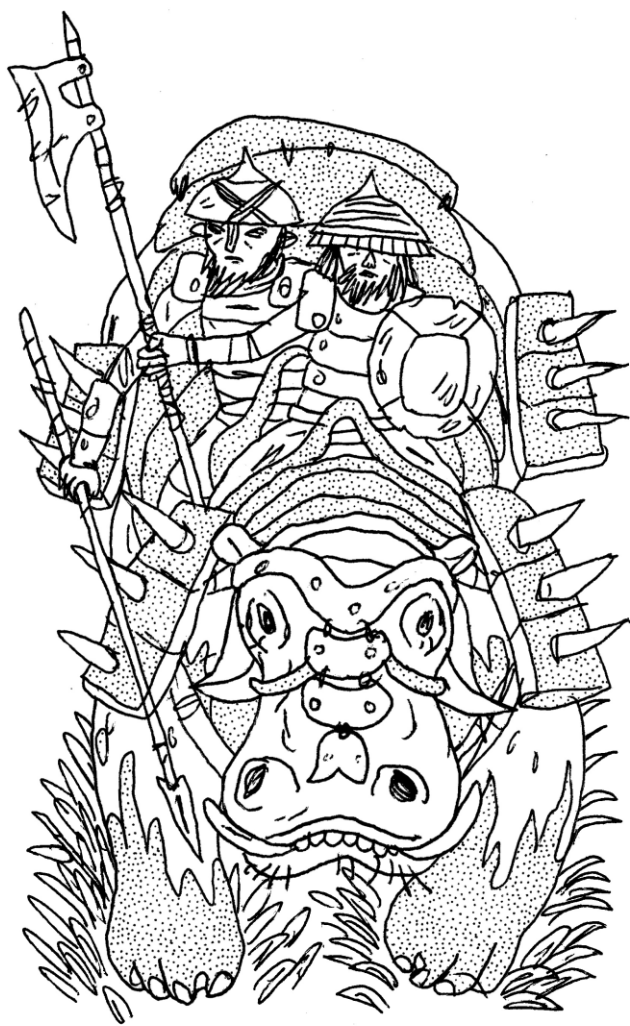
20. Spoonbarcle - Clusters of false-arthropod type barnacles that seem only to form in the discarded, waterlogged bones of the native Spoonbill. Relatively unpalatable, the spoonbarcle feeds with cirri like most barnacles and combs through brackish swamp waterbeds for the particles it consumes. Of note however is the condition it can cause in those unfortunate enough to find themselves with a cluster of spoonbarcle in their flesh (either by stepping on them bare foot, or from a bone-shard weapon). This condition, known as "curve-foot", sees the spoonbarcle slowly growing and clumping up into boney tumors which slowly grow in spiral-type patterns eventually breaking bones and warping ones flesh. As this condition mainly comes from stepping barefoot and getting a spoonbarcle wedged in ones flesh, the end result is generally the titular curved feet.



Random Swamp encounters (d100)

text by Cedric P, art by Rihie C and Cedric P

- 1) 1d20 Mosquito faeries (hunting, drinking, playing)
- 2) 1d6 Shrunked people or creatures (escaped or charmed)
- 3) 1 Wild beast charmed by mosquito faeries (guarding, questing, doing something strange)
- 4) 1 Wild beast mad with swamp-rot
- 5) 2d6 Swamplanders mad with swamp-rot
- 6) 1d4 Plague doctor treating swamp-rot victims
- 7) 2d6 Moss covered skeletons
- 8) 1 Swamp wraith (bound to a location)
- 9) 1d8 Swamp zombies (covered in mushrooms or in swamp-rot blisters)
- 10) 1d8 Mushroom or moss people (farming or doing something strange)
- 11) 1d6 Swamplanders gathering mushrooms
- 12) 1d6 Travelling mushroom merchants with 1 beast of burden.
- 13) 2d6 Swamplanders turned mad by mushrooms spores (or just wildly tripping)
- 14) 1d6 Swamp fishermen (fishing or returning with a catch)
- 15) 1 Giant predatory fish (can crawl out of water)
- 16) 1d4 villagers (elders) (travelling, lost or doing something suspicious)

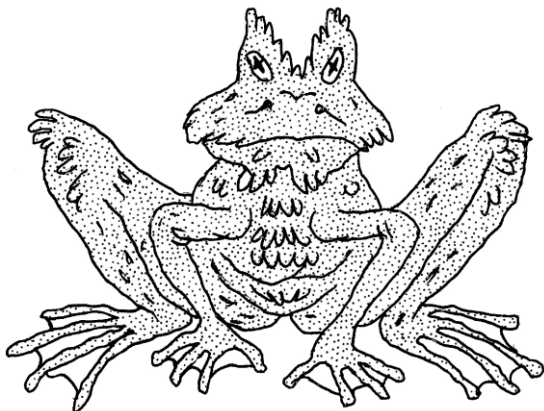


- 17) 1d10 villagers (adults) (travelling, lost or doing something suspicious)
- 18) 1d8 villagers (childrens) (travelling, lost or doing something suspicious)
- 19) 1d4 villagers (outcasts) (travelling, lost or doing something suspicious)
- 20) 2d6 villagers (mob) (patrolling or searching someone)
- 21) 2d6 villagers (cultists) (doing something suspicious, worshipping)
- 22) 1d4 villager families (travelling or working)
- 23) 1d6 merchants (leaving or returning) (may have 1d6 beasts of burden and henchmen)
- 24) 1d8 hunters (hunting or returning with food)
- 25) 2d6 Swamp tribemen (men) (hunting, trading, questing, on warpath)
- 26) 2d6 Swamp tribemen (women) (gathering, crafting, cursing, doing men stuff if you rolled 2 or 3)
- 27) 1d6 Swamp tribemen (children) (hunting, gathering, playing, getting in trouble)
- 28) 1d4 Swamp tribemen (elders) (gathering, honoring the spirits)
- 29) 1d6 Swamp tribe totems (blessing, cursing, warning, protecting)
- 30) 2d6 Bandits (in ambush or returning with loot)
- 31) 1d6 Priests or shrine guardians (travelling or celebrating) (roll random cult)
- 32) 1 Hermit (busy, mad, wise, doing suspicious things)

- 33) 2d6 Settlers (travelling or settling in) (may have 1d8 beasts of burden)
- 34) 1 Stewpot witch (gathering ingredients, brewing something) (could be Nanna Nonna if lost...)
- 35) 1d4 Merchant-Knights (travelling, questing) (may have mounts and debt squires)
- 36) 1 Merchant-Knight and squire travelling with a golem's egg or a rare trade good.
- 37) 1d6 Spoonbill goblins scouting the area or checking traps. (maybe accompanied by a spoonbill specialist)
- 38) 2d6 Spoonbill goblins searching the mud or travelling to trade items.
- 39) 3d6 Spoonbill goblins hunting party (or a war party of 4d6 goblins) (possibly with 1d8 prisoners)
- 40) 1 Spoonbill totem pole, mass of shambling ghosts or giant sacred spoonbill bird.



- 41) 2d6 Log-Jaws (resting, chanting, hunting or waiting in ambush)
- 42) 1d3 Log-Jaws pipers playing for 2d6 Log-Jaws.
- 43) 1 Log-Jaw totem pole or 1 giant old Log-Jaw.
- 44) Slugs, Snails or leeches (2d6 tiny, 2d4 small, 1d6 medium, 1d6 large, 1d3 giant)



- 45) Frogs (2d6 tiny, 2d4 small, 1d6 medium, 1d6 large, 1d3 giant)
- 46) Crocodiles (2d6 medium, 1d6 large, 1d3 giant)
- 47) Turtle (1d6 medium, 1d4 large, 1 giant)
- 48) Snakes (1d8 small, 1d6 medium, 1d4 large, 1 giant)
- 49) 1 Swamp bear (or a owl or gator bear)
- 50) Swamp birds (1d12 tiny, 1d10 small, 1d8 medium, 1d6 large, 1d3 giant)
- 51) Wildboars (1d8 medium, 1d6 large, 1d3 giant)

- 52) 1d6 Wild hippopotamus (or big “Old Tooth” a runaway giant war hippo) (or a cute baby war hippo)
- 53) 1d4 War hippo + 1d6 men-at-arms by hippo (patrolling, on mission)
- 54) 1 War hippo + 1d8 men-at-arms (scouting, searching something, lost)
- 55) 1 Daughter-General + 1d6 bodyguards + 2 War hippo + 2d6 men-at-arms
- 56) 1d6 Agents of the Duke on a mission (spying, extortion, recruitment, bribe, sabotage, assassination)
- 57) The Fortress Barge! (possibly with the Duke and/or 1d4 of his Daughters-Generals)
- 58) 1d4 Flat bottom war skiffs with 1d6 men-at-arms by skiff (patrolling, on mission)
- 59) 1 Flat bottom war skiff with 1d8 men-at-arms (scouting, searching something, lost)
- 60) 1 Daughter-General + 1d6 bodyguards + 2 Flat bottom war skiffs + 2d6 men-at-arms
- 61) 2d4 Smugglers (smuggling goods or travelling)
- 62) 1d4 Pearl divers assassins (pearl diving or on a assassination or sabotage mission)



- 63) Swamp hag hut (gathering ingredients, brewing, absent) (hut may move around or hidden by illusions)
- 64) 1d8 Bobcatmen (ambush, tracking, help specialist)
- 65) 1d8 Bobcatmen (bringing back some loot, 1d6 slaves or a golem's egg)



- 66) 1 Demon turtle (a possessed giant turtle) (possibly with 1d6 cultists)
- 67) 1d4 Swamp ogres or trolls (hunting, sleeping or cooking)
- 68) Weird vegetation or tree (carnivorous, poisonous, magical, biting or twisted)
- 69) Slime or dangerous moss (hunting or growing)

70) 1d3 Will-o-Wisp or Ghost (haunting or being warded by totem poles)

71) 1 person or creature cursed by a swamp totem or spirit.



72) 1d8 Lizard, frog or turtle men (hunting, gathering or trading near their village)

73) 1d3 Giant crawfish (or one very old and bigger)

74) Swarm of flies (or 2d6 1HD canivorous flies feeding on 1d4 corpses)

75) Debris (boat, house, other) (maybe a lone survivor)

76) Heavy rain (-1 save against sickness)

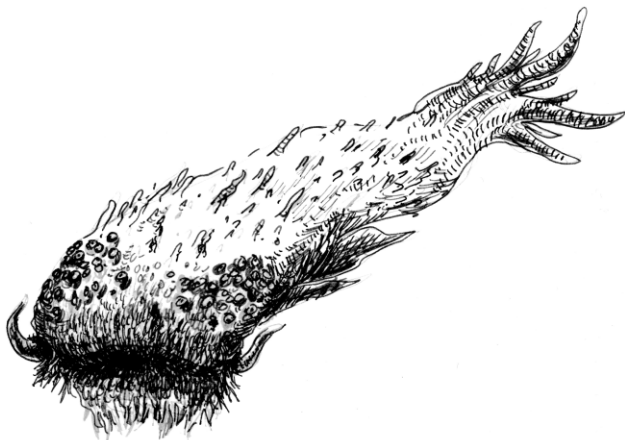
77) Heavy fog (half vision and distance encounters)

78) Quicksand or mud field (mudmen may be near)

79) 1d6 Balladeers singing about the Duke's daughters.

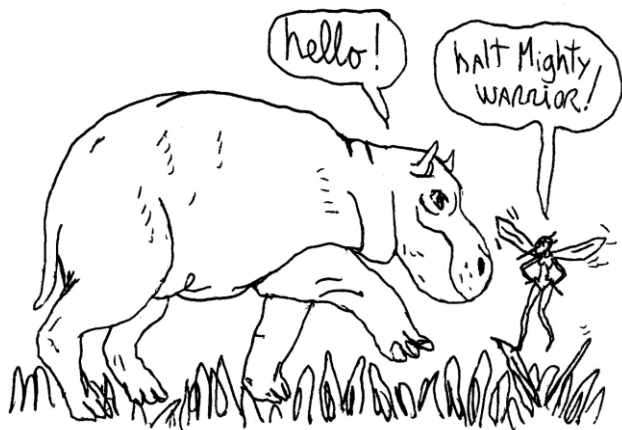
80) A biting mound or cave (active, dormant or

- calcified) (maybe the lair of a half calcified creature)
- 81) Field of small biting mouths (some are contagious)
- 82) 1 Hatched golem (possibly a runaway from the hatchery) (could also be a wild golem)
- 83) The Last Catfish Dragon (hungry, frustrated, curious, bored, lonely, talkative)



- 84) 1d4 Swamp orphans raised by the Last Catfish Dragon (or by a other swamp creature)
- 85) 2d4 NPC swampland adventurers (fresh, wounded, camping, planning or arguing, searching, returning)
- 86) Trading post (active or abandoned) (if active: +2d6 people)
- 87) Swamp patrol outpost (active or abandoned) (if active: +4d6 guards and maybe 1d4 prisoners)
- 88) Old Village (roll at -1 on the random village situation table)
- 89) Village (roll on the random village situation table)

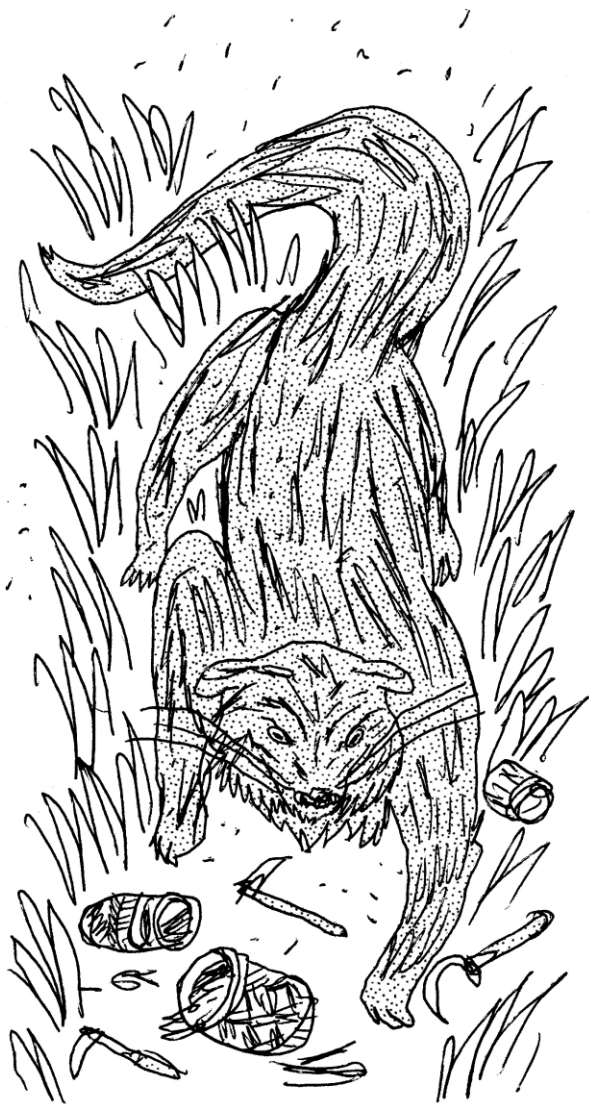
- 90) New village (roll at +1 on the random village situation table)
- 91) Ruins (or half sink old imperial roads)
- 92) Shrine (active or abandoned) (if active: 1d4 priests +2d6 people) (x10 on holy days)
- 93) Camp, hut or cabin (occupied or abandoned)
- 94) Swamp boat (occupied or abandoned)
- 95) Trail to the stagnant village
- 96) Rice fields land encounter (roll on the Rice fields land encounters table)
- 97) North or South land encounter (roll on the appropriate land encounters table)
- 98) Swampland encounter interacting with a North or South land encounter (ignore rolls above 95)
- 99) Swampland encounter interacting with a Rice fields land encounter (ignore rolls above 95)
- 100) Two Swampland encounters interacting (ignore rolls above 95)



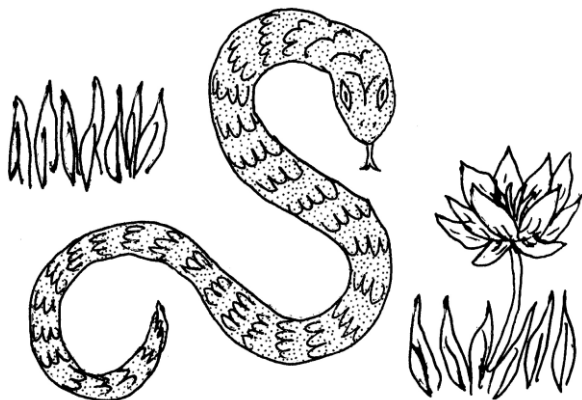
Rice Field Encounters (d100)

text by Cedric P and Ahimsa K, art by Cedric P

- 1) 1d20 Mosquito faeries (hunting, drinking, playing, celebrating) (or 1 Mosquito fae in human form)
- 2) 1 Mosquito faery princess or prince (lost or runaway) or 1 Mosquito malaria sorcerer
- 3) 2d4 Blood rice slaves (harvesting blood rice)
- 4) 1 Large animal charmed by mosquito faeries (guarding, questing, doing something strange)
- 5) 1d20 Ticks goblin-faeries (hunting, drinking, praying)
- 6) 1 Large animal infested with goblin-ticks (possibly hosting a goblin-tick court or temple)
- 7) 1d6 Shrunk people (escaped or charmed)
- 8) Scorpions (1d6 small, 1d4 medium, 1d3 large, 1 giant) (with maybe a runaway scorpion dancer child)
- 9) Dragonfly (1d6 small, 1d4 medium, 1 large)
- 10) Wasps (2d6 small, 2d4medium) (or wasp women)
- 11) Clouds of swarming gnats (inflict penalties: -1 to saves and hit) (maybe with a gnat charmer)
- 12) Rats (3d6 tiny, 2d6 small, 1d6 medium)
- 13) 2d6 Rat people (harvesting or stealing rice) (use illusions to appear as humans)
- 14) Leeches (2d6 small, 1d8 medium, 1d6 large, 1 giant)
- 15) 2d4 Leech men herding 2d4 blood drained water buffalos (or herding 1d4 large leeches or 1 giant leech)



- 16) Snakes (1d8 small, 1d6 medium, 1d4 large, 1 giant)
17) 1 Old snake woman with a basket full of eggs.



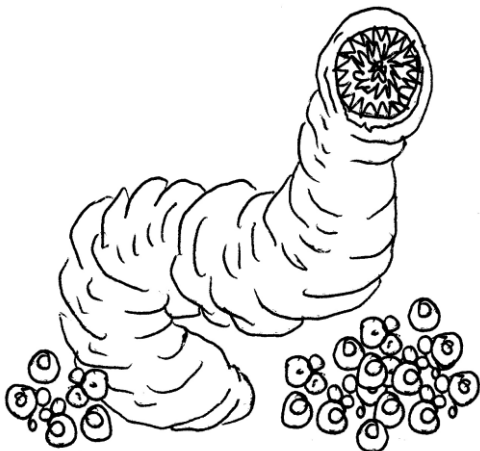
- 18) 1 Millipede swarm (sometime it merge into a giant millipede of 1d4+1 HD)
19) 1 Millipede cultist with a robe full of tiny or small millipedes.
20) 1 Curious and troublesome Giant Binturong (but not very aggressive)
21) 1 Flesheating Giant Binturong (possibly cursed by eating blood rice or driven mad by a swarm of ticks)
22) 2d4 Rice worm ghouls (hunting or contaminating harvested rice)
23) Rice worm shrine (full of corrupted and rotting rice) (1d6 rice worm cultists are coming back)
24) 2d4 Rice thieves (stealing rice or returning with loot) (or 1 lone a foolish young rice thief)
25) 1d6 Rice thieves with magical rice loot (hunted by 1d6 monstrous powered farmers)

- 26) 1d6 Monstrous powered farmers looking for rice thieves or other menaces (the menace is maybe near)
- 27) 1 Monstrous powered farmer turned mad.
- 28) 1 dying monstrous powered farmer, will transmit his or her power (and die) if someone promise to find the rice thief or to deal with a dangerous menace.
- 29) 2d6 Water buffalo (wild) (maybe with a giant one)
- 30) 1d6 Water buffalo herders +2d6 water buffalo
- 31) 1 Old warrior (or maybe a brave child warrior) mounted on a big water buffalo
- 32) 1d4 rice farmers (elders) (talking, working or doing something suspicious)
- 33) 1d10 rice farmers (adults) (travelling, working or doing something suspicious)
- 34) 1d8 rice farmers (children) (playing, working or doing something suspicious)
- 35) 1d4 rice farmers (outcasts) (doing something weird or suspicious)
- 36) 2d6 rice farmers (mob) (patrolling or looking for someone)
- 37) 1d6 rice farmers cultists (doing something suspicious, worshipping)
- 38) 1d3 rice farmers families (travelling, fleeing or working)
- 39) 1d6 merchants (farming goods) (leaving or returning) (may have 1d8 beasts of burden)
- 40) 1d4 birds or snake hunters (hunting or returning with catches or eggs)
- 41) 1d6 Fishermen (fishing or returning with a catch)
- 42) Crabs (2d8 tiny, 1d8 small, 1d6 medium, 1d4 large, 1 giant) (or maybe large rice gathering crabs)



- 43) 1d6 fishermen gathering or selling crabs. (including one 1HD pet crab) (may know about a shell armorer)
- 44) Old river bridge (with nailed notes and prayers)
- 45) 2d4 Rice traders with 1d6 beasts of burden and maybe a lone body guard
- 46) 1 Cursed rice trader. Trade blood rice, worm rice, rotting rice, cursed rice. 1 beast of burden. (possibly accompanied by 1 zombie servitor)
- 47) 1d6 Scorpions dancers with small sized scorpions pets. (travelling, performing, gathering scorpion eggs)
- 48) 1d3 Steam shapers travelling with apprentices. Have 1d6 bottled steam spirits to sell.
- 49) 1 Steam spirit (escaped or doing some tasks)
- 50) 1 Rice Wraith (escaped evil steam spirit)
- 51) 1d6 Wild Elephants
- 52) 1 wild kid or young elephant lord riding a young elephant
- 53) Elephant bones with small shrine and offering. (+1 reaction with elephant if give prayers)

- 54) 1d6 Elephant lords noble with 2d6 men-at-arms and 1d4 elephants.
- 55) 1d4 Elephant lords agents with maybe 1 elephant and 1d6 henchmen (on a mission)
- 56) 2d6 Elephant lords men-at-arms patrolling (with maybe 1 elephant)
- 57) 2d6 Elephant lords farmers (working, maybe supervised by 1 agent or 1d6 guards)
- 58) 1d4 Merchant-Knights travelling or questing (possibly with squires and mounts)
- 59) 1 Merchant-Knight healing or helping a client (+1 debt squire & mount)
- 60) Old standing stones covered with moss.
- 61) Old and forgotten geomancer idol (broken, may grant cursed powers)



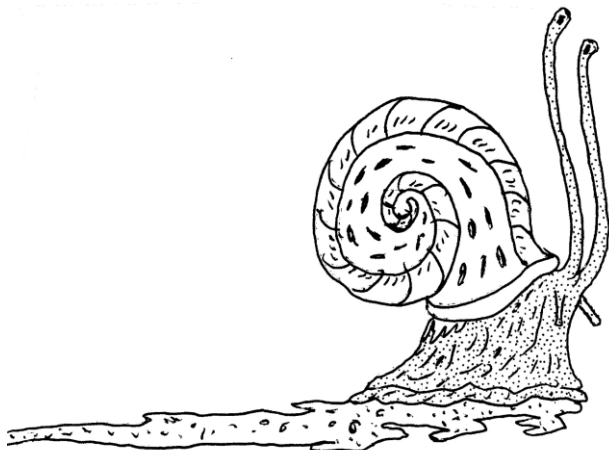
- 62) 1 River Giant (sad, contemplative or hungry)
- 63) 2d4 River Gnolls (hunting, migrating, pillaging)



- 64) 1 River Dragon (playful young or wise old one)
- 65) 2d4 Harpies (hunting, profaning or bullying)
- 66) 1d4 Yeti (hiding, farming rice or weaving reeds)
- 67) 1 pipe smoking old yeti protecting a family of farmers (or one cursed cannibal yeti preying on a family of farmers)
- 68) 1 Polymorphed being (cursed by a broken standing stone)
- 69) 1d3 Basilisk (near lair)
- 70) 1d6 Doppelgangers (hiding as rice farmers or travelling sages)
- 71) 1 Medusa live like a hermit. 2d4 statues around (can animate some of them)
- 72) An empty pit house on the edge of fallow fields (maybe haunted)
- 73) Storks flying overhead (good omen, +1 saves for the day)
- 74) 1d4 Crane herders (resting, travelling, looking for a lost crane)
- 75) 1 Giant crane (intelligent but can't speak) (stats as a unicorn, maybe accompanied by a maiden)
- 76) 2d6 Ducks (may have a protector or may be watched by a predator)
- 77) Monsoon rains (movement and vision penalties)
- 78) Monsoon ghost (only appear when it rain) (it rain)
- 79) 1d6 Lotus farmers (mundane or magical)
- 80) 2d4 Seasonal workers from (d6: 1-2 Northlands, 3-4 Swampland, 5-6 Southlands)
- 81) 1d6 Nature flâneurs from nearby city collecting nature samples and opposing the rush and urgency of capitalism, casually constructing narratives about the

world around them.

82) An elder couple with a small farm. They have a flock of ducks used to keep the insects off their rice crops. (They may have a strange visitor)



83) A jovial rice doctor traveling the Delta, helping the crops and passing out wisdom (maybe the rice is sick)

84) 2d4 NPC ricelanders adventurers (fresh, wounded, camping, telling stories, searching, returning)

85) Elephant or boat carried trading post (active or abandoned) (if active: +2d6 people)

86) Watch tower (active or abandoned) (if active: +2d6 guards or villagers) (maybe also 1 prisoner)

87) Old Village (roll at -1 on the random village situation table)

88) Village (roll on the random village situation table)

89) New village (roll at +1 on the random village situation table)

- 90) Ruins (abandoned or used)
- 91) Dying, sick, cursed, ghost or abandoned rice field.
- 92) Shrine (active or abandoned) (if active: +2d6 people) (x10 on holy days)
- 93) Lone farm house (occupied, abandoned, haunted)
- 94) River boat (occupied, abandoned, hold a secret)
- 95) Enchanted trail to the magic rice fields (Water, Air or Earth)
- 96) Swampland encounter (roll on the Swampland encounters table)
- 97) North or South land encounter (roll on the appropriate land encounters table)
- 98) Rice fields encounter interacting with a North or South land encounter (ignore rolls above 95)
- 99) Rice fields encounter interacting with a Swampland encounter (ignore rolls above 95)
- 100) Two Rice fields encounters interacting (ignore rolls above 95)



Average animals hit dice

- Tiny: ½ HD
- Small (dog sized): 1 HD
- Medium (man sized): 2HD
- Large (horse sized): 3 to 4 HD
- Giant (elephant sized): 5 to 6 HD
- Named: +1 or 2 HD

Random village situation table (2d6)

- 2 - old ruins, maybe something dark is growing or hiding here.
 - 3 - recent ruins, maybe someone or something is still visiting this place.
 - 4 - something is ruining or ravaging this village.
 - 5 - something is occupying or menacing this village.
 - 6 - stagnant village, strangers are unwelcome.
 - 7 - average village doing ok.
 - 8 - trading village, strangers are welcome.
 - 9 - someone is protecting this village.
 - 10 - someone is repairing this village.
 - 11 - new people are settling down in this village.
 - 12 - people are building a new village or structure.
- *Note: people can also be creatures.



iTravellers from the Northern Lands (d20)

- 1) Mercenaries
- 2) King's agent
- 3) King's soldiers
- 4) King's knights
- 5) Pilgrims
- 6) Pika Riders or War Babirusa Maraudeurs
- 7) Artesian agents
- 8) Saint-Argustan merchants
- 9) Saint-Argustan mariners
- 10) Marisbell's wizard
- 11) Marisbell's merchants
- 12) Wandering Geomancer
- 13) Scholar from the Rock
- 14) Merchants from the far north
- 15) Refugees (may be followed by shadow wretches)
- 16) Outlaws (prisoner, traitor, murderer, etc)
- 17) Noble and retinue
- 18) Courier
- 19) Bounty hunter
- 20) Adventurers



Travellers from the Southern Lands (d20)

- 1) Lizard and human Mercenaries
- 2) Lizard Queen's chameleon spy
- 3) Lizard Queen's legionary
- 4) Lizard Queen's templar
- 5) Pilgrims transporting offerings
- 6) Troglodytes or fishmen Maraudeurs
- 7) Royal Cartographers or pictographers
- 8) Sunken City merchants
- 9) Sunken City mariners
- 10) Lava druids
- 11) Lava fuelled golem (angry)
- 12) Travelling gems cutter or grafter
- 13) Scholar from the Serpent Tower
- 14) Merchants from the South Seas
- 15) Refugees from the flood
- 16) Outlaws (prisoner, traitor, heretic, etc)
- 17) Noble Lizard and retinue
- 18) Wyvern courier
- 19) Holy Eggs collector or evaluator
- 20) Lizard folks Adventurers



Sinkhole area random encounters (d20)

- 1) Hatched golem
- 2) Giant crawfish
- 3) Creature from below (live in a sinkhole)
- 4) Cultists (slug or leech cult)
- 5) Leeches (tiny to giant sized)
- 6) Malaria swarm or priest
- 7) The Last Catfish Dragon
- 8) Demon turtle (possessed giant turtle)
- 9) Crocodiles
- 10) Spoonbill goblins, totems, ghosts or traps
- 11) Spoonbill goblins special encounter
- 12) Merchant knight questing to retrieve a golem's egg
- 13) Bobcatmen returning with a golem's egg
- 14) War hippo marines on patrol
- 15) Duke agents returning or leaving for a mission
- 16) Mercenaries with a captured swamp creature
- 17) Swamp rot pit, slime or undeads
- 18) Adventurers looking for a secret entry into the hatchery tunnels or sinkhole delvers
- 19) Flat bottom war skiff
- 20) The Fortress Barge!



Magic rice fields random encounters (d20)

- 1) Monster empowered children or elders
- 2) Monster empowered rice farmers.
- 3) Rice thieves (foolish or experienced)
- 4) Adventurers looking for a dungeon build under a standing stone
- 5) Elemental imbued tree or flowers
- 6) Elemental sprite or spirit
- 7) River Giant (weak and withered)
- 8) River Gnolls (fearful and lamenting)
- 9) River Dragon (lost it breath)
- 10) Harpies (turning into normal women)
- 11) Yeti (freezing and trembling)
- 12) Polymorphed being (devolving)
- 13) Basilisk (sick and vomiting)
- 14) Doppelganger (unable to maintain human shape)
- 15) Medusa (blind)
- 16) Sage studying standing stones, elemental effects or depowered monsters
- 17) Rice doctor taking magical samples
- 18) Elephant Lord (patrolling or charging rice)
- 19) Elephant Lord (ran away from home or looking for secret)
- 20) Rice farmers (slightly imbued by elemental magic for working too long here)

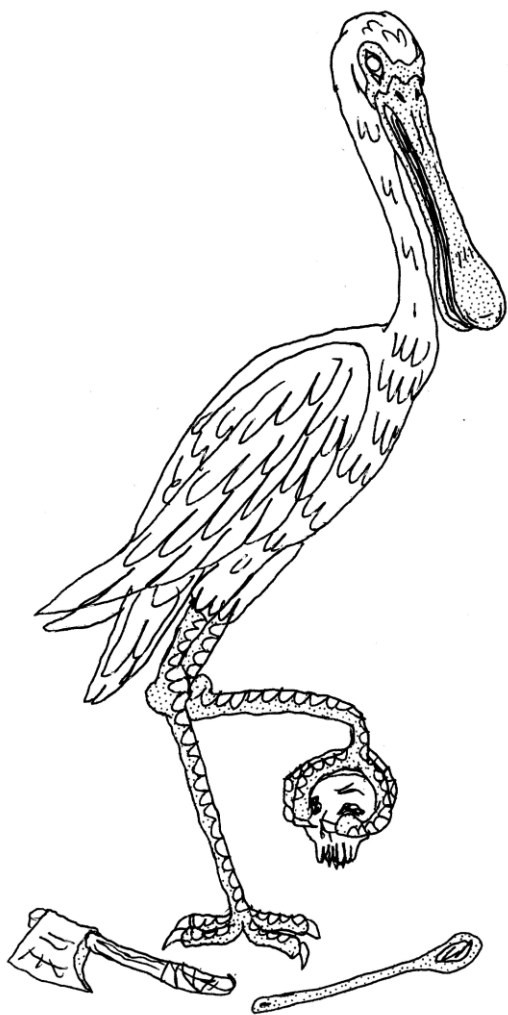
Wandering Geomancer

by *Richie C*



Appendix II

RuneQuest conversions



RuneQuest conversions

text by Gianni V, art by Cedric P

Cult of the Log-Jaw Pipers (p.14)

Runic Associations: Beast, Water.

Particular Likes and Dislikes: Pipers have a +10% reaction bonus with log-jaws and a +5% reaction bonus with reptilians and other swamp dwellers.

Holy Place: the Swamp.

Requirement to join: at least 13 DEX.

Weapons taught: one-handed m el e weapons.

Skills taught: Create Piper flute, Survival.

Spells taught: Charm Log-Jaws (Battle Magic 2-point spell), Summon Log-Jaws (Battle Magic 2-point spell)

Log-Jaws

STR 2D6

CON 2D6+6

SIZ 2D6+3

POW 3D6

DEX 3D6

Armour: 2 points skin



Move: 12

Hit points average: 13

Bite SR 7 Attack 25% Damage 1D6+damage bonus.

Cult of the Merchant Knights (p.84)

Use the Issaries cult from Cults of Prax with the following modifications:

Runic Associations: Beast, Communication, Stasis.

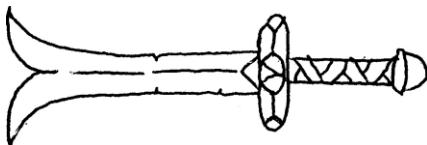
Particular Likes and Dislikes: They are allied with the Geomancers, the Scholars of the Rock, the Artesian Guild, and the Pika Riders of the Pine Mountains. They will attack Bobcat Men, Magma Druids and Shadow Wretches on sight.

Weapons taught: "t" or "y" shaped swords and pole arms.

Skills taught: Bargaining, Craft Weapon, Oratory, Read/Write.

Spells taught: Forge Sacred Link (Battle Magic 1-point spell).

Special: Credit in urban areas.



The Monstrous Shrine (p.106)

[...] It only works for characters that are not initiates of any cult and it will never work for the same person more than 3 times.

1. Giant Strength (STR is 18 for the duration of the effect).
2. Howl of the Gnoll (All who hear the howl must make a POW roll vs 15 on the resistance table or flee).
- 3 Dragon's Fire (An immense gout of flame that does 1D8 damage to three locations).
- 4 Wings of the Harpy (Grants Flying movement of 10 for the duration of the effect).
5. Ice of the Yeti (Shoots an ice arrow with the same properties as Firearrow but based on ice).
6. Baleful Polymorph (the victim must make a CON roll vs 13 on the resistance table or be transformed into an Elephant or a Water Buffalo).
7. Bite of the Basilisk (the victim suffers as if bitten with a POT 9 systemic poison).
- 8 Sting of the Scorpion (the victim suffers as if stung with a POT 11 systemic poison).
9. Mask of the Doppelganger (The villager thusly affected will likely appear as one of the gang.).
10. Medusa's Gaze (the victim suffers as if attacked by the gaze of a basilisk).

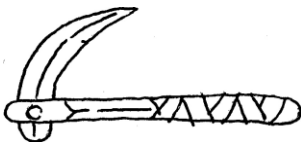
Magic Makkoli

Rice of the Earth: The grains are tan and smell of sandalwood. If these grains are used to create the Makkoli (Rice wine), the drinker will have powers to create and subdue earthquakes (consider as a 3-point Earth Rune spell).

Rice of the Air: The grains are sky blue and smell of rain on a dry summer day. If these grains are used to create the Makkoli (Rice wine), the drinker will have powers to fly and the power to Control Weather (consider as two 2-point Air Rune spells).

Rice of the Sea: The grains are light green and smell of kelp and salt. If these grains are used to create the Makkoli (Rice wine), the drinker will have powers to Part Water (consider as a 3-point Water Rune spell).

There is a way to avoid seeking out the Sages of Chaff and Bran and unlock the power of the rice. If three are consumed with hot sauce, combing all four elements, it permanently increases the PCs POW by 1D4. Unbeknownst to them, the next time the player says "I wish ..." that wish will come true.



“Oh no! You took a bite from this strange mushroom!”

text and drop table by Vincent Q, art by Cedric P

A dice-drop table for unforeseen mushroomery

When one of the characters takes a bite off of one of the strange mushroom you can find in the Biting marshes, drop a number of d4 equivalent to the potency of the effects you want to befall this character. Wherever the dice fall indicate the general effect and the number on the dice indicate the specifics of that effect. GM interpret result as you see fit according to the system you are using.

Enjoy the trip!

*Drop a die on the following page to determines the mushroom appearance.

*Drop a number of d4 on the back cover to determines the mushroom effects.

Hallucinogenic

1. Visions of the forgotten past
2. Feverish dreams of Multiverses
3. Erotic Nightmares
4. Karmic Self-Discovery

Venomous

1. Kiss of death
2. Enfeeblement
3. Paralization
4. Life drain

Nutritious

1. Satiatate
2. Strengthen
3. Rejuvenate
4. Preserve

Narcotic

1. Frenzy and Trepidation
2. Euphoria and Extasy
3. Paranoia and Anguish
4. Addiction and Need

Alchemic

1. Grow

2. Shrink

3. Extra appendages

4. Color change

1. Skin to gold

2. Fire Breathing

3. Mind expanding

4. Phosporous

Metamorphic

Soporific

1. Hours

2. Days

3. Months

4. Years

Epileptic

1. Catatonia

2. Stroke

3. Nacolepsy

4. Hysteria