

ONE-ROLL DISCOVERY • WETLAND

Roll 1d12 and count down that number of entries on the list below, skipping any marked entries. Mark off that entry, describe the result in terms of the party's current situation, and look for opportunities to tie it into the existing fiction.

WETLAND DISCOVERY

- ☐ Dozens of ancient stone grave markers in a flooded field of purple wildflowers.
- ☐ A slope rising up out of the wet to a rocky promontory that offers a dramatic prospect.
- ☐ The sound of 1d6+1 **slipdogs** fleeing through the tall grass ahead of 1d6+1 **renders**.
- ☐ A trail of trampled sedge grass leading to the corpse of a human pilgrim.
- ☐ A ring of jagged stones like giant's teeth, bone white against black waters.
- ☐ Two saddlebags lashed to a tree, containing bottles of wine and cakes of slipdog mush.
- ☐ A freshwater spring, its gently bubbling barely noticeable in an expanse of open water.
- ☐ **The Crag of the Lost Horn**, a rocky rise that looms dramatically over the marsh.
- ☐ The abandoned hovel of a **blue bramblin**, wooden ribs half-submerged in the swamp.
- ☐ A trail of prints in the muck, laid as bait by a blue bramblin who lurks in ambush.
- ☐ A break in the towering reeds that reveals a vast expanse of floating purple wildflowers.
- ☐ A scattering of stone archways, some leading down into **The Tomb of Waters**.
- ☐ Bootprints of a fleeing soldier end abruptly, sign that they were plucked from the ground.
- ☐ A stinking, translucent mass of dead **star jellies**, afloat in dark waters.
- ☐ The barefoot prints of **Okya the Giant**, showing her purposeful stride across a mudflat.
- ☐ A dense tracery of insectoid tracks, sign that a horde of **mucksuckers** fled this way.
- ☐ The bones of hapless human hunter, one skeletal hand still gripping a shortbow.
- ☐ Still water gives way to slow current—a broad river wending its way through the wetland.
- ☐ A freshwater rill splashes down into a bed of broken brown reeds.
- ☐ The water deepens to an unknown depth, its surface taking on an oily, metallic sheen.
- ☐ Bent fronds hint at the passage of a young **blue bramblin** on a fishing expedition.
- ☐ An earthen causeway in mid-construction, leading back toward civilization.
- ☐ The cawing of a **bluntbeak** flock, vying with 1d6+1 **renders** over a render carcass.
- ☐ A collapsed wooden watchtower, overgrown with pink flowering moss.
- ☐ Blood in the water, sign of a **bog hulk** fatally wounded from a run-in with **Queen Flaya**.
- ☐ An area of milky water and bone-white vegetation, altered by some unknown arcane force.
- ☐ The telltale rusty patches of a bog-iron deposit, being excavated by an ambitious blacksmith.
- ☐ Okya's Rest, a bright orange rock the size of a house, visible at distance.
- ☐ An area of crystal-clear water which heals and purifies those who enter.
- ☐ Sign of **Queen Flaya's** passing: cratered mud, crushed vegetation, scattered carcasses.
- ☐ Innumerable floating islets of cracked, dry mud, some stable enough to stand on.
- ☐ A hollowed-out gourd caught in an eddy, containing 16sp.
- ☐ A wooden pole, from which dangles the tattered flag of a certain merchant house.
- ☐ A shallow pool of clear water which heals and purifies those who drink from it.
- ☐ A stretch of broken reeds that indicate the recent passage of a pack of slipdogs.
- ☐ A stagnant pool, buzzing with insects and stinking of rotten vegetation.

WETLAND CREATURES

Blue bramblin (*good, small, solitary, intelligent, cautious, stealthy*): a slender, slippery, blue-skinned, fast-swimming humanoid with pale yellow eyes. Catches small game in clever snare traps and defends itself with curved bone spikes that protrude from its wrists. **HP** 9; **Armor** 0; **Damage** 1d6 bone spike (*close*); **Booty** bone knife, fishing spear, 1d6 shells (currency); **Wants** to protect the wetlands; **Moves** ► Observe from a distance ► Disappear underwater ► Use the environment to advantage.

Bluntbeak (*lawful, small, group* (1d6+1), *organized, devious, flying*): a violet-feathered bird the size of a goose with a hammer-like beak and squawking cry. Scavengers that maintain a strict flock hierarchy and coordinate their actions. **HP** 3; **Armor** 2 (hard to hit); **Damage** 1d4-1 blunt beak (*hand, stun*); **Booty** none; **Wants** to serve the flock; **Moves** ► Issue a warning squawk ► Call for the flock ► Make a sudden, stunning swoop from above.

Bog hulk (*neutral, large, solitary*): a four-legged herbivore with thick armor plating, the color of black mud when not caked in same. Revered by the local blue bramblins, and often attended by a coterie white waterbirds. **HP** 12; **Armor** 3 (armor plates); **Damage** 1d8 horn (*close, forceful*); **Booty** 1d4 armor plates (30sp ea.); **Wants** to chew cud in peace; **Moves** ► Cast a baleful eye ► Push through the thick stuff ► Be mistaken for a small island.

Mucksucker (*neutral, medium, horde* (3d6/wave)): A dull green parasitic arachnid that moves in swarms through the swamp grass. **HP** 3; **Armor** 0; **Damage** 1d4+1 mandibles (*hand*); **Booty** poison gland (2d6sp); **Wants** to rule the wetlands; **Moves** ► Swarm them ► Inject paralyzing toxin ► Suck blood.

Okya the Giant (*neutral, large, solitary, intelligent*): exiled to the wetlands by her tribe in a neighboring region, Okya has grown bitter and lonely over the years. Around 10' tall, missing one eye, smelling like a compost heap and wielding a barbed fishing spear, she cuts an intimidating figure, but is eager for social interaction. **HP** 24; **Armor** 1 (hides); **Damage** 1d10 barbed greatspear (*throw, reach, near*); **Booty** none; **Wants** to talk to anyone who will listen; **Moves** ► Issue a gruff warning ► Cross a marshy distance in few strides ► Express curiosity and self-pity.

Queen Flaya (*chaotic, large, solitary, legendary, aquatic, fearless, terrifying, vulnerable* (cutting damage)): a mutant mass of tendrils upon tentacles with a decentralized nervous system, feared far and wide for its senseless predations. **HP** 64; **Armor** 0; **Damage** best of 2d10+2 lash (*reach, near, entangle*); **Booty** 3d6 tentacles (rations, delicacy, 10sp ea.); **Wants** to tear orderly biology limb from limb; **Moves** ► Lurk dispersed through the sedge grass ► Yank them underwater ► Continue fighting even after subdivision.

Render (*evil, medium, group* (1d6+1), *fearless, vulnerable* (magic)): a frightening, foul-smelling cross between a black bear and a gorilla. **HP** 16; **Armor** 2 (thick hide); **Damage** 1d8+1 slam (*hand, forceful*); **Booty** 4 rations (meat); **Wants** to rule the wetlands; **Moves** ► Howl in a bone-chilling chorus ► Knock weapons away without a thought ► Revel in wounds, received or inflicted.

Slipdog (*lawful, medium, group* (1d6+1), *organized, devious, magical*): a sleek, wolf-sized animal with tusklike foreteeth and mottled, oily fur, able to leap supernaturally across great distances; **HP** 6; **Armor** 2 (thick hide); **Damage** 1d6 bite (*hand*); **Booty** 2 rations (meat); ; **Wants** to maintain an orderly pack; **Moves** ► Bound through reeds and water like a dolphin ► Employ pack tactics ► Slip free of any trap.

Star jelly (*lawful, small, horde* (3d6/wave), *intelligent, amorphous, aquatic, stealthy, cautious*): a gelatinous creature whose translucent, bell-shaped body glows like an underwater constellation in the dark. **HP** 1; **Armor** 0; **Damage** 1 sting (*touch*); **Booty** none; **Wants** to live in peace; **Moves** ► Float past invisibly in a single-file line ► Inject blindingly painful venom by way of microscopic barbs ► Mourn the dead.