
Land of Fern
THE MUCKLANDS
SANDBOX CAMPAIGN SETTING



THE MUCKLANDS

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How to Use the Sandbox

MAKE THE LAND OF EEM YOUR OWN

The Mucklands realm is full of locations, NPCs, factions, Quest hooks, and Rumors for GMs to run and players to experience and explore. Use it out of the box or as inspiration for your own adventures and stories. There is no need to keep to a script or get the adventure "right." Add, subtract, lift, and leave behind whatever suits your table and campaign.

GETTING STARTED

One of the best locations in the sandbox to start Level 1 PCs is Wally's Waffles and Weorgs, located in the Used T'Be Forest (p359). This is where the Quickstart Guide adventure *Curse of the Chicken-Foot Witch* begins, as well as the Core Rulebook adventure *Wally's Waffles and Rats!* Wally's is also right next to the town of Firedamp (p332); so between the two locations, there's a ton of stuff to explore.

Besides running a starting adventure, the best way to kick off a session is to feed your players some Rumors from all over the map and see what piques their interest.

Let them explore and follow their whims, and get distracted by side quests and new characters. When they arrive at a new location, don't worry about being completely prepared. Just take a moment to get the gist of the location: what's the main conflict, who are the NPCs, what are their motivations?

Above all, this book is a reference tool to help facilitate exploration at the table. Note, however, that most map Hexes don't have descriptions. Instead, details are meant to be filled in by random encounters and discoveries as the PCs travel across the map.

A LIVING WORLD WITH CONSEQUENCES

It's impossible for PCs to pursue every single Rumor and complete every single Quest they encounter. So what happens if the PCs don't have time to save the beautiful dragon from the evil princess? Or if they aren't interested in stopping the sarpathi ambush? Play the Mucklands as if it were a living world with factions and NPCs that all have progressing plans if the PCs fail to thwart them.

That being said, only advance the plots of NPCs and factions if the players have actually learned about them in the first place.

CLOCKS

For time-sensitive Quests, consider using a Clock—that is, a limited amount of in-game time (hours, days, weeks) or a set number of sessions—before circumstances change. If the PCs fail to act or succeed on time, the world around them should react accordingly.

THE REGIONS

The Mucklands realm includes six regions, each with their own landscape, peoples, and perils.

THE DRIPPY DOWNS

One of the few bastions of the old magical world, the Drippy Downs is a land of rolling green hills, home to trolls, faeries, dweorgs and other uncommon species—many doing their best to preserve the heritage of Eem's magical past.

FLEABAG COUNTY

The bustling region of Fleabag County is home to the Mucklands' biggest cities. Corrupt politicians and underworld criminals thrive like weeds as average folk toil away in factories and farms.

QUAGMASH

A wild region of swamps and bogs where pioneers, adventurers and big game hunters flock to either make names for themselves or succumb to the perilous wilderness full of gators, muckmen, and orches.

RIVER COUNTRY

A beautiful green country full of rushing waterways, River Country is not only home to peaceful quortles and peasant folk, but to wily rascals and obscenely wealthy river barons who endlessly duke it out for supremacy on extravagant riverboats.

SCALAWAG STRAND

The infamous coastline of the Mucklands, brimming with pirates out to rob seafarers blind—or worse. And if the pirates aren't enough to deter you from the open seas—beware! For upon the peaks of Terror Island, and in the unknowable depths of the ocean, there be monsters!

THE USED T'BE FOREST

Home to the tycoons and corporations that fuel the Dungeon Era, the Used T'Be Forest is a barren landscape of cracked earth and felled trees. A true testament to what happens when big business and small moral fiber make a mess of the natural world.

BORDERING REALMS

THE GRIMDINGLE

West of the Mucklands lies the Grimdingle, home to the haunted Grimly Wood, the enchanted forest of Dingledell, and the great expanse of the western sea.

SHRYM

East of the Mucklands lies Shrym, home to vast, desolate deserts, towering plateaus, and the astonishing electric cities of the shrym folk.

SKYBRIGHT VALLEY

North of River Country lies Skybright Valley, home to lush green landscapes, breathtaking mountain passes, and the great welkin city of Cloudcap.

THE LOCATIONS

Regions are organized into location types. Unmarked locations on the map can be referenced in the Hex Reference (on the endpapers in the back of the book).

SETTLEMENTS

Settlements are large population hubs like villages, towns, and cities. Large cities are further divided into detailed districts. On settlement maps, these districts are color-coded (the first number of a color indicates the district name).

SITES

Sites are significant locations on the map like a faction's headquarters, a popular place of business, or some other singular structure or building.

POINTS OF INTEREST

Points of Interest are specific locations on the map that are unmarked because they are not well-known or common knowledge.

ZONES

Zones are multi-Hex areas on the map that share a common feature or landscape. Zones typically have special travel rules associated with them.

LAIRS

A Lair is a dwelling or hideout of a powerful Adversary or population of Adversaries. Some are unmarked on the map while others are known hazards.

NPCS

The main purpose of the NPCs is to populate the world with interesting characters for the PCs to encounter and interact with. Many NPCs have Quests associated with them, but every NPC need not be a "quest-giver." NPCs have listed Traits and Motivations to help focus on roleplaying compelling, quirky, and memorable characters.

RUMORS

Rumors are the bread and butter of running a sandbox, driving the PCs from one end of the map to the other. Each location has a number of Rumors associated with them. Rumors about a location are designed to make your players want to visit and explore. Outbound Rumors are what a location's NPCs might share about another place.

SIGHTS AND SOUNDS

Settlements and Sites each have Sights and Sounds tables to help add a little descriptive flavor to the locations. Use liberally!

QUESTS

Quests vary in detail from seeds and hooks to more structured, detailed plots. The opening paragraph of a Quest outlines the player-facing information and objectives. The other sub-bullet points describe GM information.

Quests are categorized into three different tones, which describe their general content.

HIJINKS

Fun, goofy, and lighthearted quests in which PCs can often accomplish their goals without mortal danger or combat (*The Muppets / Labyrinth / Adventure Time*).

DERRING-DO

Dangerous, daring, and heroic quests that often require PCs to brave formidable challenges in order to accomplish their goals (*The Lord of the Rings / The Hobbit / The Princess Bride*).

DOOM AND GLOOM

Darker, spookier, and more serious quests that often pit the PCs against deadly foes and harrowing situations (*The Dark Crystal / Conan the Barbarian / Mad Max*).

HEROIC TITLES

Some Quests bestow Heroic Titles, which represent a character's growing reputation in the Land of Eem. Unless otherwise stated, only one PC earns a Heroic Title for a given Quest, so the players should agree upon which PC earns the title.

Heroic Titles often grant a unique once every session ability or other benefit. As the GM, keep in mind that certain NPCs might react differently to the PC based on their titles.

ADVERSARY ABBREVIATIONS

In *Land of Eem* sandbox settings, the Level and Class of an Adversary is abbreviated. For example, a Level 2 Champion weorg is written as **WEORG** (L2-C); a Level 6 Goon is written as **WEORG** (L6-G); and three Level 4 Bruisers is written as **WEORGS** (3xL4-B), etc.

CHAPTER 1

THE DRIPPY DOWNS



THE DRIPPY DOWNS

The Drippy Downs lie between the crags of the Sounder Hills and Trollridge to the east, and the dense forest of the Grimdingle's Grimly Wood to the west. The Downs are a green place, peppered with rolling hills and scattered forest, where the rain and dew glisten day and night. There is a magic to the Drippy Downs, passed down from a more enchanted time, when toadstool rings held pixie courts, and gnomes broke bread with kobolds. Today, the Drippy Downs are home primarily to trolls and dweorgs. They hold tight to the old ways, collecting tolls and raising beasts, respectively.

This magical region makes for mysterious journeys across lonely hillocks and untrodden tors, where ancient secrets have soaked into the soil, forgotten. Sparse pinelands whisper on windless days, and sarpathi bide their time in the hidden depths below the world.

The Drippy Downs are the last place in the Mucklands with any connection to what local folk call "the old ways." And by old ways, they mean *magic*. Already on the verge of extinction centuries ago when the Gloom King ravaged the lands and destroyed the last true wizards of Eem, the coming of the Dungeon Era ensured magic would be forgotten, and its keepers driven into the hidden places of the world. Without anyone to remember the old ways, the magic of the Drippy Downs may soon be lost forever.

CENTRAL CONFLICTS

- The Faerie Folk flee in droves, and magic fades away as Dungeon Era industrialists encroach upon the land.
- The sarpathi raid and kidnap from the south, but no one can find their lair.
- Trolls bicker among themselves, arguing about whether to hold to their old traditions, or embrace the new culture of goblins and boggarts.
- An election for mayor in Dunk could decide the fate of the region.

SETTLEMENTS
- Azimuth Outpost (p10)
- Dunk (p14)
- Yrr'ghgrg (p28)

SITES
- The Crossroads (p30)
- The Faerie Market (p32)
- The Old Place (p34)
- Drippy Drop Bridge (p36)

POINTS OF INTEREST
- The Snake Shrine (p37)
- The Ghost Town (p38)
- The Old Graveyard (p39)
- The Obelisk of Zar (p40)
- Ulga's Mine (p41)
- Vorg'Varga Vek (p42)

ZONES
- Drippy Drop River (p43)
- The Highwilds (p44)
- Nameless Lake (p46)
- The Riddle Spinney (p48)
- Whisperdale Meadow (p50)

LAIRS
- Castle Gannish (p52)
- The Forgotten City (p54)
- The Starfell Mine (p56)
- The Gaping Maw (p58)
- Vorg'Varga Ket (p59)



Settlements

Azimuth Outpost

Hex 9.10. Founded by the now defunct Azimuth Corporation decades ago, Azimuth Outpost was once a major population center in the Drippy Downs called Azimuth City. Azimuth Co., a dungeoneering outfit that rivaled the Big Three in its prime, poured astounding amounts of resources to build an entire metropolis. That dream ended when a series of catastrophes across the Mucklands tanked the company, not the least of which being the Battle of Fludderite Mine.

As history has it, the Battle of Fludderite Mine took place beneath Azimuth City amidst a massive deposit of purple crystals, called fludderite, when a sarpathi war party encountered Azimuth Co. miners for the first time. A brutal, three-week tunnel war ensued, which spilled into the city itself. The sarpathi were only defeated with the help of Bulwark and Rainbow Brigade reinforcements, but not before the city was utterly destroyed. The ruins of Azimuth City were abandoned, and it wasn't until decades later that folk returned to build an outpost.

To this day, no one knows exactly why the sarpathi attacked, though old timers speculate that the location of Azimuth holds some importance to their religion.

WHAT'S GOING ON

- **SARPATHI REAVERS** raid the outpost frequently, though none of the attacks are as large as the original, two decades prior.
- Marge Margo will stop at nothing to get her hands on the lost fludderite mine.
- The collective outpost leadership have hired a gang of kobolds to defend the town from **SARPATHI REAVERS**.

SIGHTS AND SOUNDS

1. A greasy mechanic drags a broken flying machine along the dirt road aimlessly.
2. A large shedded snakeskin, larger than a man, lies in the dirt behind a well.
3. A merchant and their customer cause a scene, arguing over the price of lumber.
4. A broken fludderite crystal falls from a **DWEORG'S** backpack unnoticed.
5. A shrym hot air balloon slowly descends to the ground, filled with imported goods.
6. A wagon full of spare parts rattles as the driver spits and nods in the PCs direction.

RUMORS

- The sarpathi are after a lost fludderite mine near Azimuth Outpost and have been for many years.
- Marge Margo wants the fludderite mine found. She promises a treasure map to anyone who locates it.
- Jally Skywise is looking for new apprentices to help her build a massive flying machine.

OUTBOUND RUMORS

- Merchant caravans leaving Azimuth Outpost report **BANDIT** attacks near Castle Gannish.
- The **BANDITS** in the Drippy Downs are better equipped and armed than usual. Rumor has it, their hideout was once a secret Felmog armory.

MARGE MARGO

The town appointed leader of Azimuth. She's actually an ex-Azimuth Co. miner who fought in the Battle of Fludderite Mine. Now a political official, she's eager to make Azimuth into a new boom town. Recently, she has hired the infamous Kleo Soothsoul and the Soothsoul Six, a group of kobold **WITCHES**, to protect the town's interests from the **SARPATHI REAVERS**.

- **Traits:** Over-enthusiastic, shares inspirational quotes, delegates everything.
- **Motivation:** Build the outpost back to its former glory and then some.





JALLY SKYWISE

A shrym inventor, specialized in sputter mechanics, particularly flying machines. She's set up camp in Azimuth to secure building materials, including the rare fludderite crystals, which liquify under high heat, creating a powerful fuel for shrym flying machines.

- **Traits:** Inventive, frazzled, head in the clouds.
- **Motivation:** Complete her flying machine and take to the skies.

KLEO SOOTHSOUL & THE SOOTHSOUL SIX

A gang of kobold **WITCHES** for hire. Kleo, the leader, is said to be two hundred years old. Her five compatriots are a collective group of warlocks, soothsayers, and blackblades. Kleo does as she pleases in Azimuth, scaring away any riffraff, including the sarpathi. They answer to no one except to their benefactor Margo, and then only as necessary.

- **Traits:** Brooding, discreet, finish each other's sentences.
- **Motivation:** Protect the outpost from sarpathi.



QUESTS

FINDING FLUDDERITE

Marge Margo is looking for stouthearted adventurers to relocate the lost fludderite mine, and make sure it's safe. The mine is filled with huge, priceless purple crystals, but was lost during the Battle of Fludderite Mine almost two decades ago. Margo will share a treasure map if you succeed.

- The Fludderite Mine is actually a former sarpathi temple, and the purple crystals are critical to a sarpathi mutation ritual.
- A **SARPATHI HIEROPHANT** (L5-C), and 3 **SARPATHI REAVERS** (L5-G), observe the mutation ceremony of another **HIEROPHANT**. The mutating hierophant is in the process of growing extra limbs through the use of fludderite crystals.
- Margo gives successful PCs a treasure map to an Old Hoard two Hexes west, buried beneath the bones of a **WUNGALOPE**.

FUEL FOR THE FLYER

Jally Skywise needs the rare, purple fludderite crystals to fuel her flying machine. Get her some and when her vessel is ready, she can take you safely through the clouds on a one way trip to anywhere in the Mucklands.

THE STARFELL DOOR

Jally Skywise needs **STARFELL SHARDS**, a nigh-invulnerable and lightweight metal. Rumor has it, there's a mysterious solid-starfell iron door in The Starfell Mine. Bring her the door in exchange for 1 pouch of Ancient Coins.

THE SOOTHSOUL SIX

Kleo and her Soothsoul Six have a big problem. In their last encounter with the sarpathi, one of their **CURSES** backfired, cursing the entire group. Without the aid of a pouch of pixie dust, they'll all be doomed in less than a week. Kleo can't keep the secret any longer. Venture to the northernmost cliffs of Shearwater Bay and procure a pouch of pixie dust from a faerie called Nooma.

- Nooma will happily trade the dust, should the adventures oust the **SARPATHI REAVERS** in the cliffs below, who kidnap **PIXIES** to steal their wings.
- The **SARPATHI REAVERS** are kidnapping magical creatures. One of them is buying a **MANTICORE** from a **DWEORG** as the PCs arrive.


11
9
8
10
16
17
12



Dunk

1. Boulder Hill
2. Boulder Hill Book Club
3. The Iron Halberd
4. Tashen's Rations
5. Law Offices Of Penny, Pickle, & Grobbleboot
6. First Bridge
7. Toll Keep
8. The Dunk Constabulary
9. Sky Hill
10. Overlook Cafe
11. Starwatch
12. Dundlock's Traveling Circus And Freakshow
13. Underbridge
14. Catarina's Curses
15. SPL (Dunk Branch)
16. Shadowside
17. The Dunk Sewers

Dunk

Hex 10.18. The **TROLL** town of Dunk is the largest settlement in the Drippy Downs. Once the capital of troll society, Dunk has changed since the start of the Dungeon Era. As goblins emerged from the Underlands and boggarts moved west out of the swamp, Dunk began adopting their culture, much to the chagrin of the traditionalists, the Toll Tellers.

In the past, Dunk was quite orderly and deeply rooted in the traditional troll culture of taking tolls. Not just for bridges. There were tolls for everything. Want to enter a market? Pay the toll. Want to go to a park? Toll. Headed to the restroom? Toll. Ask a question? Toll. Oh, you sneezed! There's a toll for that too. In the end, tolls became so excessive that folk began avoiding Dunk, and that was bad for tolling.

In time, customs fell by the wayside in order to survive in the modern Mucklands world, that is, with the exception of a strident minority—The Toll Tellers. They uphold the age-old traditions of trolling and tolling, grumbling under their noses while the rest of the town's inhabitants live their lives.

DISTRICTS

- Boulder Hill (p16)
- First Bridge (p19)
- Sky Hill (p21)
- Underbridge (p24)

WHAT'S GOING ON

- A clash between the old Toll Tellers and the newer generation of young **TROLLS** more accustomed to the Dungeon Era.
- Dunk is a refuge for folk escaping the threat of the sarpathi, but for how long?
- A heated election for mayor between three candidates: Incumbent Mayor Gram Hamba, Bodimus Harang, and Grendy Frumbly. Each candidate is trying to dig up dirt on the other.
- Vicerunt Zoot is rigging the election in favor of Bodimus Harang, his puppet candidate.



TOLL RULES

Just visiting Dunk can solicit a toll at the demand of a fastidious **TROLL** eager to please the Toll Tellers. Every day the PCs stay in Dunk, they each must make a Realms Check to avoid social errors and getting tolled for it. On a 5-, roll a random Toll, paid with Copper.

If they can't pay for the Toll, that's a perfect opportunity for them to be taken to the Constabulary (p20) or Toll Keep (p19) to lead into a quest hook.

TOLLS	
1	Jaywalking.
2	Sneezing.
3	Asking a stranger a question.
4	Looking at someone the wrong way.
5	Entering a place of business.
6	Loitering.
7	Coughing.
8	Laughing egregiously.
9	Stepping on a crack.
10	Flinching.
11	Smiling smugly.
12	Bad breath.

RUMORS

- Vicerunt Zoot wants the Toll Tellers out of power so **TROLLS** forget their old ways and start working for Subterranean Pits and Lairs LLC.
- Workers are being kidnapped by something monstrous in Dunk's sewers.
- A **WITCH** in Dunk sells curses for Gold Coins. She may even remove a curse on someone for the right price.
- The mayoral election in Dunk is high stakes..
- An eccentric **TROLL** magician named Obbert Nogwaddle believes all magic in Eem came from the stars.
- The secretive thieves guild in Underbridge is looking for new recruits.

OUTBOUND RUMORS

- The sarpathi are a bigger threat than ever, but to make matters worse, some believe another entity is aiding them to sow discord.
- The **DWEORG** ringmaster of the Dundlock Circus and Freakshow boasts to have recently captured a sarpathi soothsayer.



BOULDER HILL

On the east side of Dunk across from Sky Hill to the west, Boulder Hill is shorter and rockier than its counterpart, speckled with businesses, vendors, and few residential buildings.

LOCATIONS

- Boulder Hill Book Club (p16)
- The Iron Halberd (p17)
- Tashen's Rations (p18)
- The Law Offices Of Penny, Pickle, & Gnobbleboot (p18)

SIGHTS AND SOUNDS

1. A **TROLL** granny who smells strongly of **ORCHSNOUT**, sells her wares on a red rug.
2. A traveling **DWEORG** flutist saunters through town with a train of gelatinous goos following behind.
3. A **TROLL** artist paints the beautiful vista looking out from Boulder Hill.
4. A horn blares signaling the Hour of Tolls.
5. A boggart girl sits under a tree reading occult books.
6. A quortle tourist asks the PCs for directions to the nearest lavatory.

BOULDER HILL BOOK CLUB

Each week, Grendy Frumbly holds a book club meeting. In actuality, the Book Club is a secret society of Anti-Toll Tellers that want to abolish the Toll Codex.

GRENDY FRUMBLY

The hippest **TROLL** in the Drippy Downs and tired of the old ways. By day she works at Dunk University as a literature professor and at night works to undermine the status quo. Her three-point reform plan involves turning tolls into modest taxes, and investing in early education and Underbridge infrastructure. In recent years, she has become a pillar of the community, specifically among the poor and others hurt by the Toll Tellers ridiculous codex.

- **Traits:** Compassionate, willing to risk it all, likes tea.
- **Motivation:** Evolve Dunk culture away from the outdated Toll Teller traditions.



QUESTS

HARANGUING HARANG

Grendy is skeptical of Bodimus Harang's prestigious heritage, and doesn't believe he's a Harang at all. Investigate Bodimus and prove he's a fraud.

- Behind closed doors, Bodimus is always talking with Vicerunt Zoot, his secret campaign manager, who only has SPL's interests at heart.
- Bodimus Harang's real name is Munzer Wogg, a ruffian with a brief history with the Soot Finger Gang. He has also acted as muscle for SPL, but this information is entirely unknown in Dunk. A dossier file about Wogg exists deep within SPL Headquarters in the Used T'Be Forest.
- **HEROIC TITLE ACHIEVEMENT:** Find hard proof about Bodimus Harang, and sway the election in Grendy Frumbly's favor.
  - ***Master of Intrigue*** ♔. Charm Check: Once every session, create a faction contact who has secret information (may or may not be friendly).

A NEW DAY'S COMING

Grendy Fumbly wants to expose corruption among the decaying Toll Tellers. Grendy knows there's a section of the Toll Codex that clearly states that the Grand Toll Teller can only be in office for one hundred years, which Mayor Hamba has exceeded by three. Find the passage in Mayor Hamba's Codex, the oldest codex in Dunk, and give it to Grendy to share with all of Dunk.

- Hamba's Toll Codex is guarded by lock and key in Toll Keep (p19). A pair of constables (**TROLLS** L5-G) guard the facility.
- Scanning through the massive tome could possibly take hours and hours.

THE IRON HALBERD

Not only does the Iron Halberd produce the finest weapons outside of the Faerie Market, they can improve the design of already crafted items. Give them a regular old sword and they'll make it *Magnificent*.

BURGLE'S PRICES

- Turn a *Mundane* item into a *Magnificent* item with a random Trait. Gold .
- Buy a *Magnificent* item with a random Trait, limited to 1 per PC. Silver .
- Commission a specially crafted *Magnificent* item with a chosen Trait. Gold ×2.

BURGLE

Burgle the TROLL "blurksmiff," as he pronounces it, owns the "Arn Hurlbird" and is the busiest blacksmith in town. He's not one for small talk unless asked about the finer points of blacksmithing; then he'll really talk your ear off for hours.

- **Traits:** Diligent, grunts a lot, pronounces almost every vowel with an "r" sound.
- **Motivation:** Bring respect and renown to all troll blacksmiths.



QUESTS

A BLURKSMIFF'S APPRENTICE

Burgle can't find any good help these days. The last two apprentices quit under the pressure of the grind, and the one before couldn't understand a word Burgle said. But Burgle has a huge order of swords that need to be forged, and if he doesn't get them crafted on time there'll be "hurl" to pay. Can one of you help old Burgle? In exchange he'll specially craft a *Magnificent* item of your choice.

- Completing this quest takes a week's time. The other PCs should describe or play out what they do during this downtime.
- The apprentice PC must make a Tinker Check for each day of the week.

1–2	Failure.
3–5	Failure, but +1 to next Check.
6–8	Success, but -1 to next Check.
9–11	Success.
12+	Success, and +1 to next Check.

- By the end of the week, if the PC made 5 successful Checks, the job is done to his satisfaction and he accepts the PC's item request. Otherwise, he'll begrudgingly pay 1 pouch of Copper Coins.
- **HEROIC TITLE ACHIEVEMENT:** PC makes 7 successful Checks.
  - ***Blursksmiff*** . Reduce Material costs when crafting by 2 to a minimum of 1.
- The swords were ordered by Unassailable Co. who are secretly arming the sarpathi. The wagon that comes to pick up the crates is covered and the canvas door is sewn tight. The goblin driver eyes the surrounding area, checking to see if anyone is watching before proceeding. Tracking the wagon leads back to the Snake Shrine.

TASHEN'S RATIONS

If you need to fuel up for a long quest, Tashen's Rations is the place to go. Run by former Big Game Hunter, Ura Tashen, the establishment is famous for its wide variety of long lasting food that doesn't spoil on the road.

Rations Menu

- Tashen's Trail Mix (Normal Rations). Copper.
- Dried Morb Skin (Quality Rations). Copper ×2.
- Cured Ramgore Sausage (Gourmet Rations). Silver.
- Hippogruff Tallow (Gourmet Rations, feeds 6 people). Silver ×2.

Sitdown Menu

- Tashen's Skeeter Slurprise: Chopped **SLURPWORM** meat, dry rubbed in spice-infused, ground-up **SKEETER** wings. Heal 2 Courage. Copper.
- Tadwilly Pie: A hearty breakfast food made from freshly ground tadwilly kelp in Drippy Drop River and baked into a crispy, crumbly crust. Heal with Advantage for the session. Copper.

THE LAW OFFICES OF PENNY, PICKLE, & GNOBBLEBOOT

Due to the contentious nature of tolling, lawyers and litigation are everywhere in Dunk. Although they may not be the best, the law offices of Penny, Pickle & Gnobbleboot are certainly the most affordable.

Law and Trials in the Land of Eem

Unless the group is into it, it's probably best not to get bogged down in the minutia of litigation. That said, a session devoted to a courtroom trial could be a fun diversion as players present their case and resist tough judges and corruption.

For a quick way to deal with trials, first make the stakes clear for the PCs. What happens if they win or lose? Then make a Check with the following modifiers:

- Are the PCs guilty? If yes, -1 penalty.
- Are the PCs up against an entity with vast resources? If yes, -1 penalty.
- Do the PCs have evidence against them? If yes, -1 penalty.
- Do the PCs have a lawyer? If yes, +1 bonus. If no, roll with Disadvantage.
- Is there a Rascal in the party? If yes, +1 bonus.
- Do the PCs have evidence in their favor? If yes, +1 bonus.

PERILGRIN PENNY



A boggle lawyer specializing in contract and company litigation. If you've got beef with a dungeoneering outfit in the Mucklands, Penny is your gal. Just don't make fun of her height, or she'll go bananas on you.

- **Traits:** Spunky, smartly dressed, goes for the jugular.
- **Motivation:** Challenge the biggest of the big.



LICORICE PICKLE

A goblin specializing in personal injury, family, and intellectual property law. He's willing to do outlandish things to make a case.

- **Traits:** Sleazy, bends the rules, has a questionable answer for everything.
- **Motivation:** Win a big public case or be on retainer for a crime lord. Whichever comes first.

MARGWAR GNOBBLEBOOT



An aged **TROLL**, well versed in the Toll Codex, and criminal law in general. Out of all the lawyers at Penny, Pickle, & Gnobbleboot, he is the least unscrupulous. However, Gnobbleboot is quite the serious stickler, and won't represent you if he thinks you're guilty. You might as well head to the Underbridge for that kind of tomfoolery.

- **Traits:** Principled, humorless, clears his throat incessantly.
- **Motivation:** To be the consummate professional and eliminate "funny business" wherever he can.

FIRST BRIDGE

The main drag in Dunk is built on the oldest and first troll bridge in the Drippy Downs. Legend has it, the great Mumbis Dunkworth built the bridge to connect two villages atop the peaks of the Two Hills, now called Sky Hill and Boulder Hill. As time went on, the bridge became so popular that the city gradually grew on top and around it. First Bridge is the heart of the city, where many of the most important buildings line the bustling Toll Street, like Toll Keep.

LOCATIONS

- Toll Keep (p19)
- The Dunk Constabulary (p20)

SIGHTS AND SOUNDS

1. **TROLL** kids play around the statue of Mumbis Dunkworth, founder of Dunk.
2. A pair of **TROLL** constables collect a toll from a reluctant, grumbling goblin whose only infraction was a sneeze.
3. A town **GUARD** chases away a hooded figure in the midst of painting: "Down with the Toll Tellers!" on the side of a building.
4. A **DWEORG** wearing nothing but a barrel rings a bell, shouts about the End Times and the Serpents of Sarpath.
5. A welkin vendor whistles as they peddle deviled rat eggs and troll whusky.
6. A group of Subterranean Pits and Lairs LLC employees canvass the street with flyers that read: "Join SPL! See the Underworld!"

TOLL KEEP

The tallest building in Dunk, Toll Keep looms over First Bridge like a judge demanding payment. Base of operations to the Grand Toll Teller, Mayor Gram Hamba and the rest of the Toll Tellers, they go about their day-to-day business tallying tolls and enforcing the rules from on high. Recently, Gram Hamba has become restless as he feels his control over the city slowly slipping away.

GRAM HAMBA

A **TROLL** as tall as an oak tree, covered in blue hair, and crowned with spiraling horns, Gram is the Grand Toll Teller. Gram teaches the Toll Codex with gusto. In fact, he'd like everyone to know about it, and is famous for impromptu sermons on the subject of trolling, tolling, and tallying. He is desperate to bring young trolls back to the old ways, and is always working on goofy pitches to make trolling "fun" again.

- **Traits:** Conservative, holier than thou, corny as heck.
- **Motivation:** Keep the traditions of the Toll Tellers alive in a changing world.



QUESTS

MAKE TROLLING FUN AGAIN

The Toll Tellers are all out of ideas to make old **TROLL** culture relevant to the new generation. Gram Hamba will pay 1 pouch of Gold Coins for a marketing plan to get the youth to follow the Toll Codex, and back under bridges where they belong.

THE GOOD OLD DAYS

Gram Hamba doesn't want things to change because if they do, total chaos will consume Dunk and the Drippy Downs! Therefore, Hamba needs to win the mayoral race. Prove once and for all that Grendy Frumbly is behind the local vandalism and earn Hamba's eternal gratitude.

- Grendy Frumbly is not behind the local Anti-Toll Teller vandalism; rather, it's the work of Vicerunt Zoot, Bodimus Harang's campaign manager in Underbridge.
- However, Grendy Frumbly holds secret Anti-Toll Teller meetings in Boulder Hill under the guise of a book club, and is planning a citywide Toll embargo on the days leading up to the election.

THE DUNK CONSTABULARY

The constables of the Dunk Constabulary work closely with the Toll Tellers to keep law and order in the town. However, since the Toll Codex is by all accounts archaic and out of date, only **TROLLS** are allowed to be constables. The few constables on staff are overworked, underpaid, always cranky, and they are greatly outnumbered by the rest of the population.

HEAD CONSTABLE DEEMA BONKWELL



The cranky **TROLL** sheriff of Dunk, constantly bombarded by stacks of paperwork, calls from the Toll Tellers, and disputes from disgruntled citizens from the Underbridge. She does a good job keeping the peace, but is prone to slam doors in people's faces so she can get a moment of peace to herself.

- **Traits:** Cranky, overworked, painfully honest.
- **Motivation:** Secure more constables so she can get some peace herself.



DEPUTY CONSTABLE GLYPH SHMUCKLEBERRY

Deema Bonkwell's right hand **TROLL**, but by the looks of it, he isn't doing a very good job. Over eager and underskilled, Shmuckleberry bumbles through investigations and delicate police work alike. He always seems to be forgetting, missing, or mishandling something, much to Bonkwell's chagrin.

- **Traits:** Well-meaning, sloppy, extremely clumsy.
- **Motivation:** Avoid getting chewed out by the Head Constable.

QUESTS

SERPENTS IN THE SEWER



Deema Bonkwell believes the rumors of snakes in the sewer. After several maintenance workers reported sarpathi sightings, Bonkwell sent in three constables to investigate, but they failed to return. Now Bonkwell wants to send in a rescue party, but she can't afford to send any more constables, what with an election and all. Find the three lost **TROLL** constables in the sewers beneath Dunk.

- **SARPATHI REAVERS** captured the constables. They are searching for their kidnapped soothsayer, a mute sarpathi called Zeal, taken from their temple by Dundlock the **DWEORG**.
- The sarpathi only trade the **TROLLS** for Zeal's location, should the PCs find the **DWEORG** and his "horrible circus." Dundlock has fled his circus and traveled north towards the Yrr'ghgrg.
- **HEROIC TITLE ACHIEVEMENT:** Rescue the captive **TROLLS** by negotiation.
  - ***The Fixer*** ♔. Once every session, gain Advantage when negotiating a trade.

SKY HILL

Sky Hill is the taller, western peak of the Two Hills. It is both an affluent area, home to many of the original **TROLL** families, and the site of natural town parks. The most visible building on the hill is Starwatch, an observatory tower. Technically it's a tourist attraction, but everyone would rather steer clear of the crazy old wizard that lives there. One month out of the year, Sky Hill hosts Dundlock's Traveling Circus and Freak Show.

LOCATIONS

- Overlook Cafe (p21)
- Starwatch (p22)
- Dundlock's Traveling Circus and Freak Show (p23)

SIGHTS AND SOUNDS

1. Three goblin kids dare each other to doorbell ditch the Starwatch observatory.
2. The circus is in town! A boggart clown on a unicycle promotes ticket sales.
3. A **DWEORG** snake charmer mesmerizes a basket of **SINGE VIPERS** with a harmonica.
4. A goblin on stilts changes the oil in a street lamp as a welkin flutters up to hand them a jar of oil.
5. **PIXIES** twinkle over a trash bin in the middle of a heated game of tug-o-war.
6. A **TROLL** on crutches lumbers towards a Nork's Noodles Nook, their stomach rumbling.

OVERLOOK CAFE

A homey, picturesque establishment overlooking the beautiful, green vistas south of Dunk. Overlook Cafe was originally the house of Miss Funny Funches, a famous troll known for great home cooking. Seventy years after her passing, Overlook Cafe is still a popular brunch location for tourists and locals alike. The all-troll wait staff is sassy but efficient, and the line cooks sling a mean omelet.

Menu

Silver

- Overlook Omelet: A signature dish made by flash frying a goat's tongue, rolling it in three fluffy vulture eggs, and serving it over a bed of onions boiled in briny tubesteak water. Always has leftovers worth a Normal Ration.
- Miss Funches' Runny Bunches of Goats: This over-sized bowl of ground, broiled goat meat is mixed with honey, vinegar, vulture mayonnaise, served with a freshly baked loaf of bonebread, and a peppery, poison ivy dipping sauce, generously dusted with shavings of goat horn. Serves 6 people.
- Chup of Mud: A huge mug (what trolls call a "chup") of piping hot, pitch black coffee infused with bitter faerie glamor. Gain immunity to the **TIRED** Condition for 2 days.
- Ye Olde Toll Rolls: A traditional favorite snack of bridge-tolling trolls. Two bread rolls marbled with cimmanon (a tangy spice obtained from troll bark) tied into a knot, injected with doohagenberry jam and sprinkled with goat yogurt covered raisins. Heal 1d6 Courage.
- Miss Funches' Ye Olde Toll Roll Recipe. Components: **TROLL BARK** + **DOOHAGENBERRY**. Effect: Heal 1d6 Courage.

QUESTS

AN ATTRACTIVE DELIVERY

Darla the waitress would really appreciate it if you delivered a care package to Shrugga the Stomper at Drippy Drop Bridge (p36). The regular courier called in sick and Shrugga is very particular about his meal times. Inside the package are six Ye Olde Toll Rolls, a thermos of Mud, and a twenty egg Overlook Omelet. Darla will part with the recipe for Miss Funches' Ye Olde Toll Rolls for free if Shrugga is pleased with his service.

- The PCs are attacked by a roaming **VULTOR** (L4-B) just as they leave Dunk. It was attracted by the scent of the eggs, and will try to steal the package before it tries to eat a PC.
- Shrugga is very upset if any of his meal is missing. In such a case, he insists the PCs help him with his problems.



STARWATCH

At the peak of Sky Hill is an observatory tower known as Starwatch, home to a reclusive old **TROLL** magician named Obbert Nogwaddle. The tower's massive telescope, visible from even the Underbirdge, is specially designed to view distant stars.

OBBERT NOGWADDLE

A **TROLL** magician with a deep fascination for the stars, the moon, and the mythical Starfolk. These days, people call him a kook and kids treat him like a local boogeyman. His skill with magic is cursory compared to the wizards of old, but Nogwaddle is an accomplished scholar nonetheless who rivals even the most learned gnomes.

- **Traits:** Bookish, loves riddles, mutters excitedly to himself.
- **Motivation:** Uncover the lost history of the Starfolk and other magical mysteries.



QUESTS

IT FELL FROM THE STARS

A few nights ago, Nogwaddle recorded a meteor shower 4 Hexes north of Dunk. Bring him back any **STARFELL SHARDS** from the site and he'll reward you with a *Magic* trinket from his collection.

- A **FELMOG KNIGHT** named The Hammer (L7-C) has come to claim the metal, intent on smithing a new warhammer. The Hammer has quite a reputation for being ruthless and fearsome.
- PCs are rewarded with a random *Magic* trinket (see Magic Items table in the Core Rulebook).

THE STARFOLK

Obbert Nogwaddle shares that long ago, before the Age of Flame, beings called the Starfolk came down from the sky and gifted magic to the world before returning to the stars forever. The first folk of Eem to inherit this magic were called dwelfs, but they've all but disappeared. After years of research, Obbert has come to the conclusion that the ruins of an old, forgotten dwelf temple may be somewhere in the Underlands below the Drippy Downs. If located, Nogwaddle would be forever indebted.

- The lost dwelf ruins are below Hex 9.14, inhabited by sallow, tired-looking creatures. These are the **DWELFS** of yore, but time has robbed them of their grandiosity. Their kind has lived there for as long as they can remember.
  - These **DWELFS** have forgotten everything about their mysterious past, and can't even bear sunlight or starlight, for it makes them inexplicably sad, so they dwell in utter darkness.
- Recently, the sarpathi inhabited part of the ruins and began harassing the **DWELFS**.
- In a deep cavern are the remains of an ancient stone gateway that once led to a distant land—perhaps even the moon by its iconography. A horde of **SARPATHI REAVERS** (L5-G) and a **SARPATHI HIEROPHANT** (L5-C) occupy it now, poking at the faded magic of the place with curious minds. The dwimmer of a Gnome or powerful *Magic* item could perhaps spark it to life once more, opening the gateway to another realm. If Obbert Nogwaddle is brought to this location, he will reactivate the gateway with a *Magic* wand. A shimmering portal of energy crackles to life, and Obbert lets the PCs know that those who enter can never return.
- The **DWELFS** are uncertain if they are worthy to pass through the portal. Suddenly, they remember that this portal leads to their forgotten Moon Sanctuary built to be closer to the memory of the Starfolk. If convinced, Obbert and the **DWELFS** say their goodbyes and walk through the gateway.
- **HEROIC TITLE ACHIEVEMENT:** The **DWELFS** enter the portal returning to their moon sanctuary.
  - ***Guided by Starlight*** ♔. Whenever looking at the stars and moon on a clear night, they seem to twinkle just for the PC as if to give thanks. Heal +2 Courage while camping (with food and rest).

DUNDLOCK'S TRAVELING CIRCUS AND FREAK SHOW

Chock full of strange creatures, critters, and folks, the Dundlock's Traveling Circus and Freak Show comes only once a year to Dunk. Always a popular draw, this year was no different, well, except for the caged three-eyed sarpathi. Keeping such a creature brought so much attention, not least of which from a group of angry sarpathi, that Ringmaster Dundlock fled with his precious captive, while the circus still has another week left in Dunk.

RINGMASTER DUNDLOCK



An enterprising **DWEORG**, Dundlock prides himself on scoring the rarest finds, and his methods certainly aren't noble. Though his traveling show is quite popular, he's made many enemies throughout the Mucklands.

- **Traits:** Blustery, greedy, lies to his mother.
- **Motivation:** Find and capture the next big attraction at any cost, even to himself.



THE INCREDIBLE GANDRILA

A **SPITHRA** acrobat, jongleur, and fixture in the circus ever since it started. She was originally captured by Dundlock but found the circus life bearable, perhaps even enjoyable.

- **Traits:** Captivating, glamorous, wistful for a past life.
- **Motivation:** She hasn't much to smile about, so perhaps she can bring smiles and wonderment to onlookers.

LINDA THE MANTICORE

A captive **MANTICORE** (L4-C) biding her time for revenge against Dundlock. It is only a matter of time before she escapes and returns to the Blunder Bluffs (p371).

- **Traits:** Grim, calculating, full of pent up rage.
- **Motivation:** Freedom and revenge for being locked in captivity.



QUESTS

RUNAWAY RINGMASTER

Ringmaster Dundlock refused to give up the three-eyed sarpathi soothsayer, so he decided to flee, leaving the circus in the lurch for the time being. The Incredible Gandrila worries he's gotten in over his head. Find Dundlock and persuade him to hand over the sarpathi before things get out of hand.

- Dundlock is headed towards Yrr'ghgrg with an ox-drawn cage on wheels. Along the way he'll be beset by **SARPATHI REAVERS**. If the PCs don't intervene, the soothsayer is taken and Dundlock is gravely injured.
- The sarpathi soothsayer knows the location of the Forgotten City. They claim to have spoken to Ehk, and "seen the flesh and bones of reality."
- The soothsayer offers to read the PCs' fortunes. Anyone who agrees must make a Mettle Check: On a success they get a random **BOON**; on a failure they get a random **CURSE** (See Boons and Curses tables in Core Rulebook).

FREE LINDA

Linda the **MANTICORE** does not belong in a cage. Her wings are meant to unfurl, her mane meant to tousle in the winds. That blasted Dundlock tricked her, and now she's nothing more than a curiosity. Free her and let her taste revenge.

- Linda the **MANTICORE** (L4-C) will help the PCs track down Dundlock, but she wants to eat him. Betray Linda and she'll turn against the PCs, no holds barred.
- The lock on the cage is incredibly sturdy. Checks to unlock it suffer Disadvantage.

UNDERBRIDGE

Beneath First Bridge and between the Two Hills is Underbridge, the seedier part of town—at least that's how the Toll Tellers refer to it. While there might be a bit of gang activity in Shadowside, Underbridge is where most of the non-troll residents of Dunk can afford to live. For travelers from abroad, Underbridge is where the working class put up their feet, raise their children, and make their homes. There's a real sense of community here, despite all the political hubbub above.

LOCATIONS

- Catarina's Curses (p24)
- The Dunk Sewers (p25)
- Shadowside (p26)
- Subterranean Pits and Lairs LLC: Dunk Branch (p27)

SIGHTS AND SOUNDS

1. Subterranean Pits and Lairs crews install a giant, glowing SPL sign.
2. **FAERIES** picket and protest outside of Subterranean Pits and Lairs LLC—Dunk Branch.
3. An **IMP** mutters to themself earnestly as they flutter towards Catarina's Curses counting their Gold Coins.
4. An unsavory looking boggle pretends not to look at the PCs and skitters into the shadows.
5. A sewer worker in waders posts a missing person flier, lingering for a moment with a sad look on their face.
6. A wily-eyed **TROLL** hands out Vote for Harang buttons to everyone they can.

CATARINA'S CURSES

A troll **WITCH** named Catarina sells **CURSES** from a hole-in-the-wall near the sewer pipes. All she needs is the name and location of the individual so she can curse them through her crystal ball. She also lifts curses on someone in the flesh for an even heftier price. Of course, she is willing to work out a deal if the PCs have no money but are desperate for her services.

The Curse Menu

All cost Gold, except Curse Reverse.

- Fibber's Collar: Victim cannot tell a lie.
- Honest Folk's Folly: Victim cannot tell the truth.
- Hunchback: Victim's Charm and Inspire suffer -1.
- Cowardice: Victim fears the dark and suffers -3 Maximum Courage.
- Polymorph: Victim turns into a random species.
- Witch's Thrall: Victim is compelled to complete a suggested quest. Results vary wildly.
- Scent of Prey: Victim smells delicious to predatory beasts.
- Coal Heart: Victim becomes humorless, uninspiring, and suffers -1 Vim.
- Curse Reverse: Remove a **CURSE** on someone present. Gold ×2.

CATARINA THE CURSER

A gabby troll **WITCH** with a perpetual stink-eye, Catarina enjoys dabbling in the occult and charging a healthy sum for her services and advice. Years ago, she fell in love with a **DWEORG** named Gyr'Gar (p375) who left her hanging high and dry. She's never forgiven him, but for some reason beyond her understanding, she's never been able to find and curse him through her crystal ball.

- **Traits:** Petty, gossiper, loves a good revenge story.
- **Motivation:** Get revenge on her former lover.



QUESTS

INGREDIENTS FOR CURSES

Catarina curses (or de-curses) for a favor in lieu of Coin. Head to the Riddle Spinney, and acquire a beamkin's bark and a pixie's dust. She recommends the Faerie Market to get what you need.

- The Faerie Market (p32) is difficult to find, and acquiring said items from a vendor at the Faerie Market requires their own quests.

THE DUNK SEWERS

From the First Bridge and the Two Hills, a network of massive pipes leads below the Underbridge, where a sewer system sprawls beneath the earth like a maze. Normally, a team of maintenance workers tend the sewers everyday, but the recent appearance of sarpathi has disrupted waste management, leading to an upsurge in muckmen disturbances. They've already started creeping up the pipes to First Bridge. Meanwhile, the sarpathi have taken hostages: a dozen maintenance workers and three constables (see quest **Serpents in the Sewer** p20).

The sewers are a **RANDOM MAZE**. Random **CREEPERS**: 1: **MUCILLUSKS**, 2: **SQUIDGEONS**, 3: **NUBLINS**, 4: **GUTTERSNAILS**.

FOREMAN BUMGOO

The leader of a crew of city waste management workers. Bumgoo is beside himself with frustration over his kidnapped workers. He and a few comrades are picketing outside the sewer entrance, demanding that the city lets them work again.

- **Traits:** Desperate for answers, salt of the earth, covered in smelly goop.
- **Motivation:** Find his missing workers and get back to keeping Dunk clean.



QUESTS

THE CLEANING CREW

Foreman Bumgoo stops you at the entrance to the sewers. Everyone's worried about the sarpathi, he says, but no one's paying attention to the encroaching **MUCKMEN** sneaking into the sewers the last few weeks. Problem is, none of the maintenance workers have union authorization to enter the sewers. Take this spray gun and canister of chemical dispersants. If you encounter any **MUCKMEN**, use the gun to melt those suckers down.

- The Bumgoo Spray Gun is a ranged weapon that inflicts double Dread to **MUCKMEN** as long as it's loaded with chemical dispersants. After every use roll an ammo Usage Die (1d20): on a 1–2, the chemicals are spent. The canister can be refilled with an alchemical recipe of **ROT VINE** and **BLACKSCAR**.



SHADOWSIDE

Shadowside is always in the shadow of First Bridge and the Two Hills, and is by far the shadiest part of town—pun intended. Rife with gangs and pickpockets, Shadowside is not a district in itself because it only spans a few blocks, but it certainly has character.

The darkened streets are full of gangsters and thieves, and the Dunk Constabulary rarely wastes any time even faking a presence down there.

JIRI THE BLADE

The leader of the Shadowsiders, the Dunk **THIEVES** guild that mainly deals in mugging, cutpursing, and heists. Jiri is renowned for her skill with daggers and her chilling stare.

- **Traits:** Mysterious, cutthroat, hard to impress.
- **Motivation:** Steal from the rich and, oh yeah, steal from the poor too.





MARTEL MUNGOOSE

The **GANGSTER** boss of the Mungoose crime family, Martel once belonged to the Tricky Toe Gang, but ultimately fled Fleabag County and settled down in Dunk. Now he has a highly successful extortion racket as the premier loan shark in town. Martel considers himself no different than the Toll Tellers, they're just doing it legally.

- **Traits:** Bullheaded, self-righteous, always eating sloppily.
- **Motivation:** Put Bodimus Harang in power to cement the Mungoose family's influence in town.

QUESTS

WELCOME TO THE GUILD

Jiri is always looking for up-and-coming Rascals to join the Shadowsiders. Earn yourself a spot in the guild—that is, if you can pass a test. All you have to do is pickpocket the prison keys from Deputy Constable Shmuckleberry (p20) and bring that back to Jiri. She's got a few guildies that need breaking out.

- Shmuckleberry wears his keys on a giant keyring attached to a retractable key chain on his belt loop.
- If the PCs go so far as to break the Shadowsiders out of prison, Jiri rewards them with Shadowsider gear: a black body suit that grants +1 Sneak in settlements.

THE ENFORCERS

To get in good with the Mungoose family, prove your worth first. Martel needs some extra enforcers to collect a few late payments. In exchange, Martel will pull a job in town, no strings attached. Find Odwin Beeze in Shadowside and collect 1 pouch of Copper. Find Deedra Temmin on Sky Hill (p21) and collect 1 pouch of Silver. Find Rocko Lobb on First Bridge (p19) and collect 1 pouch of Gold.

- Odwin Beeze needs to put his four kids through school and can't afford the payment.
- Deedra Temmin immediately runs away. If caught, she explains that she's saving up to pay Catarina (p24) to curse Martel Mungoose.
- Rocko Lobb begs for another day to get the money, but then he leaves town for Hornswoggle Port.

SUBTERRANEAN PITS AND LAIRS LLC: DUNK BRANCH

Subterranean Pits and Lairs has yet to take a stranglehold on the Drippy Downs, and for good reason: the sarpathi menace. The raids put a damper on their operations, and corporate has threatened to kill funding if they can't turn business around soon. That's where Vicerunt Zoot comes in. More of a public relations guru than a dungeoneer, Zoot is secretly manipulating the Dunk election to bolster SPL's future holdings.

VICERUNT ZOOT



A highly respected boggle representative of Subterranean Pits and Lairs LLC. Zoot is interested in transforming Dunk into an SPL town. Specifically, Zoot has handpicked a dark horse candidate for mayor, Bodimus Harang, acting as the puppet master behind the scenes.

- **Traits:** Amiable, schemes behind a smile, sucks on his sharp teeth.
- **Motivation:** Expand Subterranean Pits and Lairs LLC influence to Dunk and the Drippy Downs.



BODIMUS HARANG

A lanky, handsome **TROLL** and dark horse candidate running for mayor of Dunk. By all accounts Bodimus is profoundly "milquetoast" as Mayor Hamba would say. Considered an uninteresting, political moderate, Bodimus is only in the running because of his heritage as a member of the Harang family, who are famous for trolling the Bridge of Hamarung to the distant northwest, the largest structure (let alone bridge) in all of Eem.

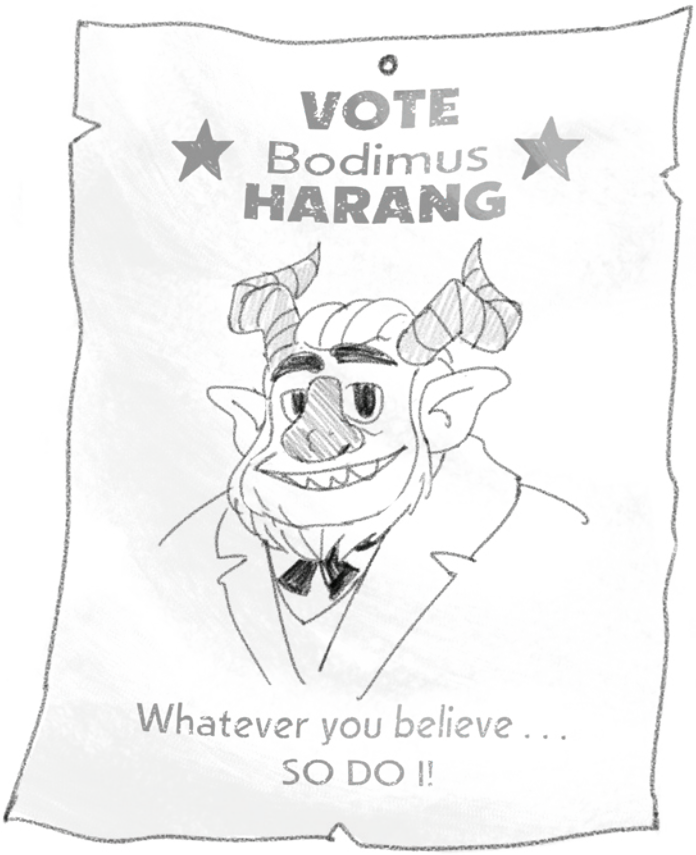
- **Traits:** Vapid, grandstanding, vain.
- **Motivation:** Become the Mayor because Zoot says he's born for the job, and well, he could get used to having power.

QUESTS

SELL OUTS

Vicerunt Zoot is impressed with your exploits and could use the unique talents of some upstanding citizens. Rumor has it there are sarpathi in the sewers and everyone hates sarpathi. Why don't you go down into the sewers, save those kidnapped maintenance workers? And when you're done, make sure to tell everyone that Bodimus Harang sent you. After all, Bodimus Harang is the only candidate you can trust!

- Vicerunt Zoot is really just trying to get a read on the PCs, especially if they are close to uncovering the truth about the fraud Bodimus Harang. Either way, he figures the PCs get killed by sarpathi or they generate some good PR for Harang.
- If the PCs confront Zoot about Harang being a fraud, the boggle gives them a counter offer to keep quiet and work for him. He offers a fortune: 5 pouches of Gold. All they need to do is publicly back Harang (especially if they've gained a reputation in town) and keep their mouths shut.
- If they refuse, Zoot sends Martel Mungoose's thugs after the PCs.



Yrr'ghgrg

Hex 7.12. Pronounced YUR-guh-gurg—roughly translated to "hilly waypoint"—this **DWEORG** camp is home to the Over-Dweorgs. At any point, the camp is packed to the gills with wagons, tents, and cages filled with mythic beasts. Since **DWEORGS** are a nomadic people, there is constant turnover of groups and clans, as they begin and end their meandering journeys across and below the world. Constant disagreements and fights over deals and grudges break out, leaving a need for an appointed judge of sorts, called a Krg.

The Krg is almost always an old and wizened **DWEORG** who has accomplished much, but whose life of travel is behind them. The Krg and their attendants, the Over-Dweorgs, are the only ones who live at the camp year round. When a Krg passes judgment, all **DWEORGS** generally listen without question, which often means reparations must be paid from one party to another. For more serious conflicts a Krg will demand a fight to the death, or at worst in the eyes of **DWEORGS**: banishment to the Overlands.

Outsiders are generally unwelcome to Yrr'ghgrg unless they are there to make a serious deal. Looky-loos who just want to browse wares and beasts should expect poor treatment.



WHAT'S GOING ON

- The **DWEORGS** are capturing mythical beasts and magical creatures to sell on the open market.
- **DWEORGS** and the dungeoneering outfits of the Used T'Be Forest are on bad terms. What with all the raids and sabotage.
- Myro the Cartographer is commissioning an expedition to a mysterious ruin at the bottom of Nameless Lake, causing quite the stir.

SIGHTS AND SOUNDS

1. A long queue of people wait for The Krg to make a judgment on their disputes.
2. A **DWEORG** beast tamer tosses a variety of food into large cages covered in tarps.
3. A **SPITHRA** money changer collects goods at a bartering station from a group of filthy travelers.
4. A boisterous adventurer argues with a **DWEORG** about the placement of their tent for the night.
5. A bored **DRATCH** unenthusiastically flips a sign that reads: "Myro's Map Wagon."
6. A mangy **DOGGART** growls and barks at the PCs as they pass the shabby tent of a scowling old wug.

RUMORS

- Myro the Cartographer sells old maps to forgotten places in the Drippy Downs.
- The Over Dweorgs are searching for a secret Subterranean Pits and Lairs LLC lab, said to be home to a rare breed of **MUSHRUM**. They say it can sniff out precious metals and gems better than any gelatinous goo.
- **DWEORGS** are mind-controlling local beasts, forcing them to toil away in the Underland crystal mines, just beneath the camp.

OUTBOUND RUMORS

- Unassailable Co. in the Used T'Be Forest is Dundurg's biggest client. They are buying magical beasts as quickly as they can be captured, but won't say why.
- A group of hunters has gone missing after an expedition to the north of the region. Among them was a loremaster with a book of mythic critters.
- A recent **DWEORG** clan's attempted capture of the **GWARGLEBEAST** at Doomnozzle went horribly awry. Many of them have gone missing.
- Mundra Mundred the Krg has placed a bounty on the head of a **KOBOLD** called Kleo Soothsoul for stealing a *Magic* item from her family. Kleo was last seen around Azimuth Outpost.

MUNDRA MUNDRED

The **DWEORG** Krg of the Over-Dweorgs, Mundra negotiates peace agreements between feuding dweorgs and dungeoneers of the Mucklands. She is ancient and highly respected above all other dweorgs in the Drippy Downs.

- **Traits:** Wizened, gravelly voice, thumps staff for effect.
- **Motivation:** Shepherd the Over Dweorgs in times of conflict, and preside over disputes.





DUNDURG THE KORGON-TAMER

A **DWEORG** beast keeper and hunter, feared by all manner of magical creatures. The title "the Korgon-Tamer" comes from Dundurg's taming of Korgon, the great **FUNGHOUL** behemoth who, in years past, ruled over a large swath of the Fungal Jungle. Now, the Korgon is Dundurg's servant, put to work running the beast market.

- **Traits:** Moody, coal-hearted, hates looky-loos.
- **Motivation:** Capture rare, magical beasts and make a hefty profit.

MYRO THE CARTOGRAPHER

A one-legged **DWEORG** mapmaker selling maps of the Underlands for the aspiring delver. Myro isn't much for small talk though, preferring his vast library of maps packed in the back of his wagon. Beware, he owns so many maps he can't keep them all straight and forgets which ones are perilous.

- **Traits:** Extreme hoarder, loves puzzles, forgotten more than most people know.
- **Motivation:** Archive the lost maps of Eem, ushering in a new era of exploration.



QUESTS

THE GREATEST BEAST OF ALL

Dundurg the Korgon-Tamer is hiring hunters to capture the **ETTIN** and in Vorg'Varga Ket (p59), or the notorious Golden **WYVERN** that roams the Highwilds (p44). As a reward, Dundurg offers a critter from his personal zoo: a **QUOB**, **ROODO BIRD**, or **MOOSHWIMBLE**.

THE CITY IN THE LAKE

Myro the Cartographer has a map of a forgotten ruin at the bottom of Nameless Lake (p46), but it is incomplete. Find a way to the bottom of the lake and finish the map.

- The ruins are home to unfriendly **SCUMSEERS**. They are dismantling the place piece by piece and mucking the waters.
- The **SCUMSEERS** are in constant war with **SARPATHI REAVERS** who encroach upon the ruins. They have gathered up all treasure they could find and amassed an Ancient Hoard (+2), which they guard in the center of the ruins.

AN HONEST JUDGMENT

Mundra Mundred is stuck with a most difficult judgment. Two groups, the Dweorgs of Deepwake and the Goos of Granitefoot both claim Coldar Cavern (Hex 11.11) to the east of Yrr'ghgrg as theirs. Both claims are legitimate, but if the judgment isn't fair, the two groups will go to war. Help Mundra find common ground.

- The Dweorgs of Deepwake claim Coldar Cavern as their ancestral home. There is actually a newly discovered marker that supports their claim: a Grand Krg seal. According to custom, the hammer and bell seal grants ownership of a place forever.
- The Goos of Granite claim their cavern as their rightful property. They hold a copy of Doria Deepwake's Will, which awards ownership to the Goos.
- Should both parties agree to terms, Mundra offers the Krg Stamp, which grants +1 to Parley with any **DWEORG**.

Sites

The Crossroads

Hex 5.8. The last stop between the Mucklands and the Grimdingle, the Crossroads represent a little taste of how the world used to be. At its center is a tall, leafless tree trunk with dozens of directional signs. Each lists settlements and points of interest frequented by travelers. Originally built as a marker for the once bustling trade road that connected the Mucklands with the Middle-Route Run, the Crossroads are now in a state of disrepair.

Nowadays, only the most prepared adventurers dare venture into Grimly Wood, let alone survive the forest along the Middle-Route Run. The surrounding landscape teems with **BANDITS**. Despite the dangers, there's a certain charm that comes with all those signs pointing this way and that—untold opportunity and high adventure!

WHAT'S GOING ON

- **GLOOM** ebbs like a tide from the misty forest floor of Grimly Wood.
- The bogril Bulwarks have shut down the Crossroads leading into the forest, fearing the **GLOOM**.
- The most powerful **BANDIT** queen of the Middle-Route Run has died, resulting in a wake of destruction and infighting dubbed the Bandit Wars. **BANDITS** are dispersing to the south from the westlands, many making their way into the northern Drippy Downs, while others disappear without a trace in Grimly Wood.

SIGHTS AND SOUNDS

1. A lost bugbear can't seem to find the way to Dunk.
2. A caravan of miners silently rolls into Grimly Wood.
3. A thirsty **BANDIT** begs for a drink, but won't accept water.
4. The pet **CATTYPILLAR** of a shrym traveler is stuck at the top of the Crossroads signpost.
5. A strong wind blows through, kicking up dust, causing the signpost to creak and sway.
6. A team of boggles freshen up signs with new paint.

RUMORS

- Ever since the **GLOOM** started emerging from Grimly Wood, **GHOSTS** have haunted the Crossroads and Whisperdale Meadow.
- Rumor has it that the Bandit Queen of the north has died, and the ensuing conflict has dispersed hundreds and hundreds of scoundrels into the Mucklands.
- A Bulwark commander at the Crossroads is woefully understaffed and needs help maintaining safety.

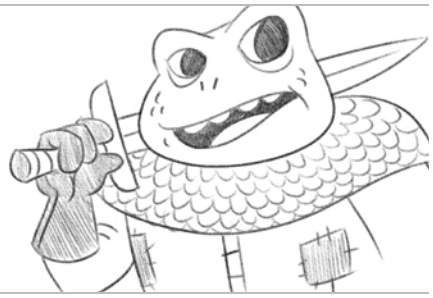
OUTBOUND RUMORS

- Whisperdale Meadow is haunted, some say by the **GHOSTS** of restless warriors. They terrorize anyone who passes through.
- A **VAMPIRE** is said to live in a castle at Trollridge. Some say he is a benevolent king.
- The Sounder Hills contain treasure troves of loot stolen from travelers by **BANDITS** and **ETTINS**.
- A gigantic **SKROKWING** is attacking travelers in the Used T'Be Forest along the Great Slog.

COMMANDER NARLIN ZEPPA

A knobby, hard-nosed bogril Bulwark paladin that guards the way into Grimly Wood. Narlin fears the **GLOOM** presents a powerful risk to travelers, not to mention a threat to the Mucklands as a whole.

- **Traits:** Superstitious, fears the days to come, always refers to "the old days."
- **Motivation:** Protect the Muckland inhabitants from any threat.





WEYLAN WAFTWING

A welkin working closely with Commander Zeppa as a freelance Bulwark Scout. Weylan's ability to fly and keep an eye on things helps Narlin know when trouble is about. Weylan also waylays adventurers who ignore the warnings to stay out of Grimly Wood.

- **Traits:** Cheery, vigilant, loves playful ribbing.
- **Motivation:** Keep travelers out of Grimly Wood.

PIP AND KIP DUNNEM

A boggart sister and brother duo. They joined the Bulwarks after their village was destroyed by sarpathi. They've got no shortage of enthusiasm, but are greener than the rolling hills.

- **Traits:** Enthusiastic, inexperienced, always bickering.
- **Motivation:** Protect the Drippy Downs from the sarpathi.



QUESTS

AN EXPLOSIVE SOLUTION

Commander Narlin has an idea to get these infernal **BANDITS** out of the area, and it rhymes with "bye-namite." He and Weylan just confiscated a few crates of explosives, and they're itching to use them. Teach the Tricky Toe Gang a lesson and blow up their nearby hideout at the edge of Grimly Wood while they're away.

A NIGHT IN GRIMLY WOOD

Commander Narlin has lost more new recruits than he can count, all of them scared stupid by the eerie, cold fog. He's looking for stalwart adventurers to help Pip and Kip brave a night in Grimly Wood, and teach them true courage.

- At night, swirling **GLOOM** and a group of menacing **WEORGS** (L2-B, 1×L4-C) accost the PCs' camp. Narlin only rewards the PCs with a *Magnificent* Bulwark shield if Pip and Kip last the night and don't flee.

THE ORPHAN ROBBERS

Scout Waftwing reports a Sheemee Cantoonie's wagon broke down somewhere after the Sounder Hills. Commander Narlin requests aid to get the goblin philanthropist's wagon full of clothes, books, and medicine for the Rascalton Orphanage back on its way.

- Upon arrival, Sheemee is nowhere to be found, just a broken wagon, and a lonely wheel filled with arrows. A cow called Gus standing by the roadside saw the whole thing.
- Tricky Toe Gangsters kidnapped Sheemee and took the donations. Their hideout, according to Gus, is near the Ruins of Ryloch.

THE SIGN THIEF

Someone stole the road signs of the famous crossroad marker. Commander Narlin is stressed enough as it is without vandalism. Find the culprits and maybe help gather **WURLWOOD** to replace the signs. Weylan believes he saw a hooded figure running towards the Sounder Hills (p380).

- The hooded figure is actually a **SARPATHI REAVER** (L6-C) who is burning the signs for a ritual. If completed, it creates a *Magic* map, which is almost complete when the PCs arrive.
- Map of Mucklands Folklore: Once every session, reveal a rumor about a neaby place in the Mucklands.

THE LOST BADGE

Weylan can't let Commander Narlin know, but he dropped his Bulwark Badge while flying over the Dripdrop Bridge. He thinks it fell into the water, but the **TROLL** there is a stickler for protocol. Find Weylan's lost Bulwark Badge at Drippy Drop Bridge (p36).

- Shrugga the Stomper, a stickler for the laws of the Toll Codex, believes everything in the river belongs to him. He'll only part with the badge if PCs complete the quest **The Vandals** (p36).
- Stealing from Shrugga is certainly not impossible because he has many blind spots as big as he is. But if there's one thing Shrugga likes to stomp, it's hooligans!

The Faerie Market

Bustling with tiny, colorful merchant carts and wagons, all bedazzled with twinkling silks and painted with stars, moons, and shimmering yellow suns. When magic was common and the wings of Faerie Folk glittered at night, the Faerie Market was a place of wonder and enchantment. Located in the Riddle Spinney, the market is filled with strange, rare, enchanted, and sometimes **CURSED** wares, highly prized for their potency. Problem is, **FAERIES** don't deal in coins, they deal in favors. And in the case of the Faerie Market, "favor" translates to "harrowing quest."

FINDING THE MARKET

Located in the Riddle Spinney (p48), the market is only open at midnight and never in the same place twice (Search Check with Disadvantage). Every night in the Riddle Spinney, there's a 1-in-12 chance that the Faerie Market appears in the same Hex as the PCs.

WHAT'S THERE

- Dozens of **FAERIE** vendors with small, merchant carts selling potions, Components, *Magic* items, *Relics*, *Magnificent* items, **CURSED** items, and more.
- Talo the Tar lurks in the wilderness, hundreds of yards from the camp.
- Pixie dust and faerie glamor permeate the market. A single night in the market equals three nights elsewhere.

SIGHTS AND SOUNDS

1. A cloud of **PIXIES** dance and buzz a song of welcome.
2. A drunken boggart adventurer is entirely flummoxed as they stumble into the market by chance.
3. An **IMP** flutters in front of a mirror trying on ridiculous hats.
4. A gnome counts a foot high pile of buttons, color coordinating them into jars.
5. A **CENTAUR** with a hot towel over his face, stands outside of a barber's tent getting a mustache trim and a re-shoeing.
6. A wild-eyed **KOBOLD** follows **FAERIES** around with a dustpan and broom, collecting their glittery glamor.

RUMORS

- If you're lucky, some say you can find the Faerie Market in the Riddle Spinney when the clock strikes midnight.
- The Faerie Market is on the run from a one-legged **WITCH** called Talo the Tar.
- A **FAERIE** named Minka has fallen in love with a singing sword named Thandar and keeps him locked up against his will.
- Pixie Pete is in trouble with the other **FAERIES** in the market for going easy on issuing favors for *Magic* items.

PIXIE PETE

Known for his discount deals, **PIXIE** Pete is the most popular vendor in the Faerie Market. But his wheeling and dealing has drawn the ire of everyone else, especially the Faerie Court, who believe he's much too lax.

- **Traits:** Generous, zips around, laughs and claps excitedly.
- **Motivation:** Share magic with the world. Why should Faerie Folk be the only ones who have it?





GWILLA

Member of the Faerie Court who always keeps the interests of Queen Kaleida at heart. She is a shrewd **FAERIE** merchant, and makes sure that all are abiding by the laws of Faerie. Many find her to be a stickler, but Gwilla knows that if power is given to those who do not earn it, there will be trouble.

- **Traits:** Fuddy-duddy, writes in her ledger, sighs deeply.
- **Motivation:** Uphold the laws of Faerie, specifically that a gift always, always has a price.

TALO THE TAR

A hateful **WITCH** who wishes to exact terrible revenge upon the Faerie Folk for sending him on a harrowing quest that cost him a leg, all in exchange for a **CURSED** amulet. Talo once had desires to apprentice under the **SORCERER** at the Stone (Used T'Be Forest), but has since become consumed by rage.

- **Traits:** Spiteful, power hungry, rubs his cursed amulet.
- **Motivation:** Make the **FAERIES** pay dearly for tricking him so terribly.



QUESTS

PIXIE PETE'S PROBLEM

Pixie Pete has ruined the reputation of the Faerie Market by being too lax with his trades. The Faerie Court has deemed that Pete must think up a super dangerous and harrowing quest to save himself from being kicked out of the market forever. He is just plum out of ideas though, and needs help brainstorming. The more dangerous the quest, the more wonderful the *Magic* item Pete trades.

- There's only one catch unknown to Pixie Pete: according to Faerie Market law, he has to embark on the quest himself. After presenting the quest idea to the Court and learning of this problem, Pixie Pete only trades the item to the PCs if they accompany him.

THANDAR'S LAMENT

As the PCs examine Minka the faerie's wares, a singing sword named Thandar whispers a sorrowful plea to be freed from its case. Minka will not part with the sword for anything. She's in love!

- If freed, Thandar finds his new wielder worthy after three sessions, and then accepts the PC as his rightful owner, revealing his magic powers.
- *Thandar, the Singing Sword*: +1 Attack, +2 Dread. Thandar can shoot a beam of energy as a ranged Attack. Once every Combat, on a Miss, Thandar sings words of encouragement, granting a reroll.

THE VENGEFUL WARLOCK

Talo the Tar has been made a fool by the **FAERIES** and wants revenge. Gwilla, a Faerie Court member, requests your aid to stop whatever he's plotting.

- Talo the **WITCH** (L1-B) plans to summon a demon from the depths of the Abyss, to destroy the Faerie Market. He only needs one more ingredient to start the ritual: the invisible hair of a **BLYNX**.
- Talo knows the PCs are on to him, and sets up an ambush with the **BLYNX** he's tracking. The **BLYNX** (L5-B) attacks the PCs while Talos lies in wait. He reveals himself once the **BLYNX** has weakened the PCs.

RANDOM QUESTS

Roll 2d6 to generate a Faerie Market quest and reward.

1D6	QUEST	REWARD
1	Bring back some fresh **VOLCANITE** from the volcano on Terror Island to Oom the Sledgehammer.	A **CURSED** item.
2	Minka wants a bone wrestling trophy from the **ETTINS** at Ettin Horn.	Pouch of Gold Coins.
3	Akrat Steej the **KOBOLD** trickster wants a **SNAGBUNNY TOOTH**, only found deep in their warrens on the edge of Grimly Wood.	A favor.
4	Bring back some fresh **RIVERGOLD** from River Country to Oom the Sledgehammer.	A *Magnificent* item.
5	Gwilla wants **HUMONGOOSE** droppings from Skroknest Mountain.	Five random Components.
6	Akrat Steej the **KOBOLD** trickster wants a **ZOMBIE BARNACLE** from the depths of Scalawag Strand.	A random *Magic* item.

The Old Place

Hex 17.19. A notorious bartering hub where rogues of all sorts trade with each other, safe from the law. Founded by the famed outlaw Big Shem Teegus (rest his soul), the Old Place is a fancified cavern where **THIEVES** hide and peddle their loot. The place overlooks Franny's Fall, a waterfall that drains into a sinkhole called Cord's Cave. Lamps hang from brass rings nailed into the cavern walls. Etched into a great square stone at the center of the hideout are Big Shem Teegus's Rules.

BIG SHEM TEEGUS'S RULES FOR THE OLD PLACE

1. Lay low or get low. No fighting or else!
2. What's yers is yers is yers. No stealing or else!
3. What's mine is mine is mine. No stealing or else!
4. If yer wantin' what's mine to be yers. Offer fair or else!

Few break the rules for fear that the Big Teegus gang, mostly old timers who are still in charge, will toss the offenders over Franny's Fall to their certain demise.

SIGHTS AND SOUNDS

1. A rickety wooden sign with chipped paint reads: "Mind the Rules, or Else!"
2. A squinty-eyed **MERCENARY** picks their teeth with a long knife, never taking their eyes off of the PCs.
3. A boggart rascal yelps when an oversized mouse trap snaps his foot.
4. A shrym with blacked out goggles opens their coat to reveal gilded baubles: hair brushes, tooth brushes, mirrors, combs, and razors. All for sale.
5. Three stone-faced **YOWLJACKS** deal a game of Rascal Rummy, motioning for one of the PCs to join.
6. A goblin wearing weorg skins drops a bundle of hides onto a table in front of a large boggart with a monocle. "How much?" says the goblin.

RUMORS

- Someone is booby trapping the Old Place in order to take out the Big Teegus Gang.
- There's a huge treasure hoard in Cord's Cave at the bottom of Franny's Fall.
- The thieving **FELMOG KNIGHT**, Lady Korsca, is hiding out in the Old Place.
- A **KOBOLD** is searching for a can of Sporg, a tasty food additive that's out of production.

URSA MARGWART

Leader of the aging Big Teegus Gang, Ursa is one of the oldest, orneriest boggarts in the Mucklands. She's got a tight grip on her gang, although there's not one of them under the age of eighty. Despite this, the denizens of the Old Place respect her well enough, and do as they're told.

- **Traits:** Ornery, stern, nostalgic about the old days.
- **Motivation:** Maintain traditions and honor among thieves.





TORREN THE TOADIE

A Nork's Noodle Gang upstart, Torren is the constant butt of jokes at the Old Place. He seemingly takes it in stride, but covets Ursa's position.

- **Traits:** Brash, snarky, can't stop flipping a coin.
- **Motivation:** Take over the Old Place.

GERRICK HEXKEY

A **KOBOLD** that enjoys trading magical favors for the comforts of fine living. More than anything, Hexkey loves a good meal and will do just about anything for a rare can of Sporg.

- **Traits:** Overly confident, laid back, smells of sulfur and hex powder.
- **Motivations:** Keep the Old Place the way it is; life has never been so good.





NANNY FANNERHAUS A.K.A. LADY KORSCA

Nanny's real name is Korsca, but she tries to keep a low profile as a commoner. In reality, she is a **FELMOG KNIGHT** (L4-B) and outcast with a price on her head for stealing a *Magnificent* sword from Outrider Nemic. The sword, however, was lost in a Drippy Down mine, and she doesn't remember where exactly.

- **Traits:** Severe, strangely alluring, skulks in dark corners.
- **Motivation:** Find the *Magnificent* sword and keep a low profile.

QUESTS

"THE HEX IF I KNOW!"

Gerrick Hexkey wants a can of Sporg. There's nothing quite like a skrok egg scrambled in Sporg. Only trouble is, Gerrick has no idea where to get a can of Sporg these days. Bring him a can and he'll grant a favor of hex magic.

- An abandoned factory full of Sporg is in the Used T'Be Forest (p370).

THE FUGITIVE KNIGHT

Lady Korsca is wanted, true, but unjustly. She defeated Outrider Captain Nemic in a duel and won his family's heirloom, a *Magnificent* sword. Ashamed, Nemic claimed she stole the sword. Hounded by bounty hunters, Lady Korsca escaped an ambush, only to lose the sword in one of the mines in the Drippy Downs, but can't recall if it was Vorg'Varga Ket or Vorg'Varga Vek. If she leaves her hideout Outriders will be sure to find her, so she needs you to get the sword for her. Succeed and she'll share valuable rumors from the Felmog Outriders. Rumors that could lead to a fortune.

- The sword fell in Vorg'Varga Ket, but has since been taken by Shog the **ETTIN** (p59).

NEW BLOOD

Torren the Toadie wants the Old Place for himself. The Big Teegus gang are behind the times, out of touch, and not to mention they keep denying Torren's suggestion to open up a Nork's Noodle Nook in the center of the hideout. Convince Ursa and the others to open up a Nork's Noodle Nook, or get rid of Ursa and her gang so Torren can take over. Torren offers free Nork's Noodles for life in return.

THE TREASURE OF CORD'S CAVE

Ursa Margwart and the Big Teegus Gang are in trouble. She knows it, everyone knows it. The only way she can keep the Old Place running as it was meant to is if she can get that treasure from Cord's Cave. With Cord's treasure, Ursa can fix up the Old Place and hire honest, hard working thieves to establish a true Bandit Court and uphold Big T's Rules for generations. Rumor has it Old Cord stole a heap of treasure meant as a gift from the trolls of Dunk to the faeries of Faerie Market. Cord was in the process of divvying up his loot when **WYVERNS** attacked and the treasure fell into Franny's Fall. Find the treasure for Ursa and get a finder's fee: first pick of the loot.

- Cord's Cave is a **RANDOM DUNGEON**. If an Adversary hazard is rolled, there's a 3-in-6 chance that it is **WYVERNS**.

Drippy Drop Bridge

Hex 11.18. A great bridge spanning the Drippy Drop River into the city of Dunk. Operated by none other than Shrugga the Stomper, the most massive **TROLL** in the Mucklands, the bridge enjoys high traffic all year round, and Shrugga never lets a traveler by without paying the toll of Silver.

It's common knowledge in Eem that if you fail to complete a Troll's Errand, you'll be **CURSED** with Bad Luck (see Curses table in Core Rulebook).

SIGHTS AND SOUNDS

1. Two **TROLLS** arm wrestle at a bistro table near Drippy Drop Bridge.
2. A boggle feeds some chickens on a green knoll.
3. A shrym traveler painstakingly counts out the toll for Shrugga the Stomper.
4. A hay cart with a lost wheel and an angry driver are being towed out of the road.
5. A kid runs off with a bucket of paint as roaming town **GUARD** hollers: "Get outta here ya little vandal!"
6. An old woman drops a book on the street, but can't seem to pick it up.

SHRUGGA THE STOMPER

The highest collecting bridge **TROLL** (L10-C) in the Drippy Downs. Shrugga is also a bit of an enforcer for the Toll Tellers, as his tusks are the length of broadswords and his meaty fists the size of wagons. But for all his gruffness, Shrugga's bark is worse than his bite and he reserves any real aggression for dastardly knaves.

- **Traits:** Surly, stickler for rules, loves a good scone.
- **Motivation:** Protect the Codex, lest **TROLL** society collapses.



QUESTS

THE VANDALS

Drippy Drop Bridge was recently vandalized by **TROLL** teenagers. Shrugga the Stomper thinks Grendy Frumbly is behind it. Find the vandals and turn them into the Mayor of Dunk.

- The vandals have a hideout in Trollridge (p382) and were actually paid by a mysterious figure to vandalize the bridge. None of them saw the person's face, but he had a nasally voice.
- Vicerunt Zoot paid the teenagers, knowing that their vandalism would be perceived as the work of Grendy Frumbly.

A BRIDGE TOO FAR

Bridge traffic is slow these days, and Shrugga isn't sure why. He thinks there must be skullduggery at play—and Toll Codex violations, to be sure! But he can't leave his bridge to investigate. Go along the Drippy Drop River (p36), north and south of the bridge, and find out what's happening.

- North of the bridge is a bogril ferryman named Scoot who has set up shop. He charges a pittance to take people across the river, but with all the business he's getting, he's made a fortune.
- South of the bridge is a boggart tycoon named Mr. Zeen who has built a rickety bridge that merchant wagons are using to travel into and out of Dunk. Zeen is also charging less than Shrugga.
- The folk of Drippy Downs who avoid Shrugga's bridge don't see why they should use it when better options are available. Maybe if Shrugga wasn't so mean and scary and charged less, people would use his bridge more.
- Both Scoot and Mr. Zeen refuse to leave unless given a very good reason to. But they are in clear violation of the Toll Codex. For one, Scoot has placed signs all along the river that haven't been approved by the Toll Tellers. Mr. Zeen has a permit, but his bridge was supposed to be built 6 Hexes north, and the construction is certainly not up to code.

Points of Interest

The Snake Shrine

Hex 12.21. A colossal stone structure hewn in the shape of a snake head rising ominously from the ground. Not many remember who built the shrine, or for what purpose, and due to its location next to the perilous Nameless Lake, not many care to investigate.

Despite the secret underground sarpathi population dwelling in the Forgotten City below the shrine, the shrine itself is largely empty as the city cannot be accessed from the shrine. Beyond the rising stairs, and inside the shrine's great chamber, there is a mysterious stone altar with seven sockets, guarded by a giant snake named Ka'rul.

WHAT'S GOING ON

- The sarpathi do not occupy the shrine for fear of drawing too much attention to themselves and their Forgotten City.
- Every seven days the Arch Hierophant Zar'Sharaz secretly prays at the shrine in the dead of night.
- A Lore Check reveals that inside the shrine is the Altar of Ehk, upon which the Seven Eyes of Ehk would be placed to summon the sarpathi god Ehk.

RUMORS

- A giant snake sleeps within the Snake Shrine, wrapped around a strange altar.
- At midnight, a **GHOST** goes in and out of the Snake Shrine.

OLLY HAMHAWK

A bugbear Big Fame Hunter wandering the Mucklands in search of the toughest challenges. She loves nothing more than the thrill of the hunt, just her against the world. But lately, Olly has gotten into a few close scrapes that have made her question going solo.

- **Traits:** Daring, scarred, wild-eyed enthusiasm.
- **Motivation:** Prove her worth and gain the title of Master Hunter.





KA'RUL

An ancient **SARGOG** that was drawn to the Arch Hierophant Zar'Sharaz from the High Wilds. Ka'Rul is now a loyal vassal of the sarpathi. They sleep during the day, guarding the shrine, and hunt at night to feed on local wildlife or hapless travelers. Sometimes the Arch Hierophant brings the great snake a meal of blasphemers.

- **Traits:** Brooding, ruthless, deep gravelly laugh.
- **Motivation:** Guard the Snake Shrine.

QUESTS

SLAY THE SNAKE

The Big Fame Hunter, Olly Hamhawk, has been traveling the Drippy Downs looking for a good hunt, and more than a few times she's gotten in over her head. She recently tracked a giant snake inside the Snake Shrine, but she needs help to take it down. She'll give you each 1 pouch of Silver Coins when the head is returned to Puddle Point (p154).

- The giant snake is the sarpathi guardian, Ka'Rul (**SARGOG** L6-C). If the PCs attack at night, there's a 1-in-6 chance that Arch Hierophant Zar'Sharaz (**SARPATHI HIEROPHANT** L10-C) is there.

The Ghost Town

Hex 5.17. No one remembers the name of this empty town, but everyone tells the same story: at midnight, the old saloon in the center of town fills with lights and festivities. But, when the swinging doors open, the saloon suddenly deadens. The lights vanish and the merriment disappears with no sign of patrons or parties.

WHAT'S GOING ON

- Not a soul can be seen in the daylight hours, but when midnight strikes, the saloon becomes lively from a distance.
- Only entering with coins over one's eyes can one see the raucous **GHOSTS** inside the saloon drinking and partying for all eternity. But every time, without fail, the same horrible tragedy plays out as the sun rises: everyone in the saloon massacred, filled with arrows by unseen assassins.

RUMORS

- The saloon in the old Ghost Town is haunted by a merry band of rascals, or so they say.
- Local faerie legend says to stick two coins over your eyes with honey. The older the coins, the older the **GHOSTS** you'll see.
- In the old Ghost Town saloon, the stakes are high, and you can bet your soul on a hand of Rascal Rummy.

QUICKDRAW MUCKBRIAR

A rascal card player with a sly smile, this ghostly gambler made a name for himself all over the Mucklands before meeting his demise in the Ghost Town. Muckbriar sits at a table, shuffling Rascal Rummy cards and polishing his *Magic* blunderbuss.

- **Traits:** Smug, impish chuckle, fans himself with his hand of cards
- **Motivation:** Lose a game of Rascal Rummy so he can finally retire from being the best.





HOARY VELDEENIE

Leader of the Ghost Town's ghostly rascals, Hoary feels responsible for his crew being stuck in the land of the living. In most cases, Hoary is a larger than life personality who always has a story. But these days, he's tired and anxious to lead his rascals into the next life.

- **Traits:** Sad clown, guilt ridden, yearns for revenge
- **Motivation:** See to it that his loyal rascals find peace.

QUESTS

YOU BET YOUR LIFE

Quickdraw Muckbriar challenges you to a game of Rascal Rummy! Maces high! No jackals! You could win a treasure map and a *Magic* blunderbuss. Only thing is, we deal in souls!

- To enter the game, a PC must bet their soul. If they lose, the PC has a choice of losing 2 Courage or 1 Quest Point permanently.
- If a PC wins, Quickdraw Muckbriar is put to rest forever, and leaves behind a treasure map to an Ancient Hoard located 2 Hexes east under a stone shaped like a shield.
- Inside the hoad is his *Magic* blunderbuss (grants Advantage on Initiative).

NO REST FOR THE DEAD

The ghosts here may seem like they're having fun, but when the sun rises they relive their gruesome deaths again. The rascal leader, Hoary Veldeenie, begs you to avenge their deaths. The rascals were killed by Ulfrex's Hand, a group of **FELMOG KNIGHTS** in service of Lord Ulfrex the Cruel, who mistakenly believed they stole his treasure.

- Ulfrex's Hand is composed of 4 **FELMOG KNIGHTS** (L6-B) who roam the land. The leader of Ulfrex's Hand is General Kaldewar (L6-C), a decorated Knight of the Black Candle who often visits and resupplies at The Stone in the Used T'Be Forest (p354).
- If the PCs avenge the rascals, they are finally put to rest, and the Ghost Town is cleared of its haunting. It becomes a prime location to establish a settlement if the PCs so choose.

The Old Graveyard

Hex 5.13. A small field of ancient headstones atop a rolling hill. Very old and usually avoided, there was once a quiet beauty here, as flowers bloomed and verdant moss grew upon the headstones bearing heroic names like Holdar, Shinara, and Kandor. But without caretakers, the graveyard has been defaced and ransacked by hooligans and thieves, littered with trash and refuse. Worst of all, the most magnificent grave site, the statue of Garo Tandring, a mighty hero gripping a hefty axe and smiling beneath a long, bushy beard, has been toppled.

WHAT'S GOING ON

- Grave robbers have made a mess and disturbed the fallen heroes buried at this site. A few boggle grave robbers are in the middle of digging up treasures buried at Shinara's grave.
- All who enter the Graveyard are immediately **CURSED** by the toppled statue of Garo Tandring (-5 maximum Courage).

RUMORS

- The Old Graveyard was looted by the Knucklebone Bandits.
- The heroes buried in the Old Graveyard are from another age when magic ruled the world. Messing with those graves will curse your whole family!

SHINARA

The **GHOST** (L6-C) of an ancient warrior who, along with her fellow heroes buried at the graveyard, slew a tyrannical dragon that burned the old forest that once covered the Mucklands. Almost no one remembers Shinara, but in her day she was beloved and known for her mighty greatsword and lust for life.

- **Traits:** Angry, melancholy, wistful for her past adventures.
- **Motivation:** Recover her stolen shield that she might rest again.



QUESTS

SHINARA'S WRATH

A great blue apparition of a seven foot tall woman with flowing dark hair wielding a greatsword, rises from the earth and attacks a group of graverobbing boggles.

- The boggles are **THIEVES** (5xL4-G), having just dug up Shinara's grave. They are scrambling to steal the treasures within, tossing the old moldy bones aside.
- If the PCs help the boggles fight off Shinara the **GHOST** (L6-C), they share half their Ancient Hoard.
- If the PCs help Shinara or eventually realize she's been robbed, Shinara implores the PCs to find and return her shield—without it she cannot rest. Grave robbers bearing the crest of the Iron Sun, a Felmog Order, stole it not long ago.
- Shinara's shield is now in the possession of the **BANDITS** at Castle Gannish (p52), specifically Boss Shryke's lieutenant Hobnail Jak.

THE FALLEN HERO

A feeling of despair and shame emanates from the toppled statue of Garo Tandring. A once mighty tribute to a great hero, now desecrated and cracked.

- If the statue is erected again (no easy task as it's incredibly heavy and made of **VOLCANITE** metal), the **CURSE** is lifted from the PCs and the graveyard.
- On a cracked tablet beneath the statue is a riddle: "In my name, warlords claim, but these are blustery lies. The truest form I take is generous and wise."
  - Answer: Courage.
- **HEROIC TITLE ACHIEVEMENT:** Erect the statue and answer the riddle correctly.
  - ***The Spirit of Garo Tandring*** ♔. Gain +1 Courage. Once every session, gain Advantage on a Might Check.

The Obelisk Of Zar

Hex 14.23. The weathered stone obelisk pulses with old world magic. Even the most persistent skeptic feels the hairs on their neck stand up in chilling wonderment. The obelisk itself is unadorned by any symbols or runes, having been eroded away by the passage of time.

The obelisk sits at the center of a circular cloister of similar, yet haphazardly arranged stones piled into low walls. Dark green vines grow everywhere, weaving through and over the walls like skinny green fingers.

WHAT'S GOING ON

- A Felmog fiend called Vaddarak the Witch-Knight has been occupying the obelisk's cloister for weeks with a retinue of **WITCHES**, **CULTISTS**, and servants.
- **TROGGLES**, fearful of the Felmog interlopers, have kept their distance but surround the site waiting for an opportunity to present itself.
- Vaddarak will stop at nothing to activate the obelisk. He believes it can resurrect him once he dies.

RUMORS

- Zar is a place of power that can return the dead to life by reuniting a spirit with the body.
- Only the worthy can unlock the power of the obelisk.
- The local **TROGGLES** watch over the obelisk fiercely.

VADDARAK THE WITCH-KNIGHT

A hundred and thirty year old, dying Felmog Outrider turned **SORCERER** (L9-C), Vaddarak was excommunicated from the Order of the Black Candle by their mighty leader Count Khasadar after being deemed "a mad obsessor." Vaddarak delved too deeply into the foul arts of necromancy searching for a way to cheat death. Following the rumors surrounding the power of the Obelisk, he has made Zar his temporary home, whilst his coven of servants work to decipher the stone's power.

- **Traits:** Vicious, decrepit, constantly wheezes.
- **Motivation:** Achieve immortality at all costs.





XIRMASHA AND VADDARAK'S COVEN

A group of loyal Felmog cultists who serve their master in all things. Among them is Xirmasha (**WITCH** L6-C) who has the most important task of all: watch over Vaddarak's imminent death and capture his spirit before it can escape. The coven consists of four other **WITCHES** (L3-B), and five **CULTISTS** (L2-G).

- **Traits:** Stoic, extremely loyal, merciless.
- **Motivation:** Prevent anyone from disrupting Vaddarak's plans.

QUESTS

THE RESURRECTION

Vaddarak and his retinue have been stationed at the Obelisk for weeks now. Through endless experimentation and sacrifices, they are finally close to discovering how to activate the Obelisk of Zar for Vaddarak's imminent death and resurrection. Soon, the Witch-Knight will wreak havoc upon the world for another lifetime.

- The Obelisk has the power to return the dead to life by reuniting a spirit with the body, but only once and at a price of -1 Vitality to everyone present.
- A set of *Magic* stone tablets can activate the power of the Obelisk, but are lost in the Coral Forest (p306). Otherwise, only the local **TROGGLES** of the Highwilds know an alternative method, which they only share if Vaddarak and his coven (or the Cult of Ekh in the Highwilds p44) are driven out and defeated.
- Reagents to activate the stone without the tablets: **ELDER ROOT**, **BLINKING CAVE-INCHER ICHOR**, blood from four people involved in the ritual.
- **HEROIC TITLE ACHIEVEMENT:** Defeat Vaddarak the Witch-Knight.
  - ***Woe of the Witch-Knight*** ♔. Evil **WITCHES** and **SORCERERS** suffer -1 Defense in the PC's presence.

Ulga's Mine

Hex 5.11. This glittering mine is home to a despicable **DWEORG** miner called Ulga and her labor force of gelatinous goos. Ulga purchased the mine from a goblin tycoon who was done with the place, but Ulga believed its resources remain undiscovered.

In possession of strange magic bells, Ulga has mind-controlled a small army of gelatinous goos to sniff out and mine a fortune of gems and precious metals. All the while, the dweorg sits on her butt munching on snacks and reading bad romance novels.

WHAT'S GOING ON

- Ulga captured gelatinous goos and forced them to sniff out precious minerals under the spell of her magic bells.
- A goo named Moop has partially resisted the spell of the bells, but needs help to escape with all of their goo brethren.

RUMORS

- Gelatinous goos are being forced to work in Ulga's Mine against their will.

ULGA



A **DWEORG** miner who rules over a group of gelatinous goos that sniff out precious gems and minerals for her. Ulga seems complacent and lazy, even cheerful, that she doesn't need to lift a finger with so many loyal goos around.

- **Traits:** Lazy and cruel, hates being inerrupted, twitches when angry.
- **Motivation:** Find a big payday.



NEEDRIK

A **SPITHRA** hired by Ulga to play her magic carillon. Needrik is happy to have a captive audience, as it were. He once played the organ for the King of Munch, and even filled in a spot on the Bogtown Philharmonic! But those days are long gone, and it's nice to be appreciated.

- **Traits:** Attention starved, delusional, lives in the past.
- **Motivation:** Keep his job as a working, paid musician.

MOOP

A gelatinous goo living in Ulga's colony of goos. Moop might be considered the leader of the goos who work for Ulga. Somehow, Moop isn't entirely under Ulga's control. That said, Moop is afraid to challenge her on his own.

- **Traits:** Plucky, hopeful, but frightened.
- **Motivation:** Free themself and the other mind-controlled goos from Ulga's bells.



QUESTS

THE BIG SECRET

A goo named Moop introduces themself and beckons you over. Moop shares that they are keeping a big secret and if you can help them all escape from Ulga, they'll share it.

- The goos are mind-controlled by Ulga's magic carillon, an organ-like instrument with a huge set of 30 ringing bells. Moop, however, has learned to momentarily resist the magic with their strong will if they are far enough away from the bells.
- If the PCs stop or get rid of the bells, the goos have a chance to escape. But Ulga's group of **GUARDVARKS** (L3-B) patrol the mine with a watchful eye, and Needrik is always playing the carillon.
- The carillon bells themselves are massive, made from sturdy copper.
- Moop's big secret is that they already found a massive treasure of gems and gold deep inside the mine. But Moop has been diverting Ulga's attention from the area.

Vorg'varga Vek

Hex 11.14. Toxic fumes permeate outside the cave known as Vorg'Varga Vek ("Cave of Change" in Dweorg Tongue). A strange and noxious ooze bubbles from the deepest cracks below the surface, where **DWEORG** crystal snoopers ruptured a subterranean chamber filled with strange yellow-green ooze.

Soon after, the **DWEORGS** sold the rights to the mine to an expedition of shrym explorers and scientists who wanted to study the odd ooze. Rumor has it, there was some sort of disaster and the shryms disappeared.

Vorg'Varga Vek is deep and requires two days travel to reach the chasm at the bottom. The mine is filled with **MUTANTS**: **QUOBS** with eight limbs, **SLURPWORMS** with fur, and **THORNY BINGLES** as translucent as windows, amongst other oddities.

The lowest chamber is filled with barrels of glowing ooze. A large, bronze automaton, called a sputter-delver, tirelessly moves barrels from one side of the chamber to the other.

WHAT'S GOING ON

- The shrym scientists who bought the mine to study the ooze have all turned into **MUTANTS**, except for Professor Whisk.
- The ooze is the same ooze from the Spill (p126). Years ago, Oilmonger Plastic Factory secretly attempted to remove the toxic material out of Fleabag County to this remote underground area, but the efforts were futile (see quest **Dampening the Glow** p127).
- The ooze is mutagenic. Vitality Check: On a failure, roll on the Mutations table (see Bestiary Vol. 1).

RUMORS

- A team of archaeologists ventured into Vorg'Varga Ket and never returned
- The ooze in Vorg'varga Vek seems similar to the toxic sludge in the Spill.

PROFESSOR WHISK

A shrym archaeologist whose company set out to delve the Drippy Downs. Her team of scientists uncovered something far more dangerous than they realized and now Whisk is alone trying to pick up the pieces of an expedition gone sideways.

- **Traits:** Brilliant, unwilling to leave, stutters.
- **Motivation:** Find her team of scientists and cleanse the toxic ooze.



QUESTS

ORIGIN OF THE OOZE

A shrym dressed in a hazmat suit rushes over to stop anyone from getting too close to the ooze. She introduces herself as Professor Whisk, and she was sent to check on the disappearance of her fellow scientists. Some shadow corporation must have dumped a huge volume of toxic ooze here. Her own company, Archaeological Empiricism, was attempting to seal the ooze in barrels before the team of scientists disappeared, to detoxify it. Whisk is greatly concerned about her coworkers, not to mention the local wildlife! Perhaps the Green Gallivanters would know what to do.

- The nearest Green Gallivanters are at the Last Tree in the Used T'Be Forest (p366). They know that only the purifying magic of a **UNICORN** can detoxify the ooze, turning it to harmless ash.
- The only **UNICORN** in the Drippy Downs is Paldar the Thunderhoof who roams the Riddle Spinney (12+ Exploration Check).

MUTANT MENACE

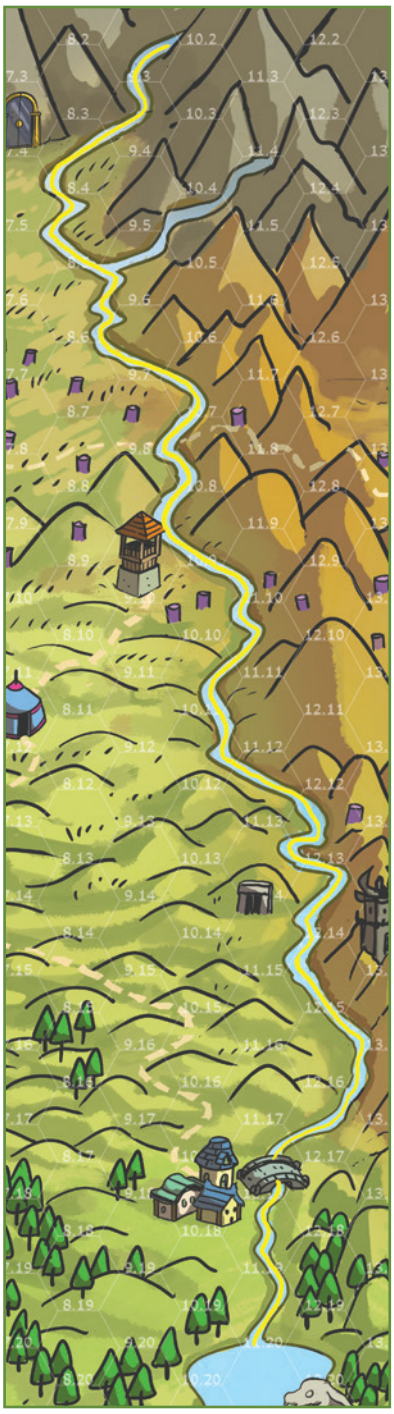
A gigantic mutated, wooly worm creature haunts the mine and blocks the way out. Deal with the monster and clear the way for Professor Whisk, her sputter-delver, and yourselves to escape the mine.

- The **MUTANT** monster (L6-C) is an amalgamation of unfortunate creatures (the shrym scientists, a **CLUNCH DRAGON**, and **QUOB**), stitched together with the faces and limbs of the lost shrym scientists. Not a sight for the faint of heart!
- One could try to Parley with it, as if reasoning with the scientists (Disadvantage), otherwise the **MUTANT** is angry with the world and their plight.

Zones

Drippy Drop River

The longest river in the Mucklands courses the entire length of the Drippy Downs through Nameless Lake and out into the Scalawag Strand. While some parts of the river are serene spots for fishing, changing water levels often make it treacherous.



MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

DRIPPY DROP RIVER	
1	Dweorgs
2	Riversaurs
3	Barbecudas
4	Squidgeons
5	Trolls
6	Scumseers

WHAT'S THERE

- The river is riddled with **TROLL** bridges, which are essential for travelers to cross the dangerous currents. Many charge high tolls and threaten violence if they aren't paid.
- Schools of dangerous **BARBECUDA** and even freshwater **SQUIDGEONS** fill the river.
- A **RIVERSAUR** called Wreck (L7-C) swims up and down the river looking for boats to capsize.
- **DWEORGS** hunt **ROODO BIRDS** nearly to extinction, especially rainbow-tailed roodos whose plumes fetch a high price.
- **SCUMSEERS** are an uncommon but real threat, luring travelers to their watery dooms.

The Highwilds

South of Trollridge lies the Highwilds, a lush green zone of forest hills and mountains, where troggles patrol in colonies, and flocks of wyverns skitter about searching for prey. Aside from perhaps the Nameless Lake, the Highwilds is the most dangerous, untamed zone in all the Drippy Downs.

MODIFIERS

- -2 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

THE HIGHWILDS	
1	Troggles
2	Sarpathi Reavers
3	Dracopillars
4	Wyverns
5	Dweorgs
6	Koogras

WHAT'S THERE

THE HARROWING HILLS

Steep green hills covered in thick forest and underbrush. The area is rife with herbs of all kinds. When Picking Herbs in the Harrowing Hills, PCs roll from the entire Herb Components list instead of just the Drippy Downs region. However, a failure results in a Dangerous or Perilous Encounter.

WILDRUN RIVER

Roaring rapids bisect the Highwilds and Trollridge (p382). Few ever travel from Muckland Harbor into the Highwilds on the Wildrun due to the dangerous waters and even more dangerous beasts that lurk along its winding course: freshwater **SQUIDGEONS**, **BARBECUDAS**, and **LIGHTNING EELS**, not to mention **TROGGLES** that roam along the riverbanks.



RUMORS

- Something in the Highwilds is attacking travelers and bandits alike.
- The Highwilds teems with worshippers of Ekh, the serpent god of the sarpathi.
- A dangerous golden **WYVERN** dwells in the Highwilds, and the Big Fame Hunters would pay a fortune for it!
- An old witch lives at the top of a wurlwood tree in the Highwilds.
- The Gaping Maw, a treacherous cave network in the Highwilds, is thought to be an ancient bugbear tomb, full of treasure.

GRANNY THREETEETH



An ancient gnome hermit living high up in a wurlwood tree. Unlike other gnomes, she cares little for titles and doesn't even wear her gnome hat anymore. Locals mistake her for a witch, but beneath her old, cranky exterior, she cares deeply about the world.

- **Traits:** Hems and haws, shuffles slowly, keeps lots of pets.
- **Motivation:** Watch over the wildlands and keep them from being overrun by fiends.



OKK

A simple **TROGGLE**, Okk is desperate for help but has never communicated with outsiders before. All of his tribe has turned to the dark ways of the sarpathi, and worst of all, his mate Lokka is captured. Okk once considered himself a strong warrior, but he cannot face such evil alone.

- **Traits:** Desperate, brave, less talk more action.
- **Motivation:** Rid the Highwilds of the Cult of Ehk and save his mate Lokka from their clutches.

QUESTS

THE TROUBLE WITH TROGGLES

The **TROGGLES** of the Highwilds have become a serious nuisance for Granny Threeteeth. They have gotten more aggressive and deadly, and now Granny Threeteeth can't even stroll in the wilderness without another run-in. Go be a dear and investigate the root of the problem.

- The encroaching sarpathi have enlisted local troggle tribes into their serpent cult, teaching them foul magic, and using them to find the Eyes of the Ekh.
- Rekk the White-Eye, the most powerful **TROGGLE** warlord in the zone, is fully indoctrinated, and now a hierophant (as **SARPATHI HIEROPHANT**, L6-6). He has even destroyed a kin-tribe that didn't fall in line. Rekk's cave is a **RANDOM DUNGEON**. In the final chamber is Rekk and another **SARPATHI HIEROPHANT** (L8-C).

A TROGGLE IN NEED

Okk the **TROGGLE** approaches cautiously. In broken folk tongue he manages to explain that he comes in peace. His mate Lokka, the leader of his tribe, has been captured by a rival tribe loyal to the sarpathi. His tribe has surrendered to them. Help Okk save his mate!

- The rival tribe, led by an Ekh loyalist called Unda, has a cavern encampment deep in the Highwilds. Lokka is to be sacrificed during a ritual to Ekh.

THE GOLDEN WYVERN

A Big Fame Hunter named Olly Hamhawk (p37) almost got herself killed hunting the Golden **WYVERN**, and is going back to Dunk in shameful defeat. She encourages you to slay the golden **WYVERN**. The dangerous critter lives deep in the Highwilds, but there's a big reward to be had in Puddle Point (p154).

- The Golden **WYVERN** (L10-C) hunts solo in the Highwilds.
- **HEROIC TITLE ACHIEVEMENT:** Defeat the golden **WYVERN**.
  - ***Hero of Highwilds*** ♔. **TROGGLES** of the Highwilds are thankful forever after, providing food and shelter. Additionally, gain Advantage on Parley Checks with hunters of any ilk.



Nameless Lake

A huge placid lake that some say is a mile deep. Nameless Lake is the ancestral home to both the sarpathi and the scumseers. Though the lake is beautiful, superstitions and local legends keep most locals and travelers away. Beneath its calm waters, the ruins of a forgotten city lie untouched for thousands of years.

The real danger are the skirmishes between the sarpathi and scumseers as they vie for control of the lake. Likewise, many report seeing and hearing strange phenomena at night, horrible bloodcurdling sounds and bright flashes of sorcery.



WHAT'S GOING ON

- The Lake is a placid, calm body of water that barely stirs even when touched by the wind off the southern sea. But, deep at the bottom of the lake nearest to the Snake Shrine is a tunnel entrance to the underground ruins of a sarpathi city (p54).
- Scumseers also want the lake ruins as their home, but the sarpathi have the edge, pushing the **SCUMSEERS** towards the west side of the lake, and up towards the surface.

RUMORS

- Felmog Outriders have disappeared while searching Nameless Lake for a lost city.
- There is a cave near the mouth of a giant stone serpent that bears a stairway leading into the water. But beware, the stone serpent is home to sarpathi.
- **SARPATHI REAVERS** and **SCUMSEERS** engage in open warfare on the lake.

JAELA THE RED AXE

A **FELMOG KNIGHT** renowned among Felmog Outriders for her martial prowess. Jaela came to Nameless Lake to discover the truth of the sarpathi. She is disillusioned by her people's desire to control the snake creatures, and believes they should be destroyed. But one Outrider against the might of the sarpathi proved to be folly, and she has found herself wounded and on the brink of death.

- **Traits:** Proud, jaded, bitterly sarcastic.
- **Motivation:** Find the sarpathi lair and destroy them.





UL'KAROPTH

A **SCUMSEER** native to the Nameless Lake. Ul'karopth is desperate for help to turn the tide against the sarpathi. His people, normally hostile to outsiders, have become weak and relegated to the corners of the lake.

- **Traits:** Sycophantic, vengeful, has a heavy lisp.
- **Motivation:** Rid the lake of the sarpathi menace.

MYRGA

A **DWEORG** fisher that risks fishing in the lake despite the danger. Myrga keeps ties to Yrr'ghgrg despite being cast out of **DWEORG** society for losing a property dispute. Her sister is ill with a strange disease called beardfall, which causes hair loss, and the only cure is oil from the rare fish that swim in Nameless Lake.

- **Traits:** Gruff, peg leg, smells like fish.
- **Motivation:** Cure her sister's beardfall sickness.



QUESTS

THE POISONED KNIGHT

A Felmog Outrider named Jaela the Red Axe sits panting against a rock a few hundred yards from the lake. She has been **POISONED** by sarpathi arrows, and will die if she doesn't get an antidote soon. If cured, she offers her eponymous *Magic* red axe.

- If the PCs fail to get her the antidote in time, but still take her axe, they are randonly **CURSED**.
- If the PCs save her, she reveals the entrance to the lost sarpathi city (p54).
- *The Red Axe*: On a 9+ Hit, the target suffers **BLEEDING**. Once every session, the axe can cut through any non-magical material like butter.

SCUMSEER RECLAMATION

A **SCUMSEER** named Ul'karopth comes in peace, beckoning the PCs from the edge of the lake. They ask you to draw out the sarpathi from the lake onto the land, distracting them while the **SCUMSEERS** strike below the depths.

- The PCs must hold out for 10 rounds against a horde of **SARPATHI REAVERS** (L2-G) and three **SARPATHI HIEROPHANTS** (L3-C), or else the **SCUMSEER** force is routed and pushed back to the far corner of the lake.
- If the PCs are successful, not only do they discover the entrance to the sarpathi lair, the leader of the **SCUMSEERS**, Glur'ganus, casts a spell that bestows +1 Courage permanently, but anyone who fails a Mettle Check gains the Flaw: "Take what is mine at all costs."

THE NAMELESS FISH

A **DWEORG** fisher named Myrga offers to pay Silver Coins if you help her catch five Nameless fish, a rare breed unique to the Nameless Lake. She needs enough fish oil to stave off a rare dweorg sickness that's affecting her sister and others in Yrr'ghgrg.

- Each time anyone fails a Fishing Check, a group of **SARPATHI REAVERS** (L2-G) or **SCUMSEERS** (L3-G) attack from the lake.
- Not only does Myrga need the fish, but she needs help delivering the oil to her sister in Yrr'ghgrg because Myrga is an outcast. If any **DWEORG** found out she was doing this, her sister would be cast out as well.

NAMELESS LAKE FISHING TABLE	
1	A fish skeleton.
2	Gargling Tarnip: Oozes sticky black tar as good as glue. 1d6 Usage Die.
3	Blue Blinky: May be kept as a pet. Flashes blue light as an underwater light source.
4	Scumworm: May be kept as a pet. Foot long with a sucker mouth that can attach to a 0 Slot item.
5	Corker Clam: Spits a **BLINDING** squirt of water when squeezed. 1d6 Usage Die.
6	Meal Eel: A fatty, delicious wriggler that feeds +4 people.
7–12	Nameless Fish: Oily and green with medicinal properties used by dweorgs. Cure **TIRED** Condition, if eaten.

The Riddle Spinney

The forest to the southwest of Dunk is home to all manner of Faerie Folk. While the forest has few trees compared to the neighboring Grimly Wood, travelers complain of getting lost in the Riddle Spinney due to walking trees, wily **PIXIES**, and disorienting **WISPS**.

MODIFIERS

- -1 Travel Checks
- +0 Wandering Intruder Chance

WANDERING INTRUDERS

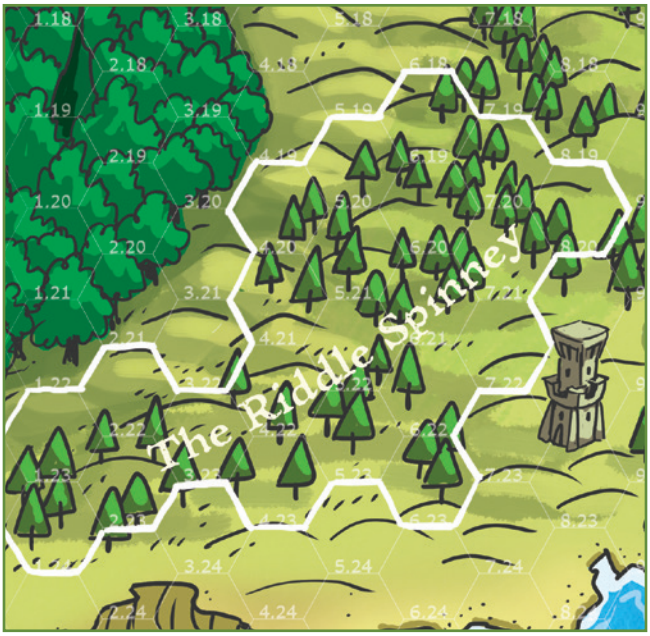
THE RIDDLE SPINNEY	
1	Faeries
2	Kobolds
3	Wisp
4	Pixies
5	Sprites
6	Beamkin

THE FAERIE MARKET

The Riddle Spinney is also home to the Faerie Market (p32). Every midnight in the Zone, there's a 1-in-12 chance the Faerie Market appears in the same Hex as the PCs. Trying to find the Faerie Market purposefully is difficult (Search Check with Disadvantage).

WHAT'S GOING ON

- The **DRYAD** of the Riddle Spinney, a gigantic avatar of nature, is sick and dying. In its weakness it has been corrupted by an evil **HARPY**.
- **BEAMKIN** and other creatures are leaving the Riddle Spinney in droves to escape the **DRYAD'S** illness and corruption.
- The magic of the woods is fading, and Queen Kaleida is intent on uniting the Faerie Folk of the Riddle Spinney with the Faerie Folk of Grimly Wood. She has arranged a marriage between her daughter and a **CENTAUR** prince, convinced such a union will turn the tide.



RUMORS

- The trees in the Riddle Spinney are literally walking away and leaving the forest.
- The forests of the Riddle Spinney are haunted! You can hear heinous moaning and creaking for miles.
- The Queen of the Faerie Court is planning a wedding to unite the Faerie Folk of the Drippy Downs.

QUEEN KALEIDA

The **CENTAUR** ruler of the Riddle Spinney, who sits on a throne of daisies in the Faerie Court (Hex 4.22). Kaleida is intent on protecting the magical traditions by arranging a marriage between her daughter and the **CENTAUR** prince, Null Duskmane, in Grimly Wood.

- **Traits:** Melancholy, but finds puns humorous, impossibly beautiful.
- **Motivation:** Protect the magic of the Faerie Folk.



MARIDELL



A **FAERIE** knight, and right hand to Queen Kaleida. While loyal to the Queen, Maridell will do whatever it takes to keep peace in the land, even if that means defying the Queen's more dubious orders from time to time.

- **Traits:** Strong convictions, lion-hearted, bit of a lone wolf.
- **Motivation:** Keep the peace and prevent threats from creeping into their land.



PRINCESS KALYRA

The daughter of Kaleida, she is an angsty, bored young **CENTAUR** who wishes she could leave the Riddle Spinney and see the rest of Eem. But as a princess, she is duty bound and her impending marriage will cement an alliance between Faerie Folk not seen in ages.

- **Traits:** Rebellious, disinterested, quick to fall in love.
- **Motivation:** Get out of her arranged marriage and see the world.

THE WITHERING DRYAD



A giant nature spirit dwelling in the heart of the Riddle Spinney (Hex 6.21). **DRYADS** are fertile creatures that revitalize and invigorate the surrounding land while they sleep. But the Withering Dryad has become restless, cruel, and unable to sleep. Its groaning and creaking can be heard for miles.

- **Traits:** Slow-talking, treacherous, bends and creaks with rage.
- **Motivation:** Cure itself of a horrible sickness.

QUESTS

THE LEAVING TREES

The **BEAMKIN**, sentient tree folk, are leaving the Riddle Spinney for greener pastures in the Dingledell. If all of them leave, their magic disappears with them and the forest will never be the same. Maridell comes to you in secret, behind the queen's back, and asks you to take care of this problem. Make the **BEAMKIN** stay, by any means necessary.

- The **BEAMKIN** have nearly exited the Mucklands into the Dingledell.
- They only stay if PCs slay the Withering Dryad, which the Faerie Folk refuses to do because the **DRYAD** is like a deity to them.

THE DRYAD'S REQUEST

In the heart of the Riddly Spinney is the Withering Dryad, growing ever more sick and twisted. The creature utters slow, tortured speech. Fetch the following reagents to cure its ailment: a centaur heart, a pound of **PIXIE DUST**, and a **WEIRDING GEM**.

- While the **DRYAD** is, in fact, sick and dying, it is also being manipulated by a **HARPY** called Rendia the Owlbiter, secretly roosted in its antlers. The **HARPY** needs the reagents to turn the dryad once and for all into a corrupted, mindless **HOMUNCULUS**.

TYING THE KNOT

All throughout the Drippy Downs, magic is slowly dying, and the creatures that once dwelled in these sacred lands are fading away. Queen Kaleida believes that the Faerie Folk must strengthen their ties to one another and unite. She has proposed a marriage between her daughter Princess Kalyra and the young **CENTAUR** Prince Null Duskmane of Grimly Wood. But Princess Kalyra wants nothing to do with the brutish **CENTAURS**. Make sure the wedding goes off without a hitch!

- A shipment of goods for the wedding has been stolen by **TROGGLES** near the Highwilds.
- A horde of Duskmane **CENTAURS** plans to crash the wedding and ruin the alliance.
- Princess Kalyra wants the PCs to take her somewhere far far away, perhaps the Quagmash. Doing so puts the PCs at odds with the Faerie Court.
- Princess Kalyra might fall in love with one of the PCs if they demonstrate kindness and bravery.
- **HEROIC TITLE ACHIEVEMENT:** Gain the favor of Queen Kaleida.
  - ***Faerie Friend*** ♔. While in the Drippy Downs, every night at midnight, the *Faerie Friend* and their allies can teleport to the Faerie Market. If an unwanted guest follows the PC, their access might be subsequently denied. The PCs and allies return to their point of origin after five hours.

Whisperdale Meadow

Believed to be enchanted, the meadow of Whisperdale blooms year round, unlike the dry, hot Muckland summers or the frosty Drippy Downs winters. Whisperdale was the site of several legendary battles over the centuries. In the modern Dungeon Era, boggarts and highwaymen avoid the meadow, for fear of vengeful spirits and folk magic.



MODIFIERS

- -1 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

WHISPERDALE MEADOW	
1	Bandits
2	Ghosts
3	Skeletons
4	Weorgs
5	Sorcerer
6	Lich



RUMORS

- Whisperdale, known for its perpetual spring, has begun to wither and die.
- At night, Whisperdale is haunted by the spirits of restless ancient warriors.
- A necromancer lives somewhere in Whisperdale, capturing lost spirits.
- Local **BANDITS** swear that two treasure hunters hid a valuable hoard somewhere in Whisperdale.

OUTBOUND RUMORS

- The river streaming from the Blunder Bluffs leads to a hidden library with a book of powerful sarpathi spells.
- A cave to the east of the Sounder Hills is rich with treasure.
- The Ruins of Ryloch are also haunted by ghostly soldiers.
- The restless **GHOST** of a bogril Bulwark wanders just north of the Ruins of Ryloch in search of Fort Bulwark.

ZAGON THE SPIRIT CATCHER

A necromancer, ancient and decrepit, living in a cave at the foot of the mountains near Whisperdale Meadow (Hex 9.5). He searches for the secret of Whisperdale Meadows' perpetual spring, while writing a history of the ancient battles that took place there.

- **Traits:** Fidgety and preoccupied, collects bones, speaks ominously.
- **Motivation:** Discover the secrets of Whisperdale to become immortal.





FYWAR

An elderly treasure hunter with a crooked nose and toothless smile. Fywar searches the meadow high and low for his missing companion. **GHOSTS** seem to poke their head out at Fywar, but he pays them little attention, only asking if they've seen Paddock.

- **Traits:** Single-minded, crotchety, changes his story all the time.
- **Motivations:** Find his lost companion, Paddock.

QUESTS

ALAS, POOR PADDOCK

An older man called Fywar wanders the Whisperdale Meadows at night with a lantern, talking to **GHOSTS**. He is searching for his adventuring companion, a boggart called Paddock, and could use some help.

- Exploration Check to find the **GHOST** of Paddock. When found, Paddock reveals that he and Fywar were rival treasure hunters. Paddock hid an ancient *Relic* in Whisperdale Meadow, and Fywar wants to know its location.
- Fywar, suddenly uncaring about Paddock, demands the location of the treasure and the two start fighting.
- The *Relic* is hidden at the border of Grimly Wood, but **SNAGBUNNIES** have built a warren around it.

SOLDIERS OF THE GREEN FISH

An army of **GHOST** soldiers meander aimlessly. They have lost their way, and cannot remember their purpose, except that they were once from the city of Ryloch.

- If the PCs find the Banner of the Green Fish at the Ruins of Ryloch (p368), and bring it to the army of ghosts, they remember their purpose: to fight against the Gloom King's army. Long ago they were betrayed by their allies and defeated in a grand battle. Knowledgeable PCs may also recognize them (Lore Check with Disadvantage).
- Enlisting the help of the Green Fish army ensures victory over the spirits of the Gloom King's army raised by Zagon.
- **HEROIC TITLE ACHIEVEMENT:** Enlist the Green Fish army to defeat resurrected Gloom King's army and the **LICH** shadow.
  - ***Herald of the Green Fish*** ♔. Summon the spirit of General Elzaba to participate in a Conflict. Her spirit may only be called in times of great peril, and only three times.

THE SPIRIT CATCHER

The Necromancer, Zagon the Spirit Catcher, calls spirits to him every night. They are restless and angry, but Zagon is determined to discover why Whisperdale Meadow always blooms, so that he may live even longer. Unfortunately, his meddling has caused the flowers to wither and die.

- In his attempt to understand the past, Zagon raised the spirits of the Gloom King's ancient army, and disrupted the spirits of fallen heroes. The fallen men-at-arms still warm the earth with their acts of courage—which explains the perpetual spring.
- If the PCs defeat the malevolent spirits, the fallen heroes rest again.
  - The Gloom King's army is formidable and they are led by the awakened shadow of a **LICH** (L5-C). The army is composed of ghostly **SKELETONS** (L1-G) who can't be harmed by *Mundane* weapons.
  - The fallen heroes can aid the PCs (see Soldiers of the Green Fish).
  - If the PCs attempt to take on the entire army by themselves, they should quickly see that they are outmatched and getting flanked on all sides.

Lairs

Castle Gannish

Hex 8.22. During the height of conflict between the old Middle-Kingdoms and the Felmog, the Order of the Iron Sun successfully marched from the far northern city of Maax to the southernmost Drippy Downs. There, they built Castle Gannish to expand their military might. After years of conflict, and several defeats suffered at the hands of **TROLL** lords, the Iron Sun was forced to abandon their castle and return to the Northlands of Eem.

For years, the castle has been empty, eventually becoming a **BANDIT** hideout. Yet, though the castle has fallen into a state of disrepair, and was looted long ago, much of the Iron Sun heraldry still graces the halls.

RUMORS

- Castle Gannish is home to Knucklebone **BANDITS** that have stolen valuables from all across the region.
- Castle Gannish has a secret hold of armor, weapons, and equipment left behind by the Felmog Order of the Iron Sun.
- A former comedian was kidnapped by **BANDITS** and lives against his will at Castle Gannish.
- Lord Marshal Gannish was a ruthless Felmog Knight whose arrogance doomed him against the trolls.

BOSS SHRYKE

BANDIT (L7-C) and leader of the Knucklebone Bandits at Castle Gannish. Decked out in piecemeal Felmog armor (+2 Block) and armed to the teeth with cruel weapons, Shryke is a formidable scoundrel.

- **Traits:** Cruel, pompous, a generous laugher.
- **Motivation:** Get rich and expand his influence across the southern Drippy Downs.





HOBNAIL JAK

A **DRATCH** brigand with a wild streak, and Boss Shryke's top lieutenant. Little does Shryke know that Jak is skimming off the top and taking some of the best loot for himself, including a *Magic* shield pilfered from the Old Graveyard.

- **Traits:** Loose cannon, brutish, missing most of his teeth.
- **Motivation:** Take as much as he can for himself.

HECKLETOOTH MUCKGINTY

A boggart comedian trapped in servitude at Castle Gannish. If he thought he could flee and live he would, but Muckginty's already tried and failed two times. So, he lives a life of debasement as Boss Shryke's fool, making the bandits laugh at his pratfalls and humiliations.

- **Traits:** Fearful, utterly exhausted, but always hamming it up.
- **Motivation:** Escape Castle Gannish forever.



QUESTS

THE LUCKY BROOCH

A lone boggart named Ketch scouts the castle from the bushes, bow and arrow in hand. Ketch is here to steal back a family heirloom that the **BANDITS** stole from him: a lucky golden brooch. It isn't hard to see he would be clearly outmatched by himself.

- Unfortunately, the brooch is now worn by Boss Shryke himself who hangs out in the throne room surrounded by his lackeys.

THE FOOL THAT FOLLOWS YOU

Heckletooth Muckginty wants out of Castle Gannish, but he's Boss Shryke's favorite fool. When no one is looking, Heckletooth pleads with you to free him.

- He has no shackles or restraints, but the **BANDITS** will fight anyone who tries to rescue Heckletooth.

THE HAUNTED CACHE

Rumor has it that there's a secret cache of Iron Sun *Relics* somewhere in the castle. Boss Shryke and the bandits have searched and searched for the tresure to no avail.

- Little do they know that there's a secret trap door beneath the old throne. But if anyone tries to steal the relics there, they are attacked by the ancient **GHOST** of Lord Marshal Gannish.
- The cache is an Ancient Hoard containing a guaranteed *Relic*.
  - *The Sword of the Iron Sun*: a weapon that glows orange and burns hot (+1 Attack, +3 Dread). On a Critical Hit, the target is **BURNING**. 1 Charge. Spend 1 Charge: Lift the sword aloft and the sword blazes bright, **BLINDING** an Adversary permanently.



LAIR LAYOUT

AREA 1: THE GATEHOUSE

Rickety timbers creak as the wind hits the abandoned gatehouse. Stone effigies of the Iron Sun have been blackened by the soot of fires used by Knucklebone sentries.

- Unlit fire pits are scattered throughout the yard in front of the gate house. A lone sentry stands by at a campfire ready to light them and spot trespassers.
- The gatehouse is backed with bunks for low level Knucklebone initiates that have not yet earned the right to live in the Keep. They play Rascal Rummy and throw knives at an old painting of an Iron Sun noble that hangs above the fireplace.
- A mangy **KOOGRA** sleeps in a stone kennel, chained to an iron post.
- A large store of stolen Rations are piled in the back of the gatehouse getting rained on (5 Normal Rations).

AREA 2: THE KEEP

A structure of solid stone blocks, built to survive the most brutal siege. Fires dance in the windows day and night as Knucklebones celebrate their loot and feast to their heart's delight. A rusty portcullis yawns open like jaws.

- Faded and ragged Iron Sun tapestries hang from the walls, their dour facades glaring at any who haunt their ancient halls.
- A **THORNHAWK** (L2-B) sits perched on a set of antlers crowning a suit of antique Felmog armor. The **THORNHAWK** is blindfolded, but alert.
- The bulk of the Knucklebones treat the inner Keep like their personal playground. Ruffians fight, eat, drink, and sing careless of the outside world.
- Hobnail Jak (**DRATCH** L6-B) broods in the corner of the feasting hall, overlooking the reverie, eating a haunch of meat almost the size of a horse.
- A nameless **GHOST** (L3-G) passes through the halls, totally ignorant of their own identity, searching for their horse.

AREA 3: THRONE ROOM

Despite the castle's old age, the throne room is resplendent. Banners and flags hang from the ceiling and the throne still rests atop a flight of stone-carved stairs.

- Stone statues of Iron Sun knights line the walls. Their eyes seem to follow those who pass by. One of the statues is a stone **GOLEM** (L5-C) that wakes if someone strikes it hard enough.
- Boss Shryke (**BANDIT** L7-C) laughs hysterically at the comedian Heckletooth Muckinty while slouched on the Gannish throne, then cruelly throws a knife at the boggart.
- A pair of Knucklebone **BANDITS** (L6-G) snicker and sharpen their boot knives. A **DOGGART** (L3-B) yips for the Knucklebone bandits' attention, then whimpers when they ignore it.

The Forgotten City

Hex 12.21. Hundreds of years ago, the sarpathi were driven out of the Mucklands, and their numbers retreated from their subterranean city to the deep Underlands and the Shimmering Shar. Now, they have returned and reclaimed their ruined stronghold of stone directly under the Snake Shrine, only accessible from an underwater tunnel in the Nameless Lake.

WHAT'S GOING ON

- The Forgotten City is only accessible through the Nameless Lake (p46). An underwater tunnel leads to a subterranean entrance.
- Zar'Sharaz the Arch Hierophant dwells here, as well the commoners of sarpathi society, those without rank in the Cult of Ehk. As such, a large portion of the Forgotten City is nest homes and spawning pits, where spawn-mothers birth multitudes each month.
- The Forgotten City is highly guarded by **SARPATHI REAVERS** and **HIEROPHANTS**.
- The sarpathi possess an Eye of Ehk, held in the deepest chamber of the Arch Hierophant.

RUMORS

- The Forgotten City of the sarpathi lies somewhere in the Drippy Downs.
- The sarpathi have acquired an Eye of Ehk and will stop at nothing to find the others.
- Sarpathi are born in massive spawning pits, and their numbers will never be thwarted unless the spawn mothers are slain.

ARCH HIEROPHANT ZAR'SHARAZ

The highest ranking **SARPATHI HIEROPHANT** (L10-C) of the Cult of Ehk. With three heads and four arms, and standing nine feet tall, Zar'Sharaz almost appears to be another species.

- **Traits:** Ruthless, devilishly clever, snarls as he speaks.
- **Motivation:** Unite the Eyes of Ehk and summon their god to usher in a new age of sarpathi dominance.





SINDRA'NOTH THE QUEEN MOTHER

The most revered spawn-mother. She has birthed countless sarpathi with auspicious mutations over the centuries. In fact, she is the mother of Arch Hierophant Zar'Sharaz himself. The Queen Mother is shockingly large and bulbous, always full with multiple clutches of eggs.

- **Traits:** Monstrous, covetous, constantly groaning.
- **Motivation:** See a new sarpathi empire filled with her brood.

UZZITH THE THIRD EYE

A three-eyed **SARPATHI HIEROPHANT** (L7-B) with supernatural soothsaying abilities. She is instrumental to the sarpathi's quest for the rest of the Eyes of Ehk.

- **Traits:** Distrustful, observant, cruel to the last.
- **Motivation:** Help her masters find the Eyes of Ehk and prevent dissenters and interlopers from foiling their plan.





IZRATH

SARPATHI REAVER (L6-C) and leader of the Forgotten City guards. He tolerates nothing but ultimate vigilance in the defense of the city and devotion to the Arch Hierophant, and Ehk. Lazy sarpathi and those who make mistakes are fed to the Queen Mother.

- **Traits:** Devout, unforgiving, never sleeps.
- **Motivation:** Protect the remaining sarpathi and their interests, serve the Queen Mother and the Cult of Ehk until glorious death.

LAIR LAYOUT

The Forgotten City is incredibly difficult to infiltrate. Make this clear to the players. Between each level roll a random Trap or Obstacle hazard (see Random Dungeon tables in Core Rulebook).

LEVEL 1: THE ENTRANCE

Only accessible through a hidden passage at the bottom of Nameless Lake, the entrance is lit by dim green torchlight, and carved of wet stone. The area is heavily guarded by a dozen patrolling **SARPATHI REAVERS** (L3-G).

- The **REAVERS** are prepared for **SCUMSEER** attacks, but are not expecting other assaulters.
- Hissing chants and bright firelight carry down the hall to Level 2.
- Just before the Temple Halls, there is a dark passageway in the stone wall leading to the Nest.

LEVEL 2: THE TEMPLE HALLS

The sarpathi are incredibly disciplined and devout. Each day, they worship the god Ekh in the Temple Halls. The commoners arrive in shifts throughout the day, led by **HIEROPHANTS** practicing foul ritual sacrifice.

- In a large light-filled chamber, a **HIEROPHANT** stands on a dais and smashes a green egg in sacrifice, chanting harshly. The massive crowd of sarpathi worshippers watch and hiss in unison.
- From a corridor to The Nest, a **HIEROPHANT** holding a dripping dagger leads a procession of sarpathi in ceremonial white and gold garments, their heads bowed.
- A passageway with descending stone stairs smells musty and foul. This leads to the Spawning Pits.

LEVEL 3: THE NEST

The nest is a dizzying network of stone hallways and branching holes dug out from the earth where families of sarpathi live and feed.

- To progress through the nest, the GM secretly picks a path (right or left), 7 times. And the PCs must guess each time.
  - If they guess correctly 7 out times, they emerge in front of the Arch Hierophant's Chambers.
  - If they guess 5 times, they emerge in the Hierophant's Quarters.
  - If they guess 3 times, they emerge in the Spawning Pits.
  - Anything less and they are met by 2d6 **SARPATHI REAVERS** at a dead end.

LEVEL 4: THE SPAWNING PITS

A vast circular chamber full of pits, filled with eggs and slumbering spawn mothers. Along the high walls of the chamber are balconies where **HIEROPHANTS** oversee the spawning pits (accessed from the Hierophant's Quarters).

- Clutches of green, slimy eggs glisten in the dark, some of them pulsating.
- Sarpathi spawn-mothers nest in pits where they give birth to eggs twice a year.
- Wet sounds of shifting girth stir in the far darkness. It is Sindra'noth the sarpathi spawn-mother, the largest sarpathi in existence. She births weekly.
  - Sindra'noth's long snake body ends in seven writhing tails that produce many eggs (as **SARGOG** L9-C).
- One could climb out of the pit, but it's fifty feet high, and **HIEROPHANTS** are likely to spot anyone, alerting a horde of **SARPATHI REAVERS**.

LEVEL 5: THE HIEROPHANT'S QUARTERS

The **HIEROPHANTS** live lavishly compared to the others. Their dwellings are stone-carved, gilded rooms adorned with religious statues and idols. Uzzith the Third Eye communes with other **HIEROPHANTS** daily; as architects of Ehk's summoning, they plan and strategize alongside the Arch Hierophant.

- Guarded by the best of Izrath's guards (group of **SARPATHI REAVERS** L6-B), the area is incredibly difficult to sneak into.
- Uzzith the Third Eye's quarters emanates a foul incense where she is deep in a trance.
- Beyond the quarters, up a set of winding snake steps, lies the Arch Hierophant's Chambers.

LEVEL 6: THE ARCH HIEROPHANT'S CHAMBERS

At the top of the stair is an ornate stone door with a gilded carving of a ferocious snake with amber eyes. The Arch Hierophant's Chamber is locked at all times. Only Zar'Sharaz, his trusted attendants, and Uzzith, may enter where the Eyes of Ehk reside.

- The chamber is all red stone and gold. It is stark and cold except for a glowing orb that communes with other **HIEROPHANTS** across the Land of Eem.
- On a snake shaped pedestal is an Eye of Ehk called the Blinking Eye (and perhaps more if the Cult of Ehk has acquired more Eyes in the sandbox).
- Zar'Sharaz the **SARPATHI HIEROPHANT** (L10-C) is rarely alone, but relishes solitude. In such moments, he gazes into the Eyes of Ehk, admiring their sublime beauty.
- **HEROIC TITLE ACHIEVEMENT:** Defeat the Arch Hierophant.
  - ***Slayer of the Sarpathi*** ♔. Sarpathi Goons must make a Mettle Check to resist fleeing at the sight of the PC.

The Starfell Mine

Hex 7.4. This mine is barred by a giant door made from precious starfell, so thick and strong not even shrym bombardiers could blast it open. Folks assume the mine is rich with starfell ore, but without a discernible way into the mine, not one knows for certain.

WHAT'S GOING ON

- The door is indestructible and immovable, but a **DWEORG** explorer recently broke into the mine.
- Behind the starfell door is a tunnel that leads to a bizarre place called the Skashic Abyss, a bottomless pit according to goblin lore. Creatures known as the Pox of Skash still dwell within and in the past caused great chaos for goblin civilization.

RUMORS

- The Starfell Mine doesn't have a starfell steel door to keep people out, but to keep something in.
- An explorer disappeared at the Starfell Mine some months ago.

LAIR LAYOUT

LEVEL 1: BEYOND THE STARFELL DOOR

There are tools strewn around the door's locking mechanism and the handle is gone. Where the handle used to be, is a hole the width of a human arm, filled with mechanisms and a skeletal hand jammed in the gears (Tinker Check with Disadvantage).

- Removing the skeleton hand sets off a crushing trap (2d6 Dread).

LEVEL 2: THE CAUSEWAY

Beyond the door is a dark, stone causeway stretching out over a massive chasm like a bridge of solid stone. One cannot see the bottom of the chasm, and the lack of railing definitely doesn't help. Hairline cracks web over the dark stone slabs like black veins. The causeway leads downward into an archway of yet more black stone where there is a faint rattling sound.

- The causeway creaks beneath every step and dusty chunks of stone fall away, clattering into the abyss. If more than one PC attempts to pass the causeway at a time, it starts to crumble beneath their feet.
- On the ground, just before the archway, is the dead body of a one-armed **DWEORG** gripping a golden fork like a trident. In his pocket is a hand drawn map that reads: "Skashic Abyss" with a picture of a golden fork on it, and a poor sketch of some sort of fish creature with gems for eyes. Picking up the golden fork makes it glow yellow, illuminating the area like a torch.

LEVEL 3: THE STONEYARD

Through the archway is an expansive cavern with a floor covered in stones of all sizes. Crying echoes from one of the piles of smaller stones.

- The rustling stones reveal a small creature with bright blue gemlike eyes, hardly the size of a boggle. Like a cross between a fish and a lizard, but walking upright like a boggart.
- A successful Lore Check reveals the creature is a Pox of Skash, or at least that's what the history books call them, mysterious creatures from the deepest parts of the world that once waged war with the goblins. Apparently this one is just a baby.
- The Baby Skash coos and nibbles the finger of anyone who picks it up playfully.
- After an hour, the baby starts crying: it's hungry. Anything the PCs feed the baby doubles its size in a matter of hours.
- At the end of the Stoneyard is a deadend, except for a row of three tiny holes in the wall.
  - Only by inserting the golden fork and twisting it does the mechanical hatch in the floor grind open, causing the stones to funnel violently down a huge spiral staircase to Level 4.

LEVEL 4: DOORWAY TO THE ABYSS

Down the spiral stairs, is a dais that looks carved by hand, inlaid with symbols and glyphs. The dais leads up to a doorway, with an arch socketed by three green gems. In the center of the door is a large, glowing yellow gem.

- Only by approaching the door and deliberately holding up the baby Pox of Skash (with its blue gemmed eyes) to the door's yellow gem does it turn green and open.
- If the PCs spend more than 10 minutes trying to figure out what to do, they are attacked by a group of **CHROMADYTES** (L4-G, 1xL4-C) that emerge from the crystal walls. The eyes of the baby Pox of Skash start glowing.

LEVEL 5: THE SKASHIC ABYSS

It takes two days of travel down the stone hewn stairs to reach the bottom. Bright gems and glow worms light the way at first, but then it becomes completely dark..

- As the PCs begin their last Travel Turn, the air grows warm and thick with volcanic heat. Rivers of lava stream and bubble below them.
- Finally they pass through an archway where it looks like the hinges of a massive golden door still remain, but the rest are gone.

LEVEL 6: THE PEARL CASTLE

A massive pearlescent castle built into the cave walls gleaming in the volcanic light. Massive, pearl doors swing open easily.

- Inside the great halls of the pearl castle is a lone Skash, an adult judging by its size. If the PCs have the baby in plain sight, the Skash runs away momentarily and reappears with a group of its kind.
- They demand the PCs return the child. The Skash want nothing more to do with the surface dwellers. They wish to live in peace.
- They relay their history: "Many years ago the goblins, in their insatiable greed and curiosity, ventured down into our world and stole our relics. When the Skash retaliated, a great war took place that the goblins could not win. So they shut the entrance to the surface world with a mighty door, as if we ever wanted your world in the first place. We belong down here."
- If the PCs return the baby peacefully and without reluctance, the Skash let them keep the golden fork if they still have it. They offer a Skashic chariot to carry the PCs home.
  - Skashic Chariot: Powered by lava poured directly into a side chamber, the chariot carries up to six standing people. The chariot is pearlescent with gold trims, and highly conspicuous. But it's fast. PCs can return to the surface in one day. On roads, the PCs can travel three Hexes every Travel Turn. The lava depletes after 4 sessions of use.
- As the PCs are making their way back up the abyss, a group of Skash plead to take them to the surface. Against the wishes of their people, they want to experience the outside world. If the PCs help them, Skashes become a playable Folk from now on.

SKASH

EXAMPLE NAMES

Orsh, Skael, Zarnim, Nef,
Eya, Lakshi, Skora, Octari

SIZE

Small or Medium

SKILLS

- +1 Lore, +1 Perception, or +1 Search
- -1 Charm, -1 Realms, or -1 Vitality

HOMELAND

The Underlands

PERKS

- **Curious Mind (Culture):** Once every session, PC can reroll a Lore Check.
- **Gemmed Eyes (Ancestry):** A rare trait among Skash, the PC can detect magic.
- **Perfect Undersight (Ancestry):** PC can see clearly in total darkness.

QUIRKS

- **Old Enemies (Culture):** Elderly and learned goblins fear and distrust PC.
- **Light Sensitivity (Ancestry):** PC suffers Disadvantage on Vitality and Might Checks in daylight.



The Gaping Maw

Hex 15.22. Situated to the south of Trollridge is a cave best left avoided. Inhabited by insatiable **CRAG LIZARDS** and **TERRORSAURS**, many a foolhardy adventurer has entered and never returned. Some say a trove of bugbear treasure still lies deep within, and that a mighty **DRAGON** dwells there guarding it, but none have ever dared venture so deep.

RUMORS

- The Gaping Maw is an ancient bugbear burial tomb, with old treasures still locked within.
- The **DRAGON** inside the Gaping Maw has slumbered for hundreds of years.
- The Knucklebone Bandits raided the front tombs in the Gaping Maw some time ago, and now they're empty.



QUESTS

THE BUGBEAR TOMB

Barely anything left of worth or significance remains after years of graverobbing. There is one tomb, however, where valuables still remain. Inside, seven open coffins contain the mummified remains of seven bugbear warriors, each grasping a different weapon, except for one holdinging nothing. His coffin reads: "Armak the Archer, Hero of the Hollow Hill." The corpse looks as if its stiff hands are trying to reach out for something.

- If anyone takes a weapon from one of the bugbear **SKELETONS** (L7-C), it wakes up and attacks. Each subsequent round, another rises to fight.
- If a PC places a bow in Armak's hands, he will look at peace, and then utter in a raspy hiss: "You honor me. Find the one that stole my bow and you may keep it."
- Armak's bow, *The Windstreaker*, was taken by one of the Knucklebone Bandits at Castle Gannish, a **BANDIT** called Hobnail Jak (p52).
  - **HEROIC TITLE ACHIEVEMENT:** Place the bow into Armak's hands.
  - ***The Honorable Archer*** ♔. Gain +1 to Charm and Inspire Checks when Parleying with **WARRIORS**, knights or knightly orders. *The Windstreaker* regains its magic in the PC's hands (+1 Attack, +2 Dread). Once every Combat, shoot 3 arrows at up to 3 different targets.

BEYOND THE TOMBS

The rest of the Gaping Maw is a winding, treacherous dungeon.

- This is a **RANDOM DUNGEON** filled with **CRAG LIZARDS**, **TERRORSAURS**, and **WYVERNS**.
- The last area of the Gaping Maw is always the cavern of the sleeping **DRAGON** Undagar (L10-C). Undagar cares little for the treasure vault, but is extremely hostile if woken up.

Vorg'varga Ket

Hex 14.17. Meaning "Cave of Luster" in dweorg tongue, the beautiful crystals are long since mined out, the mine lying empty for years. Until a big, burly **ETTIN** named Shog showed up. He lords over a pack of ravenous **WEORGS** driven out of the Used T'Be Forest.

WHAT'S GOING ON

- A disgraced **ETTIN** named Shog lives here after losing a wrestling match to an **ETTIN** called Torka the Wrist-bender. He would love to return but his shame prevents him from trying.
- Shog's pack of ravenous **WEORGS** fled the Used T'Be Forest fearing their nemesis, the one they call the Little Tiny Weorg Slayer (Wally Dunkwhiffle).

SHOG

Shog is the weorg alpha, despite being an **ETTIN**. He was once a mighty wrestler at Ettin Horn, but when he lost the monthly wrestling bout to Torka the Wrist-bender in embarrassing fashion, they cast him out to wander aimlessly throughout the Drippy Downs.

- **Traits:** Bitter, blustering, recounts his former wrestling glory.
- **Motivation:** Exact revenge on those who humiliated him.





SNARL

When Snarl the **WEORG** (L5-C) and her pack fled to the Drippy Downs, she never thought she'd lose her status as alpha. But that's exactly what happened when her fellow weorgs took a liking to Shog's blustering ways. Now Snarl is just another weorg in the pack, and she can't stand it.

- **Traits:** Resentful, barks menacingly, speaks through her teeth.
- **Motivation:** Become the alpha once again.

QUESTS

THE SNARLING HAS-BEEN

Snarl, the former alpha **WEORG** (L5-C), wants to reclaim her rightful place as leader of the pack. She needs help ousting Shog though, as she could never best Shog in a fair fight.

- Snarl has already lost respect from her packmates after the weorgs fled the Used T'Be Forest in fear of the Little Tiny Weorg Slayer. She must prove her prowess.

SHOG'S REVENGE

Shog is an angry **ETTIN** (L5-C), bitter about his banishment from the Sounder Hills. He will never return to face Torka unless he has the upper hand. Guarantee his victory and he'll reward you with one of his **WEORGS**.

- Torka the **ETTIN** (L7-C) is a tough wrestler known for his signature move: the Over the Shoulder Boulder Folder, which bent Shog into a pretzel. Torka's weakness is his smug arrogance.
- If Shog returns to Ettin Horn, the others delight in mocking him, even throwing rotten meat in his direction. Shog needs help keeping his composure or else he lashes out with his weorg pack and all hell breaks loose.
- Scrall, the runt **WEORG** (L1-B) would be happy to leave the pack, as she's often bullied and tormented for being small. If Scrall isn't fed well, she runs away. She despises the Little Tiny Weorg Slayer.

CHAPTER 2

FLEABAG COUNTY



FLEABAG COUNTY

A large expanse of soggy mud and fertile farmland, sandwiched between the murky mires of Quagmash and the glittering waterways of River Country. It is not only the agricultural center of the Mucklands, but the seat of industrial power, hosting the largest cities and populations in the entire realm. Smokestacks crowd the narrow streets of Thurf, mountains of clutter mar the horizon in Junktown, and the conflict between criminals and crooked city officials divide the terrorized citizenry in Bogtown.

Rife with corruption and warring gangs, the people struggle to prosper amid incredible wealth and avarice. Farmers and city folk alike can barely protect themselves from ever-expanding government control, industrial demand, and lawless thieves.

Despite all this, the countryside remains quite beautiful, much as it was in the old days. Folk live and work to preserve their homely traditions as best they can, recalling the glory days of the Bogswain, the first bog folk, that ruled in a simpler, nobler time.

CENTRAL CONFLICTS

- The High Magistrate expands his reach by the day, assuming more and more control over the people of Bogtown and Fleabag County.
- The cities overflow with vicious gangsters who extort the already poor locals.
- The factories of Thurf and Junktown spew pollution into the air and riverways completely unchecked.
- The industrial complex recruits common folk as pitiless cogs in a punishing labor force.
- The countryside is constantly under attack from **BANDITS**, **THIEVES**, and **SARPATHI REAVERS**.

SETTLEMENTS

- Beezelburf (p64)
- Bogtown (p72)
- Junktown (p93)
- Munch (p107)
- Thrig (p111)
- Thurf (p113)

SITES

- Fleabag County Fairgrounds (p122)
- Skyreach Inn (p124)

POINTS OF INTEREST

- Spiderfoot Pass (p125)
- The Spill (p126)
- The Wishing Willow (p128)

ZONES

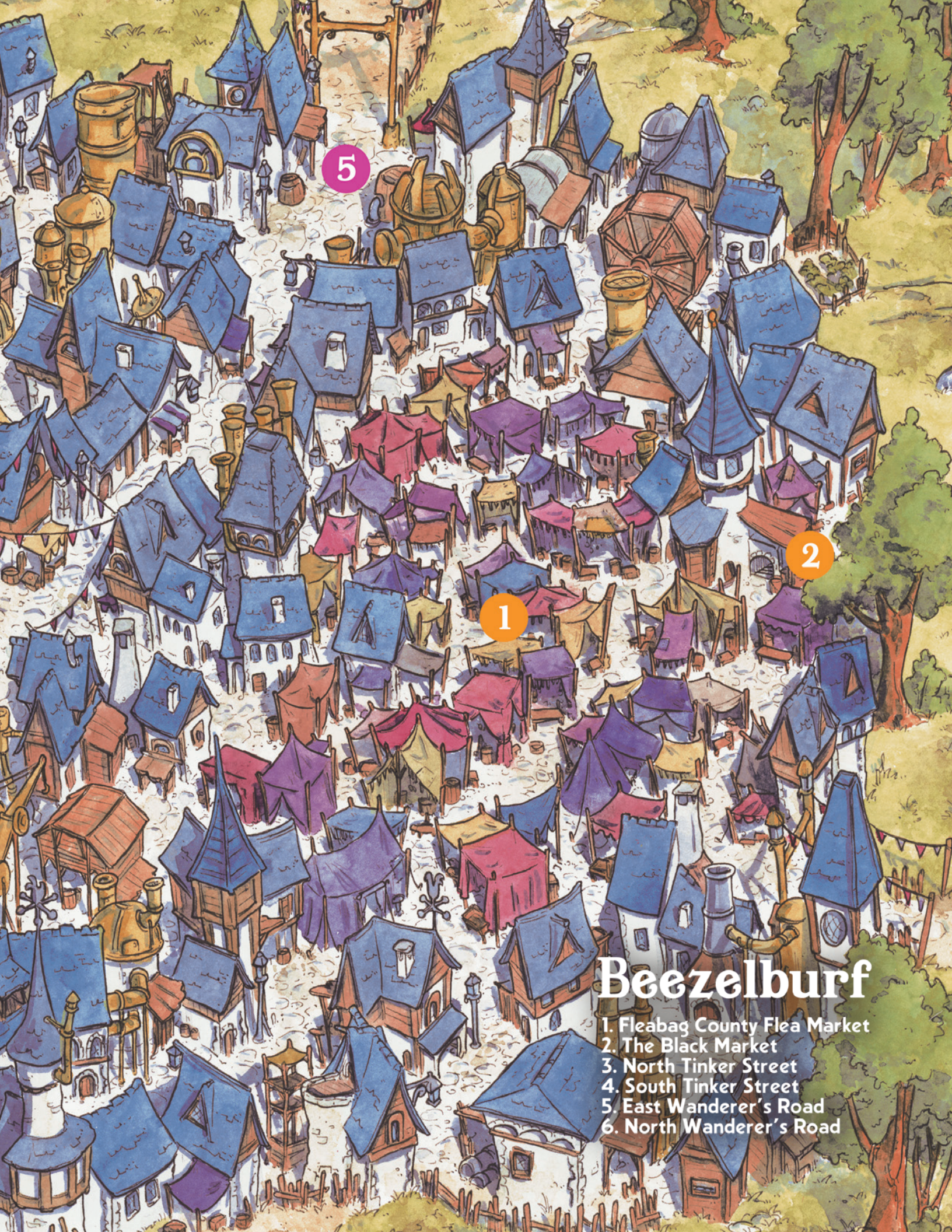
- Blackrill (p129)
- Forlorn Fields (p130)
- The Jagged Hills (p131)
- The Dustwall Mountains (p132)

LAIRS

- The Punkin Patch (p134)
- Red Boot Roadhouse (p135)




3
6
4


5
2
1
Beezelburf
1. Fleabag County Flea Market
2. The Black Market
3. North Tinker Street
4. South Tinker Street
5. East Wanderer's Road
6. North Wanderer's Road

Settlements

Beezelburf

Hex 34.14. A small, bustling town famous for the spectacular Fleabag County Flea Market and an astounding population of inventors. The Fleabag County Flea Market boasts the rarest and strangest goods created by some of the most brilliant and eccentric folk to grace the Mucklands.

Originally a simple farmer's market, Beezelburf came to prominence when some of the first shrym engineers and machinists traveled over the eastern mountains to found a settlement. They displayed their inventions at the market and quickly gained notoriety among the people, especially for their remarkable sputter technology. Eventually, their creations attracted the earliest Dungeon Era entrepreneurs. Though long gone now, these learned shrym sparked a scientific boom, and ever since Beezelburf has been a Mucklands hub for technological innovation.

DISTRICTS

- The Fleabag County Flea Market (p65)
- Tinker Street (p66)
- Wanderer's Road (p69)

WHAT'S GOING ON

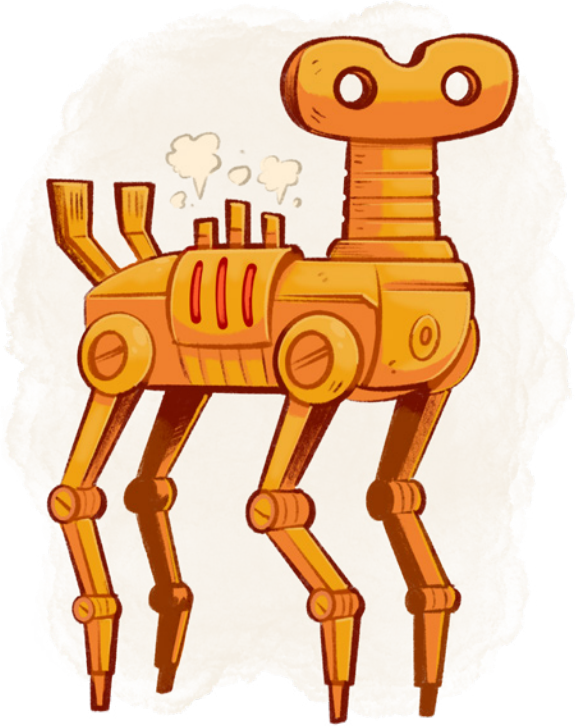
- The Fleabag County Flea Market is celebrating its 100th anniversary with a massive festival and unveiling of the newly completed, fully autonomous, city center—Sputter Park.
- Despite the excitement, a dark cloud hangs over Beezelburf. Inventors are being kidnapped by a disgruntled scientist who calls themself the Watchmaker.
- **SPUTTER-BEASTS** are going haywire after a series of new experimental tweaks turned out to be disastrous.

RUMORS

- Professor Pera Pendle is too ambitious. Some say her new invention, the sputter-heart, is responsible for the sudden surge in malfunctioning **SPUTTER-BEASTS**.
- Inventors are disappearing just days before the Fleabag County Flea Market 100th anniversary in Beezelburf.
- The wild **SPUTTER-HORSE**, Prismatic Pete, is running amok all over the area.

OUTBOUND RUMORS

- A Felmog Outrider called Kero stole Pera Pendle's automatic seed planter. Worse, its core component, a spectramaticus, is so rare in the Mucklands that the machine can't be replaced.
- An old, feeble woman named Belle, in Thrig, is looking for adventurers to help her deliver a special sword.



THE FLEABAG COUNTY FLEA MARKET

Shaded by colorful tents, tarps, and awning cloths, the Flea Market is a bazaar of strange ingredients, reagents, potions, and perhaps even *Magic* items. It is an expensive and delicate place to barter because, after all, offending a witch is dangerous business.

SIGHTS AND SOUNDS

1. A just-**CURSED** boggart runs away screaming holding their completely metal right hand.
2. A **KOBOLD** in rich purple robes smirks as they juggle three eyeballs.
3. A desperate quortle pleads with a fortune teller to help her find love.
4. Two shady boggarts exchange pouches and glare at you for watching.
5. An old woman waves incense sticks as swirls of aromatic smoke fill the area.
6. You could have sworn a tall man was next to you but now all you see is a large radish on the ground.

VENDORS

MYSTIC GROVE

- A kobold warlock named Pak Clamanty sells Herb Components from every region of the Mucklands for Copper.

THE FISHMONGER

- A finfolk witch named Gloogus sells Fish Components from every region of the Mucklands for Copper.

MALVA'S CAULDRON

Potions for Gold.

- Cursebreaker Potion
- Cowl of the Pack Potion
- Ghost Speech Potion
- Hex Powder
- Shadow Walk Potion
- Invisibility Potion

POTENT POTABLES

Potions for Silver.

- Poison Antidote
- Bravery Potion
- Courage Potion
- Invisible Ink
- Lightfoot Potion
- Sniffing Potion
- Strong Potion
- True Aim Potion
- Waking Potion

PENOOMBRA THE BIZARRE

Potions for Gold.

- Arming Potion
- Cantrip Potion
- Charm Potion
- Flight Potion
- Gigantism Potion
- Liquid Fire
- Mask Potion

WYGAN'S WYRD

Sells 5 random *Magic* trinkets for Ancient (see Magic Items table in Core Rulebook).

THE BLACK MARKET

Hidden within the Flea Market is a set of innocuous stone stairs winding down to another level below Beezelburf where the finest illicit and stolen goods are bought and sold everyday.

SIGHTS AND SOUNDS

1. A crooked looking old man raps a cane against a discarded potbelly stove, laughing at the "bong" sound.
2. A pair of **KOBOLDS** converse with a **GHOST** that disappears the moment you see her.
3. Two **WITCHES** play marbles in the dirt. A closer look reveals the marbles are actually eyeballs.
4. A goblin covered in soot squirms out of a chimney, counting a pouch of Copper Coins. He grumbles: "This is only ten! The tab's thirteen!"
5. Little black spiders spill from a barrel as a wug scrambles to collect them again.
6. A shrym with glasses so thick their eyes bug out of their head winds up a **SPUTTER-OWL** that takes wing in a shower of sparks.

THE TOILING TRUFFLE

A bugbear witch named Yata sells alchemy recipes for Gold ×2.

- Cursebreaker Potion Recipe
- Cowl of the Pack Potion Recipe
- Ghost Speech Potion Recipe
- Hex Powder Recipe
- Shadow Walk Potion Recipe

THE DEATH BOTTLER

A hooded warlock who smells of old people and mildew sells dangerous potions and powders for Gold.

- Black Poison
- Green Poison
- Digesting Powder
- Petrification Potion
- Tranquilizing Poison

JIMMY BLACKTEETH

A nervous, smiling boggle with black teeth who's always trying to hurry his customers. Thieves' gear and other nefarious equipment for Gold.

DAGGERHEART DIRGE

An old, toothless pirate that reeks of glog. Deals in stolen *Magic* items for Ancient (3 random *Magic* items and 1 *Relic* in stock).

TINKER STREET

You can find just about any knickknack, doodad, or whatchamahoozit on Tinker Street, which meanders through town in a "C" shape. Dozens and dozens of vendors, inventors, and mechanics ply their trades daily. Specifically, Tinker Street is a breeding ground for newfangled Shrym inventions, sputtertech, and sparkwork items. Some are invented right in Beezelburf while others are imported directly from Shrym.

SIGHTS AND SOUNDS

1. A shrym on a teetering ladder puts up a 100th Anniversary sign that stretches across the street.
2. A boggart wipes away their sweat after catching a wild mechanical sputter-frog with a net.
3. A shrym Knight-Errant riding a sputter-horse trots down the street; clearly showing off.
4. A bogril ladles soup into mugs marked with a smiling frog logo to eager townsfolk.
5. A watchmaker and her daughter hoist a chest filled with brass cogs into a wagon.
6. A steam whistle blares in the distance toward Wanderer's Road.

VENDORS

MAFFEW'S MATS

Buys

- 20 Materials for Copper.

Sells

- 2 Materials for Copper.
- 10 Materials for Silver.
- 20 Materials for Gold.

ORES AND MORE

- Buys 3 Elemental Components for Copper.
- Sells Elemental Components from Fleabag County for Copper and all Elemental Components from other regions for Silver (see Component Locations table in Core Rulebook).

AMAZING INVENTIONS FROM ANOTHER REALM

Gold

- Mark 12 Sputter-pal: A small, mechanical quadruped with 5 Inventory Slots and one command-function, "follow me."
- Docu-dupe 40-B: A unique device developed for corporate offices. Once every session, this handy mechanical pencil can copy any document or handwriting before it.
- Repeating Crossbow: Fires 3 times in a round (3 separate Attacks) but must be reloaded for 2 full rounds to fire again.
- Springheel Boots: Grants Proficiency in Jumping while worn.
- Sputter-Lock 9000: A small mechanical lockpicking aid. +1 to Checks when lockpicking.
- Sputter Hands: Sputter-enhanced gloves that grant +1 to Might Checks. Cannot hold weapons or conventional tools while equipped.
- Lavaproof Suit: A hazmat suit that can withstand incredible heat, keeping the wearer unharmed. Being Defeated tears the suit.

SPARKWORX INDUSTRIES

Gold

- Spark Torch: A no-heat, no-fire torch light. Lasts 4 hours, and must be recharged with a day of sunlight.
- Electric Goggles: Can zoom in on sights up to 300 feet away, and once every session, grants +1 to a Travel Check.
- Spark Recorder: Once every session, record a single, short sound or verbal statement and play it back until the next recording.
- Lightning Module: Attaches to a weapon hilt, granting +1d4 Dread when wielded, but a Critical Miss inflicts 4 Dread to the user.
- Zap Trap: A simple shrym designed electric mine that **STUNS** all Adversaries in Close range for 1 round when triggered.
- Electro-Pan 5000: Spark-work cooking implement that grants +1 to Tinker Checks when cooking.

LOO'S HARDWARE

- Tools and hardware for crafting and repair (see Crafting in Core Rulebook). Copper.
- Has a forge for crafting that grants +1 on Tinker Checks. Free use with purchase of goods, otherwise costs Copper per day.

PROFESSOR PERA PENDLE



Profoundly wealthy, shrym inventor. Professor Pendle makes a fortune selling **SPUTTER-BEASTS** and machines to dungeoneers as she pushes the envelope of innovation. Some lesser inventors may say too far, but Pendle knows better. In fact, she's just created the most sophisticated piece of sputter-engineering ever, the sputter-heart!

- **Traits:** Eager, obsessive, out-of-touch with common folk.
- **Motivation:** Create a fully autonomous artificial intelligence.



ODUS RADLING

A shrym inventor utterly obsessed with recreating his most amazing experiment, the Thinking Cap—a wondrous device that turns the wearer into a certifiable genius. Tragically for Odus, his original River Country floating laboratory was destroyed in an explosion, and the Thinking Cap ended up landing on the head of a wild gator. Odus has searched for the gator ever since.

- **Traits:** Burned out, distracted, pines for his lost inventions.
- **Motivation:** Find or recreate his Thinking Cap invention and get the acclaim he deserves.

JEDEDIAH LONGSTRIDER



A **SPUTTER-BEAST** wrangler and as tough as shryms come. Jed spends his days just outside of Beezelburf, herding malfunctioning sputter-beasts back to town for repairs. Jed thinks sputter-science has gone too far, creating clockwork monsters. Despite this, Jed saddles his favored sputter-mount, Lady Zozo, every day to hit the lonesome range.

- **Traits:** Charmingly stoic, longs for simpler days, deep sonorous voice.
- **Motivation:** Keep sputter-beasts from causing havoc.

QUESTS

THE 100TH ANNIVERSARY

The 100th Anniversary of Beezelburf is finally here, and Professor Pendle could use some help running the celebration. The unveiling of Sputter Park must go off without a hitch!

Roll 3d8 or choose 3 events at the celebration:

1	Local ruffians get into a knock-down-drag-out brawl in the street, knocking over priceless inventions and wares!
2	**GREMLINS** get loose in Sputter Park completely destroying all the copper tubing used in sputter technology. Clear out the gremlins so the crew can replace the tubes.
3	A **NUBLIN** infestation wipes out the food stores. You'll need to cook up enough Nackadonkee tubesteaks to feed an army.
4	A runaway **SPUTTER-BEAST** tears down the 100th Anniversary Sign and starts bucking its hind legs into windows and smashing up vendor carts.
5	Professor Pendle's amazing flying balloon demonstration goes awry and starts to float away. Stop the balloon before she is carried off!
6	The Amazing and Marvelous Automatic Pancake Flipping Machine has a screw loose and is firing off burning hot pancakes like a sputter-cannon. Duck!
7	Tricky Toe **GANGSTERS** spoil the fun for the proprietor of a merry-go-round, threatening to shut them down forever unless they pay up.
8	Little Bonnie Butterbean is missing and her family is worried sick. She was last seen watching the bubble machine; she must be lost in the crowd.

THE MISSING INVENTORS

Inventors are going missing. Professor Pendle thinks she may be next and is looking for strapping, hardy adventurers to protect her, and find out what's going on. There's a rumor that a mad scientist called the Watchmaker out of Bogtown is involved, but no one knows for sure. Find the missing inventors before they miss the 100th Anniversary celebration.

- The Watchmaker has indeed kidnapped the inventors. She keeps them down in the sewers of Bogtown, forcing them to work.
- The Watchmaker's real name is Leez Manadoo, a middle-aged goblin who wasn't invited to the 100th Anniversary party in Beezelburf. She built the original prototype for the modern sputter-heart, but never got her due credit.
- The Watchmaker has the inventors all working around the clock on her masterpiece: a **SPUTTER-DRAGON** (as **SPUTTER-BEAST** L6-C). A monster so mighty, that the citizens of the Mucklands will bow to her brilliance, and once and for all, give her the credit she is due. She plans to unleash it at the 100th Anniversary!
- **HEROIC TITLE ACHIEVEMENT:** Destroy the **SPUTTER-DRAGON**.
  - ***Clockwork Conqueror*** ♔. Once every session, identify a potential weakness in a mechanical device.

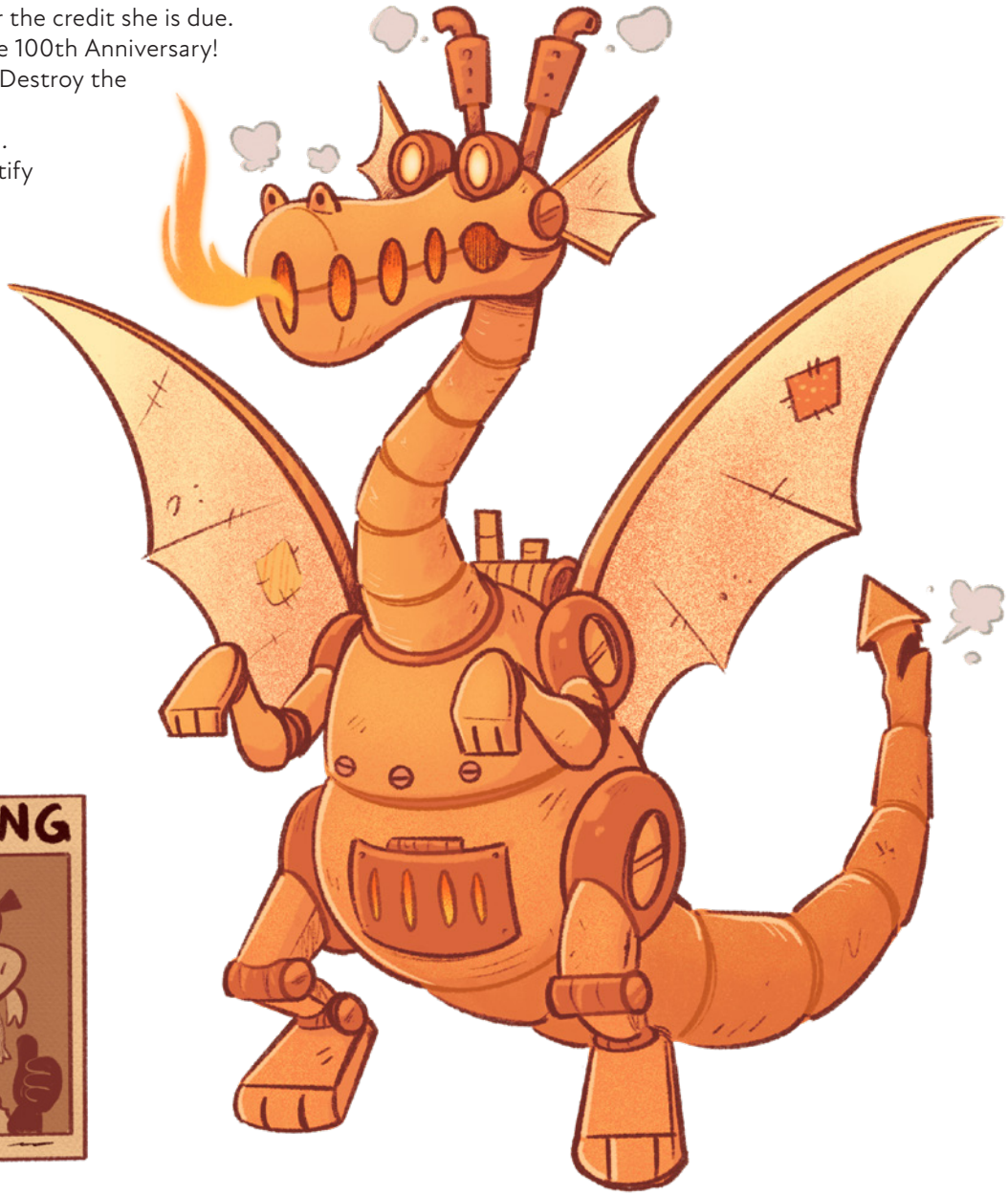
NO ROOM FOR CITY SLICKERS

Jedediah Longstrider has a broken foot and a lot of pressure on him to wrangle the last **SPUTTER-BEASTS** before the big 100th Anniversary celebration. Worst of all, the legendarily fast Prismatic Pete (**SPUTTER-HORSE** L4-B) has gotten the rest of the sputter-horses running wild. Catch Prismatic Pete on the outskirts of Beezelburf and earn 1 pouch of Silver Coins. Jed would also like to find out what's driving the **SPUTTER-BEASTS** crazy.

- Professor Pendle has been modifying **SPUTTER-BEASTS** with her new sputter-heart invention in order to make them more autonomous and not always require winding and maintenance. However, the sputter-heart did a lot more than she anticipated, creating intelligent creatures unhappy with their plight that lash out violently.
- Pendle is aware that her new design is problematic but is loath to shut down her experimental innovations.







WANDERER'S ROAD

The dusty drags of East and North Wanderer's Road criss-cross through the center of town. Shops and vendors sell all manner of items, gear, and even beasts for traveling and adventuring—perfect for anyone just passing through.

SIGHTS AND SOUNDS

1. A beggar rattles a tin cup revealing a grisly scar down the length of their arm.
2. An ornery **ZOZO BIRD** eats the street food right out of a passing adventurer's hands.
3. An antsy, sweaty-palmed merchant is looking to sell their last wares at a bargain and pack up.
4. Children laugh at a puppet show performed by a wug and boggle duo called Hanch & Dunnit.
5. A disgruntled **BOUNTY HUNTER** tries to return a broken crossbow, but the goblin vendor insists all sales are final.
6. Two bugbears wrestle in the street, kicking up dust and knocking over merchant displays.

VENDORS

THE PILGRIM

Run by Dunn Peregrip, a cantankerous, old human, specializing in practical adventuring gear and tools.

- Any *Mundane* tool a PC could want (see Mundane Items table in Core Rulebook)
- Any *Magnificent* tool (Increase price of *Mundane* version by a Coin denomination).

POLECAT'S WEAPON DEPOT

Polecat Cladyburf, a former Copperhat, is the largest purveyor of weapons in the Mucklands and always keeps a stock of finely crafted arms.

- Any *Mundane* weapon a PC could want (see Mundane Items table in Core Rulebook).
- A selection of *Magnificent* weapons (see Magnificent Traits in Core Rulebook).

THE COSTUMIER

Remensa Olgane is a boggart thespian turned merchant always ready to regale her customers with old stories from her traveling troupe days.

- Anything a PC would want in terms of *Mundane* clothes and costumes. Requires a Search Check to find anything on the racks because there's so much.
  - Common/cheap garments: Copper.
  - Uncommon/high-quality garments: Silver.
  - Rare/fine garments: Gold.

ROAD APPLE CAFE

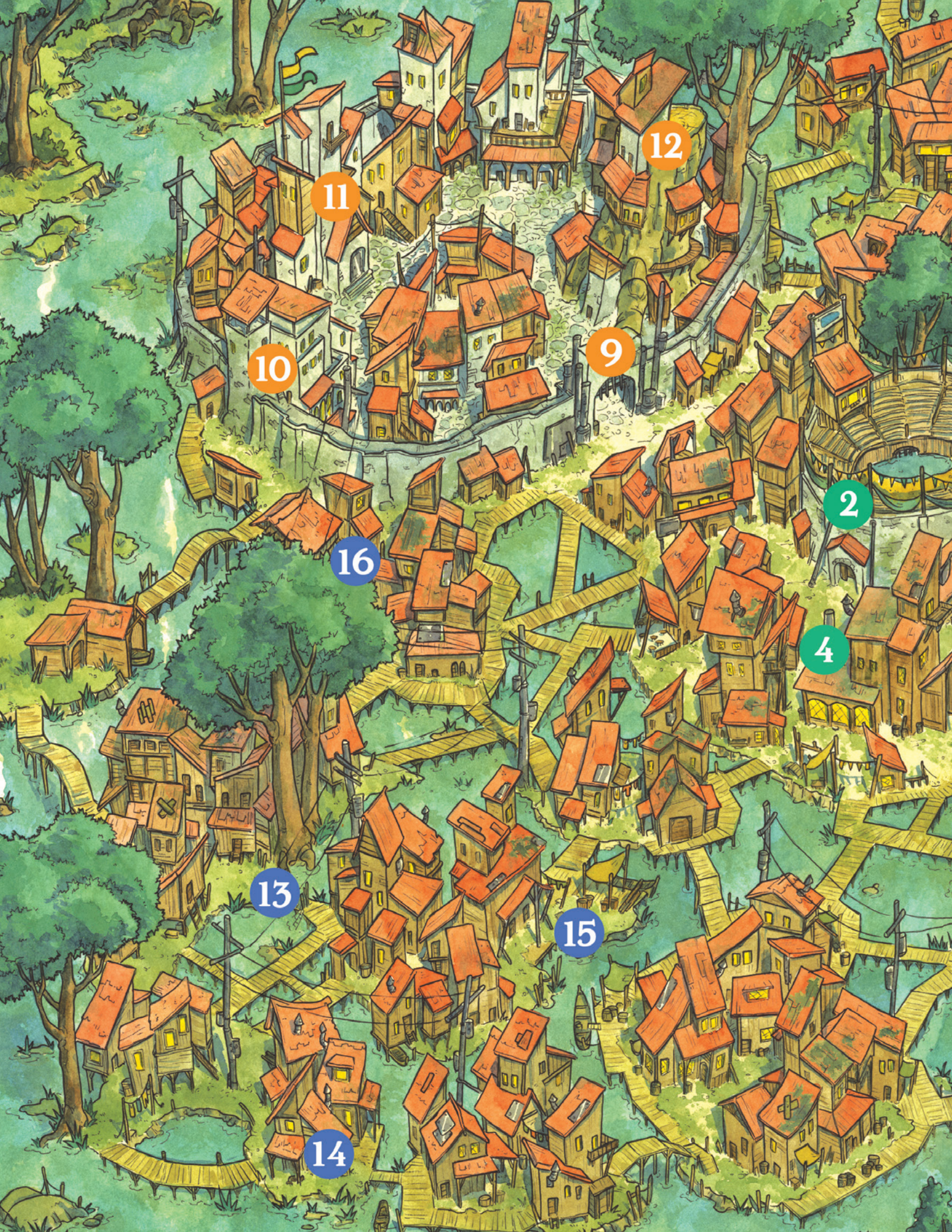
For food on the go, you can't do better than Road Apple Cafe, owned and operated by the Flurk family.

- Road Apple Pie: Gain +1 Vitality vs. Poison for a session. Copper.
- Road Apple Pie Recipe: **WARBLING TRAPNOODLE SCAT** + **MELDING ROOT** (Quality Ration, very nutritious). Silver.

BARGO'S BEASTS OF BURDEN

Old Bonnie Bargo cares for and sells a wide range of critters, not to mention carts and wagons for the road. None of the animals participate in Combat.

Horse	Gold	10 Inventory if not used as a draft animal.
Mule	Silver x2	20 Inventory if not uses as a draft animal.
Hunting Dog	Silver x2	Gain Advantage on Hunting Checks.
Wungalope	Ancient	40 Inventory. Can travel without rest for up to 3 days, but requires 3x animal feed per day.
Sputter-horse	Ancient	Can travel indefinitely. 1-in-6 chance at the start of each day that it breaks down and requires repair.
Cart	Silver	20 Inventory. Needs 1 draft animal.
Wagon	Gold x2	Carries 6 people. 10 Inventory. Needs 2 draft animals.


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HOTEL
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Bogtown
1. The Bowl
2. The Amphibiatheater
3. Nork's Noodles
4. Pandor's Cider House
5. Gutterspan
6. Golden Tooth Locksmith
7. Heartwyrm Hotel
8. Mean Street
9. Old Town
10. The Vault
11. Magistrate Hall
12. The Copper House
13. Shanty Row
14. The Shrine Of Ogo
15. Chawlee's Chop Shop
16. Boggleton
17. Wharf Rat Row
18. The Green Docks
19. Dungeoneer Magazine Inc.
20. The Sunken Inn Saloon

Bogtown

Hex 34.17. Welcome to The Big Crabapple, the sprawling metropolis of boggartdom filled with opportunity, promise—and lots and lots of crime. Home to the High Magistrate of Fleabag County and the Board of Governors, Bogtown is a bustling city where factions squareoff for control of the biggest population in the realm.

Mazes of wooden walkways on stilts and rusty iron pylons creak above a web of boggy ponds, winding through a townscape of shanty-roofed homes and mossy towers. Under the hazy green sky, locals live in anxiety as the Bogtown gangs, particularly the Tricky Toes, wage a silent war, street to street. Meanwhile, High Magistrate Orvul Kreech and his Copperhats seemingly protect everyone except the regular folk who need it.

Decommissioned telesputter poles speckle the city, the first budget cut under Kreech. There is also a strict anti-melody policy in Bogtown. All forms of music are outlawed, a rule which went into effect when Kreech took office, ousting the city's huge population of bards and buskers almost overnight.

DISTRICTS

- **The Bowl:** Nork's Noodle Gang turf. The city's bustling center, full of shops, food, and entertainment. (p73)
- **Gutterspan:** Tricky Toe Gang turf. The meanest streets in Bogtown and the crime-ridden stronghold of the infamous Tricky Toe Gang. (p78)
- **Old Town:** Copperhats' jurisdiction. The oldest quarter in Bogtown where the Magistrate and Mayor conduct daily affairs, and commoners live under the watchful eye of the Copperhats. (p81)
- **Shanty Row:** Tricky Toe Gang turf. A narrow, muddy shanty district, home to the poorest denizens, as well as the largest community of boggles. (p87)
- **Wharf Rat Row:** Guttermouth Gang turf. A residential waterside district, busy with fishing boats, rife with **THIEVES**, and vermin. (p90)

LOCAL TROUBLE

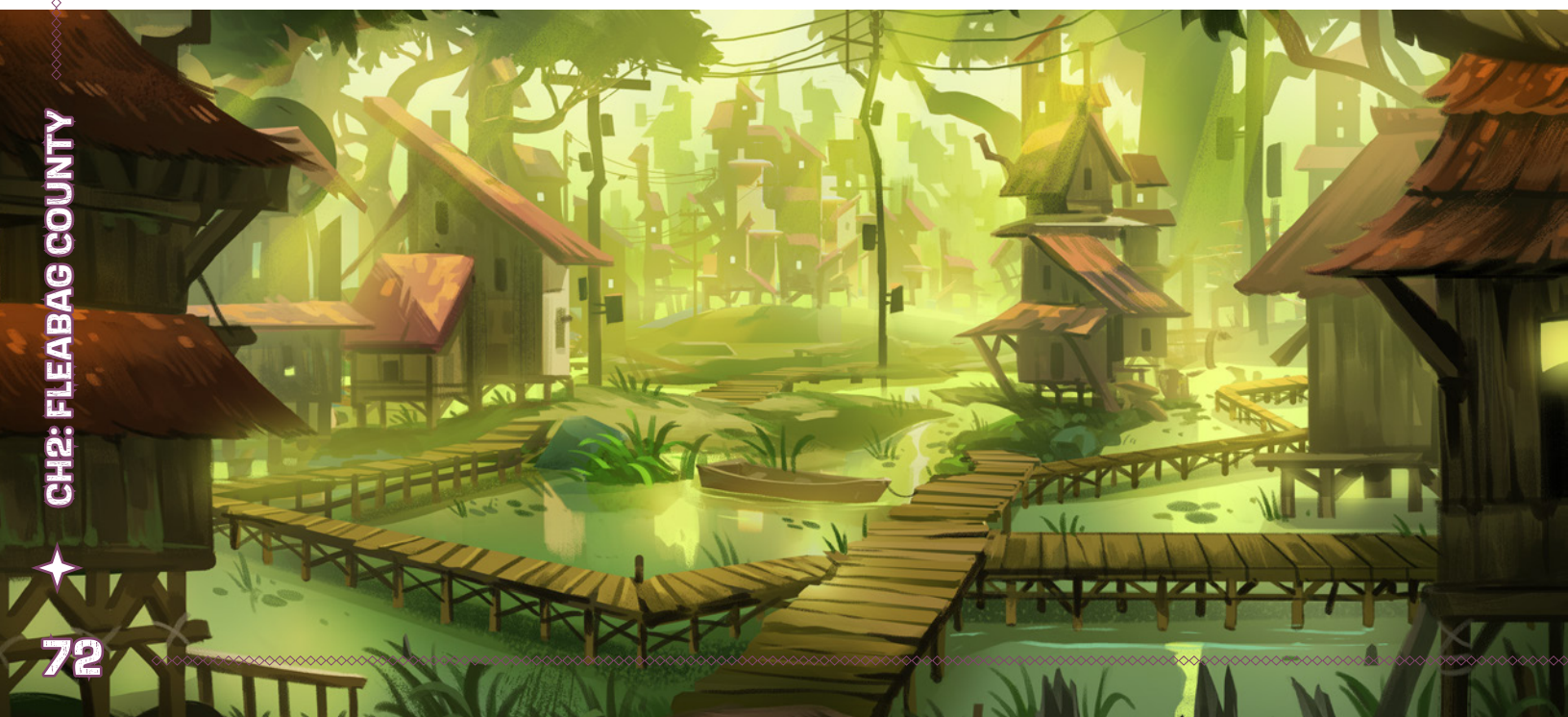
PICKPOCKETS

Once every night in Gutterspan, Shanty Row or Wharf Rat Row, each PC must make a Perception Check to avoid pickpocketing. If they fail, they roll the usage die of their highest value Coin pouch.

CITY VIOLATIONS

Once every day in Old Town or The Bowl, each PC must make a Realms Check to avoid attracting the attention of Copperhats. If they fail, roll a random violation. Copperhats can be bought off with Copper. If they can't pay for the violation, they are taken into the Copper House jail until their fine is paid.

CITY VIOLATIONS	
1	Jaywalking
2	Loitering
3	Singing/Playing Music
4	Looking Suspicious
5	Carrying Weapons
6	Gang Activity



THE BOWL

Smack dab in the center of town, ringed by some of the most popular social spots in Bogtown. Banners and wooden signs painted in garish colors draw in customers, while the wails of excitement and laughter boom from the central Amphibiatheater where hundreds gather to watch the latest attraction.

LOCATIONS

- The Amphibiatheater (p73)
- Nork's Noodles (p75)
- Pandor's Cider House (p76)

SIGHTS AND SOUNDS

1. A woman in bright colored clothing furtively slips a harmonica into her pocket.
2. Children chase a dog with a knife in its mouth through the marketplace.
3. An innkeeper tosses a bucket of old chowder into the gutter.
4. A family of quortle tourists ride a wug rickshaw through the street.
5. A Copperhat cuts in front of people in the long line at Nork's Noodle House.
6. Two young lovers hold hands and eat hot geckos on a stick.

THE AMPHIBIATHEATER

Bogtown's largest attraction, its stage half submerged by bogwater. Everyone and their mother goes for entertainment if they have a few copper to spare. Expect to see animal shows, mimes, pugilists, riverball matches and prop comics all joyfully practicing their craft. But definitely don't expect to see bards or musical concerts, which are outlawed in Bogtown.

RUMORS

- Donathan is in tremendous debt to the Tricky Toe Gang, and if he doesn't put on a huge show soon, he'll be done for.
- The Bogswain Trio, the famous circus act, never forgave the Mighty Burgenwerfer for taking a job at the Amphibiatheater.
- Donathan is rumored to be courting Captain Brewdis Martang's estranged wife.
- The Incredible Counting Clam is valuable—so valuable that someone in Gutterspan is planning a kidnapping.

DONATHAN DANDOONIE



The smartly-dressed boggart proprietor of the Amphibiatheater. Behind his dapper mustache, Donathan is wracked with worry, barely able to keep his theater open with the Tricky Toe Gang robbing his profits.

- **Traits:** Nervous, disheveled, putting on a happy front.
- **Motivation:** Keep the Amphibiatheater in business and bring back music.



MARSHA THE MYSTICAL

One of the theater's most popular acts, Marsha is a **KOBOLD** (L4-B) magician who performs sleight of hand tricks and what she calls "petty miracles" to entertain Bogtown's children. She often hosts "Aftershow Shows" in the back alley for any kids who couldn't afford to watch her up close. Despite being beloved and a wonder with children, she gives Donathan a hard time for not promoting her more as, from her perspective, she's the theater's brightest star.

- **Traits:** Extravagant, center of attention, two-faced.
- **Motivation:** Fortune, fame, and a stage all to herself.

THE INCREDIBLE COUNTING CLAM

A wonder of nature, a calculation clam capable of rapidly spouting complicated mathematical permutations. Much to Marsha's chagrin, the clam is wildly popular, and as of late has drawn an enormous crowd of shrym engineers from Beezelburf.

- **Traits:** Robotic, excitable, smells like brine.
- **Motivation:** Calculate all things calculable.





THE MIGHTY BURGENWERFER

A bugbear strongman who used to be able to lift a carriage right up over his head. He made a name for himself years ago as a member of the Bogswain Trio, traveling circus performers who frequented Fleabag County towns. As he grew older, he found lifting carriages to be harder and harder (though it is said he still can, in a pinch). Nowadays, Burgenwerfer works as Donathan's enforcer against Tricky Toe goons.

- **Traits:** Agreeable, always lifting things, monotone delivery.
- **Motivation:** Forget his past and become a star in Bogtown.

QUESTS

DEBT AND DUTY

Donathan's Amphibiatheater is one performance away from being shut down by the notorious Tricky Toe Gang. After borrowing a sizable sum to open up the place from Boss Dwog, the **GANGSTER** is now calling in Donathan's debt. Donathan implores you to help him put on a show—the best the theater has ever seen. If he can sell just a hundred tickets he can pay off the Tricky Toes forever and prevent them from not only taking the theater but breaking his thumbs!

- The Tricky Toe gang wants the theater for themselves to transform it into a gambling hall. They actively sabotage any marketing efforts.

THAT'S A LOTTA CLAMS

The Incredible Counting Clam has been kidnapped! Marsha and Donathan are beside themselves and want the clam back. The likely culprits are the Tricky Toe Gang—after all, they're shaking down Dandoonie.

- Marsha was always jealous of the clam. She knows more than she is letting on. In fact, she is involved.
- Asking around town reveals that witnesses saw a talking clam in the hands of the Scrapola Sisters, a pair of boggart rascals who took a wagon to Beezelburf. The Scrapola Sisters (**BANDITS** L5-B) wield twin maces.
- The Scrapola Sisters are in cahoots with Marsha the Mystic to sell the clam to shrym engineers in Beezelburf (who have no idea it was stolen). If Donathan learns about this, he fires Marsha, and the PCs gain an enemy in the **KOBOLD**.

THE BOGSWAIN TRIO

The Mighty Burgenwerfer received a threat in the mail from the remaining two members of the Bogswain Trio: Honz the Acrobat and Gurda the Firebreather, bugbear circus performers who were once close with Burgenwerfer. The threat simply reads: "Last chance strongman."

- Burgenwerfer shares that he left the group when Donathan offered him more money than he could refuse. The only problem was the offer didn't include Honz and Gurda, who had a reputation for being prima donnas.
- Mysterious accidents started happening around the Amphibiatheater: a loose board on the stage, a five hundred pound dumbbell filled with bees and a bag filled with swords that opened over the stage, little things.
- Honz and Gurda are hiding somewhere in Gutterspan (p78) and are dangerous.
- It is tough to convince them to leave Burgenwerfer alone but, if strong-armed through combat, they'll leave Bogtown.
- Honz (**THIEF** L6-B) is very nimble (-2 Defense). Gurda (**WARRIOR** L5-B) can breathe fire: Once every 2 rounds, may attack all Close and Nearby targets.

NORK'S NOODLES

The first location of the Nork's Noodles empire. Nork's has become a mainstay amongst busy adventurers throughout the Mucklands with locations in nearly every major town—and even a few frontier outposts. But behind the fast food giant is an empire of organized crime only outrivaled by the likes of the Tricky Toe Gang.

RUMORS

- Nork isn't always using noodles in his recipes. There's rumblings that **PLYXIAN PILE WORMS** are thrown into the mix.
- Nork is planning a hostile takeover of Pandor's Cider House, one that involves sabotage.

NORK THE NOODLE MAKER

The famed recipe holder and chain restaurant proprietor. Nork the **GANGSTER** (L7-C) lives above one of the first Noodle Nook's in a swanky penthouse and enjoys a lavish, astoundingly gaudy lifestyle supported by his incredible noodle sales—and organized crime. Interested in more than just expanding his noodle business, Nork wants to expand his power.

- **Traits:** Completely relaxed, self-centered, vindictive.
- **Motivation:** Take over the streets of Bogtown and maybe even run for mayor.





BONNY BADAPPLE

A wug **GANGSTER** (L5-B) who follows Nork everywhere he goes and protects his interests. Nork first met Bonny when she was working as a dishwasher and kept accidentally bending all the silverware. With strength like that, Nork put her to work as his personal enforcer. She can often be seen collecting tributes from other restaurants around Bogtown.

- **Traits:** Terse, brutish, makes silly jokes.
- **Motivation:** Impress Nork enough to open up her own franchise.

QUESTS

NO MORE NOODLES

Bonny Badapple is having a crisis of conscience. She needs you to keep a big secret. To bring down costs, Nork is cutting the noodle formula with **PLYXIAN PILE WORMS**! The worms, once cooked, have the same texture and consistency as Nork's, but Bonny can't live with it any more. Bonny begs for you to help her find a new, less revolting source for noodles. Just beware, if Nork finds out, she'll be forced to bash in your brains. No hard feelings.

- Bonny has a lead on some noodle alternatives in the bay just west of Anchorbottom in the Scalawag Strand. Apparently there's an abundance of some kind of noodle kelp that tastes delicious!
- The bay is rife with **SEA GULLIATHS** and worst of all, a dangerous **EXAJELLY** called The Tangler (L8-C) roaming the shores.

SABOTAGE THE CIDER HOUSE

Nork hates competition and wants Pandor's Cider House (p76) run out of business for good. Only problem is, locals love the place and, with folks like Kade Kadderan around, Nork would never dare muscle in. That's where you come in. Nork has heard rumors that Pandor's is hosting secret bard shows. Get access to a secret show and call in the Copperhats! Nork will pay 5 pouches of Gold Coins if you make it happen.

- If the PCs don't already have a good reputation at Pandor's, it is difficult to not come off as suspicious to the likes of Inspector Underbrink and Kade Kadderan, who spend their off-time at the tavern.

PANDOR'S CIDER HOUSE

A favorite tavern in Bogtown, Pandor's is famous for its high-profile patrons, assortments of cider and good food. The two story inn also has several rentable rooms but they're often occupied by high-rolling tycoons and traders with deep pockets.

Secretly, the basement of Pandor's Cider House is also a venue for outlawed bard performances. Packed with dozens and dozens of music lovers, word is starting to spread that something illegal is happening at the tavern.

PANDOR'S CIDER HOUSE MENU

Copper

Beverages

- Pandor's Bubble Cider: A citrusy, amber cider that really hits the spot (+3 Courage for the session, -1 Nimbleness for the session).
- Lakeside Loogie: A sour syrup served in a short glass (+1 Mettle, -1 Perception for the session).
- The Blue Dellora: A bright blue liqueur served with an umbrella (+1 Charm, -1 Trickery for the session).

Meals

- Pandor's Griddle Cakes: Hands down the best pancakes in Fleabag County (+1 Vitality for the session).
- Pandor's Road Bread (Quality Rations).
- Pandor's Biscuits and Gristle: A favorite amongst wugs, flip a coin to determine if a PC gains +1 Might or +1 Dread for the session.

RUMORS

- Kade Kadderan is wanted for murdering a River Baron, though he swears his innocence. Now he's hunted by **MERCENARIES** everywhere he goes.
- No one knows why Kade Kadderan took a job for the mayor but he's leading the Town Watch with Inspector Underbrink.
- Inspector Underbrink is looking for a qualified assistant to accompany her on cases. Now that she's working for Mayor Gallsy, her caseload has doubled.
- Music is illegal in Bogtown, but rumor has it Pandor's Cider House hosts illegal concerts in the basement.
- Dellora the Blue is one of the last bards in Bogtown, and hangs out at Pandor's Cider House.
- The food at Pandor's Cider House is the best in town.

PENNY PANDOR



Pandor's Cider House's 3rd generation owner and operator since her parents got mixed up in some gang business and paid the ultimate price. Penny holds great respect among Bogtown's denizens for running a clean, safe joint with a menu that's out of this world.

- **Traits:** Cheery, generous, but distrustful of outsiders.
- **Motivation:** Create a safe place for good, honest Bogtown locals.



KADE KADDERAN

Known simply as Kade the **BOUNTY HUNTER**, he is a famous Felmog of low birth, and one of the world's most accomplished bounty hunters in the Mucklands. Kade has made such a name for himself that he is frequently impersonated. Known for his signature bat-winged helm and considerable arsenal, he is a gifted tracker and detective with a storied adventuring history.

- **Traits:** Uncomfortably stoic, unrelenting will, hates bullies.
- **Motivation:** Clear his name and help Inspector Underbrink in the process.

INSPECTOR MAISEL UNDERBRINK



Perhaps the most brilliant detective in all of Fleabag County. Underbrink is a diminutive shrym with huge glasses magnifying her eyes to the point of comical absurdity. She has solved over a hundred cases in Bogtown. Underbrink is sometimes employed as a consultant for the Copperhats but the High Magistrate considers her a meddler to be avoided. Known for being fussy, well-kept and peculiar, most folks can't follow her logic until she reveals the web of her investigation and points out the suspect.

- **Traits:** Soft spoken, inquisitive, distant but brilliant.
- **Motivation:** Solve mysteries and puzzles for the good of the community.

DELLORA THE BLUE

A boggart bard always draped in ornate, bright blue attire. With her beaming smile and flowing teal hair, she regales the patrons of the Cider House with hilarious rhymes and tales of yore. Because of Bogtown's preposterous restrictions on melody, she is unable to sing or play music—if you listen hard enough you can hear the sadness in her lilting laugh.

- **Traits:** Boisterous, clever, larger than life.
- **Motivation:** Secretly share music with the people of Bogtown.



QUESTS

MUSCLE FOR A MOUSE

Inspector Maisel Underbrink may be a brilliant detective but isn't much for the tough stuff. She's got a lead on one of Dwog Chumbree's henchbosses, who she believes is behind a recent arson that took down blocks of Shanty Row, but she needs a little bit of muscle to bring him in. Go to Grunknug Casino and arrest Vurn "the Burn" Manseeny.

- Vurn is surrounded by his gang (**GANGSTERS** 8×L2-G), playing Rascal Rummy all day and all night.
- Beating him at a game makes him angry, but also causes him to get up and blow off some steam at the bar without his gang.

THE LAST BARD

Dellora the Blue might be the last bard left in Bogtown. All of her friends have gone, most headed to somewhere called Harp's Edge, in hopes for more freedom. So why hasn't Dellora left too? Well, Bogtown is her home and she wants to see it back to how it was before. Help her find more bards in Bogtown without attracting any unwanted attention.

THE SECRET SHOW

If there is a Bard in the party, or if the PCs have proven themselves trustworthy, Dellora reveals that a secret concert is happening soon in the Cider House's basement and may even invite a Bard PC to play at the show.

- At the secret show, a Tricky Toe **FINFOLK** spy named Zill the Gill shows up, who plans on using this information to extort Penny Pandor for all she's worth.
- Nork's Noodle Gang is also dying for proof of the illegal concert so Nork can bring down the Cider House once and for all.

THE FANG

Kade Kadderan has been framed for the murder of a River Baron in River Country. Kade is innocent, but every bounty hunter, mercenary, and scumbag is out to collect. Reluctant to accept aid, he will if the PCs have made a reputation for themselves. He has a lead on the real assassin: The Fang, a notorious goblin killer with ties to the Tricky Toe Gang, who is hiding out near Bugbear Holler (p141).

- Travel Checks suffer Disadvantage while with Kade and most encounters should be hired **BOUNTY HUNTERS** out to get the reward.
- The Fang lives alone in a remote shack after killing the old hermit who lived there. He spends most of the day hunting in the wilderness, returning in the evening to cook supper.
- The Fang (**MERCENARY** L10-C) is adept at using poisons and other cowardly tricks. Anyone Critically Hit by the Fang must Defy Death.
- **HEROIC TITLE ACHIEVEMENT:** Defeat the Fang and help clear Kadderan's name.
  - ***The Bounty Hunter*** ♔. Once every session, gain Advantage when tracking and following the trail of a target.



GUTTERSPAN

Bogtown's most filthy, crime-ridden district, Gutterspan is a rough and tumble borough filled with **THIEVES**, **BANDITS**, rascals and criminals. The Tricky Toe Gang rules with an iron fist, muscling anyone who gets in their way. Not even the Copperhats try to intervene when it comes to the Tricky Toes.

LOCATIONS

- Golden Tooth Locksmith (p78)
- Heartwyrm Hotel (p79)
- Mean Street (p80)

SIGHTS AND SOUNDS

1. A goblin sits in a rocking chair under an awning oiling a large crossbow.
2. A fancy **SPITHRA** tailor nervously takes the measurements of a shabby **GANGSTER** being fitted for a new suit.
3. Some boggart kids playing jump rope are rushed into their shanty by a concerned mother as a pair of **MERCENARIES** saunter down the street with spears.
4. An old bugbear with a cane fails to chase a pick pocket that shimmies up a gutter and escapes.
5. Goblin locals share a keg of rascal cider with juicy **GUTTERSNAIL** roasting over a barrel fire.
6. A human street urchin feeds moldy bread to a wiry orange cat.

GOLDEN TOOTH LOCKSMITH

Looking to crack a safe? Look no further. Golden Tooth Locksmith is officially a security shop filled with useful tools and information for keeping your valuables safe—and bypassing locks. The backroom is a treasure trove of thieves' tools.

RUMORS

- Golden Tooth Locksmith is the place to go in Bogtown for thieves' tools and other illicit gear.
- Brannigan the boggle owns a real live **USED T'BE TIGER**, but it's been acting lethargic lately.

SHOP

- Golden Tooth Picks: Advantage when picking locks. Copper.
- Sheer-Stick Climbing Gloves: Advantage when climbing. Silver.
- Bogril Flippers: Advantage when swimming. Silver.
- Safe Crack Kit: +1 to one Treasure Hunting Check. Gold.
- Brannigan's Dupe: If PC loses a key in a **RANDOM DUNGEON**, may replace it with this duplicate. Silver.
- Sleepy Time Dart: Ranged attack. Knock out an unsuspecting Goon or Bruiser for 10 minutes. Costs Gold Coins.

BRANNIGAN

The gold-toothed boggle owner who speaks with a strong whistle. He was a burglar so skilled that he figured he could make even more money teaching burglars how to do it right. A Bogtown native, he never joined the Tricky Toe Gang. Brannigan is a gentleman **THIEF** and respects a rascal's code of ethics—a rare thing these days.

- **Traits:** Cordial, perceptive, razor sharp wit.
- **Motivation:** Encourage a new generation of honest thieves, for a profit of course.





TIG THE USED T'BE TIGER

Brannigan's best pal who makes sure no one robs the place. Tig is old now, half the tiger she used to be, mostly just curled up in front of the warm fire, but cross her friend and you're lunch!

- **Traits:** Aloof, needy for scratches, lonely.
- **Motivation:** Eat anyone that messes with Brannigan.

HEARTWYRM HOTEL

This once regal hotel is now the de facto Bogtown headquarters of the Tricky Toe Gang. Located at the east end of Gutterspan, it overlooks the streets where pickpockets, cutthroats and **GANGSTERS** fight and steal for supremacy. The hotel was originally a favorite spot for visiting dignitaries but when corruption consumed Fleabag County politics, the Tricky Toes took the place over. The tattered curtains, moldy tapestries and filthy rooms are testament to the notorious gang's crumby habits.

RUMORS

- The Tricky Toe Gang is losing territory to a slew of new gangs and a war could break out any minute.
- The Tricky Toe Gang is holding tryouts soon, and only the best of the best make the cut!
- No one knows where Dwog "Old Man" Chumbree lives, but his word is law among the **THIEVES** of Bogtown.

BOSS DWOG "OLD MAN" CHUMBREE



The weathered, self-proclaimed founder of the Tricky Toe Gang. Blind in one eye and bound to a wheelchair, Old Man Chumbree is a cunning **GANGSTER** (L10-C). No one outside his immediate circle knows where he resides: below the Heartwyrm Hotel in a labyrinthine dungeon bunker.

- **Traits:** Cruel-hearted, feeble but intimidating, harsh grumble.
- **Motivation:** Eliminate all rivals and rule the Mucklands underworld.



GODE "THE TOAD" TRIPLETOE

Dwog Chumbree's right hand bogril: a strong, capable **GANGSTER** (L8-B) who runs the infamous Toad Crew to rough up anyone that doesn't pay up.

- **Traits:** Caustic, violent, dim-witted.
- **Motivation:** Off Boss Dwog and assume leadership of the Tricky Toes, and maybe even run for mayor.

NESSIE "KNIFEJACK" DOUBLETOE



A goblin knife-fighter henchboss (**GANGSTER** L6-B) who acts as Dwog Chumbree's most elite tactician. She has never lost a duel and other criminals cower in fear of her.

- **Traits:** Mysterious, sadistic, bored with details.
- **Motivation:** Find a worthy opponent to test her skills.



PEACHY KEEN EYES

A squirrely-looking human with big, darting eyes and a nervous laugh. A reliable informant, he always seems to know what's grinding in the rumor mill. No one in the gang likes him, but Tripletoe Toad keeps him around because he's useful. Peachy has a secret: he's actually a Rascal of Rascalton hired by Inspector Underbrink to infiltrate the gang.

- **Traits:** Nervous, loudmouth, always joking.
- **Motivation:** Secretly help take down the Tricky Toe Gang.

QUESTS

TRICKY TOE TRYOUTS

The Tricky Toe Gang are holding their semi-annual tryouts! A great opportunity for Rascals (or a whole party of PCs looking to infiltrate the ranks of the gang as spies). All potential recruits should show up to Gutterspan at midnight to prove themselves.

- First Test: Steal something from a house in Wharf Rat Row without getting caught. Become a Tricky Toe Toadie.
- Second Test: Pickpocket a patrolling Copperhat in Old Town. Become a Tricky Toe Thief.
- Third Test: Spar with henchboss Nessie "Knifejack" Doubletoe and hold your own. Become a Tricky Toe Thug.

THE SECRET INFORMANT

Inspector Underbrink reveals Peachy Keen Eyes is actually a secret informant, and he's in deep. Peachy has the feeling some of his fellow gang members might be on to him, but he can't give up the ghost just yet. He's onto something big, recently hearing rumors of a forthcoming Tricky Toe Gang political push, whatever that means. Come up with a plan to help solidify Peachy's standing in the Tricky Toe Gang, especially in the eyes of Gode "The Toad" Tripletoe.

MEAN STREET

The mean streets of Mean Street make the rest of Gutterspan look like a carnival. **GUTTERSNAILS** inch everywhere as unfortunates jingle their cups begging for donations, and narrow-eyed scoundrels watch every move. A parade of ruffians looks to clean your clock and clean you out—pickpockets, too. If you're really unlucky, the Alley Snipes will get you.

WINNIE WIDDLE



A young, streetwise boggart pickpocket who survives with nothing but knack and knowhow. Winnie lives in an old Subterranean Pits and Lairs LLC dynamite crate, and her favorite food in the whole wide world is a short stack of Pandor's Griddle Cakes.

- **Traits:** Chipper, naive, could eat a horse.
- **Motivation:** Save up enough money to live in a real house.



CRUMBY BUMPKIN

A crabby welkin scavenger who watches over the street urchins and unfortunates. He serves soup and crackers from a giant iron cauldron every morning. The scoundrels mostly leave him be, though plenty of times Alley Snipes stole his daily batch of soup.

- **Traits:** Grumpy, exasperated, has a soft side.
- **Motivation:** Take care of the poor in Gutterspan.

OFFICER PARNEY



The last Copperhat in Gutterspan. Parney patrols Mean Street at his own risk to protect citizens specifically from the Alley Snipes, who kidnap Bogtown folks, sometimes in broad daylight.

- **Traits:** Chivalrous, courageous, getting too old for this stuff.
- **Motivation:** Make the Mean Streets truly safe.

QUESTS

THE ALLEY SNIPES

A mysterious group of wicked thieves are kidnapping Mean Street's peasants and urchins. Because few people care what happens here, only Officer Parney and Winnie Widdle are trying to stop it. But they need help. Officer Parney says the Alley Snipes attack in broad daylight and snatch people in seconds. Winnie Widdle saw them once running into Wharf Rat Row before she lost track.

- Eye witnesses in Wharf Rat Row report a group of Guttermouth **GANGSTERS** dressed in black cloaks handing off captives to hooded strangers on boats. The witnesses knew they were Guttermouths because they were constantly swearing.
- It's possible to stake out the area and wait for another hand off or to get more answers from the Guttermouths, who are being paid by mysterious employers.
- Pursuing the hooded strangers reveals the Alley Snipes are actually **SARPATHI REAVERS** (1xL7-B, 8xL4-G) taking the peasants to steal their life essence to appease their wicked god Ehk.
- The sarpathi have a lair at the edge of the Quagmash in Hex 31.17.

PARNEY'S LAST WATCH

Officer Parney is retiring. Once he leaves, the Copperhats won't be sending a replacement. Find a worthy replacement or convince Captain Martang that the Copperhats should patrol and protect the peasants from the Alley Snipes and other dangers.

- Captain Brewdis Martang thinks it's a waste of time. Mean Street is beyond saving and isn't worth the effort.
- However, Martang would consider it if the PCs did him a favor. Aside from getting Mayor Gallsy to disband her grassroots militia, he wants something specific: help him win back the love of his wife who recently left him.
- His wife, Karta Martang, is fed up with their marriage. Brewdis is always working and never shows affection. She deserves better! And in fact she has a date with Donathan Dandoonie at Pandor's Cider House.

A WIDDLE PROBLEM

Winnie Widdle has fallen in with the wrong crowd and Crumby Bumpkin isn't happy about it. But the Tricky Toes offer her more protection than surviving Mean Street alone, especially since Officer Parney is retiring. Trouble is, it's hard to get out of the Tricky Toe Gang once you're in too deep. Extricate Winnie Widdle from the gang and show her a better way to get by.

OLD TOWN

Century old wooden high-rises stretch into a grey-green sky over Bogtown's oldest quarter. The seat of power for the city (and the rest of Fleabag County) sits behind iron gates and grubby stone walls. The Board of Governors and Copperhats hold sway over Fleabag County, conducting their efforts from Magistrate Hall and the Copper House, respectively. The Mayor of Bogtown is nothing more than a figurehead sitting in their office just outside Magistrate Hall grounds. During the day Old Town is bustling with frantic boggart commoners desperate for answers in a city besieged by crime, while Felmog Outriders wander in and out of The Vault, their fortified estate.

LOCATIONS

- The Vault (p81)
- Magistrate Hall (p83)
- The Copper House (p85)

SIGHTS AND SOUNDS

1. Three Copperhats shake down a boggart peasant and laugh as they knock her down into a puddle of mud.
2. A Copperhat sergeant barks drill commands at marching new recruits.
3. High Magistrate Orvil Kreech is carried through the street on a palanquin and shuts the window when townsfolk call out to him.
4. A toothless boggart tries to sell you fake IDs out of an old briefcase.
5. A Copperhat and a Tricky Toe gangster exchange a bag of money and smirk.
6. A group of protesters offer signs to hold that say "Down with Kreech!"

THE VAULT

Bogtown's oldest structure. Its thick, unadorned stone walls were built as a massive vault for the old boggart kingdoms. When High Magistrate Kreech took power he gifted the Felmog Outriders the structure as a token of good faith, and so he could keep an eye on them. The Vault is now the base of operations for their questing knights in Fleabag County.

RUMORS

- The Outriders allegedly have strong ties with Subterranean Pits and Lairs LLC, often employing them to perform building projects.
- The Felmog Outriders are in league with the River Watch in River Country, and smuggling priceless *Relics* out of the Mucklands via the Middle-Route Runoff.
- Thurwig the Hunchback is a renowned blacksmith capable of producing *Magnificent* and even *Magic* items.
- Steer clear of Serr Halnar the Red, a Felmog Outrider with a terrible temper.

BARONESS KHEDRA KHASADAR

The highest ranking Felmog Outrider at the Vault, holding court and overseeing its daily operations. Being the 13th offspring of Count Khasadar, Ruler of Kreeth and Master of the Order of the Black Candle, she opted to head south to the Mucklands to forge her own destiny rather than live in the shadow of her family name. She overcompensates, living up to her namesake by being extraordinarily cruel, but at her core bears more compassion that one might guess.

- **Traits:** Wicked, austere, secretly soft-hearted.
- **Motivation:** Expand Felmog presence in the Mucklands.





SERR HALNAR THE RED

A **FELMOG KNIGHT** (L6-B) formerly of the Order of the Cloven Tongue, recently expelled from his family's estate for reasons unknown. He joined the Outriders to seek riches and build his own noble house in the Mucklands. Known for having a temper, he cherishes treasure above all things.

- **Traits:** Hot-headed, greedy, bound by honor.
- **Motivation:** Reclaim his honor and status.

THURWIG THE HUNCHBACK

A wug serving as the Outriders' blacksmith. A sheepish, stuttery fellow, he was cast out of his village but saved from torment by Countess Feoria. He's had a hard life, one filled with ridicule and bullying. Thurwig struggles to walk and can hardly lift his head to meet one's gaze, but is perhaps the finest blacksmith in all of the Mucklands. He has found peace among the Felmog Outriders, who treat him respectfully and honor his talents with a home, good work and true admiration.

- **Traits:** Fidgety, apologetic, wouldn't hurt a fly.
- **Motivation:** Create beautiful things and serve his superiors admirably.



QUESTS

THE DUEL

Upon entering the Vault, a PC accidentally bumps into Serr Halnar the Red, a red-armored **FELMOG KNIGHT** of the Cloven Tongue. He is tempermental and quickly challenges the PC to a duel at noon tomorrow, outside of Pandor's Cider House in the Bowl district.

- If they avoid the duel, Serr Halnar deems it a personal insult to the Alderway—the old ways of honorable Felmog—and all Outriders declare the PCs enemies.
- Should the PC meet Halnar in personal combat, all Felmog Outriders abide by the Alderway, declaring honorable satisfaction.
- While Serr Halnar intends to utterly destroy the PC, his rage is misplaced. Halnar was recently excommunicated from his family estate after losing an heirloom—a *Magic* spear called *Dragon's Bolt* that he lost in the Forlorn Fields after a Punkin Gang attack.
  - *Dragon's Bolt*: Grants +1 Attack and +2 Dread. 1 Charge remains. Use 1 Charge: Create a 50-foot chasm in the ground, 10 feet across.
- Finding The Dragon's Bolt satisfies his demand for a duel, but they'll likely be late to the duel if they try to find it. The Forlorn Fields are rife with **PUNKINS**, and it requires a 12+ Search Check to find the heirloom.

THE MAGNIFICENT BLACKSMITH

Thurwig has a problem. Tricky Toe gangsters attacked him and stole a hammer given to him by Baroness Khasadar. In most instances, the Outriders would lay waste to the petty gangsters of Bogtown, but Thurwig wants it handled quietly without bloodshed. Steal back the hammer without kicking up a fuss. In return he will smith any *Mundane* item into a *Magnificent* one (one random trait).

- The hammer was stolen by Henchboss Gode "The Toad" Tripletoe, who hangs out in Heartwyrm Hotel (p79).

THE FELMOG SHIPMENT

If the PCs helped Halnar the Red or Thurwig, Baroness Khasadar personally requests their services. The Outriders are expanding their presence in the Mucklands and building a new outpost in Thurf. She is looking to hire mercenaries to escort a riverboat shipment of lumber and stone headed to Thurf from Capstan via the Middle-Route Runoff (p253) and the Blackrill (p129).

- Both the Rascals of Rascalton (**THIEVES** 10×L1-G, 2×L3-B, 1×L3-C) and river baron **MERCENARIES** (5×L5-G, 2×L5-B) attack the shipment at separate times, to prevent Felmog expansion.

MAGISTRATE HALL

The traditional palace of the Board of Governors' Magistrate, passed down from leader to leader for generations. An older, albeit grand facility, the hall is famous for hosting events for Bogtown's high society, while the ruling class conducts their business discretely within its many chambers.

RUMORS

- Subterranean Pits and Lairs LLC hates the Board of Governors and plans to deal with Kreech for good.
- A secret ledger containing all of the Board of Governors connections to the Tricky Toe Gang was stolen by rascals. If publicized, it could be the end of Kreech.
- Mayor Gallsy made a big impression on the Boggarts of Munch, and they agreed to back her political run against Magistrate Kreech.
- Mayor Gallsy has formed a new militia called the Town Watch, under Inspector Maisel Underbrink and the famed bounty hunter Kade Kadderan.

HIGH MAGISTRATE ORVIL KREECH

A ruthless businessman who rose through the Board of Governors' ranks before seizing power in an unprecedented coup. The Board of Governors, the Tricky Toe Gang and practically every Mucklands dungeoneering outfit are in his pocket, fearing the wrath of trade restrictions, taxes, and his army of Copperhats.

- **Traits:** Condescending, unamused, calculating.
- **Motivation:** Rule and control the Mucklands at any cost.





MR. KROAK

A bogril advisor working closely with Magistrate Kreech. Once an individual of principle who fought for worker's rights, long exposure to Kreech's ways eroded his integrity. He's not sure what side he's on any more, as the world has changed so much.

- **Traits:** Secretive, stern, always correcting.
- **Motivation:** Secretly oust the High Magistrate.

MAYOR GALE GALLSY

A tough-as-nails reformer who clamors for change in Bogtown. She took office in a landslide after fending off a burglar in her own home, despite Tricky Toe threats and cheating at the ballot boxes. She is in a constant struggle for power with the corrupt High Magistrate and his Copperhats, and has created a new town militia starting with several bold hires, including the famous bounty hunter Kade Kadderan.

- **Traits:** Upbeat, down to earth, speaks with a drawl.
- **Motivation:** Eliminate crime and corruption in Bogtown.



QUESTS

THE TRICKY TOE WAR, PART 1

Mayor Gale Gallsy wants to run the Tricky Toe Gang out of Bogtown and the Mucklands once and for all, but the High Magistrate and Copperhats have tied her hands. Someone else must do the dirty work. The only lead is a book detailing the Tricky Toe bosses' locations, written in thieves' cant, that was stolen by a former gang member. Find the thief and the book.

- Although almost any criminal knows this story, the trick is learning the thief was Billy Coalskeef without attracting unwanted attention.
- Coalskeef got into hot water for embezzling embezzlements and was chased through town before Tricky Toe thugs tied rocks to his feet and sent him "swimming." He was hoping to use the book as extortion before his demise.
- Coalskeef hid the book in his childhood room. His mother, a nice old boggart widow, has no idea her son was mixed up in some terrible business.

THE TRICKY TOE WAR, PART 2

Use the book to find and bring down the bosses. The gangs will surely lose footing and retreat into the shadows without leadership. Mayor Gallsy suggests asking Kade Kadderan (found hanging out at Pandor's Cider House) if he'll assist you.

- Kade Kadderan helps the PCs if they help him out with his own problems (see quest **The Fang** p77).
- The book describes three possible masterminds of the Tricky Toe Gang. Harn Twinbeard, Terry "Quick Feet" Allgood, and Dwog "Old Man" Chumbree. In fact, Chumbree wants the other two killed to make him the undisputed leader.
- Twinbeard is in a hideout somewhere in Quagmash.
  - Harn's Hideout (p178). He's holed up as a hermit in fear for his life.
- Terry "Quick Feet" Allgood's location is unknown, but many people want him found.
  - Rascal Row Orphanage (p227). Allgood has forsaken the thieving life and turned over a new leaf.
- Chumbree is in Bogtown but hasn't been seen in public for years.
  - His hideout is a Level 10 **RANDOM DUNGEON** located under Heartwyrm Hotel in Gutterspan (p79). Most gang members don't even know this.
- **HEROIC TITLE ACHIEVEMENT:** Bring down Dwog Chumbree and drive the Tricky Toes out of town.
  - ***Toppler of the Tricky Toes*** ♔. PC is a local hero among the folk of Bogtown (folks would totally vote them for mayor). Advantage on Intimidate Checks against Tricky Toe gangsters.

THE HIGH MAGISTRATE'S MISSION

A squad of Copperhats requests that you see High Magistrate Kreech at once. Something quite disturbing has come up. The Magistrate explains an area to the west called the Spill (p126), where a terrible industrial accident took place, has created a legion of horrifying mutant creatures making their way towards Bogtown. Go there and put an end to this blight.

- This is all a ploy to send the PCs on a highly dangerous job that will surely get them killed. If the PCs have worked for Mayor Gallsy, Kade Kadderan or Inspector Underbrink, Kreech notices...and he quite dislikes rabble rousers.

OUSTING KREECH

A shadowy figure approaches you in a dark alley, revealing that a secret ledger containing the Board of Governors' connections to the Tricky Toe Gang was stolen. If that information goes public, it would go a long way in turning the tide against Kreech. Find the missing ledger before Captain Brewdis Martang and the Copperhats do.

- The shadowy figure is Mr. Kroak, who has decided to betray Kreech for the good of Bogtown.
- Most rumors point to the Sootfinger Gang, a prominent gang in Thurf who are trying to get a foothold in Bogtown. They hang out at the Sunken Inn Saloon (p92).
  - Secky Grinbatch, a boggle Sootfinger and second-in-command to Lady Shareen, sold the ledger to a buyer heading to Quagmash for a fortune, enough to start up a Sootfinger guild house in town.
- Secky isn't aware, but the real buyer of the ledger is Harn Twinbeard in Harn's Hideout (p178). Harn's associate, a former goblin **GANGSTER** (L5-B) named Squobb the Unseen, is trekking through the swamp to deliver the ledger, which Harn intends to use as leverage against his enemy Dwog Chumbree.
- Captain Martang is also hot on the case. If it takes a while for the PCs to start picking up clues, Martang sends Copperhats on a journey into the Quagmash to track down Squobb the Unseen.

THE MURDER OF MAYOR GALLSY

Initiate this event if the PCs are deep into Bogtown's political intrigue.

Mayor Gallsy has been murdered! The Copperhats have already arrested Cat Jeebles, claiming she was out for revenge, but Inspector Underbrink thinks something is off. Sure, Cat Jeebles had no love for the Mayor but Gallsy made tons of enemies. Any number of the gangs could have wanted her dead. To make matters worse, a new mayoral election is already underway, and Gode "The Toad" Tripletoe, the prominent Tricky Toe Gang henchboss, is running. Underbrink is concerned the common folk will be coerced into voting for him.

- Mayor Gallsy isn't actually murdered but kidnapped, held in the Heartwyrm Hotel. And the Tricky Toe Gang is keeping her alive because they want her to write mayoral speeches for them.

THE COPPER HOUSE

The main station and Copperhat headquarters. A fortress built within the husk of a petrified wurlwood tree resting over a series of massive roots converted into a dungeon jail. Peering from the watchtower's tall barred windows, the Copperhats keep watch over Old Town, making certain Bogtown gangs keep out of Magistrate Hall.

The Copperhats have a poor reputation in Bogtown, Fleabag County and the Mucklands at large. Viewed by commoners as ruffians working for a corrupt system, they haven't done much to disprove this. For every upstanding Copperhat there's a handful of bad eggs who revel in bullying peasants—and look the other way on crime as long as they get a cut.

RUMORS

- The burglar Cat Jeebles has put out a call for help from prison, and she has a lucrative job in the works
- The Bogtown bounty board is always full, just talk to Tereka the Finder.
- Captain Brewdis Martang is extra angry lately. Rumor has it, his estranged wife is seeing Donathan Dandoonie.
- There's a bounty out on Kade Kadderan, who's accused of murdering a prominent River Baron in River Country.

CAPTAIN BREWDIS MARTANG

Kreech's right-hand goblin and captain of the Copperhats. Martang isn't the sharpest tool in the shed, but he's stubborn, thorough, and feared. He takes his job seriously, personally overseeing Kreech's most pressing matters that require a little physical persuasion.

- **Traits:** Bull-headed, rough, lacks subtlety and wit.
- **Motivation:** Keep criminals in line, but get a cut of the action.





TEREKA THE FINDER

The Copperhats' Master of Bounties. A scarred, battle-hardened goblin bruiser, she's retired from field work, and instead issues bounties for criminals throughout the Mucklands. Given the High Magistrate's office is wealthy, Tereka pays well. Some of Eem's best **BOUNTY HUNTERS** frequent her offices.

- **Traits:** Gruff, loves rumors, dislikes foolishness.
- **Motivation:** Keep daily operations running smoothly because Martang has no mind for administrative duties.

CAT JEEBLES

Used to be the Guttermouth Gang's leader before her arrest by Copperhats for breaking into the mayor's house. All she wanted was a little loot, but Mayor Gallsy discovered Cat eating a sandwich and clocked her with a frying pan. Cat's jaw still clicks, and she has hated Gallsy ever since. The few remaining loyal Guttermouths are laying low.

- **Traits:** Cunning, fast-talking, foul-mouthed.
- **Motivation:** Get out of jail and regain leadership of the Guttermouth Gang.



BOGTOWN BOUNTY BOARD

Roll 2d6 for a random bounty, then pair it with an NPC from the Random NPC table in the Core Rulebook.

1D6	LAST KNOWN LOCATION	CRIME AND PAYMENT
1	Munch	Burglary, 2 pouches of Copper Coins
2	Beezelburf	Smuggling, 3 pouches of Copper Coins
3	Thurf	Piracy, 2 pouches of Silver Coins
4	Thrig	Industrial Sabotage, 3 pouches of Silver Coins
5	Junktown	Grand Theft, 1 pouch of Gold Coins
6	Bogtown	Murder, 2 pouches of Gold Coins

QUESTS

BRING IN KADDERAN

The **BOUNTY HUNTER** Kade Kadderan has done some good work for Tereka, but there's an immense bounty on him. He's wanted for the murder of a prominent River Baron.

- The bounty was orchestrated by the High Magistrate—Kade has ruffled too many feathers after joining the Town Watch. This information is highly confidential.
- Kade defends himself without question, but if he and the PCs realize they're on the same side, he professes his innocence and reveals a lead (see quest **The Fang** p77).

SPRING THE CAT BURGLAR

You receive a note from a street urchin who winks and disappears into an alley. "You don't know me, but I know you. I've got the goods on a big score. Bust me out and I'll give you the skinny on where to get some real magic. Unfortunately Yours, Cat Jeebles"

- The Copper House is packed with Copperhats, so getting inside and busting someone out is a difficult prospect. One must bypass the reception area, sneak by the offices and delve into the dungeons below.
- At night, the officer in the reception area nods off for minutes at a time but the door leading deeper into the precinct is locked.
- There's a 6-in-12 chance Captain Martang is marching around the place when the PCs enter.



TOWER OF THE PEARL

Break Cat Jeebles out of the clink and she'll share a treasure map to the Tower of the Pearl, a long lost tower in the woods to the east of Fleabag County, where the magician Zoltan the Welkin once lived. Cat just wants a pair of gloves she left behind on her first attempt to reach the top, the rest of the loot is yours.

- **Walled Garden:** The Tower of Pearls is six stories high, surrounded by a walled garden maze. Two **KOOGRAS** (L2-B) patrol the maze.
- **First Floor:** Cold damp stones untouched in years. A statue of a bird has jeweled eyes that follow the PCs. This is Zoltan the Magician watching them as they enter.
- **Second Floor:** Thick webbing covers a wall painted in feather patterns. There are no stairs to the third floor, just rubble. A pair of bright blue gloves are bunched up in one corner. The webs lead to the third floor, but is home to a hungry **INKPOT SPIDER** (L4-B).
- **Third Floor:** A workshop piled with oddly shaped tools and books about the cosmos and the stars. A locked door leads to the fourth floor. The bones of several **SARPATHI REAVERS** lay strewn about the room.
- **Fourth Floor:** Behind the locked door is a room filled with a dozen **SPUTTER-GUARDS** (L3-G). Stepping into the room activates them all to defend ferociously.
- **Fifth Floor:** A plain bedroom with books and scrolls. An old welkin stumbles to his feet and recoils at the sight of intruders. Zoltan the Magician found a fallen star, the color of pearl, that burns with limitless energy yet is cool to the touch. Desperate to protect it, he works to destroy the Pearl before it falls into the hands of fiends—specifically the sarpathi. He begs for the PCs' aid. The Pearl is on the roof, where Zoltan has almost completed "The Device."
- **Rooftop Observatory:** A huge device like a clockwork planetarium rests here, with several spinning spheres orbiting a ring of glowing silver. The machine is whirring up when Zoltan exclaims the sarpathi have arrived, no doubt following the PCs. One **SARPATHI HIEROPHANT** (L4-C) and six **REAVERS** (5×L2-G, 1×L3-B) attack. The PCs must hold off the serpents for 6 rounds until the Device cracks the Pearl and the energy is dispersed once more into the cosmos.
- When the PCs return to Cat Jeebles empty-handed but for her gloves, she can't believe it and is sorry there was no treasure. The gloves, however, are *Magic*, and she demonstrates by reaching into her own pocket and pulling out a random object that was in a PC's pocket. Amazing as it is, she then takes a pouch of Gold Coins from her knapsack and stuffs them in her own pocket, magically dispersing 1 pouch of Gold to each PC.

SHANTY ROW

A narrow, muddy shanty-district, Shanty Row houses some of Bogtown's poorer denizens. Street urchins and waifs beg with rattling cups and hunt slimy **GUTTERSNAILS** along the streets for food. Shanty Row also has the highest boggle population—eager to free themselves of the oppressive corporations that run their lives.

LOCATIONS

- The Shrine of Ogo (p87)
- Chawlee's Chop Shop (p88)
- Boggleton (p89)

SIGHTS AND SOUNDS

1. Six boggles on top of each other update a Boggleton population sign from 423 to 425.
2. A boggle street vendor with a tall chef's hat peddles charred **KEESTERSNAPS** on sticks.
3. A bogril woman beats the dust out of a decorative rug with an antique rapier.
4. Two boggarts chuckle to each other, pointing into a copy of *Dungeoneer Magazine*.
5. A surly wug pushes a cart filled with **KILORAT TAILS** into a deli called Remmy's Rat Meats and Vermin Jerky.
6. An **IMP FAMILIAR** struggles to roll a wagon wheel towards Chawlee's Chop Shop.

THE SHRINE OF OGO

All over the Mucklands are shrines of Ogo, mostly hidden in the wilderness. Pilgrims travel from shrine to shrine, to pay respects and take a load off. Here in Bogtown lies a humble hole in the wall where Ogo pilgrims visit the large, grinning stone statue of Ogo the ancient frog of wisdom. Travelers of all types are offered food, water, and a place to rest, even when Friar Dola, the shrine caretaker, has little to give.

OGO'S KEY TEACHINGS

1. The meaning of life is to make meaning.
2. The quibbling, envious mind is the enemy of happiness.
3. Harmony is compassion.
4. Travel to greet the world, and to meet the self.
5. All beings are cousins of the primordial swamp.
6. The tiniest pebble can cause a great ripple.

FRIAR DOLA

A kindly, frail old bogril who dusts the shrine each day, sweeps the floors, lights the candles, and shares Ogo's wisdom with anyone who will listen. She used to travel the Mucklands far and wide, but her old bones don't care much for the road anymore.

- **Traits:** Extremely kind, dutiful, neat freak.
- **Motivation:** Provide a warm safe haven for anyone who needs it.





PILGRIM DUNER

A hearty bogril who stands on corners in simple robes and sandals, espousing Ogo's wisdom, and passing out pamphlets of Ogo's teachings in Bogtown. Most people just crumple up the paper and toss it into the gutters, but Duner doesn't bat an eye.

- **Traits:** Righteous, fearless, hearty laugh.
- **Motivation:** Bring Ogo's wisdom to the corrupt of Bogtown.

QUESTS

SPRING CLEANING

There are many Ogo shrines sprinkled throughout the Mucklands, and some of them are forgotten and neglected. Friar Dola marks four shrines on the map. Journey to the four forgotten shrines, tidy them up, and Dola will grant you a blessing from Ogo.

- The four shrines are in Hex 44.14, Hex 38.22, Hex 28.11, and Hex 16.13.
- If the PCs return having actually visited and cleaned every shrine, they are each granted a random **BOON** (see Boons table in Core Rulebook).

DUNER'S BIG DREAMS

Pilgrim Duner believes that the gangs of Bogtown would really benefit from Ogo's teachings if they just took a moment to stop and listen. Then, perhaps, there would really be some change for the better in this town. Help Duner spread the word of Ogo to the gangs of Bogtown!

CHAWLEE'S CHOP SHOP

An unremarkable junkyard behind a wooden fence, Chawlee's Chop Shop buys and sells anything and everything. Also known for fencing stolen goods, nobody messes with Chawlee, not even the Copperhats—who are actually some of his biggest customers.

THE CHOP SHOP

Chawlee is a Rascal Fence. PCs can make a Search Check to find any *Mundane* metal item. There's a 1-in-6 chance that Chawlee has a random *Magic* item in stock for Ancient .

Special Items

Gold

- Junk Detector: On a Treasure Hunting Check, always find an extra *Mundane* item. 3 Slots.
- Wind Up Biter: A sputter contraption with legs and beartrap-like teeth. Attacks every Combat round (+0 Attack, 1d6 Dread). If Hit, it is broken. 3 Slots.
- Deer Helmet: An ultra-realistic helmet that looks like a deer's head. Gain +1 Sneak in the wilderness. 3 Slots.
- Bog Flipper Kit: Flipper set for hands and feet. Gain +1 Athletics when swimming.
- Tiny Sputter-Bot: An automaton in the likeness of a tiny boggle that can explore and scout. 2 Slots.
- Pneumatic Crafting Tools: Cut down Crafting time by 1 hour or 1 day (whichever is relevant). 3 Slots.

RUMORS

- If you're a Rascal, Chawlee's Chop Shop has anything you could ever want, maybe even a few *Magic* items.
- A nasty rumor going around claims Chawlee isn't who he says he is. Some even think he could be a spy!
- Chawlee is looking for a gyrowhatsamacallit, a rare part used to build shrym cave-eaters.

CHAWLEE OR "TIC-TOC" CHAWLEE

A gelatinous goo shopkeep and a bit of a nefarious rascal if you ask his neighbors. Chawlee gets his nickname from the clock in his translucent green jelly belly. The clock is always ticking, and he never fails to remind his customers: time is money!

- **Traits:** Pushy, impish, always trying to sell.
- **Motivation:** Secretly report rumors and intel to Inspector Underbrink in the fight against Bogtown crime.



QUESTS

CHAWLEE'S FETCH QUEST

Chawlee's got a buyer who needs a rare part only ever seen in the Spill (p126). They call it a gyrowhatsamacallit, an essential component for a shrym Cave-Eater. Remember to wear some hazmat suits or something!

- A sunken Cave-Eater rig is at the bottom of the largest pool of toxic waste, with the part still intact. Otherwise, the PCs must delve one of the area's MUTANT-infested mines.
- Secretly, Chawlee is procuring this part for the Tricky Toe Gang, who are building something beneath Bogtown (Dwog Chumbree's dungeon bunker beneath Heartwyrm Hotel p79).

TOO HOT TO HANDLE

Chawlee's not one to worry, but he's got a **CURSED** amulet to get rid of, and only 3 days before the curse takes hold. Find a cure for Chawlee's curse and track down the lowlife who sold it to him.

- A Nork's Noodle tough named Clank Dinghollow, was paid to curse Chawlee by an unknown gangster. Dinkhollow can be found at Nork's Noodles or Mean Street. Clank has powerful friends, so roughing him up could bring some unwanted attention.
- If pressed, Chawlee reveals he is an agent of Inspector Underbrink and an informant. The whole tough guy, illegal fence routine is an act.
- If the PCs visit Underbrink at Pandor's Cider House he believes Nork's Noodle Gang must know Chawlee is an informant. They'll need to change Chawlee's identity before things become too dangerous.

BOGGLETON

Labyrinthine streets of tiny, multi-level houses the size of chicken coops. Boggleton is abuzz with scrambling boggles working, living and raising their families. Considered by most boggle folk to be a kind of boggle paradise, with the largest population of their kind in all of Eem.

RUMORS

- Freely the Tinker is not actually a boggle but the first sputter-boggle invented by Unassailable Co. to create an autonomous workforce.
- Mayor Peeweevil of Boggleton is looking for a few good mercenaries to help clean up crime in town.
- Boggleton is attempting to establish itself as its own independent town.

MAYOR PEEWEEVIL

Technically a mayor in name only, he is considered by most citizens to be a fine boggle, having grown up in a dungeon and overcome the rigors of Underlands excavation life. Peeweevil is focused on securing Boggleton as its own independent municipality and even has Mayor Gallsy's support should Boggleton support the initiative to clean up the Tricky Toe riffraff.

- **Traits:** Positively positive, earnest, always campaigning.
- **Motivation:** Form an independent town called Boggleton.





FREELY THE TINKER

A former Unassailable Co. engineer who, after a decade of pitiless toil, fled in the night to Boggleton. He spends his days fixing watches and clocks, running orders for shrym engineers and, ultimately, keeping Boggleton's delicate machinations running smoothly.

- **Traits:** Curious, meticulous, misses social cues.
- **Motivation:** Freedom from his nefarious creators.

HUB HUBFORD

Chief Troublemaker for the Copperhat Boggle Brigade, an elite unit of boggle Copperhats sent into hostile situations to sow discord and chaos before the regulars arrive. Hub has two hundred successful missions under his belt, including the crashing of Boss Borgath's Birthday, resulting in the arrests of forty high ranking Nork's Noodle Gangsters.

- **Traits:** Unpredictable, reckless, wild laugh.
- **Motivation:** Become a living legend and prove boggles can do anything.



QUESTS

THE BOGGLE BRIGADE

The elite unit of boggle Copperhats are a force to be reckoned with, but Captain Martang only uses them to break up turf wars and do sting operations (except the Tricky Toes, of course). Mayor Peeweevil is convinced they would do a lot of good patrolling the streets of Boggleton. Help persuade Hub Hubford and the Boggle Brigade to leave the Copperhats for the new Bogtown police force.

- Hub Hubford and the Boggle Brigade are paid really well and that's hard to give up. They also fear the wrath of Captain Martang if they quit.

TO LIVE FREELY

Unassailable Co. agents are after Freely, to bring their "property" back to headquarters. Turns out Freely is actually a sputter-boggle, though it's very hard to tell. Freely would rather die than return to Unassailable Co. and doesn't want to flee his beloved new home. Defend Freely or persuade the agents to leave him alone for good.

- Unassailable Co. has sent their toughest operatives: the trio of Slink Binkabob the goblin saboteur (**THIEF** L6-B), Margie the bugbear wrestler (**WARRIOR** L7-B) and Skrab Sandtung the **DRATCH** (L7-C) sharpshooter (wields a blunderbuss), all in dark hats and trench coats.

WHARF RAT ROW

The soggy, spoiled piers of Wharf Rat Row—green with algae and pocked with burrowing, buzzing insect hives—line the dark waters of Bogtown like moldy teeth. Lanterns glow in the night as canoes and dinghies knock together in the gentle, fetid breeze.

LOCATIONS

- The Green Docks (p90)
- Dungeoneer Magazine, Inc. (p91)
- The Sunken Inn Saloon (p92)

SIGHTS AND SOUNDS

1. A cackling boggle sprays skeeter after skeeter with a bug repellent gun.
2. A young bugbear fishes for **QUAGDADS** using cheeseburgers as bait.
3. An old granny looks down with disdain and shuts her high rise window as you pass below.
4. A strange chittering emanates from a hole in the wharf.
5. The floorboards creak and wobble beneath your feet as **BRAYING SABREFISH** stare from the water hungrily.
6. Drunk Guttermouth **GANGSTERS** throw trash into the bog right after an old goblin cleans the waters with a net.

THE GREEN DOCKS

A long narrow series of moss-covered homes and hideaways lean against a mix of rotten piers and haphazardly cut stone columns supporting the walkways. The Green Docks are inhabited primarily by families, dock workers and other tradesfolk working in the city by day and padding their wages by fishing for their own supper by night.

RUMORS

- Someone is illegally fishing for shrimp, which hurts the locals who have trouble putting enough food on the table as it is.
- The **NABBER RAT** population has gotten out of control and no one seems to know what to do about it.

MISS ELOISE

A Green Docks fixture, Miss Eloise walks door to door twice a week to share her river shrimp catch with neighbors. She believes a little kindness will help stave off troubles with the Copperhats and the Tricky Toes. If you ask the folk of Wharf Rat Row, they'll say she's right.

- **Traits:** Selfless, confidante, laments "how times have changed."
- **Motivation:** Make Bogtown a neighborly place again.



QUESTS

THE SHRIMP THIEF

Thieves steal local shrimp en masse, leaving nothing for the locals. Big boats and net fishing are illegal in Bogtown, but Miss Eloise relays that dozens of folks heard fast moving water and saw a tall shadow in the moonlight, like a ship. It must be the shrimp thieves!

- There's only one boat that's big enough to match the description—but it has no net. The owner, a boggart sailor with a scruffy beard and peg leg named Cap'n Jangull, swears he's no shrimp thief and that the PCs are looking for a monster. A **DRAGON**! It rocked his boat last night as he was coming in from the Nackadonkee Bayou.
- Upon investigating the waters at night, the thief is actually a **HUMONGOOSE** (L7-C) that migrated from the western mountains and delights in devouring all the shrimp.

THE NABBER RAT MENACE

Wharf Rat Row gets its name for a reason: **NABBER RATS**, tons and tons of them. Lately things have gotten out of hand as poor folks constantly contend with the thieving vermin that steal food and valuables, squirreling them away into their holes beneath the docks.

- A **KOBOLD** rat tamer, and member of the Guttermouth Gang, has rallied a legion of **NABBER RATS** to steal for the gang.
- Following the rats leads to a secret entrance under the docks. It's a tough slog through a mucky tunnel—a **RANDOM MAZE**—that goes all the way to an abandoned warehouse in Gutterspan, full of everyone's stuff.

DUNGEONEER MAGAZINE, INC.

Perhaps the nicest building in Wharf Rat Row is the headquarters of the most popular periodical in the Mucklands. First distributed from the trunk of editor-in-chief Fleeg Greenback's weorg-and-buggy, *Dungeoneer Magazine* has since sparked the imagination of Mucklanders with its articles, comics and, of course, the serialized adventure tales of Shane Shandar, the Land of Eem's most famous Dungeoneer.

RUMORS

- *Dungeoneer Magazine* is always looking for a good story for 1 pouch of Silver Coins.
- Shane Shandar is getting fed up with the editor-in-chief of *Dungeoneer Magazine*, believing the writing quality has slipped recently.
- Shane Shandar is a fraud and his adventure stories are all lies.

FLEEG GREENBACK THE SECOND



The son and heir to the Dungeoneer Magazine empire, Fleeg has a nose for adventures and storytelling. He takes pride in the fact that he's close friends with Shane Shandar, a frequent subject of the publication's articles and stories. Aside from his few assistants, Fleeg works mostly alone, his offices filled with submissions from every corner of Eem.

- **Traits:** Over-the-top, exaggerator, enthusiastic.
- **Motivation:** Find the best, most exciting stories to publish.



SHANE SHANDAR

The world's most famous Dungeoneer. A graduate of Dungeoneer Academy in the Underlands, he has made a career of discovering lost cities, making contact with new species and unearthing ancient artifacts lost to the Age of Ashes. Made famous by a series of adventure serials published by Dungeoneer Magazine, recently Fleeg has been embellishing Shandar's tales, much to the explorer's chagrin.

- **Traits:** Brave, jovial, a lone wolf and uncomfortable with his celebrity.
- **Motivation:** Pioneer new discoveries and catalog his adventures.

QUESTS

STOP THE PRESSES

Fleeg is in a bind. Shane Shandar redacted his latest story, and Fleeg needs a new story fast! He's got a lead on a woman named Mazzy Ranzo, who has been bragging about slaying an honest-to-goodness fire-breathing **DRAGON**. The PCs can find her in the Heartwyrm Hotel (p79). Deadline is midnight!

- Ranzo is confident and intimidating with red scale mail and a massive two-handed sword. She works as a bodyguard for Ogger Bigtoe, a Tricky Toe Henchboss, and the whole gang has bought into her tale of slaying the Scarlet Wyrm in the Jagged Hills (p131).
- The Tricky Toes are terrified of her and give her a wide berth, though some are skeptical. She won't be able to trick them for much longer.
- Applying scrutiny to Ranzo reveals she's a fraud: she embellished dispatching a **CRAG LIZARD** scrambling into her camp one night and painted the scales red. In fact, she ran from the **DRAGON** that still dwells in the Jagged Hills, and if the Tricky Toes find out, she'll be done for.
- Ranzo aids the party members with any Tricky Toe Gang activities if they can convince the world that she is indeed a dragonslayer.

SHANE THE SHAM

Shane needs to go on an amazing adventure, one so incredible it doesn't need embellishment. The problem is, Dungeoneer Magazine altered the facts of Shandar's adventure stories to the point of absurdity, making him question if he's lost his edge. He's put out a call for a chronicler to transcribe his tale exactly as they see it. Accompany the dungeoneer on an expedition to defeat the Scarlet Wyrm in the Jagged Hills.

- Shandar is normally an incredibly capable dungeoneer but his recent lack of confidence causes him to do some irrationally dangerous things, like going headlong into combat.
- The Scarlet Wyrm is a **DRAGON** (L8-C) dwelling in the Jagged Hills (p131). Having been recently awakened by Mazzy Ranzo, the Scarlet Wyrm is quite grumpy and hungry. Not a great combination.
- **HEROIC TITLE ACHIEVEMENT:** Go on an amazing adventure (that would make a great story) with Shane Shandar.
  - ***From the Pages of Dungeoneer Magazine*** ♔. Kids and dungeoneers have heard of the PC's exploits and are duly impressed.

THE SUNKEN INN SALOON

Built on the water, this two story inn and tavern is adorned with nautical decorations, thick streaming ropes and chandeliers. It's a great place to fill your belly with rascal cider and get into a bone rattling fisticuffs match over a game of cards, darts or billiards—just don't fight outside or you might end up swimming with the fishes. Packed with dock workers, slouches and rascally thieves of every allegiance, the Saloon is also the primary hangout of the Guttermouth Gang.

SUNKEN INN SALOON MENU

Copper

- Shrimp Daiquiri: Shrimp, sugar, and glog. Tastes like a pirate burp. Replenish 1 Quest Point.
- Salty Frog: A Bogtown favorite, this is just a glass of saltwater with a frog in it. Pros know not to eat the frog. Gain +1 Nimbleness for the session.
- Lily Pad Noodles: The responsible choice, these are veggie-based noodles mixed with mulched roach and keestersnap shell. Expect a balanced, yet crunchy, mouthfeel. Gain +1 Vitality for the session.
- Bandy Clam Chowder: Clam tendrils so gummy you'll be chewing for hours, all bathed in a brown, creamy brine sourced straight from the sludge pools of Bogtown. Heal 1d6 Courage.
- Boiling Grubswizzlefarter: Essentially a shot of boiling hot sauce made from grubswizzle chilis, freshly minced parsley and shrym motor oil. Require no sleep for 2 days.
- Wharf Rat Stew: Tender, free range rat chunks playfully mingled with an earthy morb-based broth, topped with a dollop of curdle snail aioli. Heal 3 Courage.

RUMORS

- The Guttermouth Gang operates their nefarious dealings out of the Sunken Inn Saloon.
- The Sunken Inn Saloon is a great place to find hard-nosed hired muscle.

SPITSHINE SHIRLEY

The whalen owner and barkeep who's gained a reputation for being quite the tough customer. When a fight breaks out she jumps right in, making sure none of her furniture gets destroyed. Anyone breaking a table or chair goes straight into the bog. She doesn't care what her customers do during their off time and isn't one to spill the beans on rumors and gossip.

- **Traits:** Tough as nails, no nonsense, stand-up gal.
- **Motivation:** Run a clean, honest business in a dirty, dishonest town.





GARMINE FLIGGAGOONIE

The new boss of the Guttermouth Gang after Cat Jeebles' imprisonment. A loud, foul-mouthed, portly goblin, he's a terrible **GANGSTER**, but scalawags and ne'er do wells flock to his caustic charisma. He has a special arrangement with Spitshine Shirley: in exchange for a permanent room and table to do business, the Guttermouth Gang cleans dishes in the back.

- **Traits:** Crass, grandstanding, cowardly.
- **Motivation:** Hang on as the Guttermouth boss for as long as possible.

QUESTS

TURF WARS

It's no secret that, among Bogtown's gangs, tensions have been running high and Garmine Fliggagoonie is itching to capitalize on the chaos. Want to hit the Tricky Toe Gang where it counts? Garmine has a job: sneak into the Heartwyrm Hotel and release a cage full of kaleidoscorpions!

- Once the PCs do so, Guttermouth goons attempt to overtake the hotel. Unless the PCs turn the tide of battle against the horde of Tricky Toe **GANGSTERS** (10×L1-G, 2×L4-B, 1×L5-C), the Tricky Toes far outmatch the Guttermouths, even with the **KALEDIOSCORPION** problem.

BRAWL AT THE SUNKEN INN SALOON

As the patrons are settled in for drinks and games, a horde of Tricky Toe **GANGSTERS** (L2-G) pour through the entrance, breaking the doors off the hinges. Garmine scrambles to his feet and musters his goons as chairs go flying. This is an all out brawl, with people swinging on chandeliers, tumbling down stairs and falling over banisters.

- This is retaliation for the recent turf wars and, if the PCs are involved, they're the primary targets.
- Nimbleness Checks every round to avoid a flying bottle, mug or chair or suffer 1d6 Dread.
- Depending on how this goes, Spitshine Shirley just might kick the Guttermouth Gang out for good.

Junktown

Hex 39.13. One of the strangest cities in the Mucklands. Originally just a junkyard and landfill used by dungeoneering companies at the dawn of the Dungeon Era. Over time, a small population of salvagers gathered and began organizing, categorizing, and transforming the junk into a booming business town. As the saying goes, "One bogril's junk is another's treasure." Soon, the denizens became known as junkmongers, and before long the junk piles grew into towering spires of trash.

Today, Junktown has the fastest growing population in Fleabag County and is a frequent traveling stop between River Country and Bogtown.

DISTRICTS

- Nackadonkee District (p96)
- The Spires (p99)
- Trash Mountain (p102)
- West Bridge (p105)

WHAT'S GOING ON

- Junktown is growing faster than any other city in the Mucklands. So much so, that there's talk of Junktown seceding from Fleabag County to become its own Kingdom of Junk, with Tabitha Towertop as its Queen.
- The mysterious Undermonger and his gang are taking over the sewers of Junktown, and eventually aim to lord over all of Junktown.
- A restless **GIANT** sleeping under the trash mounds threatens to cause incredible damage if he wakes up.




Junktown
1. Nackadonkee District
2. The Pier
3. The Sewers
4. The Spires
5. The Nest
6. Castle Ratwatch
7. Trash Mountain
8. The Heap
9. Falderal Hauler Co.
10. West Bridge
11. Doc Popper's Clinic
12. Farmer's Market
13. Winifred's Library
5
4
12
11
10
13


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3

NACKADONKEE DISTRICT

Located along the green banks of the mighty Nackadonkee River where fishers cast their nets and set traps. Home to several entrances to the town's large, trash-filled sewer network (The Sewers).

LOCATIONS

- The Pier (p96)
- The Sewers (p98)

SIGHTS AND SOUNDS

1. A pair of goblin kids fish on a wooden pier, chewing straw.
2. Three muscular wugs help a little old woman raise her fishing boat out of the water for repairs.
3. Bogril cooks grill up some conqueror crab alongside a hulking **TROLL** cracking shells for them in return for food.
4. A sewer repair crew covered in green gunk curses at each other as they climb out of a manhole.
5. Music comes from a houseboat where a party is in full swing.
6. A **FLINDERKIN** rests on the edge of a roof, scoping out the horizon.

THE PIER

Dozens and dozens of small, ramshackle piers line the waters of the Nackadonkee. Enterprising fishers and farmers dock their rickety, wooden dinghies here when they aren't catching their keep.

RUMORS

- A child found a Felmog coin in the Nackadonkee river, causing a rush of folks to search for lost treasure.
- Frowny Cinch works for **PIRATES**, and might be a **SORCERER**.
- There are reports of strange activity in the sewers below Junktown but the authorities deny it.

ARNIE GIDDLE

A veteran boggart fisherman casting nets in the Nackadonkee since he was a wee lad. Arnie is a famous gossip and keeps a watchful eye on everything. Despite his nosiness, folks like him well enough.

- **Traits:** Easy going, oversharer, hocks loogies.
- **Motivation:** To be loved by everyone, even folks that are up to no good.





NANCY NORREY

A young girl that plays with her brother down by the waterfront, always looking for **CRAWLBADS** and other river critters. Her family has fished in Junktown since before it was Junktown. She gets frustrated over the smelly state of her home, but trusts in the smart folks in The Spires to clean it up.

- **Traits:** Playful, nosey, frank.
- **Motivation:** Wants to clean up Junktown when she's old enough.

FROWNY CINCH

Dressed in all black with fine leather gloves and knee-high boots, he stalks the Pier, making deals on behalf of the Daggerheart Pirates. No one knows how he gets word back to the Daggerhearts in Scalawag Strand, but folks say magic must be involved.

- **Traits:** Mysterious, smug, says "you know" all the time.
- **Motivation:** Be the biggest fish in a small pond. Frowny likes to feel powerful.



QUESTS

THE COIN

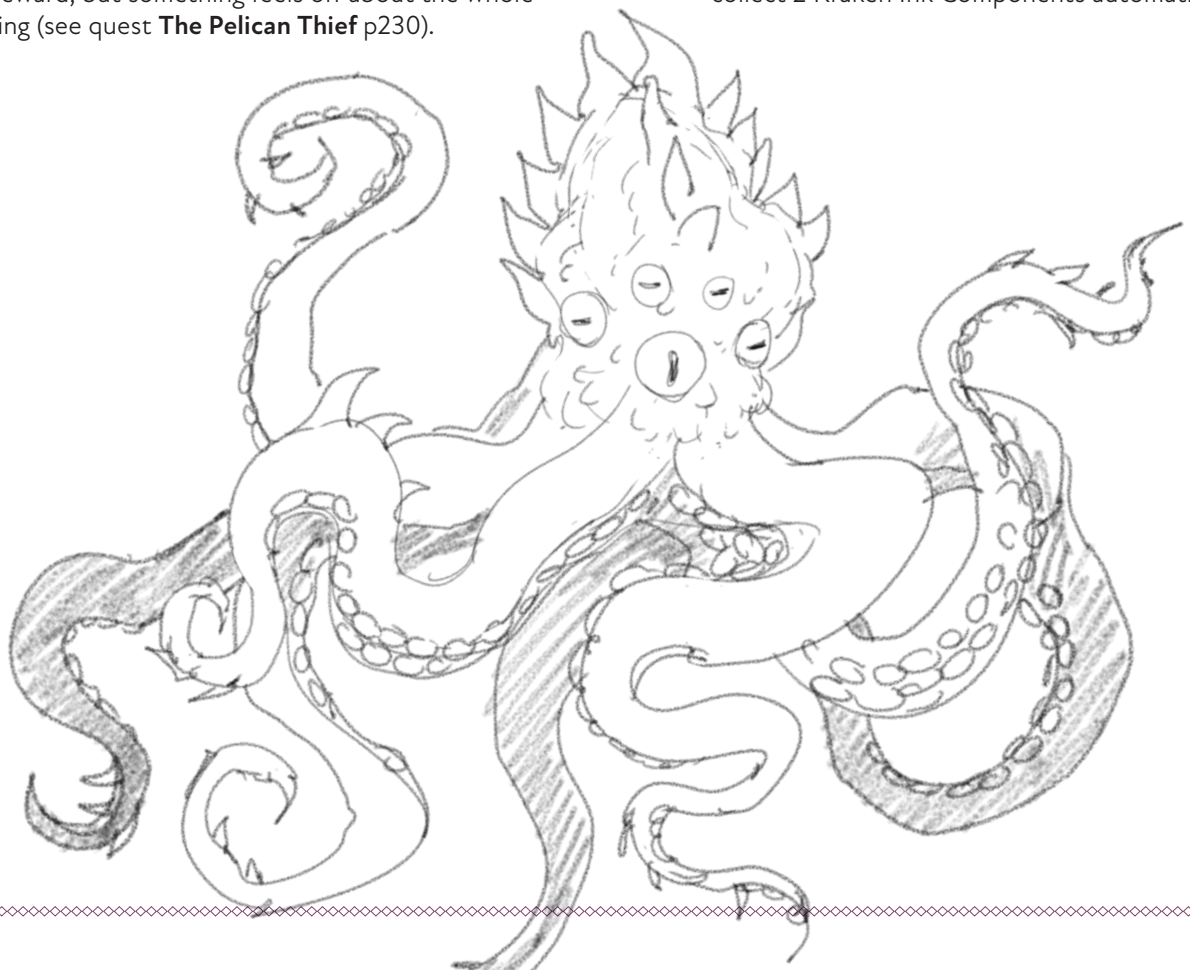
Nancy Norrey is rich, or at least she will be once she finds the rest of the lost Felmog treasure! It's true, she did find that Felmog Coin, marked with a single candle. Nancy's mother says she should bring the coin to a Felmog Outrider who may know how much it's worth! There are always Felmog Outriders coming in and out of the Vault in Bogtown (p81).

- Any Felmog Outrider identifies the coin as a special mint used only by the Traders of Kreeth, affiliated with the Order of the Black Candle. Curiously, the Traders of Kreeth have likely never even been so far southeast as Junktown. The Felmog Outriders don't want the coin, considering it the girl's property now. However, they warn that The Black Candle will surely want it back.
- On a successful Search Check at the spot where Nancy found the coin, the PCs discover a chest with 10 pouches of Gold Coins, and a waterlogged scroll with a ruined black seal. The scroll is hard to read but says: "Pay to the Order of Baron Lankershiv of River Country."
- If PCs spend any of it, word gets back to the River Baron Lankershiv (p195), who sends a group of **BOUNTY HUNTERS** to track them down.
- If the PCs take the loot to the Baron, the interaction reveals that the Baron and the Black Candle have some secret arrangement. The Baron will happily pay a reward, but something feels off about the whole thing (see quest **The Pelican Thief** p230).

FROWNY'S BIG PROBLEM

Frowny Cinch is in a bind, and if you can help him out, the Daggerheart Pirates will be indebted to you for sure. A top secret shipment got lost somewhere in the Quagmash from Junktown to the Scalawag Strand. And trust Frowny, if those certain somethings get loose and start growing, the Quagmash is going to have a big problem. Okay, fine, he'll tell you. It's a shipment of three baby **KRAKENS**! If Captain Daggerheart doesn't get his prize, there'll be hell to pay.

- **ORCHES** sunk Frowny's vessel in Hex 30.20.
- Three **KRAKENS** (L4-B) escaped, and have since moved near Sinkhole, attacking the fragile underwater architecture of the settlement! They can smell the tantalizing odor of fresh meat inside Sinkhole.
- The more time that passes, the bigger and more dangerous the **KRAKENS** become. They gain a Level every week.
- In exchange for catching the **KRAKENS**, Frowny personally outfits the PCs with a small sailing vessel with Daggerheart markings. Daggerhearts won't bother the PCs, but the Muckland Harbor Authority treats them like any ol' pirate vessel.
- **HEROIC TITLE ACHIEVEMENT:** Catch the **KRAKENS** and save Sinkhole.
  - ***Kraken Wrangler*** ♔. The PC can't be **ENTANGLED** by a **KRAKEN'S** mighty tentacles and is unaffected by its ink cloud. When they defeat a **KRAKEN**, they collect 2 Kraken Ink Components automatically.



THE SEWERS

A large, red brick tunnel runs from the Nackadonkee and into a maze of passages that wind beneath the city of Junktown. The ground is slick with slime and the ceiling drip-drops like a leaky symphony.

The sewers are a **RANDOM MAZE** full of waist-high trash water, toxic waste, and waterfalls.

Random **CREEPERS**: 1: **GUTTERSNAILS**, 2: **MUCILLUSKS**, 3: **BARBECUDAS**, 4: **NUBLINS**

On a Maze Hazard result of 2: **SLURPWORMS**, **CLUNCH DRAGONS**, or **MUCKMEN**.

RUMORS

- Bwag the Excavator has his hands full with a massive infestation of **CLUNCH DRAGONS** under Junktown.
- Some suspect that the Undermonger is actually one of the power players in disguise, like Gunk Irontooth or Tabitha Towertop.
- No one's ever seen the Undermonger's face. Some say they have no face!

BWAG THE EXCAVATOR



The bogril Chief Excavator in Junktown responsible for expanding the sewer and building foundations for new towers of junk. He gets almost no respect from anyone, especially Tabitha Towertop who bosses him around to no end. And so, he spends most of his days beneath the city exterminating **SLURPWORMS** and juvenile **CLUNCH DRAGONS** while chatting to his preferred company, the rats of Junktown.

- **Traits:** Squirrely, resentful, uncouth.
- **Motivation:** Tired of people and their problems, just wants to be a hermit.



THE UNDERMONGER

A mysterious crime lord who peddles in rare items and artifacts uncovered from the foundations of Junktown. The Undermonger and their minions live deep in the sewers, but they hope to rise to the surface and declare themself Sovereign of Slop, Ruler of Rubbish, Duke of Dregs, Tyrant of Trash, and the Overlord of Odds and Ends.

- **Traits:** Arrogant, power hungry, paranoid.
- **Motivation:** Create enough instability to rise up and take over Junktown, revealing their identity to the world!

QUESTS

DEALING WITH EELS

Bwag the Excavator is up to his ears in baby **CLUNCH DRAGONS**, also called slarm-eels, and needs them out of the huge underground reservoir where Junktown gets its fresh water supply. The water is mucky and disgusting and the city is getting endless complaints. The thing is, Bwag isn't sure how the slarm-eels are getting inside. He's removed them several times only to have more reappear.

- Tormac Towertop is behind the plot, to make his sister Tabitha lose favor with the populace.
- As a side effect, the whole ordeal has occupied all of Bwag's attention, keeping him from uncovering anything about the Undermonger.
- With Bwag occupied, the Undermonger's gang is seizing control of more tunnels beneath the city.

THE UNDERMONGER'S RISE, PART 4

(See p100 for Parts 1–3). Following the war in the streets, you receive a ransom note informing that [the PC's favorite NPC in Junktown] is captured beneath the city! Surrender yourselves to the Undermonger, or they perish!

- The note tells the PCs to meet the Undermonger at the underground water reservoir, which now houses a trained, full-grown **CLUNCH DRAGON** (L6-B).
- The Undermonger has captured the NPC because the PCs have become a major thorn in their side and wants them dead.
- The number of gangsters with the Undermonger depends on how well the PCs did in Part 3 (base 2d6 **GANGSTERS**, L3-G).
- The Undermonger accidentally reveals themself in the final fight. If things don't go their way, they'll offer to team up and rule Junktown together.

THE SPIRES

The crooked, rusty towers of Junktown peer over the rest of the city like wobbly giants. The Spires house the wealthy and influential, and act as the seat of power for Tabitha Towertop and her cohorts.

LOCATIONS

- The Nest (p99)
- Castle Ratwatch (p101)

SIGHTS AND SOUNDS

1. A filthy rat catcher tosses a dozen oily rats onto the Ratwatch front desk and makes a fuss about payment.
2. A one-legged bogril pushes a wheelbarrow filled with doorknobs.
3. A pair of town **GUARDS** wearing armor made out of pots and pans watch a puppet show, where a **GATOR** with a hat eats a bogril with a crown.
4. A boggle strains to lower a basket filled with what looks like lint from the towering Nest.
5. A bogril leads a **BOGRILLIAN TORTOISE** along the road with a cabbage on a stick covered in peanut butter.
6. Boggles divide a huge pile of junk into smaller piles, arranged by material.

THE NEST

Cobbled together from a patchwork of wood, metal scraps, cardboard, and plastic sheeting, the Nest is the tallest tower in Junktown. The Nest is also home to Tabitha Towertop, and constantly packed with a plethora of traders seeking an audience. Lately, however, Tabitha is preoccupied with a series of crises plaguing her reign.

RUMORS

- Tabitha Towertop keeps a massive store of sarpathi relics, tomes, and other cultural artifacts hidden in the Nest.
- Tabitha Towertop needs help dealing with a mysterious crime lord called the Undermonger.
- Tabitha Towertop and her brother Tormac never see eye to eye and argue incessantly.

TABITHA TOWERTOP

Never formally appointed the town's leader, Tabitha climbed her way to the top of Junktown by literally accumulating wealth and influence. Able to identify almost any item and give a clear idea of its origin and value, adventurers everywhere prize Tabitha's gift. She's grown so rich and powerful, that she intends to transform Junktown into its own independent kingdom, with her as the sole ruler.

- **Traits:** Ambitious, haughty, knowing laugh.
- **Motivation:** Create a Towertop royal dynasty lasting a thousand years.





TORMAC TOWERTOP

Hates his sister Tabitha because she never includes him in her grand plans. So he's decided to make her grab for power extra difficult, and when the time is right, he'll take over control of the Nest. Tormac has been secretly sending slarm-eels into the Junktown water supply (see quest **Dealing with Eels** p98).

- **Traits:** Grumpy, self-centered, always looking for approval.
- **Motivation:** Ruin Tabitha and rule Junktown by himself.

QUESTS

THE UNDERMONGER'S RISE, PART 1

Tabitha Towertop needs help. The Undermonger Gang has taken their troublemaking too far, threatening to destroy Junktown by blasting the foundations of the city. That is, unless Tabitha gives up her house in the Nest, and any dreams of royalty. She thought she could count on Bwag the Excavator to handle this, but he's inept! Tabitha will pay handsomely to stop the Undermonger and his wretched gang.

- Bwag the Excavator (p98) leads the PCs through the sewers, a **RANDOM MAZE** full of waist-high trash water, toxic waste, and waterfalls.
  - Random **CREEPERS**: 1: **GUTTERSNAILS**, 2: **MUCILLUSKS**, 3: **BARBECUDAS**, 4: **NUBLINS**.
  - On a Maze Hazard result of 2: **SLURPWORMS**, baby **CLUNCH DRAGONS**, or **MUCKMEN**.
- The Undermonger's hideout is hidden behind a particularly filthy waterfall.
- Inside the hideout, 16 **GANGSTERS** (10×L2-G, 6×2-B) are ill-prepared to deal with intruders after a late night of partying. But if the PCs cause a ruckus, the Undermonger slips away.

THE UNDERMONGER'S RISE, PART 2

Junktown is on the verge of becoming the Kingdom of Junk, and Tabitha can't afford meddling rivals at such a critical time. The mysterious Undermonger must be dealt with. She has a list of potential suspects, but needs confirmation.

- Investigate her list of four suspects: Bwag the Excavator, Gunk Ironjaw, Tormac Towertop, and Tabitha Towertop.
- The Undermonger's identity is up to the GM to decide. Here are the suspects and their motivations:
  - Bwag the Excavator is tired of taking orders. He controls the sewers, he deserves to be Sovereign of Slop.
  - Gunk Ironjaw (p102) resents Tabitha's power grab and will build his own tower of junk as the Ruler of Rubbish.
  - Tormac Towertop, Tabitha's brother, who has been poisoning the water supply with baby **CLUNCH DRAGONS**. He is destined to become the Overlord of Odds and Ends!
  - Tabitha Towertop is the Undermonger. No one would ever suspect her greatest enemy is a mere fabrication to destroy her enemies. All hail the Lady of Litter!
- Periodically, during their investigation the PCs will face obstacles from the real Undermonger.
  - A mysterious figure shadows the PCs. If captured, they turn out to be one of the innocent suspects concerned that they're being framed as the true Undermonger.
  - A group of Junktown goons forcefully suggests that the PCs quit sticking their nose into other people's business and skip town.
  - A fire suddenly breaks out at one of the innocent suspects' homes! The suspect and townsfolk beg the PCs for immediate aid to put out the blaze.

THE UNDERMONGER'S RISE, PART 3

Now that the Undermonger is truly a force to be reckoned with, a major crime spree hits Junktown leaving the citizens scared and angry. Folks shout at Tabitha's tower demanding answers and retribution against the **THIEVES**. But Junktown's citizens are incredibly disorganized and untrained. Tabitha asks you to whip them into shape and start busting crime, and push the Undermonger's gang back to the sewers.

- The town defense force is composed of 3 squads of well-meaning, but untrained citizens.
- The PCs must describe how they train their squads. To determine each squad's Mettle skill, PCs make an Inspire Check:

1–2	-2 Mettle
3–5	-1 Mettle
6–8	+0 Mettle
9–11	+1 Mettle
12+	+2 Mettle

- Assign a squad each to The Spires, Trash Mountain, and West Bridge. Based on the previous training results, each squad makes a Mettle Check to determine how successful they are in thwarting the Undermonger's forces (see quest **The Undermonger's Rise, Part 4** p98).

1–2	The Undermonger takes control of the district (+2d6 gangsters in Part 4).
3–5	The district is crime-ridden (+1d6 gangsters in Part 4).
6–8	The district is contested (+1d4 gangsters in Part 4).
9–11	The district is safer (-1d4 gangsters in Part 4).
12+	The district is well secured (-1d6 gangsters in Part 4).

- **HEROIC TITLE ACHIEVEMENT:** Thwart the Undermonger's forces.
  - ***Sewer Marshal*** ♔. Once per session, while walking in a settlement, use the sewers to gain Advantage on a Sneak Check.

CASTLE RATWATCH

Home of the Ratwatch, though not a castle at all, just a tongue-in-cheek name for the rickety, wooden shack at the center of The Spire. The Ratwatch, despite being a rinky-dink outfit, are a critical public service in Junktown, as all the trash, junk and flotsam attracts a staggering amount of vermin that need to be exterminated.

RUMORS

- Castle Ratwatch is overrun by not only rats, but **KILORATS**.
- Rudy the Ratwatcher has fallen deathly ill from a **KILORAT** bite.

CHIEF RATWATCHER RUDY

A one-eyed, surly boggle at his wit's end fighting off the vermin storming the city's wealthiest quarter. Rudy has had it up to here being pushed around by the Junktown nobility.

- **Traits:** Grouchy, hard working, always says: "ah, what do you know, anyway?"
- **Motivation:** Open up a tea house with his assistant Big Baldrick.





BIG BALDRICK WARBURGIN

Rudy's assistant; a simple-minded, delightful bugbear whose main job is to carry the Big Blue Sack and catch vermin. The rats are then transported to a farm south of West Bridge, where they are detoxed and placed into the employ of Sheesh Mandoogle to cull the **KEESTERSNAP** population. Baldrick has always appreciated this, as he is averse to smooshing the rats like Tabitha Towertop would prefer.

- **Traits:** Gentle, loves animals, says "um" a lot.
- **Motivation:** Find the Junktown rats a new home and help Rudy retire one day.

QUESTS

THE RAT CATCHERS

Normally Rudy and Baldrick wouldn't ask for help, but lately they've encountered one too many **KILORATS** to meet quota. Help them with the **KILORAT** infestation by catching at least 10 and they'll give you a fair cut of their wages: 2 pouches of Copper Coins.

- The **KILORATS** can be easily drawn out with any sort of cheese.

A RAT IN OUR MIDST

Rudy was bitten a few days ago and has taken a turn for the worse. Baldrick may not be one for smarts, but he's sure this isn't any run-of-the-mill rat bite. Search the Spires for the infected **KILORAT**, capture it, and take it to Doc Popper's Clinic in West Bridge to find a cure.

- The aggressive **KILORAT** (L5-C) can be found with a 9+ Search Check or lured out with enough exceptional cheese. If bitten, a PC must make a Vitality Check to resist being **CURSED** (presents as an infection: stiff neck, fatigue, sores, fever).
- Doc Popper has bad news: the **KILORAT** isn't diseased, it's **CURSED** with lycanthropy. Only a **WITCH** can cure lycanthropy, and the only one in town is Itch the **WITCH**, a quortle living in the sewers.
- At Doc Popper's Clinic, Baldrick rushes in and proclaims that Rudy has gone missing, after raving about craving cheese.
- A giant rat (Rudy, now a wererat) has ransacked the Gourmet Cheesery in the Spire, causing a huge commotion in town. Folks are furious that Rudy and Baldrick aren't doing their jobs.
- Rudy has transformed into a wererat and is hiding in the storeroom beneath the Gourmet Cheesery.
- Itch the Witch is actually the source of the **CURSE**. The kilorats are her family and protectors, so this is her revenge on the Ratwatchers for exterminating them. Itch can be persuaded to cure Rudy (and any PCs), as long as the **KILORATS** are spared from now on.
  - If Tabitha Towertop or the public catch wind of this, a militia gathers with torches and pitchforks to run Itch and her rats out of town.
- **HEROIC TITLE ACHIEVEMENT:** Cure Rudy of lycanthropy.
  - ***The Ratwatcher*** ♔. Gain Proficiency in Rat Wrangling and inflict +2 Dread against rats and rat-like Adversaries.

TRASH MOUNTAIN

A massive pile of garbage and junk of all kinds, and a reminder of the Dungeon Era's unchecked industrial surge and waste, not to mention the cultural compulsions of junkmongers to save everything for later.

LOCATIONS

- The Heap (p102)
- Falderal Hauler Co. (p104)

SIGHTS AND SOUNDS

1. A round bogril woman picks through a heap of refuse and giggles with glee as she pulls out a backscratcher.
2. A **MERGA TOAD** burps out an empty can of Sporg and hops into a mound of trash.
3. A lonely wug pushes a giant ball of foil up a steep garbage spire.
4. Trash Mountain rumbles and shakes, as everyone around you braces for an avalanche that never comes.
5. A shrym in an ornithopter haphazardly hovers to the top of a heap and takes a swig of rascal cider.
6. Three boggles chase a young **THIEF** into a trash tunnel.

THE HEAP

Stinky, chaotic, and enormous, the Heap is the largest junk pile in all of Junktown. The site is always flooded with junkmongers collecting and sorting rubbish like bees in their hive. Junk from all over the Mucklands eventually ends up monetized by the junkmongers, mashed into cubes by trash compactors, or burned, producing constant black smoke. Only the especially nasty stuff is loaded onto garage-barges set for the Nackadonkee, then into the Quagmash, and ultimately out to sea in the Scalawag Strand.

RUMORS

- Groody the **GIANT** is so depressed they've decided to sleep for a hundred years.
- Trash Mountain could avalanche at any moment.
- Gunk Ironjaw eats anyone who lies about the value of their junk.

OUTBOUND RUMORS

- A shrym sputter-wizard named Odus Radling in Beezelburf is looking for information on a "mechanical hat" or some such.

GUNK IRONJAW

As unique as they come, Gunk is a real live, talking **GATOR** from the backwaters of River Country. He wears what he calls his "thinking cap," a device that makes him a sentient (albeit ornery) person, instead of your average, bogril-eating river **GATOR**. Gunk spends his days in his junk shop, selling wares, but always keeps an eye out for anyone getting too close to his precious thinking cap.

- **Traits:** Irritable, distrustful, loves bad jokes.
- **Motivation:** Live life free from the fear of losing his thinking cap.





GROODY

A **GIANT** who, for as long as anyone remembers, has been fast asleep in the center of Trash Mountain, until now. He seems to be waking, shifting and turning, and causing all kinds of mayhem. Groody's snores are like thunder, his heavy breaths like an earthquake. No one remembers if the Heap was built on Groody or if Groody wandered in by accident, but if something isn't done about it, the whole mountain might crumble.

- **Traits:** Depressed, regretful, groggy.
- **Motivation:** Sleep through his depression and forget the past.

SKITCH WHISTLETOOTH

The foremost trash architect of Trash Mountain. Skitch is a boggle who spends her days fortifying the inner bowels of the mountain, preventing collapses and avalanches. It's a hard job and she has few employees at her disposal, but somehow she maintains Trash Mountain with only a few missing persons a week.

- **Traits:** Determined, fussy, overworked.
- **Motivation:** Protect the folks of Junktown from getting flattened by an avalanche.



QUESTS

BODYGUARDS FOR A GATOR

Gunk Ironjaw wants bodyguards for a trip to Thrig to appraise the largest foil ball in all of the Mucklands. It would be Gunk's first trip outside of Junktown since he moved there!

- Gunk Ironjaw doesn't let on at first, but he's terrified of Odus Radling (p67), the inventor of the thinking cap that's made Gunk a genius. He swears Radling knows about him and is out to get him.
- A **DRATCH** (L4-B) hired by Odus Radling to find his thinking cap, found out about Gunk and plans to ambush him and steal the cap back.
- The **DRATCH** threatened and bribed the real foil ball's owner, Minky Sammish, to let him hide in a false foil ball and ambush Gunk.

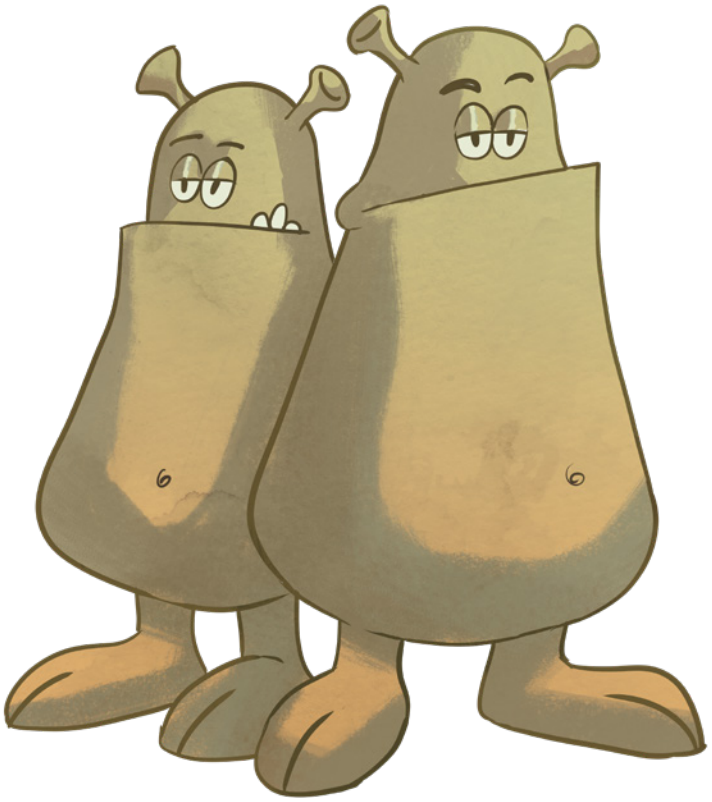
THE DOODS

At the request of Tabitha Towertop, a gaggle of **DOODS** has been brought into Trash Mountain from Murnelly's Dood Ranch to cut down on the sheer volume of refuse threatening to avalanche. **DOODS** are ravenous, dim-witted critters, and sometimes eat the wrong trash claim, causing incessant disputes. Help Skitch Whistletooth sort through the complaints or even better, get rid of these **DOODS**!

THE SLUMBERING GIANT

Groody the **GIANT** wandered into the Heap many years ago and hasn't left since. Since then, he's been buried under tons of trash in a deep slumber. Lately it seems Groody has been restless, tossing and turning, causing avalanches and trash slides. Skitch Whistletooth believes that if something isn't done, the whole mountain might crumble.

- Skitch thinks the best course of action is to somehow ease the **GIANT'S** fitful sleep back to deep slumber.
- If disturbed, Groody is only half-awake and ornery. He refuses to leave, despite being a serious threat to everyone on Trash Mountain.
- The problem is Groody has a broken heart after breaking up with Bom, his mate of 170 years. Groody said "some things he regrets," but doesn't think an apology will do. She lives in the mountains at the edge of River Country.
- If the PCs help Groody and Bom patch things up, he leaves Junktown forever. But even if he's willing, it takes a heavy duty operation to extricate him from the Heap without causing massive damage.
- **HEROIC TITLE ACHIEVEMENT:** Ensure that Groody and Bom repair their relationship.
  - ***The Love Doctor*** 👑. Gain Proficiency in Relationship Counseling.



FALDERAL HAULER CO.

A huge, walled trash yard with a fleet of massive flatbed wagons and a gargantuan garbage-barge. A pair of clucking chickens sit atop a small, unkempt office belonging to Falderal Hauler owners, Jed Wadworth and Percy Nandunner. When they're not ordering around their army of haulers, they are sailing their odious barge from Fleabag County to Scalawag Strand by way of the Nackadonkee River.

RUMORS

- There's twice as much garbage coming out of the Nackadonkee District as there should be. Jed Wadworth swears up and down its smugglers, but doesn't have the time to sort through the trash and prove it.
- Falderal Hauler Co. will transport passengers on the garbage barge and take them all the way to Scalawag Strand for 1 pouch of Silver Coins and a hand with the garbage.
- A cadre of Green Gallivanters were poking around Falderal Hauler Co.'s garbage-barge.

JED WADWORTH

A boggart entrepreneur that claims he started the trash hauling business by trading a paperclip to a junkmonger and bartering it into a fortune. Jed's a happy-go-lucky opportunist, who isn't afraid of getting dirty in the pursuit of making some coin.

- **Traits:** Entrepreneurial, morally flexible, always tries to trade with people.
- **Motivation:** Make money. Specifically, a ton of money.





PERCY NANDUNNER

A boggart from River Country and Jed's best pal. He never was much for working hard, but knows a thing or two about sailing boats. Percy, or Cap'n Percy, is responsible for sailing their garbage-barge every couple months to Scalawag Strand.

- **Traits:** Easy-going, lazy, says "stoked" a lot.
- **Motivation:** Spend his best days on the water, free and easy.

QUESTS

TRASH SMUGGLERS

The Nackadonkee District has been producing twice the amount of garbage in the last several weeks. Jed's a smart guy and suspects someone must be smuggling goods down the Nackadonkee. Help him scrounge through the latest garbage haul from the Nackadonkee District for smuggled goods.

- A successful Search Check reveals jars of black powder concealed in trash bags. Jed guesses someone is trying to avoid paying export tariffs with Muckland Harbor Port Authority.
- Melliot the Powdermonger has a deal with the Blood **REEF NYADS** in the Scalawag Strand. In return for blackpowder, he gets a sizable payment from a weird pirate-looking guy.
  - The **PIRATE** is Daggerheart operative, Frowny Cinch. He does business down on the Pier.
- The **REEF NYADS** and Daggerhearts plan to use the blackpowder in a joint attack on Conch and Muckland Harbor, respectively.

DOWN THE NACKADONKEE

Cap'n Percy will take anyone down the Nackadonkee River to Anchorbottom in the Scalawag Strand for 1 pouch of Silver Coins. You just have to sleep in trash, oh, and help unload it into the ocean once you get there.

- A righteous group of Green Gallivanters have set up an ambush in the Quagmash, intent on stealing the Falderal Hauler Co. garbage-barge so it can't pollute the ocean any longer.
- Cap'n Percy is prepared for battle with anti-personnel war cannons, and when the Green Gallivanters (**WARRIORS** 6×L2-G, 2×L3-B) attack, he demands the PCs help defend the ship.

WEST BRIDGE

A district with homes built right on top of the old stone bridge spanning the babbling Nackadinky River. West Bridge is a quiet suburban quarter, where Doc Popper's Clinic, the West Bridge Farmer's Market, and several well-to-do households enjoy a clean environment away from Trash Mountain.

LOCATIONS

- West Bridge Farmer's Market (p105)
- Doc Popper's Clinic (p105)
- Winifred's Library (p106)

SIGHTS AND SOUNDS

1. A long line of parents with their coughing children wait their turn at Doc Popper's Clinic.
2. Soot-covered chimney sweeps eat sandwiches on the bridge with grubby hands.
3. A fisher hoots with joy after fishing out a boot from the river.
4. A married farmer couple wheels in a cart of giant carrots to sell in the market.
5. A silver-toothed goblin sells snake oil and tonics to a crowd across from Doc Pepper's Clinic.
6. A **FELMOG KNIGHT** with a four-horned helm rides to the farmer's market on a war horse, yelling at peasants to make way.

WEST BRIDGE FARMER'S MARKET

A quaint farmer's market selling food, produce and knickknacks from all over Fleabag County. Open daily!

VENDORS

CHARTREUSE'S CHARMS SHOP

Copper

- Dancing Foot Stone: Once per session, re-roll a failed Sneak Check (2 uses).
- Honesty Beads: Once per session, re-roll a failed Trickery Check (2 uses).

Silver

- Awareness Gem: Once per session, re-roll a failed Perception Check (3 uses).
- Lucky Feather: Re-roll a failed Skill Check (1 use).

ROYAL THE BROILER'S MENU

Copper

- Broiled Nackadonkee Tubesteaks (Quality Rations, Heal +1 Courage).
- Beast Components from Fleabag County (see Component Locations table in Core Rulebook).

MINNIE THE ROOTIN' TOOTIN' TUBER GAL'S MENU

Copper

- Rootin' Tuber Smoothie (+ 1 Charm for the day).
- Herb Components from Fleabag County (see Component Locations table in Core Rulebook).

DOC POPPER'S CLINIC

From his tin can cottage, Doc Popper cures what ails you. For years, Doc Popper has mended broken limbs, treated sickness, and helped the folk of Junktown. His clinic is right on the bank of the Nackadinky, the slow churn of the water wheel creaking with every turn.

LIST OF SERVICES

- Heal a **WOUNDED** PC. Gold.
- Heal 5d4 Courage. Silver.
- Cure the **POISONED** condition or provide immunity against **POISON** one time. Silver.
- Lift a minor **CURSE**, or a more serious one before it takes full effect. Gold.

DOC POPPER

A bogril doctor and alchemist in his eighties. Doc Popper lives alone, focusing much of his time on providing care to the citizens of Junktown and the surrounding area. Compared to most healers, he's a wealth of knowledge, but his memory is starting to fade.

- **Traits:** Kind, forgetful, gentle bedside manner.
- **Motivation:** Help as many folks as possible, even if they can't pay.



WINIFRED'S LIBRARY

Nestled along a quiet corner of West Bridge, Winifred's Library has stood for thirty years, providing a massive collection of books, scrolls, tomes, and the largest back catalog of *Dungeoneer Magazines* in Fleabag County.

LIBRARY BOOKS AND RESEARCH

PCs can buy a random book (see Books table in Core Rulebook) for Gold. They can also borrow a random book for free and temporarily gain Proficiency in a subject for as long as the book is in their possession. However, if a PC doesn't return a book in a month's time, Winifred hires a **BOUNTY HUNTER** to track down the PC and force them to pay a Gold late fee and return the book.

PCs can Research any subject here without penalty (see Downtime in Core Rulebook) and it only takes half a day.

RUMORS

- Winifred once lost a powerful spell tome in her shop.
- Winifred Addlebeak can identify nearly any book she sees and will happily pay for rare books.

WINIFRED ADDLEBEAK

A welkin librarian and shopkeep who has dedicated her life to rummaging through Trash Mountain to find all the books and periodicals that she can. If it's been printed, she's heard of it, knows who wrote it, and in what year.

- **Traits:** Short-attention span, curious, references old literature.
- **Motivation:** Share knowledge and archive the past.





ISDEMUS THE OWL

Winifred's **RACK OWL** companion that rests in a nook atop the counter. By day, Isdemus slumbers, tittering in his nook, but by night he scours the shelves with his lantern eyes, curating suggested reading lists for new customers.

- **Traits:** Disinterested, hard to impress, privately enthusiastic.
- **Motivation:** Secretly protect the *Book of Magic Colors*, even from Winifred.

QUESTS

BEATRICE OSWIN'S BOOK OF MAGIC COLORS

Winifred has heard the rumors that her shop is home to a *Magic* book. She has searched high and low for the so-called *Book of Magic Colors*, said to be penned by the great wizard Beatrice Oswin of Kril, long ago. To her shame, she has not found the book, not even in her basement storehouse of thousands and thousands of uncatalogued books. Winifred offers a library card with an infinite checkout date should you find the *Book of Magic Colors* in her basement.

- Finding the *Book of Magic Colors* requires a 12+ Search Check with Disadvantage.
- Isdemus the Owl actually knows where the *Magic* book resides in the basement. He is, in fact, the ancient familiar of Beatrice Oswin and has been secretly protecting the *Book of Magic Colors* for generations. Wherever the book goes, Isdemus goes with it.
- The book is filled with 10 random spells (see Spells table in Core Rulebook), each one corresponding to blue, red, yellow, green, purple, orange, pink, brown, black, or white. PCs must use 2 Quest Points to cast a spell, but Gnomes and Wizards only use 1.

Munch

Hex 36.16. The Boggarts of Munch once ruled the Mucklands. The town was named after the storied royal family, several of which still dwell in the old castle. Despite holding no "real" power today, they command the respect of Fleabag County's citizens and are often consulted by commoners to settle trade disputes, rivalries, and even bless new endeavors.

The Boggarts of Munch are often referred to as the wealthiest paupers in Fleabag County. Castle Munch itself is a mere shadow of its former glory—the once rich stained glass windows and tapestries are dusty, dingy and colorless. However, the Boggarts of Munch still practice courtly routines. Nobles compete to attend festivals, dinners, and political events on their grounds, all the better to curry favor with the royal family including: King Cragtooth Munch, the Queen Mother Nabitha Munch, Prince Ragtooth, and Princess Elzabith.

LOCATIONS

- Castle Munch (p107)
- Town of Munch (p110)

SIGHTS AND SOUNDS

1. An old man in a shabby tunic blows on a rusty trumpet with great pride, but can't hit the high note.
2. A noble boggart fires arrows at a nearby target. Once finished, a loyal squire races to collect the missed shots and stick them into the bull's eyes before exclaiming: "Well shot, sire!"
3. A beggar with a wooden foot and no teeth gives a coin from their own cup to a beggar with two wooden feet.
4. Bugbear painters accidentally spill two whole buckets of blue paint onto a cow.
5. Goblin dungeoneers study an old map while sharing a meat pie.
6. A dog barks furiously at a pigeon sitting on a statue of a boggart king.

CASTLE MUNCH

Once an architectural wonder that gleamed like a jewel over the golden fields of Fleabag County, Castle Munch has since fallen into disrepair. The leaning spires are suspect, the roof shingles hardly keep out the rain, and the colorful paint and billowing banners have grown dull and tattered since last the House of Munch truly ruled the land.

WHAT'S GOING ON

- The Boggarts of Munch would like to be in power again, but have no idea where to begin and no plan.
- The King and Queen Mother are obsessed with finding suitors for their son and daughter to carry on the Munch Family tradition. But worthy, noble blood is hard to come by in the current age.

RUMORS

- Castle Munch may not be as poor as it seems—that is, if the royal family can recover its lost family treasure.
- An advisor named Slek Slorgood has the ear of King Munch.
- Rumor has it, the **GHOST** of the king's dead wife Zelzabith haunts the castle.

OUTGOING RUMORS

- Prince Ragtooth Munch is missing, gallivanting around the Used T'Be Forest on some sort of cock-eyed adventure. There's bound to be a reward for bringing him home.

KING CRAGTOOTH MUNCH

The ruler of Castle Munch and lord of the boggarts therein. He holds no power outside of Munch, though you'd never know it from speaking with him. The old king keeps up his royal practices and his loyalist boggarts humor him. It would all be kind of sad, if it weren't for the fact that the King is such a genuinely nice fellow.

- **Traits:** Benevolent, oblivious, doting.
- **Motivation:** Keep the Munch family in power for generations to come.





QUEEN MOTHER NABITHA

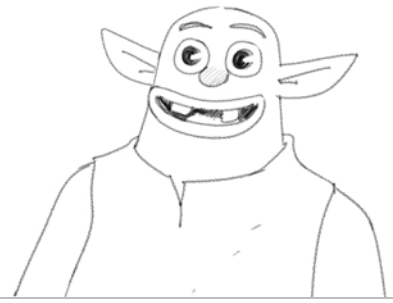
King Cragtooth's mother, something she reminds the entire Munch family of daily. She is quite practical, as far as ancient boggarts go, and holds no illusions that the Boggarts of Munch are anything more than peasants playing at royalty. She loves them all however, and is very vocal about missing Cragtooth's wife, the legendary Queen Zelzabith: "the loveliest, smartest, kindest of us, bless her nose."

- **Traits:** Stern, overbearing, constantly harrumphing.
- **Motivation:** Prevent the Munch lineage from dying out.

PRINCE RAGTOOTH MUNCH

Heir apparent to the Munch royal line, but would rather go adventuring. In fact, he has. No one has seen him for over a year, much to their dismay, mostly because Ragtooth is not exactly built for adventure.

- **Traits:** Clumsy, goofy, gullible.
- **Motivation:** Find a bride and bring her home to Munch.





PRINCESS ELZABITH MUNCH

Second heir to the Munch royal line, and far more interested in Fleabag County politics than her brother. She'd love to run for Bogtown mayor, should her father and grandmother allow it, but if she can't, she can certainly support the best candidate and get her ideas heard.

- **Traits:** Intelligent, driven, feels like she's not related to her family.
- **Motivation:** Enter politics either by running for Mayor of Bogtown or becoming Queen.

PRESTON THE PORTER

Leader of what he calls the Last Servants of Munch, a group of romantics that believe one day the royal family will rise above the corruption and decay of the modern Mucklands and rule once more. Preston is fiercely protective of the Boggarts of Munch, so much so that he carries a two-hundred year old sword at his side, that probably isn't useless, probably.

- **Traits:** Overly proper, obscenely courteous, watchful.
- **Motivation:** Protect the royal family.





SLEK SLORGOOD

The King's new advisor on both political and business decisions. Slorgood is a bulbous-nosed boggart in garish robes who never stops smiling. In a short time, Slorgood positioned himself closer to the King than even the Queen Mother on political matters, for better or worse.

- **Traits:** Cunning, derisive, always grinning.
- **Motivation:** Feign loyalty to the King until he can steal enough from under his nose to be a king himself.

QUESTS

THE WAILING WIFE

In her old age, Queen Mother Nabitha has the audacity to think the royal family should give up their noble claim! The castle is in disrepair and their treasury is near empty. Nabitha believes the Boggarts of Munch should return to their ancient roots and become farmers again, and thus return Munch to the folk of Fleabag County—an honest, new city, free of thieves, bullies, dungeoneering opportunists, and nobles. But without the support of her son the King, Nabitha thinks the only way her son will listen is through his deceased wife, Zelzabith. Help the Queen Mother conduct the seance, as she fears attracting evil spirits if she's not careful.

- Summoning Zelzabith without attracting evil spirits requires a 9+ Lore Check with Disadvantage. Using **ASHBLOSSOM** in the seance negates the Disadvantage.
- On a failure, the seance attracts 1d4 angry and haughty **GHOSTS** (L5-B), former nobles slighted by House Munch.
- In any case, Zelzabith is summoned at last. But to Nabitha's dismay, she is of the opinion that the royals of Munch should hold on to their legacy for dear life! "You must find the treasure of First Munch hidden beneath the castle!"

THE MISSING PRINCE

The good King Cragtooth is beside himself with worry. Prince Ragtooth Munch has gone missing on some foolhardy adventure with his pals, and the King wants his son brought home at all costs. Last the King had heard, the Prince was in Beezelburf.

- The Prince made his way from Beezelburf to Thurf, then Crickstop, and was last seen at Wally's Waffles and Weorgs eating a meal and watching live bard entertainment.
- Wally remembers the goofy boggart well. Hard to forget someone getting rejected by so many women in one night. He spent the night drinking rascal cider at the bar before he and his friends took the Great Slog for Harp's Edge. In fact, he left a note!
- The Prince's note is addressed to his father, the King. He intends to find his own way in the Land of Eem!

THE PRINCESS POLITICO

Princess Elzabith is often overlooked within her family, but out of all the Munches, her head is most on her shoulders. She has desires to run for mayor in Bogtown or another prominent place where she can really make a difference. But the King forbids it, and Elzabith isn't entirely sure she could do it. According to Preston the Porter, all she needs is a bit of confidence.

- If nudged, Princess Elzabith would make a great candidate for any political race, be it in Bogtown, Dunk, or anywhere else.
- King Munch must be convinced to let Elzabith go, or else the Princess must be persuaded to strike out on her own and leave the royal family.

THE GOLDEN FOOT BENEATH CASTLE MUNCH

Slek Slorgood discovered a passageway hidden beneath Castle Munch. As the story goes, the First Munch discovered a vast cave matrix beneath the castle where he hid his fortune, a wealth so vast it could raise House Munch from poverty, or better yet, provide the resources to rebuild the entire town! The King wants you to accompany Advisor Slek and Preston the Porter to investigate the passageway and report back. No one can know of it, not until the treasure is confirmed and secured.

- Beneath Munch is indeed a cave, a **RANDOM MAZE**, full of treacherous passageways lined with stalagmites and stalactites, and riddled with bubbling lakes of acid.
  - Random **CREEPERS**: 1: **STALAG MITES**, 2: **THORNY BINGLES**, 3: **MUCKLAND BATS**, 4: **MUCILLUSKS**.
  - At the end of the maze is a huge 100-foot fall into a subterranean ravine, called the Cliffs of the First King. At the bottom lies a vast Mythic Hoard, except it's also filled with enough Gold Coins and ore to build a city.
- Slek is actually in league with the Red Boot **BANDITS**. He intends to slay the PCs and Preston the Porter, keeping the treasure for himself!
- A group of Red Boots shadow the PCs, keeping their distance until they find the treasure at the Cliffs of the First King (Perception Check to notice them).
- **HEROIC TITLE ACHIEVEMENT:** Return the treasure to the Munch royal family.
  - ***Liege of Munch*** ♔. The PCs become nobility in the kingdom of Munch. They will never want for food or shelter, and are accompanied by a porter with a tabard and trumpet while in town. The porter also acts as a herald, announcing the PCs wherever they go.

TOWN OF MUNCH

A quaint little town of thatched roof homes and farms surrounding the castle.

ROYSTON WETHERBY



A simple farmer, Royston recently gained local fame for his prize-winning rutabaga. Once humble and reserved, now he struts around town like he owns the place, explaining farmer tips and tricks to anyone that will listen.

- **Traits:** Braggart, mansplainer, socks folks in the arm.
- **Motivation:** Grow his rutabaga to be the biggest in the world, bigger than Castle Munch!



PIPER O'DOOLAHATCH

A renowned kite maker and tinker, Piper wins the Kite Festival every year. While friendly and generous with her time leading up to the Annual Munch Kite Festival, she is fiercely competitive on the actual day. The kite she's working on this year is in the likeness of a 30-foot magenta clunch dragon.

- **Traits:** Helpful, competitive, serious about her craft.
- **Motivation:** Bring beauty to the skies and win the kite festival.

QUESTS

THE KITE FESTIVAL

The annual kite festival is underway, an ancient Munch tradition that celebrates craftsmanship and the boggart ideal of freedom. To participate all you need to do is build your own custom kite and demonstrate its qualities. Kites are judged on three criteria: beauty, flying ability, and durability.

- PCs entering the festival must describe their kite's design, use the necessary Materials, and make a Tinker Check. The result determines their Kite Check bonus during the festival.
- Kite Check Bonuses based on Tinker result:

1–2	-2
3–5	-1
6–8	+0
9–11	+1
12+	+2

- For each of the criteria (beauty, flying ability, and durability), PCs roll 1d12 and add their Kite Check bonus, and whoever scores the highest sum total wins. There are 3 competitors: Warren Peaboody, a stern looking wug with a +1 bonus, Nancy Moodwimple, a twelve year old with a +2 bonus, and Piper O'Doolahatch, the fiercest competitor with a +3 bonus.

THE PRIZE-WINNING RUTABAGA

Royston Wetherby's prize-winning rutabaga is the talk of the town. Why, it's six feet tall and four feet wide, and growing every day! No one's ever seen anything like it. Only trouble is, it drinks lots of water. So much that Royston can't keep up with demand. Perhaps you could head out to the Nackadonkee Bayou in the Quagmash and fill a dozen barrels with fresh nutrient-rich water.

- Roll 1d6 for what sort of ornery things the PCs encounter at the river:

1	Crawlbads
2	Braying saberfish
3	Orches
4	Muckmen
5	Gelpie
6	Riversaur

THE DARK TRUTH

Strange happenings have turned Munch upside down. Piper O'Doolahatch is beside herself with worry; her husband, Pal O'Doolahatch, went missing. Not to mention Nifty Danaven can't find her cats. And someone stole Royston Wetherby's entire coop of chickens! Help the town solve the disappearances.

- Royston Wetherby's rutabaga isn't a rutabaga at all. It's a carnivorous **MORB** (L6-C)!
- Pal O'Doolahatch's straw hat is lying in the grass surrounding the morb. There are also a few stray chicken feathers. Unfortunately, he and the missing animals have been eaten.
- The **MORB** attacks anyone near it, but is smart enough not to gobble Wetherby or feed with witnesses nearby. That changes if the PCs discover it. Then, it attacks everyone that threatens it.

Thrig

Hex 35.12. A town surrounded by miles of golden fields and beautiful farmland, as well as boggart-made **MUNG** pools, where farmers harvest delicious mung-jelly. Renowned for its agriculture and cuisine, locals often maintain that the best orkish delight (a pixie meal and egg dessert that actually has nothing to do with orches) comes from Thrig despite being invented in the city of Harp's Edge.

Thrig is home to a humble, hard-working population of mostly boggart and bugbear farmers. Just don't make the mistake of filching a carrot or corn cob, as the locals don't take kindly to **THIEVES**, mischief makers or, what they call, "road rabble."

WHAT'S GOING ON

- The last three harvests have been catastrophes, despite a century of abundance.
- **MUNG** for mung-jelly is scarce too, as all the mung pools are drying up.
- The locals suspect their sister city of Thurf to be responsible for the famine, what with all the pollution.
- Folk are leaving Thrig in droves because they believe the town is dying and there's more work in places like Thurf and Junktown.

SIGHTS AND SOUNDS

1. A woman on a stepladder hoses **MUNG** slime off of her husband with a foot pump.
2. A boggart farmer with a long beard shucks corn, feeding them to a **MERGA TOAD** with a collar.
3. A surly vendor exclaims to a crowd of locals that there's no more orkish delight, they're all out!
4. An old farmer sings an upbeat song as they shovel manure into a cart.
5. An elderly boggart woman chases off a burly bugbear **WARRIOR** after they dipped a finger into a pie cooling on her windowsill.
6. Boggles scramble to keep a bale of hay from falling on them after stacking them too high.

RUMORS

- A mysterious disease has sickened the **MUNG** of Thrig, likely stemming from Thurf's polluted river runoff.
- Hiram Cheebles' corn maze is unsolvable. Folks have entered, never to return.
- Farmers are leaving Thrig for the factories of Thurf and Junktown, and **PUNKINS** take over their abandoned farms.

HIRAM CHEEBLES



Owns the biggest spread of land in Thrig but makes his living running The Hiram Cheebles Corn Maze ever since his prize-winning mung-jelly farm dried up. Hiram has even taken up gambling, often taking long trips to River Country to take his chances at the card tables.

- **Traits:** Worried, exasperated, laughs nervously.
- **Motivation:** Provide for his family, without revealing his gambling addiction.



NAN DUNTER

Mistress of Thrig Culinary Academy. A tough but fair educator, boggarts come from far and wide to visit her school. But times are changing, and fewer students are attending the school, which looks like it might be shuttered for the first time in a hundred years.

- **Traits:** Stern taskmaster, conservative, foodie.
- **Motivation:** Keep her school afloat any way she can manage.

GARF THE SLIMER

A mung-wrangling bugbear known for his ruthless tactics for capturing wild **MUNG**. Garf was once a happy farmer whose family lived on an idyllic stretch of beautiful hill country, but when a gigantic mung sprung from the earth beneath his barn, it destroyed his home and family. Now, Garf hunts them mercilessly, selling captured ones to mung-jelly farmers in order to fuel his revenge.

- **Traits:** Gruff, forlorn, would die for you.
- **Motivation:** Avenge his family and wipe out the mung forever.



QUESTS

BRINGING BACK THE MUNG

Nan Dunter is desperate for students. The long tradition of her culinary academy and amazing Thrig cuisine is in danger, all because of those good-for-nothing factory folk in Thurf. Nan suspects they're poisoning the water supply and sickening the town's harvest, especially the **MUNG** farms. Figure out what or who is responsible, and Nan will part with her orkish delight recipe.

- In Thurf and Logjam, repeated oil spills and toxic dumping have polluted the Blackrill and Thrig Crick. A black, greasy goop oozes out of a sewer entrance in Thurf near the riverbank, just big enough to crawl inside. The tunnel, a **RANDOM MAZE**, leads all the way to Thrig. Deep inside is a colony of strange **MUNG**, jet black like oil and one of them is *Huge*.
  - Black mung are standard **MUNG**, but also inflict **POISONED** on a 9+ Hit. This is especially harmful to normal **MUNG**, almost instantly drying them up.
- Orkish Delight Recipe: Pixie Dust + Harpy Egg + Mung Jelly. Effect: Replenish all Quest Points.

THE MUNG HUNTER

Garf the Slimer is out for revenge against the evil **MUNG** that ate his family. He's looking for a crew to join him down in the Underlands to track down the things. Explore the caves beneath Garf the Slimer's old barn.

- Beneath the barn is a **RANDOM MAZE** of underwater streams oozing with black, viscous water, an offshoot of the Blackrill river. The maze leads to a *Huge* black **MUNG** (see above quest).
- Garf's daughter Larfi actually survived her home's destruction. Now 10 years old, she has survived the last year in these caves living with a tribe of **MOOSHWIMBLES**. She is covered in black ooze and is an adept hunter.
- The mooshwimbles attack intruders unless convinced that the PCs are here to help slay the black **MUNG**.

MISSING IN THE MAZE

Hiram Cheebles is beside himself with worry. There have been rumors for weeks that his maze is impossible to solve, but he didn't believe it. Nor did he pay attention when folks supposedly went missing. But now his niece and nephew, Jinny and Jafe, are lost. He's searched for hours but can't find them in his own maze!

- Asking around leads to Meepo Funderbury who recently ran out the maze screaming for dear life. He swears he saw something floating and glowing green.
- This is a **RANDOM MAZE** haunted by the **GHOST** (L3-B) of Hiram Cheeble's rival Cletus Benagoop, whose farm was the first to fall to famine. He blamed Hiram for losing his remaining money on riverboat gambling, and died just a few weeks later.
- Cletus has scared a dozen folks, including Jenny and Jake, into a catatonic state at the end of the maze.

GAMBLIN' MAN

Hiram Cheebles owes a huge gambling debt to the River Barons. He tried to pay it off, but they increased the debt with interest and now he's up a creek. Pretty soon they're going to come collecting, but he promised his wife he'd quit after that whole Cletus's **GHOST** business! If you go to River Country with what money he's saved and persuade Baron Corsgo to settle the debt, Cheebles will owe you big!

- Cheebles has just 2 pouches of Gold but owes Baron Corsgo 6 pouches.
- Corsgo is not an empathetic figure and demands the PCs complete some tasks for him (p194).

THE SWORD OF ROAN

An old boggart woman named Belle paces around the streets of Thrig searching for heroes. Or more specifically, traveling companions that can escort her and her package to the town of Munch. She used to be a burglar, thief, and villain. To this day, uttering her name to a Tricky Toe Gangster evokes fearful respect for Belle the Beast.

But that all changed when, many years ago, Belle happened upon the camp of a sleeping peasant with a wondrous sword beside his bedroll. Belle stole the sword, as it was more beautiful than any she had ever seen. Yet, she never pawned it. She just couldn't. Then one day, Belle was polishing off a mug of rascal cider with her gang, when she heard the story of Roan the Hero.

Apparently, this Roan was a peasant who slayed the Wyrm of Thrig, a fiendish monster who terrorized farmers and families for years. Roan, an ordinary boggart by all accounts, set off into the dark of night to face the wyrm, when he stumbled across a *Magnificent* sword, half buried in the dirt, and slew the wyrm. But on his journey home, the sword was lost. Belle, of course, was the reason, but the guilt became too much.

- Roan is long dead. But his granddaughter Rayla is alive and well, living on the family farm in the town of Munch (p110).
- Rayla is happy to see the sword out of curiosity, but shares that when Roan returned, he said himself that he was glad the sword was lost: "That way when someone else needed the sword, *the right kind of person,* the sword would be waiting."
- The sword is a work of art, with a golden blade and etched with the emblem of a star and flame. It was forged in the time of the fabled Kingdom of Epoli.
  - *The Sword of Roan*: [cleave], [lucky], [quick], [precious], [slash].
- Rayla will take the sword if pushed, but believes Belle (or a PC) should keep it. Anyone willing to change their life of villainy to return the sword after so many years must be *the right kind of person*.

Thurf

Hex 32.11. The factory city of Thurf is a terribly overpopulated industrial town flooded with desperate folk looking for work. Big factories pumping black smoke into the skies take up most of the real estate, with seedy billiard halls and glog dens lining the alleys. Cheap eats like Nork's Noodle Nook are on practically every corner, and grime-caked beggars crowd the gutters.

One of the Thurf's biggest draws is Crazy Urny's Custom Trap factory, a rare gem in that it pays the best wages of any factory in town. Although, that's probably because all of Crazy Urny's facilities are hazardous beyond belief. But, if one thing's for sure, Thurf is always hiring. Just make sure to bring a helmet and a bar of soap to clean the soot!

DISTRICTS

- The Drain (p113)
- Smokestack Alley (p117)
- Sootsweep (p119)

WHAT'S GOING ON

- The sister towns of Thurf and Thrig are at each other's throats. Thrig blames Thurf for polluting the countryside, leading to a crop famine. Thurf blames Thrig for the sudden influx of peasants taking factory work from locals.
- Competition for work has skyrocketed leaving hundreds jobless, and there are protests in the streets demanding employment and better working conditions.
- The filthy town reeks of greasy industrial waste. Most folks wear clothes pins on their noses.
- Pollution is rampant and spilling into the Blackrill, poisoning the neighboring towns and anything down river. Black goo is actually spilling from the sewers.
- The Sootfinger Gang has taken over the sewers and established a smuggling ring, sending stolen goods up and down the Blackrill.

THE DRAIN

A network of canals between streets flowing into sewers and out into the Blackrill. It's here that factories send their goods out into the world up and down the river. Unfortunately, the canals are highly polluted and odorous with a blackish-green hue and floating chunks of industrial waste.

SIGHTS AND SOUNDS

1. Dock workers play a game of darts using a picture of renowned bard Percival Dante as a target.
2. A mail carrier delivers a snarling, rattling box to a very confused mother of three.
3. A murder of **SCARE CROWS** devour sticky pink goo from the cracks of the pavement.
4. The cables of a crane snap sending a huge crate full of **MOONRATS** crashing to the ground.
5. A drunken sailor sings an old shanty song curled up beside an idle **SPUTTER-BEAST**.
6. A giggling young woman gives a tattoo to a wincing wug biting a belt.

RUMORS

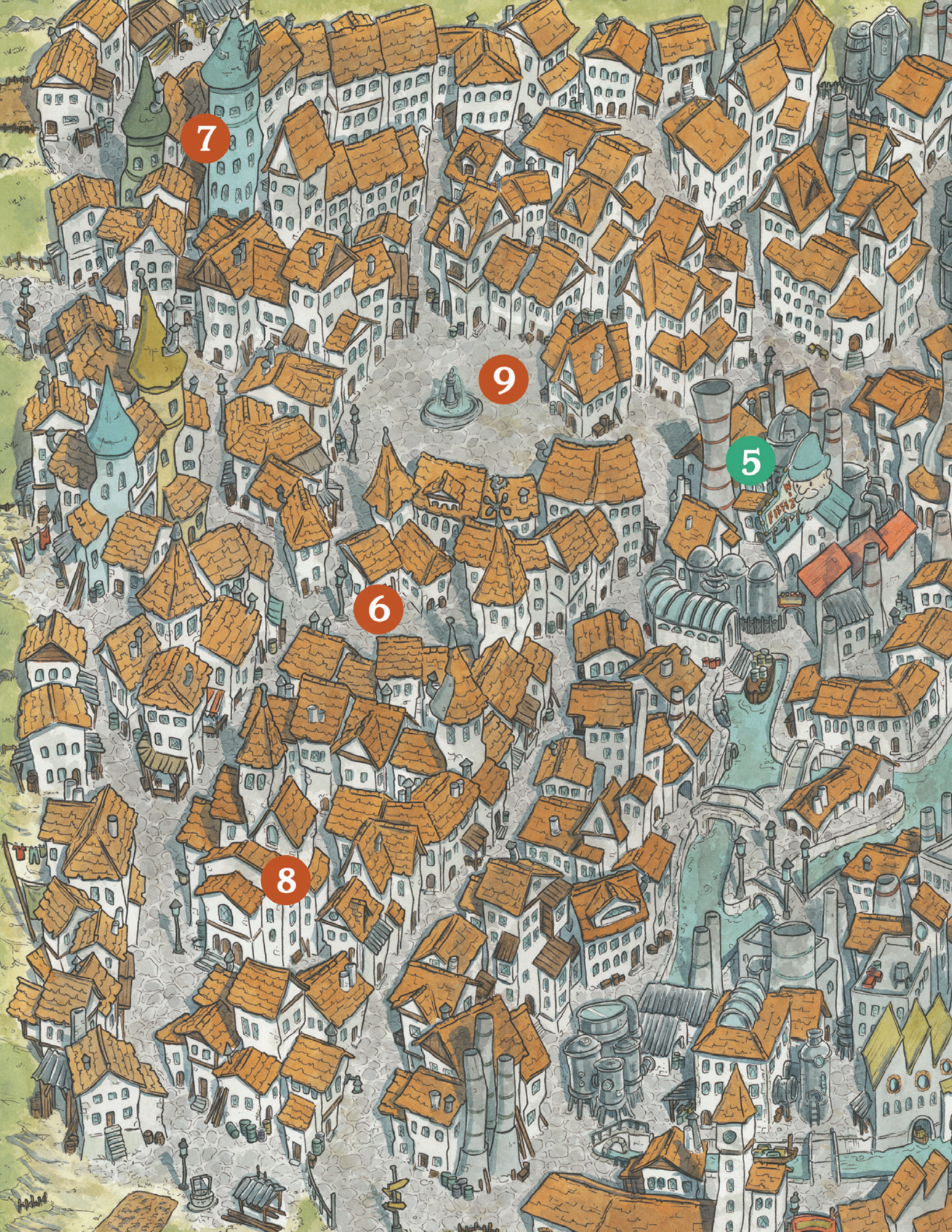
- There's something strange going on in the sewers of Thurf. Black goo oozes from manholes and cracks in the pavement.
- Burglaries are on the rise for the local citizens of Thurf, and the Inktouch Crew are certainly to blame.
- The Sootfinger Gang captured a real live wizard for ransom.

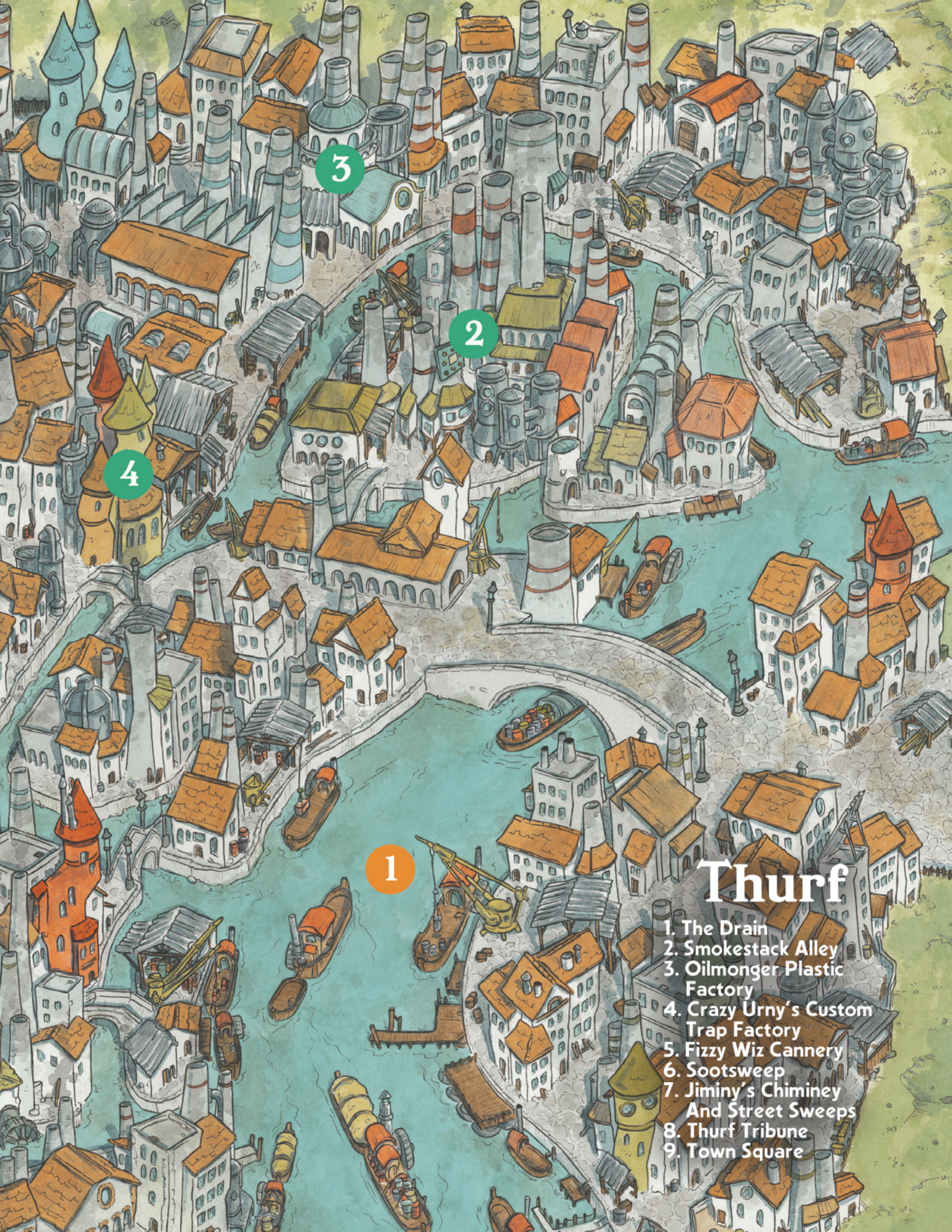
FOREWOMAN MADRIGAL MADRIA

In charge of the Thurf Industrial Guild, and under enormous pressure from the Big Three to increase production of goods. Madria is not particularly proud of her work, but knows that all of the factories of Thurf employ a lot of hungry folks looking to feed their families.

- **Traits:** Easily annoyed, constantly sighing, heart of gold.
- **Motivation:** Just make it to the weekend.




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Thurf
1. The Drain
2. Smokestack Alley
3. Oilmonger Plastic Factory
4. Crazy Urny's Custom Trap Factory
5. Fizzy Wiz Cannery
6. Sootsweep
7. Jiminy's Chiminey And Street Sweeps
8. Thurf Tribune
9. Town Square



PEETY BLACK THUMB

A high ranking Sootfinger **GANGSTER** (L5-C) who's made a name for himself among the citizens of The Drain for sharing, providing help, and keeping crime low. Peety is great at smoothing over tricky situations and making peace between his fellow gangsters. However, Peety also uses his charisma to earn a little gold on the side and position himself to come out on top of any situation.

- **Traits:** Delightful, unassuming, lying through his teeth.
- **Motivation:** Bleed Thurf dry and be thanked for it.

NICKI INKTOUCH

Master **THIEF** (L4-C) and boss of the Inktouch Crew, an elite cadre of pickpockets and burglars rising in infamy. Under Nicki's leadership, the Inktouch Crew is responsible for most of the crime against ordinary citizens in The Drain.

- **Traits:** Hard-nosed, daredevil, always chewing gum.
- **Motivation:** Become the most notorious crew in Thurf.



QUESTS

A WIZARD FOR RANSOM

Rumor has it the Sootfinger Gang have kidnapped a powerful wizard for ransom, but no one is paying up. They even sent word to Winifred's Library in Junktown and not a single response!

- If the PCs have met Barnaby Vel Hoodalihoo (p118), let them know that this must be his missing friend Ebenezer Dawahoozle.
- Alternatively, the Sootfinger Gang asks the PCs to help them find someone willing to pay for the old wizard. Any sort of **WITCH** would be interested, but not for a noble cause—rather to turn him into a newt or some such.
- If the PCs try to rescue Dawahoozle at the Sootfinger hideout in the Drain, they're met by a horde of Sootfinger **GANGSTERS** (L4-G). Dawahoozle is locked in a cage while some **GANGSTERS** try to figure out how to use his *Magic* wand.

SOOT AND INK

Peety Black Thumb is a reasonable **GANGSTER** (L5-C). He's concerned about the surge in burglaries hurting the good people of The Drain, so Peety needs some hardy adventurers to help take down the real criminals, the Inktouch Crew. Peety got a tip that the Inktouch Crew, and their leader Nicki Inktouch (**THIEF** L4-C), are smuggling the stolen goods by way of the Blackrill and he wants the PCs to take her down. Stake out the mouth of the biggest drain at midnight and be ready for a fight.

- Nicki and her crew of rascals are totally surprised by any intrusion. They put up a fight, but are woefully underprepared (Advantage on Parley).
- If defeated, Nicki blames going against her gut and trusting someone she'd never done business with before. She reveals that a secret client hired them to rob, burglarize, and pickpocket everyone in The Drain.
- Immediately after Nicki is defeated, shabby looking town **GUARDS** arrive out of nowhere to recover the stolen goods. A successful Perception Check reveals that the guards are wearing fake uniforms and black gloves—the signature of the Sootfinger Gangsters.
- Peety Black Thumb is actually the one who financed the Inktouch Crew to get rich from the crime spree without any heat. But Nicki Inktouch was getting too big for her britches and had to be dealt with.
- If the PCs discover Peety's double-cross and defeat his gang, he tries to escape and flee for Bogtown.

BLACK MUNG CITY

Pollution and toxic waste from the factories have created a highly odorous ooze in the city's canals, it even gurgles through the street cracks. Not only that, but cargo vessels have been disappearing overnight. Foreman Madria first suspected the new Inktouch Crew, but now she's not so sure after finding spoiled cargo and driftwood from an Oilmonger ship in the canal. Follow up on the Oilmonger lead for her.

- Following the source of odorous ooze leads into the sewers where strange black **MUNG** attack on sight. They seem to collect near a huge drainpipe coming from Oilmonger Plastic Factory (see quest **Bringing Back the Mung** p112).
- The toxic waste has created a colony of ravenous black **MUNG**. Not only are they consuming cargo and ships, they have spread throughout the sewers, and even all the way to Thrig via underground rivers.
- It would be nigh impossible to clear out all of the black **MUNG** by force without some special solution—perhaps an alchemical compound that neutralizes their toxic nature?

SMOKESTACK ALLEY

Taking up most of the city, Smokestack Alley has dozens and dozens of factories incessantly coughing black, putrid smoke into the air. The streets are mostly empty during the day except for lunchtime when droves of workers spill out into the city to grab a bite or a smoke, most of them covered head to toe in black soot.

LOCATIONS

- Oilmonger Plastic Factory (p117)
- Crazy Urny's Custom Trap Factory (p118)
- Fizzy Wiz Cannery (p118)

SIGHTS AND SOUNDS

1. A worker walks out of a factory, lights a pipe, smokes for three seconds, checks his watch, and turns back inside.
2. An explosion somewhere in the distance makes everyone on the street stop for a moment before they shrug and go about their lives.
3. A dark green, foul-smelling smoke pumps incessantly from a nearby factory.
4. A boggart factory worker wins a rousing game of Rascal Rummy and shouts "Mama's eatin' rat eggs tonight!"
5. A sullen-faced goblin loosens his tie and throws it into the trash.
6. A wungalope hauling a pallet stacked with oil drums stops to lap up the contents of a spilled trash can.

OILMONGER PLASTIC FACTORY

The largest factory in the Mucklands, producing an incredible range of cheap products at an incredible clip. But it comes at a cost: obscene pollution, and the well-being of the factory's many workers.

ARGONN THE OILMONGER

Perhaps the most ruthless boss in Thurf, Argonn pushes his workers to death, caring about nothing but amassing more wealth. His main focus is to manipulate his biggest customers, the Big Three (SPL, Krog & Sons Inc., and Unassailable Co.), who Argonn often leverages against each other to fill his coffers.

- **Traits:** Intimidating presence, sees through you, cruel with a smile.
- **Motivation:** Expand his business beyond the shores of Scalawag Strand.



QUESTS

PROTESTS IN THE STREETS

Thurf protesters surround and jeer at a group of factory workers from Thrig, calling them names and telling them to go back to their own town. The Thrig workers shout back that they wouldn't have to take these jobs if Thurf didn't pollute their town. If the conflict isn't stopped soon, things could get violent.

- If the PCs don't step in to cool things down, a riot breaks out. Copperhats soon show up, making the situation even uglier.

DIRT ON THE OILMONGER

There are many who want Argonn ousted as Lord President of Oilmonger Plastic Factory, the very company he built. But removing him from power won't be easy.

- If the PCs have helped reporter Kyd Rooper at the Thurf Tribune (p120) prove that Oilmonger Plastic Factory is the biggest polluter and cause of the ravenous **BLACK MUNG**, a public uproar forces the Big Three to notice because they are Argonn's biggest customers. The Big Three are not happy.
- If not, Kyd Rooper suggests scrounging up incriminating evidence on Argonn that the Big Three can't ignore.
- The dirt: Argonn the Oilmonger has been skimming off of the top in secret, and his shareholders have no idea that he's using the company's coffers as his own personal piggy bank. In fact, Argonn is believed to have spent a fortune on a luxurious lifestyle which includes a decadent pleasure yacht kept in Anchorbottom called *The Oily Oriole*. Argonn often cruises the Scalawag Strand on "business trips."
- The only way to uncover the extent of his embezzlement is to sneak into his offices, something a chimney sweep would have a better shot at doing (see quest **Sweepers Sweepstakes** p119).
- Exploited by their biggest supplier, the Big Three would be interested in getting Argonn removed in order to perform a hostile takeover, each vying to put their own puppet Lord President in place.

CRAZY URNY'S CUSTOM TRAP FACTORY

When Crazy Urny whips up maniacal traps in his Marshgate mansion, he sends the blueprints to the factory in Thurf for mass production. Roughly twenty percent of Urny's designs are practical enough for mass production, while the other eighty percent are sold as unique designs to the highest bidder.

RUMORS

- Crazy Urny hasn't been heard from in months!
- Injuries at the Crazy Urny's Custom Factory have people whispering that the factory is haunted.

VIN CRABWICH

The goblin Foreman of Crazy Urny's Traps Factory, a facility dedicated entirely to the design, development, and production of dungeon traps. Vin manages everything and lately he's been dealing with an enormous increase in workplace accidents.

- **Traits:** Flustered, fearful, flop sweat.
- **Motivation:** Avoid Crazy Urny's wrath by managing an efficient, profitable factory with limited weekly casualties.



QUESTS

THE MONSTER IN CRAZY URNY'S

Vin Crabwich is 99% sure that Crazy Urny's Custom Trap Factory is haunted by a terrible monster the workers call the Gargoyle: a dastardly, grotesque heathen that flaps through the air, and can leap ten feet to snatch your soul right out of your body. Ooder Jortz died from fright right on the spot! Vin needs help and he doesn't know who to call! Find the supposed Gargoyle in the factory and eliminate the hauntings.

- The Gargoyle (THIEF, L7-B) is a goblin wearing a metal mask, leather wings, and mechanical spring boots.
- The Gargoyle left a trail of sooty foot prints on the ceiling and walls, which lead to a ransacked locker. Several scroll cases labeled "Top Secret Traps" are empty. The footprints indicate that he left the building.
- The Gargoyle is stealing Crazy Urny's trap blueprints and selling them to Krog & Sons, and he's already on his way to Krogland (p346). The Gargoyle runs afoul of WEORGS on the way to Krogland, but will make it there in 2 days.
  - Krog wants to prevent his competitors from having the designs and doesn't even intend to build the traps.
- The most recent "hauntings" were actually due to a *Large* MUCKLAND BAT that the Gargoyle let loose in the factory before he left for Krogland. All the better to stall in case some do-gooders sniff out the ruse.
- **HEROIC TITLE ACHIEVEMENT:** Deal with the bat, and retrieve the stolen blueprints from the Gargoyle.
  - ***The Sleuth*** ♔. Gain Advantage on Perception Checks to see through disguises.

FIZZY WIZ CANNERY

Producers of the most popular canned beverage in the Mucklands—Fizzy Wiz! The corporation is also the canner of such fine products as Canned Rat Meat, Canned Bat Toes, and Magical Mystery Mung! A giant blinking sign of the Fizzy Wiz mascot, the Fizzy Wizard, is easily the greatest attraction in Smokestack Alley.

QUESTS

THE REAL FIZZY WIZARD

An old man with a long white beard, dressed in silky blue robes and a conical hat, dodders through the streets holding a can of Fizzy Wiz. He asks where he can find the individuals who crafted this can. What fiend has stolen his likeness and printed it on such a profane artifact? He shall have words with this rapscallion! Also, he is entitled to a large sum of money, is he not?

- The man introduces himself as Barnaby Vel Hoodalihoo, a real, bonafide wizard. Sort of. He knows nothing about casting spells on his own, but owns a *Magic* wand.
- He has come all the way from Buttonhollow (far far away to the northwest, beyond the Mucklands) with his friend Ebenezer Dawahoozle—also a man with a *Magic* wand. Ebenezer Dawahoozle, as it happens, is lost somewhere in the city (see quest **A Wizard for Ransom** p116).
- The best Fizzy Wiz Cannery can offer Barnaby, if the PCs help broker a deal, is a lifetime supply of Fizzy Wiz in exchange for being a real live mascot.
- **HEROIC TITLE ACHIEVEMENT:** Convince Barnaby to be the real life mascot.
  - ***Honorary Fizzy Wizard*** ♔. Barnaby doesn't want his lifetime supply. Start every session with a can of refreshing Fizzy Wiz: Heal 2 Courage.

SOOTSWEEP

Covered in a perpetual layer of soot and grime from the pollution of Smokestack Alley, Sootsweep is the main residential district of Thurf, where families live in packed, wobbly high-rise apartments.

LOCATIONS

- Jiminy's Chiminey and Street Sweeps (p119)
- Thurf Tribune (p120)
- Town Square (p121)

SIGHTS AND SOUNDS

1. Whistling workers chuckle as they return home from their shifts at the factory.
2. An ancient **DWEORG** shuffles along the street so slowly that a wagon screeches to a standstill.
3. A goblin boy marvels at a poster of two boxers promised to go head-to-head in Bogtown tonight.
4. Factory workers enjoy a break, slurping down bowls of Nork's Noodles like their life depended on it.
5. A shrym in a gas mask collects green gobs of slime running down the side of a stone building. They insist the mask is only formality, the slime is perfectly safe.
6. A **TROLL** standing in the street hands a borrowed book to a friend on the second floor of a building.

JIMINY'S CHIMINEY AND STREET SWEEPS

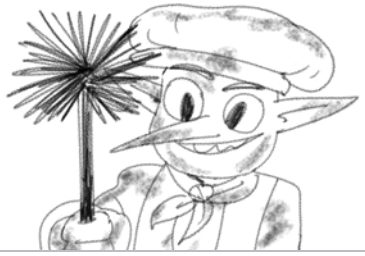
Aside from the mega-corporation-owned factories, Jiminy's Chiminey and Street Sweeps is the most prominent company in Thurf. They employ fleets of chimney and street sweeps who clear the pavement of every street and flue of every smokestack in the city twice daily!

JIMINY SPANGLUR

A chimney sweep with a puckish face and charm despite being well into his sixties. Although he still wears the uniform, his trusty broom remains mounted on the wall behind his desk where he manages the schedules of thirty sweeps.

- **Traits:** Charming, spry, extremely firm handshake.
- **Motivation:** Train a worthy successor.





ROGGIE THE SWEEP

Roggie the boggle is just a teenager, but he's the best chimney sweep in town, some say even better than Jiminy in his prime. He rolls with a crew of fawning sweeps, and has gained a level of celebrity in town.

- **Traits:** Pompous, smarmy, insists people "dare" him to do dangerous things.
- **Motivation:** Become more famous than Jiminy Spanglur.

QUESTS

SWEEPERS SWEEPSTAKES

After several unfortunate hires that led to mortal injuries, Jiminy is holding tryouts for new recruits. Do you have what it takes to be a Thurf chimney sweep? Whoever can get through the Flue Maze at a factory called Industrial Forge Rolling Mill will earn a position at Jiminy's side!

- The Flue Maze is a **RANDOM MAZE**, a circuitous network of flues that expel from a massive 36 flue smokestack.
- The competing PCs have 5 chances to accrue 3 Successes, otherwise a sweep named Larna Weex completes the challenge.
- **HEROIC TITLE ACHIEVEMENT:** Complete Jiminy's challenge at Industrial Forge Rolling Mill.
  - ***Chimney Sweep*** ♔. Grants access to the factory buildings and homes of Thurf.

ROGGIE GETS STUCK

Jiminy's star chimney sweep Roggie is stuck in the Oilmonger Plastic Factory smokestack. Apparently some sort of black, goopy substance has him immobilized. Get him out before the ruthless Argonn the Oilmonger turns the furnaces back on.

- It is a harrowing climb up the flue, requiring a 9+ Nimbleness Check with Disadvantage, otherwise the climb takes much too long and Argonn must be persuaded to stop production.
- Roggie is caught in the flue by mysterious **BLACK MUNG** (p112) and has been **POISONED**.

THURF TRIBUNE

The prime source for daily news in the Mucklands—especially after the High Magistrate shut down the Bogtown Gazette. While there is still legitimate investigative reporting on most current events, the paper is in the pockets of the Big Three and won't run stories that cast them in a bad light.

RUMORS

- Reporter Kyd Rooper is holding onto a big scoop that would expose the factories for polluting and ruining the crops in Thrig.

CHIEF QUAGDAD DOGGINS



He was once a serious journalist who broke the biggest news in Fleabag County, but years of bribes and cover-ups have dulled the editor-in-chief's sense of truth and justice. Now all Quagdad Doggins wants to do is keep the ad revenue flowing long enough to retire, which means not ruffling any feathers.

- **Traits:** Cautious, irritated, obsequious with big wigs.
- **Motivation:** Retire to a lofty beach villa.



KYD ROOPER

A plucky reporter always chasing the biggest scoop that she can get her mitts on (which never fails to get on the Chief's nerves). Right now, she's concerned about worker's rights, the ongoing job shortage, and of course, the pollution. She laments the days when the people of Thurf and Thrig were like family, but the tensions between the two have never been worse. She hopes she can get the two towns on track by talking to the people through her stories.

- **Traits:** Fiery, idealistic, reckless.
- **Motivation:** Break a story so compelling that the people come together and force the factories to improve.

QUESTS

ROOPER'S SCOOPS - POLLUTING THRIG

Reporter Kyd Rooper wants to blow the lid off the factories in Thurf and help the city of Thrig recover. Thurf factories are polluting the water, killing off Thrig's crops, and poisoning the mung; she can feel it. She suggests you delve into the Drain and snoop around.

- By far the worst pollution spills from one of Oilmonger Plastic Factory's drainage pipes, spewing out black, tarry toxic waste that has transformed a colony of mung into something twisted.
- The jet black, oily **MUNG** fed on toxic waste to the point of evolving into a new kind of **MUNG** like nothing the world has ever seen. Worse, they've spread to Thrig, destroying the land and crops (see quest **Bringing Back the Mung** p112).
- The Plastic Factory supplies the Big Three with cheap goods. They won't stop their horrible practices unless Argonn the Oilmonger is removed from power.

ROOPER'S SCOOPS - WORKER'S RIGHTS

The fight for worker's rights has died down since the job shortage, and now only Janey Tweeg and a handful of unemployed protesters keep up the good fight. If you could help drum up more support for Janey Tweeg's cause, maybe Kyd Rooper could convince the Chief to run the story.

ROOPER'S SCOOPS - THE JOB SHORTAGE

The working population of Thurf is on edge after the influx of Thrig scabs. Things could erupt any day. Convince the two sides that the only way things will change is if the common folk unite and demand it. Now that would make a good story!

ROOPER'S SCOOPS - THE SPILL

The Spill is a complete and utter disaster zone, responsible for poisoning miles of groundwater, and worse yet, mutating the local wildlife. Help Kyd Rooper uncover who is responsible (see quest **Dampening the Glow** p127).

TOWN SQUARE

Every morning a fleet of Jiminy's Chiminey and Street Sweepers clear the black grime from the sidewalks just before throngs of factory workers burst from their tiny, one-room apartments to start the day. In the middle of town square is a derelict fountain, now drained of water because cleaning the soot became too troublesome.

RUMORS

- A worker's rights advocate named Janey Tweeg screams in the streets but no one listens to her.
- Tension between workers in Thurf is at an all-time high, and the factories couldn't care less.

GORDIMUS BULLFY

A doomsday barker outside the big Nork's Noodles in Town Square. Bullfy is an ornery, old boggart wearing nothing but a rascal cider barrel and hat made out of a Nork's Noodle bowl. He is always spreading wild rumors about what's really going on in Thurf.

- **Traits:** Eccentric, bombastic, everything is a "conspiracy."
- **Motivation:** To let everyone know the truth! The real truth! The TRUTH truth!





JANEY TWEEG

A fierce proponent of worker's rights at the forefront of the daily protests. She made headway early on, but most of her peers bent under the pressure to earn a living and abandoned the movement.

- **Traits:** Super passionate, determined, heart on her sleeve.
- **Motivation:** Oust the corrupt corporate system and distribute ownership among the workers of Thurf. The land belongs to those who work it!

QUESTS

DOOMSDAY NOODLES

Gordimus is convinced that Nork's Noodles puts mind-control worms in the noodles. If you don't spread the word and put an end to Nork's Noodles evil, you are part of the problem!

- There is a bit of truth to what Gordimus is saying. Not the mind control part, but the worms. Nork's Noodles uses **PLYXIAN PILE WORMS** to thicken the noodle recipe. And there have been instances of live worms bursting from people's mouths, and even chests.
- Nork's Noodles is headquartered in Bogtown. Confirming or spreading the information draws the ire of Nork himself, who also happens to be a ruthless gangster.

JANEY'S REVOLT

Janey Tweeg protests the horrible working conditions with just a few fellow protesters. "Hey," she yells, "you look like someone that cares about worker's rights! Do you care enough to hold one of these signs and stand for justice in the Town Square?" Most folks keep walking or shamefully lower their heads as they head to work.

- If the PCs refuse to hold the signs, her remaining supporters give up and walk away. Janey finally cracks and begins weeping quietly at the town fountain as the PCs walk away. If the PCs make no effort to encourage her, she leaves Thurf the next day.
- If the PCs join the cause, Janey tries to convince them to help her get through to the people of Thurf. Her voice is falling on deaf ears, but perhaps an outsider's voice would reach them. If a Bard is present, Janey believes they would be perfect to lead.
- **HEROIC TITLE ACHIEVEMENT:** Convince the people of Thurf to protest the unsafe working conditions and reject corporate handouts.
  - ***Voice of the People*** ♔. PC gains Advantage on Inspire Checks whenever they address a large crowd.

Fleabag County Fairgrounds

Hex 33.13. Open for holidays and the summer months, located in a convenient central location where folks from every city can visit. With great food, competitions, carnival games, prizes, and unique attractions, the Fairgrounds offer a jolly good time for families and friends to celebrate and blow off steam.

COSTS

- Entry into the Fairgrounds costs Silver. Spending a day of fun there heals 2d6 Courage.
- Fairgrounds food—like orch rinds, mung jelly slurups, and kitten candy. Copper. Replenish 1 Quest Point.

SIGHTS AND SOUNDS

1. A **NABBER RAT** snatches a pretzel from a mushrum fair goer who pumps their fist in annoyance.
2. A pair of boggart kids circles around you laughing with sparklers in their hands.
3. A town **GUARD** hands flowers to their sweetheart and blushes when they get a kiss on the cheek.
4. A wily, welkin carnival barker guesses people's heights, tossing "winners" rock candy when he's wrong.
5. A **SPITHRA**, holding half a dozen candy apples, sells them to a growing crowd of smiling faces.
6. A carnival barker waves off would-be riders of the Minecart Railway proclaiming: "Out of order, sorry!"

MARIAN GEEF

Operator and master of ceremonies, Marian Geef is a cheery lady who loves nothing more than seeing the smiling faces of her patrons. If she has one flaw, it's that she perhaps cares too much and is too friendly, giving all of herself to make folks happy.

- **Traits:** Boisterous, way too friendly, lonely inside.
- **Motivation:** Make every single person smile who walks inside the fairgrounds without fail for a whole summer.





BULGER HAMHAWK

The most famous competitive pie-eater in the history of the Mucklands, Hamhawk is a beast at the table, winning 20 consecutive times. The bugbear barely speaks to his competitors, merely grunting, smirking, and licking his chops.

- **Traits:** Cocky, presumptuous, always eating.
- **Motivation:** Defend his title and humiliate his opponents.

TALOS THE LANCER

A Felmog Outrider with a penchant for carousing, and the favorite to win the jousting tournament. Though his frame is rather slim, his armor, shield, and lance are impeccably crafted, giving him every advantage in a joust.

- **Traits:** Vain, foolhardy, incessant boaster.
- **Motivation:** Have his deeds inscribed in the books of Tanwaith the Scholar.



QUESTS

PIE EATING CHAMPION

Join the Fleabag County Pie-Eating Contest and see if you can scarf down the best pies in the realm! But you've got to keep them down. Upchucking is a sure disqualification! Oh and you'll have to do it fast because Bulger Hamhawk, 20-time consecutive champion, is the fastest eater in the Mucklands.

- The first contestant to roll a 12+ Vitality Check with Disadvantage wins the day! Rolling a 1 (even if bonuses increase the result) ends in projectile vomit and disqualification.
- Bulger Hamhawk has +3 Vitality and once per contest can ignore a rolled 1.
- **HEROIC TITLE ACHIEVEMENT:** Win the pie eating contest.
  - ***Pie-Eating Champion*** ♔. Peasants and commoners respect the PC and slap them on the back approvingly.

MINECART RUNAWAY

An amusement ride called the Minecart Railway has gone haywire, running nonstop in circles around the track. Workers panic, yelling for help. Someone has to stop it before a bystander gets hurt or worse!

- There are three carts: one is on fire, the second has a screaming passenger, the third is empty.
- The passenger is Jane Percy, a freelance writer for *Dungeoneer Magazine*. Saving her from peril results in a glowing article about the PCs' heroics. When visiting Dungeoneer Magazine Inc. (p91), the PCs are welcomed warmly.

CARNIVAL GAMES

For Copper ⛃, play a game. PC must make the appropriate Check: On a 12+, win a prize (make a +0 Treasure Hunting Check for an Old Hoard).

- High Striker: Might Check
- Archery: Nimbleness Check
- Rope Ladder Climb: Athletics Check
- Bingo: Search Check

THE JOUSTING TOURNAMENT

Marian Geef needs a jouster, now that one of them is out with a back injury and can't compete in the tournament. Will one of you fill the empty spot? The tournament starts in 15 minutes! Oh, and bring your own mount.

- The tournament consists of two single elimination rounds that lead to the championship round. In Round 1, the opponent has +1 Might, and in Round 2 the opponent has +2 Might. If the PC makes it to Round 3, they face Talos the Lancer, a **FELMOG KNIGHT** with +3 Might.
- Each round, the jousters charge each other, which repeats until one is Dehorsed. On each charge, the jousters secretly pick a maneuver that will modify their joust: Aggressive, Steady, or Defensive. Then reveal the maneuvers at the same time.
  - Aggressive vs. Steady: Steady jouster suffers -2 on their next Might Check.
  - Steady vs. Defensive: Defensive jouster suffers -2 to their next Might Check.
  - Defensive vs. Aggressive: Aggressive jouster suffers -2 to their next Might Check.
  - Same Maneuver vs. Same Maneuver: No modifier.
- After revealing maneuvers, both jousters make a Might Check:

1–2	Dehorsed!
3–5	Unsteady (Jouster can't pick Steady next round. 2 Unsteadies equals Dehorsed!)
6–8	Rattled (-1 to the next Might Check)
9–11	Unfazed
12+	Emboldened (Remove an Unsteady)

- If both jousters are Dehorsed simultaneously, they duel for one round. Whoever inflicts more Dread wins. On a tie, repeat.
- **HEROIC TITLE ACHIEVEMENT:** Win the jousting tourney.
  - ***Champion of the Joust*** ♔. Gain +1 Attack against mounted Adversaries. Once every Combat, on a 9+ Hit, knock an enemy off of their mount.

Skyreach Inn

Hex 46.12. At the peak of the Dustwall Mountains stands the only pit stop for flying machines making the treacherous journey to and from Shrym over the Dustwall Mountains. Not many folks are present at one time, but the Skyreach Inn is a mainstay for pilots looking to take a break and refuel on their long journeys.

SIGHTS AND SOUNDS

1. The hand of an engineer pops out of the engine compartment of a flying machine, reaching for a tool box that's just out of reach.
2. A bugbear polishes a giant oil tank with the words "Oilmonger Plastic Factory" stamped on the side of it.
3. A pair of shryms in oily jumpsuits slurp up noodles under the wing of a giant, broken-down flying machine.
4. A welkin postal worker spills a bag of mail and grumbles as they scoop it back into their bag.
5. A goblin in rich attire argues with a shrym to make room on their next flight to Shrym. The goblin's wug servant struggles to carry the goblin's luggage.
6. A groundskeeper shoos away pigeons after they poop onto the statue of a shrym called: Ned the Skyhopper.

COACH ROOK



Owner and barkeep of the Skyreach Inn. He used to train pilots in Cloudcap during the early years of shrym-powered aviation. So, when the old welkin decided to retire from flying, he knew just the spot for a tavern and tune-up station.

- **Traits:** Affable, asks perceptive questions, restless.
- **Motivation:** Take to the skies for one last adventure!



CASS WHISKERSNAP

Known by insiders as the best mechanic in the Mucklands. She can get just about any hunk of junk up and running again for the right price. Her hangar and workshop are stocked with any part imaginable, and she has a team of specially modified sputter-mechanics to assist her.

- **Traits:** Mousy, knowledgeable, talks in technobabble.
- **Motivation:** Keep the airways safe and smooth sailing.

QUESTS

ANUDDER RUDDER

Cass Whiskersnap is on a tight deadline and Captain Hightopper's flying machine is grounded. Worse yet, Hightopper is transporting medicine desperately needed by folks in Quagmash. With all of her knowledge and knowhow she can't get Captain Hightopper's bird in the air without a new rudder and she just ran out of spares. Good thing she knows where to look for a new one, but the trek to get it won't be easy. Search the Dustwall Mountains (p132) for a crashed flying machine. The machine is totaled, but the rudder and other instruments might still be intact. Watch out for **GIANTS** and **SLAGMUNCHERS**, not to mention **BANDITS**.

- Little does Cass Whiskersnap know, Captain Hightopper isn't transporting medicine, but stolen shrym sputter-technology to sell to the highest bidder. Some of the stuff is dangerous!
- Just when Cass is finished fixing the flyer with the PCs' recovered rudder, **BOUNTY HUNTERS** come for Captain Hightopper! He tries to escape in the flyer with the stolen sputter-technology.
- Cass Whiskersnap loans the PCs her personal two-person flying machines (enough for the PCs) to prevent the sputter-technology from getting into the wrong hands. After all, the components could be turned into a potent weapon of destruction.

THE ROOK IS TIRED OF ROOSTING

Coach Rook has been retired a long time, but he's aching to take to the skies one last time. He's got a serviceable flyer to visit far off Cloudcap, but the skies aren't safe these days. **SARVANGS** are rampant in the Dustwall Mountains, and even the bravest pilots are staying grounded. Clear out the **SARVANGS** and make sure nothing else interferes with Rook's flight.

- The airy caves in the Dustwall Mountains are a **RANDOM MAZE**, with twisting turns that are impossible to navigate without a flyer. Many folks risk getting lost forever.
- On a Maze Hazard result of 1, the PCs encounter a group **SARVANGS** (L2-B).
- The sarvangs aren't the only danger in the caves, however. A group of **BANDITS** (L4-G) have been training the **SARVANGS** to attack airships and flying machines in hopes of robbing the crash sites.
- The **BANDIT** leader (L4-C) is a Red Boot called Garla Ratheel, a welkin who is infamously angry because a grizzly injury left her wings clipped and she is unable to fly. Now she preys on other flyers and steals their goods.

Points of Interest

Spiderfoot Pass

Hex 43.14. A narrow mountain pass draped in thick webs, and home to a small **SPITHRA** merchant camp called the Gossamerchants. They weave luxurious garments and light flexible armor out of various types of spiderwebs. The **SPITHRA** themselves are peaceful, but the pass is rife with dangerous, wild spiders.

RUMORS

- **SPITHRA** legend has it that an **INKPOT SPIDER** was enchanted by sorcerers to guard a treasure vault in Spiderfoot Pass.
- **SARPATHI REAVERS** were seen in Spiderfoot Pass stealing spider eggs and torching webs.

SYMOK THE WEAVER

An incredible tailor, the **SPITHRA** chooses to live a life of relative solitude and peace rather than dwell in the cities of boggarts where he could undoubtedly make a fortune from his craft.

- **Traits:** Diligent, extremely humble, speaks in a whisper.
- **Motivation:** Carry on the tradition of spithra crafters in peace.



QUESTS

NEEDLE IN A SPIDER WEB

A **SPITHRA** tailor named Symok lost his magical needle in a recent raid by Red Boots. They didn't make it out, however, so the needle was lost deep in the Spiderfoot Pass amongst the hungry arachnids. Find the needle and Symok offers a Spider Silk Vestment, 0 Slot Light Armor that grants -1 Defense.

- The area is rife with hordes of **INKPOT SPIDERS** (L2-G), as well as a **GIANT INKPOT SPIDER** (L8-C) called Jittermouth.
- If the PCs are outnumbered by **INKPOST SPIDERS** and losing, Jittermouth arrives to gobble up anyone in his path, including the PCs and smaller spiders.
- 12+ Search Check with Disadvantage to find the needle. On each subsequent Check, reduce the target number by 1.

SARPATHI SPIDER SEEKERS

A group of sarpathi were seen just days ago roving through the pass, torching webs, and slaying spiders. Symok believes they were searching for an artifact and found it. He overheard them discussing plans to return south to launch an attack somewhere. Track them down and stop whatever they're up to!

- The **SARPATHI** (**REAVERS** 6xL5-G, **HEIROPHANT** L9-C) have in their possession a *Magic* wand taken from Jittermouth's cave. They intend to attack the Big Fame Hunting Lodge at Puddle Point (p154), using the hunters' own beasts against them.
  - *Wand of Beast Control.* Mettle Check: Once every session, tame a **CRITTER** or beast-like **CREATURE** of lower Level for an entire session. If the target suffers half of its Dread, the spell breaks.
- The sarpathi are after a map in the possession of a hunter named Jeramiah Jonker. Jonker's map leads to an Eye of Ehk buried at the bottom of Boiling Lake (p362).

The Spill

Hex 31.16. A horrible, glowing green series of lakes and pools of bubbling toxic sludge caused by the negligence of early industrialists. These first tycoons of the Dungeon Era had machinations of industrial supremacy, and no method of production was questioned, leading to terrible practices with terrible results. It is rumored that a manufacturing plant was located in the area decades ago, which produced loads of toxic waste. At first, the waste was simply collected in barrels and hidden in a remote mine in the Drippy Downs, but a cataclysmic explosion caused a massive, irreparable toxic spill, and the plant melted away with all evidence of who or what was behind the catastrophe. Decades have passed since then, but the glowing green lakes of sludge still carry their awful potency.

WHAT'S GOING ON

- Before Argonn the Oilmonger became the untouchable tycoon that he is, he was a pioneer of cheap goods manufacturing. Unknown to almost anyone, it was his manufacturing plant that caused the toxic spill all those years ago.
- Volnar the **GIANT** has created a **MUTANT** army to take revenge on Bugbear Holler.
- The ooze has mutagenic properties. Vitality Check: on a Failure, roll on the Mutations table (see Bestiary Vol. 1).

RUMORS

- The Spill is so dangerous that coming into contact with it could mutate you.
- Horrible man-eating **MUTANTS** roam the Spill.
- A fiend called Volnar collects the most potent toxic sludge and uses it to create monstrosities.
- Barrels of the glowing ooze have been found in a place called Vorg'Varga Vek in the Drippy Downs.

M. MANDY MARIBELL



A gnome of the Green Gallivanters. She wears her yellow hair in braided pigtails and a distinctive gnome's hat with a dandelion on the top. Maribell has spent many months attempting to find a means to clean up the toxic waste and believes the secret lies with the power of unicorns.

- **Traits:** Optimistic, bubbly despite the circumstances, always offers tea.
- **Motivation:** Cleanse the toxic taint of The Spill.



WINSTON

One of the few travelers to escape the prison of the wicked giant, Volnar. Winston is a hump-backed bugbear with a bulging eye, changed by the toxic waste. He ventured into The Spill with several companions in an attempt to uncover which tycoon was responsible for the disaster.

- **Traits:** Courageous, stutters, willing to risk himself for his friends.
- **Motivation:** Save his captured companions and escape the Spill.

VOLNAR THE GIANT



Driven from the mountains to the east by the bugbear tribes, Volnar the **GIANT** accidentally stumbled into the Spill and mutated. Naturally, he blames the bugbears, and has been capturing creatures throughout Fleabag County, turning them into **MUTANTS**. Once his army is complete, he will reign terror on the folk in the south eastern mountains, namely Bugbear Holler (p141).

- **Traits:** Wickedly cruel, quick to anger, burps constantly.
- **Motivation:** Revenge upon the world for his pitiful plight.

QUESTS

DAMPENING THE GLOW

M. Mandy Maribell is a gnome doing her best to aid the **MUTANTS** of the Spill. Ultimately, however, she wants to get rid of the toxic waste altogether. But doing so would require very powerful magic. In fact, Mandy and her Green Gallivanter colleagues believe that only the purifying magic of many **UNICORNS** could neutralize the ooze. Convince a **UNICORN** to take part in a ritual to open a portal to the Gates of Thalatos, the land of the **UNICORNS**.

- A hero of pure heart must accomplish a great deed of valor and spill the blood of a fiend, someone who threatens the Land of Eem. Some examples:
  - Volnar the **GIANT**.
  - Zhal'dir, the **SORCERER** at the Stone (p355).
  - Zar'sharaz the **SARPATHI ARCH HIEROPHANT** (p54).
  - The **GWARGLEBEAST** at Doomnozzle (p380).
  - Shallis Shadewand, the **WITCH** in the Quagmash (p182).
- At the Spill, the **UNICORN** dips its horn in the blood of the pure-hearted hero and tears open a portal to the mythic Gates of Thalatos.
- The PCs must beseech the **UNICORNS** of Thalatos who skeptically stare down through the dreamy portal. If convinced to help, a herd of 40 ethereal **UNICORNS** stampede across a rainbow bridge into the Land of Eem and surround the perimeter of the Spill. In a crackle of lightning, a magnificent flash washes out everything in sight as the **UNICORNS** focus their power and purge the toxic waste to ash.
- Within the ashy remains lies evidence that Oilmonger Plastics was behind the spill decades ago: the half-melted metal molds for the company's most famous product—the spork.

THE MUTANT ARMY

A bugbear named Winston with a hump on his back and a bulging eye is caught in a trap, and begs for help when he spots the adventurers at the Spill. He was taken captive—along with many others of all kinds: goblins, **DWEORGS**, and a whole zoo's worth of creatures—by a **GIANT** called Volnar who is changing them into **MUTANTS**. Winston tried to escape but got caught in one of Volnar's many traps. Help him save the creatures, and most importantly, stop Volnar before he unleashes his army on the world.

- Volnar is evil and lives in a cave filled with glowing ooze. He is building the army to attack Bugbear Holler, where a band of warriors defeated and banished him from the mountains for terrorizing their community.
- Volnar is a giant (L8-C) but has 3 mutations from the **OGRE** Mutations table (Bestiary Vol. 1). His weakness is that he avoids contact with the glowing ooze in his cave. Should he be overly exposed, his body degrades into slime.
- For the most part, Volnar's army of **MUTANTS** are no longer the people and creatures they once were.
- Volnar's cave is split into three wings: the Prison, where the **MUTANTS** are kept caged up; the Lab, where creatures are made into **MUTANTS**; and the Den, where Volnar rests and eats.
- When confronted, Volnar feigns interest in a Parley but tries to capture the PCs if they let their guard down. He is aggressive and vicious, but is conspicuously careful to avoid touching the ooze.
- **HEROIC TITLE ACHIEVEMENT:** Save the creatures and defeat Volnar.
  - ***The Purifier*** ♔. PC gains Advantage to resist mutations, toxins and poison.



The Wishing Willow

Hex 40.15. This massive, gnarled tree has stood for as long as anyone can remember. Some even say since the first star struck the Land of Eem and carved out what would become the Middle-Kingdoms. It once stood in a serene, lush field, where the bogfolk would frolic, celebrate holidays, and wish upon its voluminous, curling boughs for good fortunes. The Wishing Willow loved to listen to the wishes of folk, to hear their hopes and dreams, and perhaps boost them with a wink of magic. But now the land is dry and withered, and so is the Wishing Willow's heart, and few venture near the haunted-looking tree.

RUMORS

- Many have tried to cut the Wishing Willow down, but it's impossible.
- The Wishing Willow is dead and grants wishes no more.

THE WISHING WILLOW'S BOONS

For especially noble wishes, the Wishing Willow may grant a permanent **BOON** to the wisher.

1	Mossy Moot: Gain Advantage on Parleying with beamkin.
2	Luck of the Wold: Once every session, gain +1 to a Wilderness Check.
3	Roots Settler: Once every session, find safe shelter in a tree.
4	Timber Tone: Once every session, have a conversation with a tree.
5	Beamkin's Bounty: Once every session, find a fruity Normal Ration on a tree.
6	Brawny Bark: Once every session, Block 1d6 Dread, except from fire.

THE WISHING WILLOW

An ancient **BEAMKIN** (L10-C), the Wishing Willow is a pensive, slow-talking creature. Once kind and trusting, the Wishing Willow became aloof and defensive at the dawning of the Dungeon Era. Many times lumberjacks have come to cut them down, only to be rebuked by its stout branches.

- **Traits:** Untrusting, world weary, wise.
- **Motivation:** To once again care for the wishes and dreams of folk.



QUESTS

THE WISH OF THE WILLOW

A sallow, moribund tree sits alone in a barren field, its branches dry and largely bare. A great sadness hangs over the area. Could this really be the fabled Wishing Willow?

- After years of trauma, anyone who gets close to the Wishing Willow is attacked by whipping branches, until they can convince the tree to hear them out. If the beamkin is convinced, there is an opportunity to make a wish. However, before a wish can be made, the wisher must first go on a quest to prove themselves.
- The Wishing Willow says to go to the peaks of the Dustwall Mountains (p132) and fetch a bucket of fertile soil to lay at their roots.
- The Wishing Willow only grants wishes that benefit others and must be curative in some way: health from sickness, **CURSE** removal, or to provide a **BOON** (see Boons table in Core Rulebook) to the recipient.
- The soil at the top of the Dustwall Mountains teems with both **SLURPWORMS** and **SLAGMUNCHERS**.
- The soil is powerful and rich with magical nutrients. Sprinkle it to make anything grow tall and strong.

Zones

Blackrill

A horribly polluted waterway, so filled with soot, grease, and grime that its only color comes from the morning light, reflecting rainbowy pools of oil and filth floating on the surface. Boats that aren't barges filled with lumber rarely travel the Blackrill, and there are no fish to speak of.



MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

BLACKRILL	
1	Rindle Rams
2	Hippogruffs
3	Ryzophants
4	Mandra
5	Lightning Eels
6	Braying Saberfish

WHAT'S THERE

- Big companies treat the river like a dump site.
- The Green Gallivanters are applying special mixtures into the water to eat up the grease, but it barely seems to make a dent.
- Ghost ships with disappeared crews float and collide with the riverbanks from time to time.

R. TEDDY FINKENHOUSE

Perpetually covered in grease and grime, this gnome Green Gallivanter works tirelessly to save local wildlife and clean up the river as best as he can. But the pollution just keeps coming with no end in sight.

- **Traits:** Selfless, willing to get dirty, talks to everyone like they're puppies.
- **Motivation:** Save the animals and clean the Blackrill.



QUESTS

OPERATION GET SCRUBBY

R. Teddy Finkenhouse is trying to save animals covered in oil and grease from the Blackrill. They're filthy and if not cleaned properly they could perish. But there's hope! They've got a lead on a new product from Thurf called Scrubby™, a soupy liquid cleaner that's safe to use on anything, including animals. R. Teddy wants you to purchase 30 barrels of the stuff for 1 pouch of Ancient Coins that he provides.

- Scrubby can be purchased from any large vendor in Thurf.
- **THIEVES** try to steal the pouch of Ancient Coins should the PCs be indiscreet about the purchase.
- Traveling with 30 barrels of Scrubby requires several wagons or equivalent.
- Once given to R. Teddy Finkenhouse, he requests the PCs help clean up all the animals: ducks, river otters, geese, beavers, and the like.

Forlorn Fields

After the fall of Munch, the fields withered and the soil went bad. To this day, farmers struggle to eke out an existence and recover the land. Within the barren fields lies the Punkin Patch (p134), lair of the Punkin Gang.



MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

FORLORN FIELDS	
1	Punkins
2	Morbs
3	Bogsnaps
4	Funghouls
5	Cankerboars
6	Scare Crows

FARMER SAM

An old timey farmer living in a house that's seen better days. Sam's getting too old for farming and struggles to keep up his place, but has a good heart and a long memory. His only friend in the world is his mule, Old Dilly, after his wife Starla died years back.

- **Traits:** Hospitable, wisecracking, forlorn.
- **Motivation:** See his homeland become a place of prosperity again before he dies.





MERTHA

A young boggart woman with a flute often playing a somber tune in the fields. She wanders to and fro, almost oblivious to her surroundings.

- **Traits:** Melancholy, distant, grateful for company.
- **Motivation:** Find her lost brother, Olan, who disappeared in the fields when they were children.

QUESTS

CROP DUSTIN'

Not only is the soil infertile, horrible monsters like **BOGSNAPS** and **FUNGHOULS** seem to thrive in it. It would take forever to clear out the monsters by hand, not to mention the danger. That's why Farmer Sam paid a pretty penny to refurbish a broken down flying machine to crop dust the blighters. Farmer Sam isn't a pilot, so perhaps you could help. Make sure to hit every square inch.

- For each Hex of the Forlorn Fields, the pilot makes a Nimbleness Check to fly over and release the pesticides. Farmer Sam's flying machine is unreliable to say the least and Checks to fly it suffer -2. On a 1–2, the flyer is grounded leaving it vulnerable to attacks from **BOGSNAPS** or **FUNGHOULS**.
- PCs must also make Travel Checks in flight.

THE LOST BOY

A young boggart woman named Mertha walks the withered land of the Forlorn Fields playing a sad tune on a flute. She searches for a trace of her brother Olan who disappeared many years ago. The flute was his. Olan was taken by the Punkin Gang when they were children playing in these very fields, but no one could ever find him, and her family eventually moved away to Capstan. Now Mertha is back and wants to find closure.

- Olan is a **PUNKIN** now, corrupted by the weird words of Old King Nack. Almost all of his former identity is lost, twisted and bent, but he retains a soft heart for his sister Mertha if confronted by her or an artifact from their past.

The Jagged Hills

A treacherous mountain ridge of sharp rock formations where all manner of dangerous creatures roam. Every year, the Fleabag Derby is held in the Jagged Hills where competitors race through Jagged Pass. Originally a **BOGRILLIAN TORTOISE** race, recent rule changes have allowed any manner of beast or one-person ground vehicle, as long as it passes inspection.



MODIFIERS

- -2 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

THE JAGGED HILLS	
1	Slagmunchers
2	Stalag Mites
3	Crag Lizards
4	Thunderhorns
5	Vultors
6	The Scarlet Wyrm

THE SCARLET WYRM

Dwelling in a hidden cave, the Scarlet Wyrm (**DRAGON** L8-C) has slumbered peacefully for years untold. That is, until the incessant, infernal racket of the Fleabag Derby and the now-legal sputter vehicles.

- **Traits:** Grouchy, spiteful, and very hungry.
- **Motivation:** Fill her belly with loud morsels and gather enough strength to set upon the world once more.
- **HEROIC TITLE ACHIEVEMENT:** Slay the Scarlet Wyrm.
  - ***Dragonslayer*** ♔. Charm Check: Once every session, tell the story of slaying the Scarlet Wyrm for a free meal, safe lodging, or small gift (e.g. Materials, a Component, or a *Mundane* item).



QUESTS

THE FLEABAG DERBY

The annual Fleabag Derby is just a week away. Do you have what it takes to win it all and bring home the grand prize: an incredible new vehicle called the sputter-racer, built by Sputtertech Industries? Enter now and be prepared to face the fastest racers in the Mucklands!

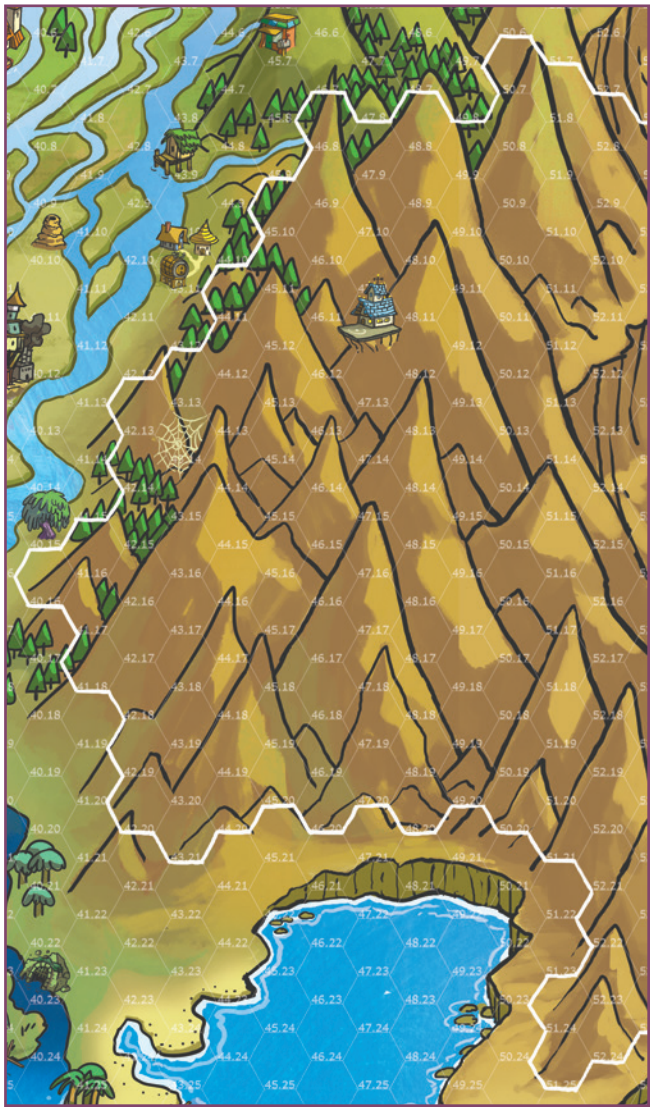
- The frontrunner to win the race is Zaz Brinder, a goblin using a prototype shrym speeder. Other racers include: Eena Molehouse, a shrym **ZOZO BIRD** rider; Wolla Wym, a **BOGRILLIAN TORTOISE** rider; Jephyr Sanz, a boggart **SPUTTER-HORSE** rider; and Raff Harkenwode, a bugbear pony rider.
- To win, a racer must amass the highest Check total over the course of 6 legs of the race. Nimbleness Check for each leg.
- However, during each leg, a complication occurs, subtracting 1d6 from a racer's roll total unless their mount is immune. Roll 1d4 to determine the complication.

1	**Sharp Turn:** Mucklands pony or horse-like mounts are immune.
2	**High Winds:** **BOGRILLIAN TORTOISES** or slow animals are immune.
3	**Rockslide:** **SPUTTER-BEASTS** or mechanical vehicles are immune.
4	**Narrow Pass:** **ZOZO BIRD** or agile animals are immune.

- Zaz Brinder won't go down easily. Through dirty tactics, he can subtract 1d4 from the PCs Check twice every race.

The Dustwall Mountains

Separating the Mucklands from the crimson badlands of Shrym, the Dustwall Mountains make up the lower half of the realm's eastern mountains, along with the Giantstep Mountains to the north. In addition to places like Bugbear Holler and Spiderfoot Pass, the Dustwall Mountain foothills are home to the Dandyhoof centaurs known for their joyous dancing and singing.



MODIFIERS

- -2 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

THE DUSTWALL MOUNTAINS	
1	Harpies
2	Humongoose
3	Ramgores
4	Crag Lizards
5	Centaurs
6	Sarvang

RUMORS

- Merry **CENTAURS** dwell in the Dustwall Mountains but their numbers are dwindling fast.
- A beloved **CENTAUR** bard has gone missing and folks fear the worst.
- A flying machine crashed in a fiery explosion but no one could find the wreckage.
- An old **CENTAUR** wishes to send a letter all the way across the realm to Grimly Wood.

MISTRA TIMBERHOOF

Also known as the Lady of the Tapping Spring, she's a marvelous dancer and a storied artist known for crafting beautiful things out of silver, gold, and treasured **STARFELL SHARDS**. Mistra has long protected the customs of the centaur people, believing that song and dance can usher in peace and cultural restoration. Lately, she has been serving Agwin Dandyhoof with great care.

- **Traits:** Vibrant, alluring, trusting in heroes.
- **Motivation:** Bring beauty and joy to the world despite the darkness.





AGWIN DANDYHOOF

Eldest **CENTAUR** of the Dandyhoofs, though ill and at the end of his days. Though he often smiles, his eyes betray a deep melancholy. He fears for the future of his people, and their prosperity in the mountains.

- **Traits:** Wizened, mournful, horrible cough.
- **Motivation:** Live to see the Dandyhoofs make peace with the Duskmanes.

SPARRO THE SONGBIRD

Famous even beyond the borders of the Dustwall Mountains for his golden voice. Sparro carries on the Dandyhoof tradition of accompanying travelers on adventures with song instead of direct service. Often, he sings from hidden crags, bringing joy to weary travelers during their arduous journeys through the mountains.

- **Traits:** Sprightly, inspiring, mercurial.
- **Motivation:** Brighten the lives of others with song.



QUESTS

THE MISSING DANDYHOOF

The Dandyhoof **CENTAURS** are cheerful people, preferring to spend their time merrymaking, singing or dancing. But their numbers dwindle from constant assaults by **HARPIES**, **ETTINS**, and **BANDITS**. Their songs keep them from losing hope, but now, Sparro the Songbird has gone missing after frolicking on the mountainside. Accompany Mistra Timberhoof on her search through the Dustwall Mountains to find Sparro.

- Sparro went to negotiate with the **HARPIES** to leave the centaur folk alone. In return, the **HARPIES** sent Sparro on an errand to Spiderfoot Pass to acquire beautiful jewelry from the **SPITHRA** Gossamerchants.
- But in Spiderfoot Pass, Sparro was attacked by spiders. Fleeing for his life, he fell into a pit and broke his leg.
- An **INKPOT SPIDER** (L6-B) named Zwith keeps Sparro as a pet because they enjoy his singing. It's a tenuous relationship.

THE OLD CENTAUR

Agwin Dandyhoof doesn't have long to live, but he wants to die with no regrets, and can't stop thinking of his old friend Pel Duskmane. They were best friends before the great war that felled the forest and split the centaur folk. Deliver this letter to him if you could—Pel Duskmane lives at the edge of Grimly Wood near the Riddle Spinney.

- Pel Duskmane is a gruff, hardened warrior who has grown bitter in the last century. He distrusts outsiders and won't even read Agwin's letter unless the PCs show their mettle in a **CENTAUR** dance off.
- If he reads the letter, Pel embarks on a pilgrimage to the Dustwall Mountains to see his old friend and would welcome the PCs' company.

THE LOST PILOT

You find a crashed flying machine, clearly of Shrym origin. Searching the wreckage reveals the shrym pilot's badge of Skimmer Shortwise, and a dented box marked for Beezelburf. Something like claws tore into the metal of the flyer, and there are no footprints leading away from the accident.

- **HARPIES** attacked Skimmer and took him back to their nest. He'll perish within the week if the PCs don't find him.
- The cargo is meant for Odus Radling in Beezelburf. It's a special shrym coal called evercoal used in some sputter technology.

Lairs

The Punkin Patch

Hex 36.14. Deep within the Forlorn Fields is a dilapidated old barn nestled under a massive elm tree, surrounded by a rotten pumpkin patch. Hidden in the darkened barn is a cellar door that leads to the underground hideout of the Punkin Gang, a cult of **PUNKINS**. When not terrorizing the countryside, they chant a haunting rhyme:

Ol' King Nack is a cranky old soul.
Got a big yellow frown and he's skinny as a pole.
Don't tramp his patch, don't sully his knoll.
'Cause he'll roast your feet over red hot coal!
- A Mucklands Nursery Rhyme

There is always a horde of **PUNKINS** (L5-G) at the hideout at any given time.



RUMORS

- Old King Nack leads the **PUNKINS**. Some say he is nothing more than a legend, others swear he's some sort of evil spirit or demon.
- The Punkin Gang is getting bold, attacking on the roads of Fleabag County, especially near Thrig and Munch.
- The Punkin Gang have a secret hideout somewhere in the Forlorn Fields.
- No one knows if the **PUNKINS** are real people or creatures made of sticks and twigs.

QUESTS

BRINGING BACK NACK

Folk live in fear from the constant Punkin Gang attacks. Worse, a farmer named Farmer Sam claims he saw witchcraft and bright displays of magic in the distance at night. Someone needs to do something!

- The Punkin Gang is gathering ingredients and reagents for a ritual to manifest a body for Old King Nack—currently an incorporeal spirit.
  - Long ago, Nack was a murderous bandit king, whose soul was trapped by a goodly witch inside the very "punkin" he wore on his head. But Nack's spirit persisted in the rotten pumpkin, growing with evil magic, and from his prison gourd he corrupted the minds of wayward bandits turning them into **PUNKINS**. Nack has amassed a small army, but most of his minions are nothing more than ephemeral homunculi, created from sticks and straw. Since he can't break the curse of his prison, he strives to conjure a new body of flesh, strong enough to persist for all time and free from the witch's magic.
- **HEROIC TITLE ACHIEVEMENT:** Thwart the Punkin Gang's plot to summon a body for King Nak.
  - ***The Punkin Lord*** ♔. A friendly, silent **PUNKIN** becomes a PC's **UNDERLING** as per the Dungeoneer Perk.

Red Boot Roadhouse

Hex 32.15. A hidden underground base covered in vines and overgrowth. Following red markings painted onto the trees leads to an outcrop of rust-colored stones in a big pile. One of the stones has the shape of a boot carved into it. Pressing that stone opens a secret passage.

The hideout is packed with Red Boot **BANDITS** (3d12 at any one time), known for targeting the roads between cities in Fleabag County. Lately though, they ran afoul of Kade the Bounty Hunter and are keeping a low profile. Entry is forbidden for non-members, but a **BANDIT** always has their price.

RUMORS

- A Red Boot called Keg has a skeleton key to the The Stone in The Used T'Be Forest.
- There is a cursed stone built into the walls of the Red Boot Roadhouse. Rubbing it will either curse you or grant a wish depending on your worth.

REDBEARD REMY

Boss of the Red Boot Bandits known for his orange beard and for flying off the handle one moment, then dancing on the tables the next. His minions never know when to laugh or nod with respect, and the poor unfortunate bandit who does so out of turn always gets a boot to the kisser.

- **Traits:** Thrives on chaos, greedy, glogoholic.
- **Motivation:** Become the most feared bandit in Fleabag County.





KEG THE HALFMOON

A burly goblin with a distinctive halfmoon tattooed over his right eye, marking him as the Master of Secrets. As keeper of the Red Boot's bylaws and locations of their many treasure caches, Keg often pals around with Redbeard Remy and the gang's most infamous bruisers.

- **Traits:** Callous, observant, always up for a brawl.
- **Motivation:** Take over the gang if the opportunity arises.

QUESTS

COURAGE, COWARDICE, OR BOTH

Joining the Red Boots isn't for the faint of heart. In fact, staying a member isn't such a treat either. There's a simple test for anyone wanting to join (or leave) the gang: rub the blood red stone set in the Roadhouse wall, which grants a **BOON** or **CURSE** on whoever touches it.

- If a PC rubs the red stone, flip a coin. Heads, they get a **BOON**, tails a **CURSE** (see Boons and Curses tables in Core Rulebook). Either way, they are free to join (or quit) the Red Boot Bandits without reprisal.
- Keg the Halfmoon is in charge of making sure no one fakes rubbing the stone. Anyone who tries, does so at -2 with Disadvantage.
- **HEROIC TITLE ACHIEVEMENT:** Join the Red Boots.
  - ***The Red Boot*** ♔. PC gets a pair of red leather boots, and learns the Red Boot secret handshake, which grants them Advantage to Parley with Red Boots and access to their hideouts.

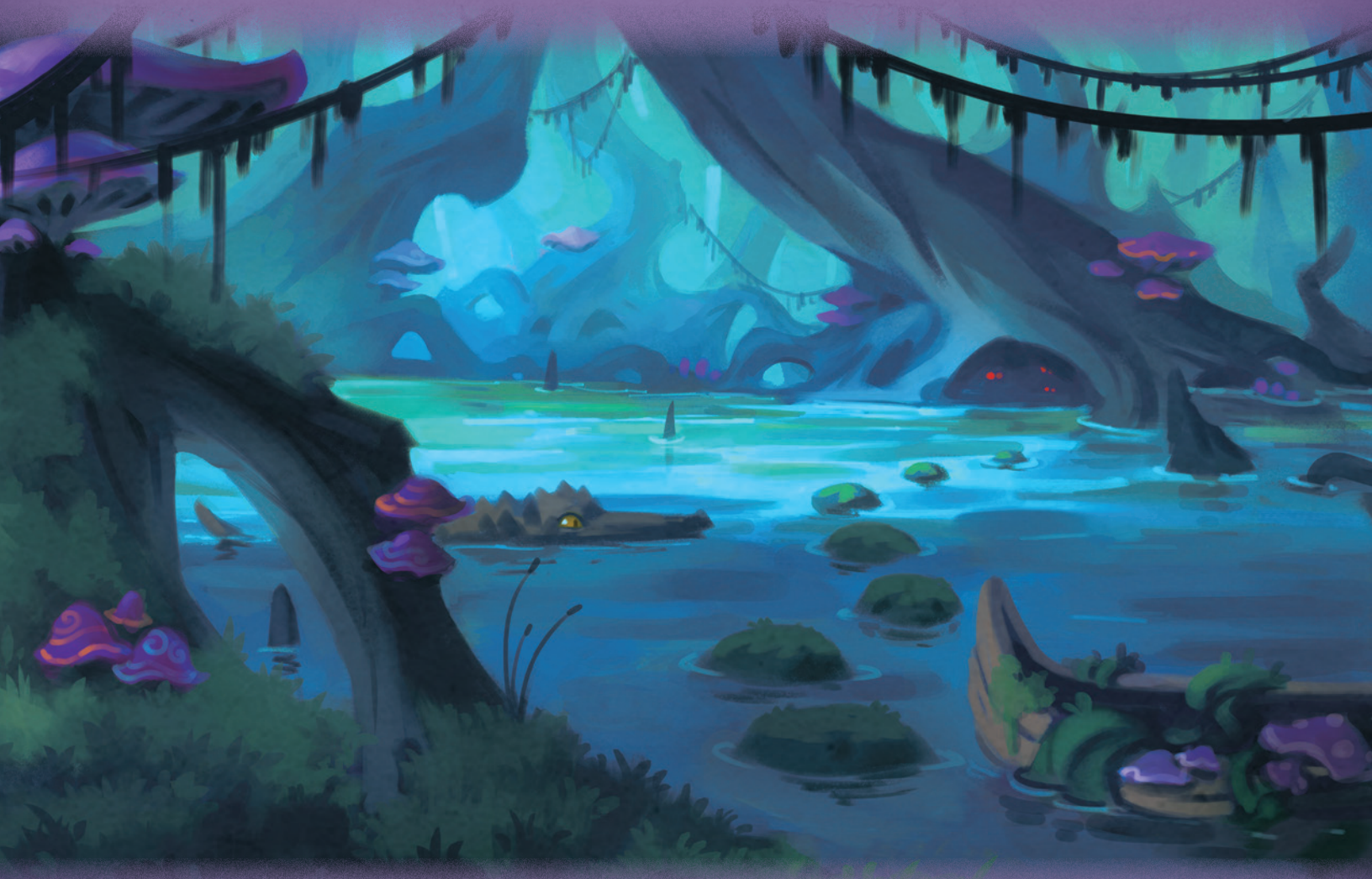
THE ETTIN THIEVES

After stealing cargo from an Unassailable Co. wagon train, Red Boot Bandits were attacked by **ETTINS**. The ettins stole their loot, and kidnapped several members, including Heeby Deeby Ossie, the gang's best lookout! Redbeard Remy can't abide such an affront, and is hiring temporary muscle for a counterattack.

- The **ETTINS**, Gorgus (L5-B) and Fym (L3-B), live in a filthy cave on the other side of the perilous, raging Nackadonkee river in Hex 41.15.
- The cave is filled with junk, an Old Hoard (+0), and dozens of skeletons, one of which has a pair of distinctive red boots that surely belonged to poor old Heeby Deeby Ossie.
- Among the Old Hoard is a locked iron box with a skull on it. Inside is a metal cube with small holes in odd patterns on all six sides.
- Either trial and error or a 9+ Lore Check reveals that when the cube is held up to the night sky it matches a constellation! It lights up and projects a *Magic* map leading to an Ancient Hoard (+2) on Terror Island in the Scalawag Strand.
- Redbeard Remy doesn't intend on sharing the loot with any of the new recruits, and betrays them when they return (unless they are official Red Boots).

CHAPTER 3

QUAGMASH



QUAGMASH

A region thick with mud, drooping trees, slimy water passages, and gloomy hollows. For hundreds of years, people of the Mucklands have avoided the labyrinth of swamps known as the Quagmash. It is the subject of countless rumors and legends, and largely considered a primordial, cursed place that the ancient boggarts of Bogswain abandoned long ago. Teeming with **ORCHES**, **GATORS**, **MUCKMEN**, and all manner of dangerous beasts and natural deathtraps, no one has ever fully mapped the place, nor survived the attempt. However, with the coming of the Dungeon Era also came a newfound passion for exploration, and so the Quagmash became a new frontier for adventurers and explorers alike.

Home to an enormous menagerie of animal life, rich in natural resources, and no small number of lost and undocumented ruins, guilds like the Puddlejumpers Association and the Big Fame Hunters have exploded onto the scene to explore (or exploit) the mysteries of the Quagmash.

CENTRAL CONFLICTS

- Explorers and hunters clash over whether to preserve or conquer the wilderness.
- **ORCHES** roam the region in droves, constantly assaulting travelers and each other.
- Small communities like Sinkhole and Mushmash struggle to survive against the harsh conditions of the swamp, not to mention **BANDITS** and **THIEVES**.
- A powerful **WITCH** named Shadewand gains more and more influence by the day, spreading a terrible blight upon the land.

SETTLEMENTS

- Mushmash (p138)
- Bugbear Holler (p141)
- Sinkhole (p142)
- Skiff (p146)

SITES

- Camp Mudbank (p149)
- The Lily Court (p153)
- Puddle Point (p154)

POINTS OF INTEREST

- Quagspire (p158)
- Vok's Folly (p160)

ZONES

- Croaking Bog (p162)
- The Gatormaze (p163)
- The Lost Willows (p165)
- Nackadonkee Bayou (p167)
- Orchmire (p168)
- The Prickle (p170)
- Puddlejump (p172)
- Tarmurk (p173)
- Thoadstool Thicket (p174)

LAIRS

- Darkshroom Tower (p176)
- Hookfin Hideaway (p177)
- Harn's Hideout (p178)
- Orch Sty (p180)
- Shadewand's Domain (p182)



Settlements

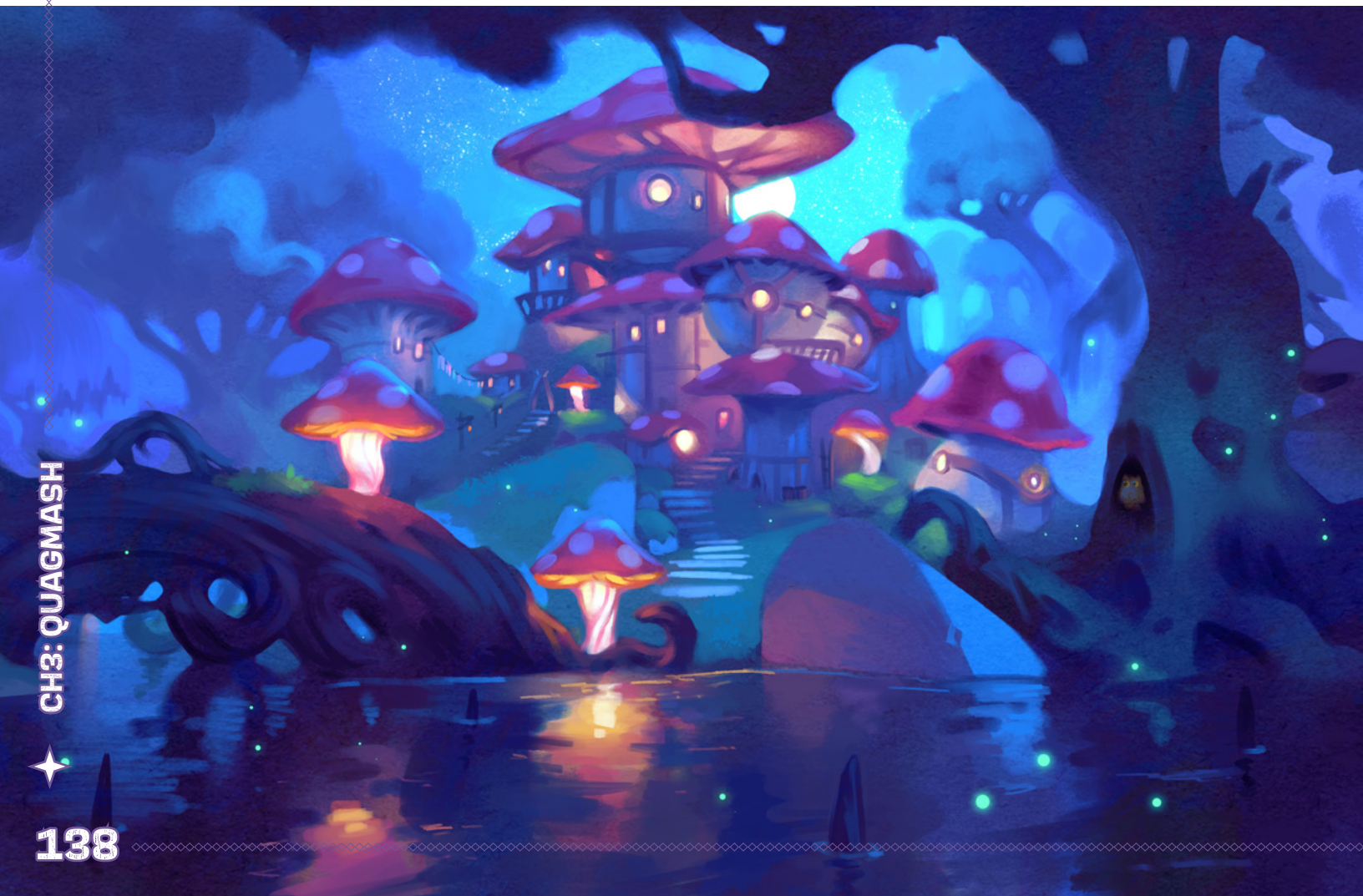
Mushmash

Hex 33.30. Once a thriving mushrum village before a deadly fungus almost wiped them out completely. Thankfully, a cure was developed by a quortle alchemist named Ola Deech. Ever since then, the quortles and surviving mushrums have commingled, and the town of Mushmash was born.

Today, Mushmash is a thriving fishing and sea fungus harvesting community, home not only to mushrums and quortles, but folk from all over the Quagmash and the Scalawag Strand.

WHAT'S GOING ON

- For the last several months, a gang of Daggerheart **PIRATES** has been harassing Mushmash and demanding payment for protection.
- Ebon **REEF NYAD** marauders routinely steal from the sea fungus farms. Combined with the **PIRATE** menace, this has left Mushmash on the verge of famine.
- The leadership of Mushmash is fractured from the strain of the recent attacks by **PIRATES** and **REEF NYAD** marauders. The peaceful ways of the Eld Cap and Ola Deech are being challenged by young upstarts.



SIGHTS AND SOUNDS

1. A mushrum and a quortle play Rascal Rummy with a pile of crackers instead of coins.
2. A quortle Knight-Errant gets their shell polished by a pair of identical mushrums with blue caps and yellow spots.
3. Mushrum locals gather around a boggle standing on a box playing a trumpet with gusto.
4. A pelikin sells their daily catch of baby **EXAJELLIES** to a mushrum cook that's excited to try a new recipe.
5. An elder mushrum tends to a tiny **FUNGHOUL** garden by feeding them grubs.
6. A small skiff glides into the muddy shore and a scrappy privateer disembarks, barking orders at a dour **PIRATE** captive in chains.

RUMORS

- Ebon **REEF NYAD** marauders are desperate to steal sea fungus from the Mushmash farms, as they are in the midst of a famine.
- Two young mushrums have gone missing, and some fear that they've been kidnapped by the evil Darkshroom cult.
- The Daggerheart Pirates raiding Mushmash are deserters, attacking without permission from the Captain Daggerheart.
- Calabaster Wyng thinks he's found a new source of sea fungus that would be enough to feed ten towns, but the fields are located in perilous waters.

OUTBOUND RUMORS

- A giant metal fish swims along the coast, and some say it lives in Ebon Reef.
- The Great White **RIVERSAUR** feeds in the open sea and then returns to the swamps
- An island to the west is filled with sandy caves, said to lead to a buried dungeon abandoned by Unassailable Co.

OLA DEECH

A quortle alchemist and practitioner of medicine in Mushmash, famed for her understanding of fungi, herbs, and their curative properties. Ola is a strong leader, helping create good relations between mushrums and quortles. Ola's leadership, however, has been tested by recent attacks from **PIRATES** and **REEF NYAD** marauders from Scalawag Strand.

- **Traits:** People pleaser, calming presence, has many questions.
- **Motivation:** Preserve the peace between mushrums and quortles, and deal with the recent attacks on Mushmash.





THE ELD CAP

Known also by his true name, Meepo'luma'dobba'deeb, he is the last living mushrum from the days of the plague. While new generations have sprouted, none of them remember the devastation like he does, and for this reason, when the Eld Cap speaks, all listen.

- **Traits:** Cool-headed, talks extremely slow, Quagmash loremaster.
- **Motivation:** Keep the knowledge of the most ancient mushrum traditions safe until it can be passed on.

LUNA'DEENA'FRAHMA'DAK

A young mushrum upstart calling for martial retaliation against the **PIRATES** and **REEF NYAD** marauders. They are displeased with the way Ola and Eld Cap have handled the hostile Daggerhearts and nyads of the Ebon Reef, and believe the town should rise up and fight off their oppressors.

- **Traits:** Stubborn, militant, wishes folks weren't so complacent.
- **Motivation:** Gather a force and attack the Daggerhearts and nyads.



CALABASTER WYNG

A pelikin fisher and captain of the small schooner, *Galloping Gull*. Calabaster loves Mushmash, believing it to be a kind of sea-side paradise. However, times are uncertain and the pelikin is considering leaving after calling Mushmash home for twelve years.

- **Traits:** Appreciative, self-deprecating, talks a mile a minute.
- **Motivation:** Pursue a simple life of sailing and good company in the beautiful town of Mushmash.



QUESTS

MARAUDERS IN THE MIRE

Mushmash is under siege from the Ebon Reef Clan as well as Daggerheart Pirates. The town elders, Ola and Eld Cap, want to make peace, but the youth of the town want to fight back against the invaders. Stop the attacks by brokering peace as the Eld Cap wants, or by helping Luna and the town militia fight back.

- The Daggerhearts sail to Mushmash from the west every month to raid. But they are actually deserters, unsanctioned by the Dread Pirate.
- The Ebon Reef marauders dwell in a cove, just east of Mushmash. They steal the sea fungus because they are starving after a catastrophe destroyed their crops.

SEA FUNGUS VALLEY

Calabaster Wyng has discovered a treasure. To the east of Mushmash, south of Anchorbottom, there is a vast field of sea fungus, enough to feed ten towns, maybe twenty. But the waters are stormy, perilous, and almost any ship has a chance of being tossed to pieces by the wind and waves. To make matters worse, hungry creatures dwell in the deep. Find a way to harvest the sea fungus and prevent a famine in Mushmash.

- The sea fungus is in Hex 41.31, right in the Swirling Sea (p320). A 30-foot **LIGER SHARK** (L5-C) called Darkfin patrols the area hunting for prey.

EVIL AT DARKSHROOM TOWER

As if things couldn't get any worse, Luna believes that a pair of mushrum youths named Weel and Zola have been kidnapped by the Darkshroom cult of **MUSHRUMS** to the north. Find them, and bring them home safely. And if you can, put an end to the Darkshroom menace.

- Weel and Zola were not actually kidnapped and imprisoned, they've been brainwashed to join the cult.
- The two mushrums refuse to return to Mushmash. The Darkshroom Tower is a living organism, and has assimilated them into the cult (p176). It must be destroyed to release Weel and Zola from its hold.

REPAIRS IN ANCHORBOTTOM

Calabaster Wyng's schooner is in need of repairs, so he's headed to Anchorbottom where the best boatwrights live. He's looking for a few good hands to protect his ship on the journey, what with all the recent **PIRATE** attacks. Pay is 1 pouch of Silver Coins.

- For Perilous encounters, a horde of Daggerheart **PIRATES** (L5-G, 2×L5-B, 1×L5-C) attack. For Dangerous encounters, a group of Ebon Reef marauders (**REEF NYADS** L3-G, 1×L4-B) attack.
- Anchorbottom prices are higher than Calabaster anticipated and he doesn't have enough money to both pay for the repairs and compensate the PCs.

Bugbear Holler

Hex 38.18. A quaint, backwater village of bugbears that mostly keep to themselves, and for folks looking to unwind from the dog-eat-dog, big city life of Fleabag County. The area is famous for its holler stout, brewed in hidden stills throughout the forest and mountains in order to keep the age-old recipes secret.

Some might think there are no worries at all in Bugbear Holler, though that's not for lack of troubles. It's all in the mindset, and these bugbears know how to stay laid back and laugh in the face of danger.

SIGHTS AND SOUNDS

1. Two bugbear kids play catch with a heavy rock.
2. A bugbear granny nods as her pet **GATOR** goes potty on a log.
3. A bugbear kid plucks at a banjo probably looking to provoke a banjo duel.
4. A birthday party goes awry when a bugbear baby devours the older brother's cake.
5. An old holler dweller chews a piece of grass and whittles a stick into the shape of a menacing ogre.
6. A bugbear and a wug provide some much needed dental work to an old, worn out **GATOR** with a toothache.

RUMORS

- A thief has stolen the secret Kothbert Bendybranch holler stout recipe.
- An evil **GIANT** dwelling at The Spill is planning an attack on Bugbear Holler after the town banded together and chased him out of the mountains.

MAM PROUDFLOWER



The leader of Bugbear Holler, an old, round woman, usually with a banjo slung over her big blue dress. Mam welcomes outsiders with a narrow eye, but is friendly enough so long as they don't cause trouble.

- **Traits:** Motherly, sarcastic, laughs after saying something harsh.
- **Motivation:** Keep the hullabaloo of the big cities out of Bugbear Holler.



KOTHBERT BENDYBRANCH

A prizewinning Holler Stout brewer and grub farmer that lives in Bendybranch cave just south of the village proper. Kothbert has got the best stout in the Quagmash, but there's always some out-of-towner trying to steal the recipe.

- **Traits:** Neighborly, extremely handy, paranoid "they" want his recipe.
- **Motivation:** Keep the family recipe secret forever.

QUESTS

THE RECIPE

Kothbert Bendybranch is looking to hire what you'd call a "detective" to catch the thief that broke into his cave and stole his secret Holler Stout recipe. Find it and he'll give you a barrel of Stout (Gourmet Ration).

- The thief left small webbed footprints, which lead through the village square and then split into three directions: the river, the farm, and Welldark Cave.
- At the riverbank is one-third of the recipe, stuck in the mud. Ducks quack and gulp minnows in the river.
- At the farm, there are a bunch of ducks eating feed and a farmer named Bud reading a scrap of paper, another third: "Two cups mystery mull?" The farmer shoos some ducks into an enclosure, complaining they always get out.
- Welldark Cave leads to an **ETTIN** with a basket filled with ducks. The ettin is making a soup and about to boil the first duck, which has a third of the recipe in its bill. The ettin won't readily part with the ducks or the recipe, since he found them fair and square.
- Holler Stout: Sprouts hair on your chest and replenishes 2 Quest Points (-1 Nimbleness for 1 day).

HOLLERDAY GUMBO

Everyone knows **CRAWLBADS** make the best gumbo, and there's a big honkin' one called Clingclaw in the bayou that could feed the whole Holler for the hollerdays. Trouble is, Gurn the Hunter got gored by a **THUNDERHORN**. Don't worry, he'll be fine, but Mam Proudflower needs someone to hunt ol' Clingclaw. He's lived a good long life and caused enough trouble. Time to feed the tribe!

- The **CRAWLBAD** (L7-C) Clingclaw is a wily critter. Once every Combat, Clingclaw can disappear into its surroundings avoiding all subsequent attacks. When it reveals itself in the following round, it attacks first in the round with Advantage.
- **HEROIC TITLE ACHIEVEMENT:** Bring Clingclaw back to Mam Proudflower.
  - ***Gumbo Connoisseur*** ♔. Learn the secret Hollerday Gumbo recipe. Ingredients: **CRAWLBAD CLAW** + **BOGFLOWER**, stewed low for 12 hours. Effect: Heal 1d12 Courage and feeds +5 people.

Sinkhole

Hex 32.22. A town entirely submerged beneath the swampy sludge of the Quagmash, and only accessible via a shoddy, leaky elevator. Built under tunneled-out rock, and supported by discounted, substandard steel beams from Krog & Sons, the town's architecture is piecemeal, but nonetheless an impressive engineering achievement. Home to some of the Mucklands finest under-miners, Sinkhole has recently become rife with prospectors searching for gold in the area.

LOCATIONS

- The Commons (p143)
- Sinkhole Station (p144)
- The Undermines (p145)

WHAT'S GOING ON

- There's a gold rush in Sinkhole, but the recent flood of untrained miners has created safety concerns and a rough atmosphere of competition.
- The **SLURPWORM** population is surging in Quagmash, particularly because Sinkhole under-mining is exposing vast chambers of larvae.
- The Puddlejumpers Association is staunchly against the expansion of Sinkhole, believing that tunneling and dungeoneering should be left out of the Quagmash.

SIGHTS AND SOUNDS

1. Exhausted miners relax with their boots off, leaning against a large blue crystal.
2. A bogril Big Fame Hunter with a necklace of **GATOR** teeth sells a giant **SLURPWORM** to a fry cook in a dirty apron.
3. A town **GUARD** winks at the PCs as she sharpens her spear with a grinding stone.
4. A rotund boggart tries to calm down their nervous **ZOZO BIRD**. Clearly it doesn't like cramped quarters.
5. A young, enthusiastic boggart in a green vest hands out pamphlets that say: "Save the Swamp! Become a Puddlejumper!"
6. A human frontiersman shakes a frog from their boot, exclaiming: "There's the rascal!"

RUMORS

- Brutes and scoundrels are bullying Sinkhole miners out of their claims.
- The Sinkhole elevator is rickety and breaking down; a major public safety concern.
- Ezrack Leem thinks he can save Sinkhole by creating mortar out of **INKPOT SPIDER** webs, one of the strongest substances in Eem.
- Danger or no danger, the gold in Sinkhole is real and claims are valuable.

OUTBOUND RUMORS

- A haunted maze-like passage in the Sinkhole mines is filled with Witchbreath. Some say the passage leads all the way to Gatormaze.
- Fran Frinkle in Skiff is looking for a lost friend.
- There's a huge nest of **INKPOT SPIDERS** near the ruins of Quagspire, an abandoned tower sinking into the quag.



THE COMMONS

Where weary miners, carpetbaggers, as well as workers and their families take a load off. There are food stalls, gear depots, and available lodgings, however, the crown jewel is the local Nork's Noodle Nook—the best food in Sinkhole.

TUBBER BANDERDORFER



Proprietor of the only restaurant in Sinkhole, a Nork's Noodle Nook. While the food is mediocre, the boggart is much loved and knows a thing or two about the best gold mining claims in Sinkhole. Afterall, he was one of the first folks to strike it rich.

- **Traits:** Cheery, generous with helpings, major gossiper.
- **Motivation:** Build up the community and invest in Sinkhole.



LILLIAN GAR

A Puddlejumper and conservationist specifically focused on preserving the SLURPWORM population. Lillian has unearthed a large hot spot of the critters in Sinkhole and dedicated herself to their study.

- **Traits:** Academic, chipper, loves nature more than people.
- **Motivation:** Find out why there are so many slurpworms in Sinkhole.

QUESTS

SECRET DELIVERY

Tubber Banderdorfer needs a shipment of supplies delivered to Boss Junch at Camp Mudbank (p150). It's very important that you don't look inside the crate, and please do not be late!

- If pressed, Tubber reveals that he's gotten himself into some shady dealings, taking a loan from Boss Junch. He's put so much of his fortune into helping finance the town that he needed some extra capital for the food business.
- Now Junch is making absurd requests and forcing him to pay out the nose.
- The secret delivery is a clutch of WYVERN eggs, which he acquired from a nest deep in the Undermines.
- If the crate gets knocked around, the WYVERNS (L1-G) hatch and try to run or fight if cornered.
- Boss Junch takes it out on the PCs if he doesn't get his wyverns. If they make a successful delivery, however, Junch is interested in hiring the PCs to do some dirty work. Maybe even to shakedown Tubber for more money.

THE WORM PROBLEM

With all the mining there's been a huge disturbance of thousands of SLURPWORMS under Sinkhole. It's only a matter of time before they infest the town. Ezrack Leem will pay you 1 pouch of Silver Coins to eradicate the spawn mother, but Lillian Gar counter-proposes to capture and relocate the spawn mother, a much more difficult prospect. She can't pay extra, but is sure she can convince Ezrack to still pay the Silver.

- The SLURPWORM nest is a **RANDOM MAZE**, a vast cavern below the mines, where thousands of eggs line the ground and walls, pulsing and waiting to hatch.
  - On a Maze Hazard roll of 1: 1d4 baby SLURPWORMS (L1-G) hatch.
  - On a Maze Hazard roll of 2: a patrolling SLURPWORM (L6-G).
- The SLURPWORM spawn mother (L6-C) writhes in a wet cave, guarded by a group of SLURPWORMS (L6-G).

SINKHOLE STATION

Base of operations for Sinkhole's maintenance workforce, employing numerous mechanics and engineers under the supervision of Ezrack Leem. The Station not only houses the elevator lift that leads down into town and up to the surface, it also stores the constantly-on-the-fritz sparkwork power core fueling every mechanical component in Sinkhole.

EZRACK LEEM

A **SPITHRA**, and the master foreman in charge of the Sinkhole Underminers. While he's all for expanding Sinkhole and finding gold deposits, the seasoned miner is staunchly opposed to promoting Sinkhole as a boom town. The town's structure is far too precarious as it is, and the riffraff from the Mucklands don't play nicely with each other. Mining is serious work!

- **Traits:** Comically humorless, safety-focused, exasperated.
- **Motivation:** Get Sinkhole running smoothly and efficiently without constant fire drills.



QUESTS

ROWDY MINERS

Ezrack Leem hates the sudden surge of inexperienced miners digging like drunken ants in Sinkhole. That and, of course, the brutes and pickpockets. The town is unstable as it is, but with all these extra nincompoops causing daily disputes between each other, things are getting dangerous. Run the riffraff out of town and Ezrack will let you pick through the warehouse.

- 2 random *Mundane* items and 1d12 Materials for each PC.

WEBS AND WINCHES

Ezrack Leem can barely keep up with the demands for repairs in Sinkhole. Not only is the elevator a potential deathtrap, but the whole town's infrastructure is rusting up and needs a fix. Ezrack's got a solution, but he needs help. One of the strongest substances in the world is **INKPOT SPIDER** webs. The black, inky goop can easily be spun into sturdy cable and mortar for bricks. Venture to the **INKPOT SPIDER** lair and collect as much of the web as you can.

- The **INKPOT SPIDER** (L7-C) queen is amenable to making deals if approached. She very much dislikes the local **ORCHES** who hunt her kin and use their eyes in nasty soups. The spider queen despises thieves and attacks the PCs if they try to steal.

PLUGGING THE LEAKS

Ezrack Leem is more worried than ever about the safety of Sinkhole. The instability of the town is due to major leaks coming from the swamp above that threaten an outright flood. Ezrack needs help finding a permanent solution to the leaks before the town is flooded.

- There are 3 major leaks in Sinkhole. The Commons, Sinkhole Station, and the Undermines.
- Each time a leak is plugged, the pressure increases making the next leak more difficult to handle. Leak 1 inflicts -1 to any Checks to plug it, Leak 2 inflicts -2, Leak 3 inflicts -3.



THE UNDERMINES

Dank, maze-like tunnels chipped away in a relatively short time by the surge in Sinkhole's mining population. The far east wing of the mines is filled with Witchbreath and inhabited by a group of **SKELETONS** mining for an unknown purpose.

DRUM DANGDOUR



A goblin huckster who sells mining claims to the foolhardy opportunists of the Used T'Be Forest. Drum is an ex-employee of Subterranean Pits and Lairs LLC and a little bitter about it.

- **Traits:** Wheeler and dealer, tries to be friends, liar.
- **Motivation:** The thrill of pulling a fast one.



ZEB ZANDER

Down on his luck miner. Zeb purchased a promising claim, but hasn't found a single nugget of gold or any other precious mineral. Zeb's not sure what he'll do next, but if he doesn't pay off his debts he'll be in trouble with local toughs or worse.

- **Traits:** Worried, desperate, friendly for a guy in trouble.
- **Motivation:** Make enough scratch to leave town before things get really dangerous.

QUESTS

GOLD IN THE FOG

Drum Dangdour knows how to make a buck, and has been selling fraudulent, non-contractual mining claims for five years with no one to stop him. He wants to sell a claim in the Witchbreath tunnel, but no one is buying. For Gold, a measly pittance, you can have your own claim!

- There isn't any gold to be found in the Witchbreath tunnel, but there is **GLOOM** and a group of **SKELETONS** (L4-G, 1×L4-B) picking away, who attack anyone that comes near them.
- The tunnel leads all the way to Shadewand's Hovel, who has sent the skeletons to search for a vampire's tomb (see quest **The Vampire's Tomb** below).
- Shadewand intends to steal a *Relic* from the tomb.

THE VAMPIRE'S TOMB

Miners are mysteriously disappearing from the mines, but this isn't what Ezrack Leem had in mind when he called for the rowdy miners to leave Sinkhole. Something much worse is afoot. Speak to Zeb Zander who claims he saw a shadow monster snatch up a miner and pull him into darkness.

- Zeb Zander is terrified out of his mind and wants to leave town, but the elevator is under repairs for a week or more. He claims there's something alive, worse than **SLURPWORMS**, deep in the mines.
- It turns out, whether they were dealt with or not, the **SKELETONS** disturbed the tomb of a blood-drinking **VAMPIRE** (L8-B) called Iglio.
- Iglio, just awoken from decades long slumber, is regaining his power before he returns to the surface world to wreak havoc. If allowed to regain his strength by feeding on victims, he becomes a Level 8 Champion.
- The tomb houses an Ancient Hoard (+2) and a *Relic*—a black jewel called the *Corpse Tamer*: Once every session, raise an undead **CRITTER** that obeys commands and fights in Combat (as **SKELETON** L10-G, but with the Abilities of the source **CRITTER**). At the end of the session, the **CRITTER** collapses into dust (except when raised by **SORCERERS** or **WITCHES**).
- **HEROIC TITLE ACHIEVEMENT:** Defeat Iglio and remove the **SKELETONS** from the tunnels.
  - ***Shadowmaster*** ♔. The harrowing ordeal underground has sharpened the PC's eyesight. They never panic or become **FRIGHTENED** in the darkness.

Skiff

Hex 36.20. Known as the “Last Stop Before the Slop" by adventurers heading from Fleabag County into the Quagmash frontier. The outpost sits atop a giant sputter-work platform built by shrym engineers. So, like any engine it needs fuel, and the constant sputter of its hydraulics and gears echo across the town.

The outpost is made up of mostly adventure opportunists looking to hit it rich by capitalizing on the vast, untapped resources of Quagmash. Skiff residents include Puddlejumper explorers, traders selling expedition equipment, and regular folk desperate to keep the outpost running against the harsh, wet environment.

LOCATIONS

- Bygone Tavern and Hotel (p147)
- The Ol’ Chum ‘N’ Bucket (p148)

WHAT’S GOING ON

- Skiff is running out of coal and desperately needs a regular fuel source to keep the town afloat.
- The Witchbreath is spreading across the Quagmash from the territory of a **WITCH** called Shadewand in Gatormaze (p163).

SIGHTS AND SOUNDS

1. A muddy boggart repairs a handmade street sign that reads: "Welcome to Skiff, last stop before the slop."
2. A burly goblin with a big fur hat eats a huge haunch of **GATOR** meat.
3. A filthy, wild-eyed boggart with a long, beetle-infested beard hollers at locals about the Great White **RIVERSAUR.**
4. Boggles scamper over wooden boards plugging leaks.
5. A **KOBOLD** works a bellows to pump clouds of Witchbreath into jars.
6. A young boggart skips stones into a mud pit. None skip more than once.

RUMORS

- Long Johns Magilla is out to bag the Great White **RIVERSAUR** and looking to form a hunting party.
- Bygone Betty’s friend Lucinda went missing after a trip to the swamp. Lucinda is a master frontier’s woman, so for her to go missing is a serious concern.
- A strange fog called Witchbreath is choking the Quagmash and Bygone Betty would like to know where it’s coming from.

OUTBOUND RUMORS

- Skiff needs coal, a lot of coal, and the largest known deposit is said to be in Helgroathe Mine in the Used T’Be Forest. Without an energy source the shrym platform that the town sits on will sink.
- There’s a gold rush in Sinkhole. Prospectors and pioneers are flocking there to strike it rich.
- A mysterious tower called the Quagspire is sinking deeper and deeper into the swamp, and will soon be buried beneath the quag with all of its untold secrets.



BYGONE TAVERN AND HOTEL

A cozy hotel on stilts built out of valuable wurlwood timbers fished out of the swamps of Quagmash.

The structure leans to one side on account of shoddy workmanship on the southside of the hotel, a fact that has irked the tavern's owner, Bygone Betty, for years. She's been known to shuffle around the wooden deck, complaining out loud to herself: "What a waste of good wurlwood."

MENU

Copper

- Hot Food: A slurry of piping hot stew that resembles chili, served directly from a fifty pound bag of dehydrated Food Mix™ and tastes like it. Heal 2 Courage.
- Mung Crackers: Free, but only when you order Hot Food. Gain +1 Temporary Courage.

BYGONE BETTY



The matriarch of Skiff, having made a name for herself as one of the most resourceful bugbears in the bayou. Bygone Betty is the owner of the Bygone Tavern and Hotel, the only place to stay in Skiff that keeps your socks dry. Betty knows just about everyone in the Quagmash and gets along with them too. Well, maybe except for the **ORCHES** of Gatormaze. Almost nobody gets along with them.

- **Traits:** Personable, busybody, gives unwanted advice.
- **Motivation:** Run a clean hotel her way, no bosses or anyone to answer to.



SIR MAGLAMORE THE SECOND

A young knight that has got better things to do than die. In fact, he never leaves Bygone Betty's. He sits at the same table every day, playing cards with his own suit of armor opposite him, and has no desire at all to go on quests, despite a long family history of daring the unknown.

- **Traits:** Lazy, cowardly, just wants to have fun.
- **Motivation:** Steer clear of danger. Too many Maglamores have gone missing on adventures.

QUESTS

BYGONE BE BYGONE

Bygone Betty is a friendly know-it-all, but doesn't share everything unless she trusts you. How do you gain her trust? Easy. Do a job. And boy howdy has she ever got jobs that need doing.

- **Job 1:** Get Sir Maglamore off his whiny butt and out into an adventure. Betty knows the young knight has it in him, he's just lost his way and is scared.
  - Sir Maglamore is a coward and must make a Mettle Check at the start of any Conflict or flee. He has -2 Mettle, but every time he succeeds he gains +1. At +1 Mettle, Sir Maglamore is ready to become a bonafide adventurer.
  - If Sir Maglamore runs away, he gets into an even worse situation, like a random Dangerous or Perilous encounter.
- **Job 2:** Betty's pal Lucinda went on an expedition recently to hunt for herbs and never returned. It isn't like Lucinda to get lost, so something must have happened.
  - Lucinda has been captured by a tribe of **ORCHES** and brought back to Orchmire, where they are forcing her to work as a medicine woman.
  - She left a trail of **ASHBLOSSOM** markings on trees (starts at Hex 32.20) that lead to the Broke Tusk village in Mudwallow.
- **Job 3:** Investigate the source of the mysterious Witchbreath and report back to Bygone Betty and the people of Skiff (see **Shadewand's Domain** p182)

HEADING TO HELGROATHE

The town of Skiff is plum out of coal, and Betty can't afford the Bogtown prices. After doing some research, it seems the best way to get coal at the right price (free) is to go to Helgroathe Mine in the Used T'Be Forest (p365). The mine collapsed years ago but there's tons of coal still there just waiting to be claimed. Folks say the place is haunted or something, but that's just silly!

BETTY MARKS THE SPOT

If the PCs have gotten in good with Bygone Betty, she shows them an old treasure map that she's had for years, but was never able to capitalize on. The map marks an X in Puddlejump (Hex 28.25), and if you find any treasure there, Betty will split it 50/50.

- The map leads into a forgotten tomb, a **RANDOM DUNGEON**, in Puddlejump.

THE OL' CHUM 'N' BUCKET

Packed to the gills with fishing supplies and any adventuring gear one would need in the swamp. The Ol' Chum 'n' Bucket is older than the town of Skiff itself.

This is where the real hunters and explorers come to shoot the breeze and talk shop.

OL' CHUM



An ancient boggart. Ol' Chum is half blind but still can find anything in his supremely messy store. Folks in town know Ol' Chum to be the most knowledgeable authority on fishing in the Quagmash.

- **Traits:** Knowledgeable, nosey, ends everything with "mm-hmm."
- **Motivation:** Keep folks coming around to hear the best fishing stories they've ever heard.



FRAN FRINKLE

An adventure loving Puddlejumper, pioneer, and daughter of hard-nosed industrialists. Fran left the Used T'Be Forrest thirty years ago to explore the uncharted Quagmash. Her latest curiosity is the Quagspire, a mysterious and unexplored tower. But for the last couple of weeks, Fran has been recuperating from a gator bite on her foot.

- **Traits:** Adventurous, domineering, thick drawl.
- **Motivation:** Explore the Quagspire and discover its secrets (and treasure).

LONG JOHNS MAGILLA

A member of the Big Fame Hunters and the finest tracker in the Quagmash. He claims to have sighted the mysterious white **RIVERSAUR** on two occasions. Long Johns Magilla got his name from losing his trousers when he escaped certain death in the Gatormaze. He's hunted in his long johns for good luck ever since.

- **Traits:** Obsessive, makes wild claims, deadly serious.
- **Motivation:** Bag the Great White **RIVERSAUR** of legend.



QUESTS

THE GREAT WHITE RIVERSAUR

Having found the Great White **RIVERSAUR** before on two occasions, Long Johns Magilla would trade a fortune to find it again. If he can bring down the beast, the rest of the Big Fame Hunters will realize he's the best hunter in Quagmash. Join Magilla's hunting party to find the Great White **RIVERSAUR**. He'll pay your group 1 pouch of Copper Coins each day, though you'll have to return alive to collect.

- Magilla wants to slay the critter, but among the hunting party is a welkin Puddlejumper named Looda who secretly wants to study the critter, not kill it. Looda has sabotaged Magilla's blunderbuss.
- It takes a 12+ Search Check to find the Great White **RIVERSAUR** (L10-C) in the Gatormaze.
- **HEROIC TITLE ACHIEVEMENT:** Stop and/or convince Magilla to save the Great White **RIVERSAUR** without getting eaten or harming it.
  - ***The Conservationist*** ♔. Animals lovers and gnomes will always take a liking to you. Once every session, gain Advantage when aiding a **CRITTER**.

MYSTERY OF THE QUAGSPIRE

Fran Frinkle aims to uncover the secrets of the Quagspire, a strange tower to the south. Unfortunately, she injured herself recently, and needs a few good adventurers to accompany her. Explore the Quagspire and Frank Frinkle might split the treasure. And she's game to return the favor in the future (she's one heck of a blunderbuss shot).

- Fran Frinkle (Attack:+2, Dread:1d8, Defense:+1, Courage:14, Mettle:+1).

GONE FISHIN'

Ol' Chum can't get out on the water anymore on account of his old age, but he'll trade his old dinghy for a fine spread of fish from the Quagmash. Bring back every kind of Quagmash fish and Ol' Chum will let you keep the boat (see Component Locations table in Core Rulebook).

Sites

Camp Mudbank

Hex 25.21. A lawless, scalawag trading camp where **ORCHES** live side-by-side with goblins, boggarts, boggles, and wugs. Mudbank is known for its boxing rings, gambling houses, and beast fighting pits run by **DWEORGS**, all packed onto a small piece of land at the center of a muddy lake that's only accessible by canoe. The hoots, hollers, and boisterous scoundrel laughter can be heard for over a mile, and any folk that want to avoid trouble know to stay good and clear from the rabble of Camp Mudbank.

LOCATIONS

- The Double Down Den (p150)
- The Mudbank Thunder Ring (p151)
- The Beast Pit (p152)
- The Dealers' Camp (p152)

WHAT'S GOING ON

- Boss Junch is recruiting an army of brutes to take down his enemies, including the Bogril Bulwarks at Bogwatch. Junch is particularly interested in the powerful, brutal **ORCHES**.
- There's unrest amongst the orches of Camp Mudbank, who are perhaps wising up to the tricky, cheating ways of Muckland bandits.
- The **DWEORG** beast pits are running low on fantastical creatures to spar with one another. **ORCHES**, hungry for conflict, are getting restless without their favorite entertainment.

SIGHTS AND SOUNDS

1. A kid, hardly older than 10, suggests newcomers should join the Juncher Gang, but is shooed away by a bogril bulwark.
2. A pair of sweaty boggarts dig out a wagon, half buried in mud.
3. A goblin cook tosses a potato at a vulture skulking over a fresh hunk of **GATOR** meat.
4. Two tattooed boggarts roll dice and curse as a large wug looms over them both to ensure losers pay up.
5. A fancy dressed swordsman twirls their mustache and chuckles as another **MERCENARY** slips and muddies their lavish cape.
6. A Felmog Outrider seemingly nods in agreement with an exasperated bulwark, pointing at a wagon with an iron cage filled with grumbling ruffians.

RUMORS

- Urga Molchock is kidnapping Camp Mudbank newcomers and forcing them to fight in the beast pits to entertain Tall Orch and the other **ORCHES** for profit.
- Tall Orch has a price on her head, placed by Big Orch of Orch Sty who will suffer no rivals.
- Boss Junch has a hidden treasure buried in the cellar of the Double Down Den.

OUTBOUND RUMORS

- The finest beasts for trade in all of the Mucklands are in Yrr'ghgrg.



THE DOUBLE DOWN DEN

A huge, twenty-four hour gambling pavilion built from lumber and tanned hide. At night, firefly lanterns give the smoky venue a warm glow, as dozens and dozens of rapscallions wager, win, and lose their fortunes. Popular games include Rascal Rummy, Huzzah, and Twelve Sider. This is where the de facto leaders of the camp, Boss Junch and Tall Orch, conduct their business, making shady deals in the dark corners of the den.

TALL ORCH



The tallest **ORCH** in Mudbank with all the little **ORCHES** to do her bidding. Known as a savvy gambler and tough fighter, Tall Orch is much wiser and cool-headed than the average **ORCH**.

- **Traits:** Calm, calculating, pompous attitude.
- **Motivation:** Bide her time for the right moment to seize control of Orch Sty.



BOSS JUNCH

Leader of the Juncher Gang, and a scheming brute, desperate to keep his power in Camp Mudbank.

- **Traits:** Brutish, double-crossing, would steal from his mother.
- **Motivation:** Form an alliance with Tall Orch to attack the Bogril Bulwarks and the Big Orch in Orch Sty.

HADA THE KNIGHT



An injured Knight-Errant that's seen her share of travel, reflected in her worn armor and battered gear. She's been holed up in the Den for a week, nursing her wounds and gambling. Secretly, she's an Order of the Ember knight, building up a sum of money to buy a new mount as she heals.

- **Traits:** Steely, skeptica of others, burdened but hopeful.
- **Motivation:** Recover the *Relic* taken by Mithra the **SORCERER**.

QUESTS

JUNCH'S ALLIANCE

Boss Junch is eager to cement an official alliance with the **ORCHES** at Camp Mudbank. With all the constant infighting and brawls in town, it's a wonder anything gets done. Help convince Tall Orch that it's in everyone's best interest for the **ORCHES** to ally with the Juncher Gang and he'll pay you Gold Coins.

- Boss Junch doesn't let on that his true reasons for an alliance are to crush his enemies, like the Bogril Bulwarks, Big Orch, and the Tricky Toe Gang.

NO MORE BIG ORCH

Tall Orch wants revenge after Big Orch chased her out of Orch Sty when she attempted a coup. Ever since, she's bided her time in Camp Mudbank, but yearns to rule her homelands. Besides, Big Orch is much too ruthless and Orchmire deserves an even-handed leader. Scout Orch Sty's (p180) defenses and make a plan for attack. Tall Orch will be indebted to you if it works.

THE QUIET KNIGHT

Hada is a tough nut to crack. She keeps to herself and gambles all day. The only thing she's revealed to anyone is that she's saving for a new horse and new gear. As you're watching her from afar, a small bird flies right up to her and seems to whisper something into ear. Strange indeed! Hada gathers her things and struggles to walk on her injured leg.

- The bird is a **SPARROW-SPRITE** who's just informed Hada that Mithra, a **SORCERER** of the Broken Circle, has just exited the Quagmash and is headed north to the Stone in the Used T'Be Forest (p354).
- Even though she's in no shape to travel, Hada is intent on tracking down Mithra and retrieving the *Relic*. If the PCs ask after where she's going with such an obvious injury, she relays the import of the situation. Mithra must be stopped or else the Gloom King's agents will gain more power.

THE MUDBANK THUNDER RING

An elevated platform where prizefighters, brawlers, and toughs battle for supremacy. The Thunder Ring gained its name from the thunderous beat and crack that the wooden ring makes as combatants duke it out.

The prizefighting rules are simple: a fighter owns the ring as champion until they are beaten by a challenger. Fighters are defeated if they surrender, are incapacitated, killed, or they are thrown from the ring to the ground below. Disputes between **BANDITS** in camp are settled in the ring, often in a duel to the death.

JEEN OAKENLUM



The ring announcer known for his silky smooth voice. Oakenlum was once a prizefighter but found more success amping up the crowd rather than pummeling opponents.

- **Traits:** Sleazy, chummy, big dreamer.
- **Motivation:** Start a Thunder Ring league throughout the Mucklands.



BODWIN BOULDERHOOT

The reigning champion of the Thunder Ring free-for-all, Boulderhoot is an intimidating brute of a bugbear. His signature move is to swing his opponents in circles before launching them off the platform. Then, he flexes his pec muscles to whooping cheers from the crowd.

- **Traits:** Boastful, enjoys the limelight, cracks his knuckles constantly.
- **Motivation:** Hold onto his championship title for as long as possible.

QUESTS

HERE COMES A NEW CHALLENGER

After throwing another hapless opponent from the Thunder Ring, Bodwin Boulderfist challenges a random PC from the crowd.

- Should the PC accept, they are thrust into a no hold-barred, martial match in front of a ravenous crowd. If they refuse, they are met with a chorus of boos and practically everyone at Camp Mudbank doesn't respect any of the PCs.
- Bodwin (**WARRIOR** L5-C, but possesses **RIVER GOBLIN** Abilities instead) can attempt to spin and fling an **ENTANGLED** target (Might Check to resist).
- The winner becomes the champion, and can be challenged by onlookers.
- **HEROIC TITLE ACHIEVEMENT:** Beat 3 opponents in the Thunder Ring.
  - ***Thunder Ring Heavyweight Champion*** ♔. Gain +1 Might or Intimidate.

THE PROMO KING

Jeen Oakenlum wants to bring Thunder Ring fighting to Fleabag County. There's money to be made and fame to be had for new fighters throughout the area. Go scout out a venue and a couple fighters to kick things off with a bang. Jeen will pay 2 pouches of Gold Coins if you come through.

- The Amphibiatheatre is an ideal spot to host Thunder Ring and proprietor Donathan Dandoonie will agree to add it to the theater's line up if PCs do Donathan a favor (p73).
- Other possible locales: the Fleabag County Fairgrounds or Beezelburf.
- Once the venue and fighters are secured, Jeen says he doesn't have the money yet. But he travels to the location to start promoting, and asks the PCs for help.
- The High Magistrate Orvul Kreech and his Copperhats threaten to shut down the "barbaric" event. Really, they want a hefty cut. Jeen tells the PCs that unfortunately a hefty cut would take money out of their pockets.

THE BEAST PIT

Even more popular than the Thunder Ring is the Beast Pit, a circular arena pit where campers gamble on brutal fights between critters and creatures—most often caught and tamed by **DWEORG** beastmasters who win prize money for their beast's victories. Every so often, an unfortunate **BANDIT** or two will be thrown into the pit for some extra entertainment.

Connected to the arena are stone dungeon cells that wrap around the entire perimeter. At any one time, the dungeons are likely to hold a menagerie of beasts, like **CHIMERA**, **GATORS**, **HIPPOGRUFFS**, **LEECHLINGS**, and **MANTICORES**.

URGA MOLCHOCK



A **DWEORG** beast tamer who runs the Beast Pit, she buys all manner of beasts from trappers to make them fight for entertainment. Urga has made a small fortune, but lately beasts have been harder to come by, and she is starting to get creative with what (or who) fights in the pits.

- **Traits:** Bitter, amoral, anything for coin.
- **Motivation:** Make the Camp Mudbank crowds go wild.

QUESTS

THE BURDENS OF BEASTS

A **DWEORG** approaches and informs you that their boss, Urga Molchock, would like to have a word. Your reputation precedes you and Urga thinks you'd be perfect for a particular job.

- In reality, Urga just wants to capture wayfarers and throw them into the Beast Pit for entertainment.
- When Urga speaks to the PCs, she does so over a meal. Anyone who eats the food is drugged and knocked **UNCONSCIOUS**. Urga tries to convince anyone not unconscious to fight in the Pit in exchange for what the PCs desire (or for their friend's well being as hostages).
- They wake up or are taken to a holding cell, just before being forced to fight a chimera as gladiators.
- The **CHIMERA** (L3-C) is chained by the foot and may respond well to being freed (depending on which head gets its way).

THE DEALERS' CAMP

Devoted to tents and tents of vendors selling gear (often illicit), Materials, and food. While the selection is nowhere near as robust as say, Beezelburf, it's the best place to buy on the frontier.

VENDORS

CRAM HOOPER'S PETS AND FEED

A spacey wug selling great pets and decent feed.

- Bat: An ordinary **MUCKLAND BAT** that Cram suggests tastes just as good as it looks, but is also very affectionate. Once per session, the bat can catch a meal's worth of insects. Gold.
- Moonrat: A hairless moonrat that Cram also suggests tastes just as good as it looks. The rat is unaffectionate, emotionally needy and codependent. Sleeps all day and can squeeze through any crack. Also the rat's name is Kenny and isn't for sale anymore probably. Gold.
- Blinking Cave-Incher: Kept in a jar with rocks. Trained to not bite hands, but everything else is fair game. Doesn't respond to the name Blinky, or any name for that matter. Gold.
- Pretty Good Feed: Feed your pet, mount, or critter companion. This is all natural grain and grants +1 to Checks related to the animal for the day. Copper.
- Adventurer Feed: Normal Rations. Gain +1 Temporary Courage. Copper.

GRIT & GEAR

The goblin Fork Hoolihan sells gear bundles for Copper to folks with real gumption. Silver to folks without gumption.

- Mining Kit: Pickaxe, shovel, lantern, hard hat.
- Logging Kit: Saw, 50' rope, whistle, hard hat.
- Panning Kit: Pan, sieve, magnifying glass, hard hat.
- Hard Hat Kit: 4 hardhats and a free pack of SPL YumGum.

TIFF'S TINKER TOOLS

Tiff is a welkin tinker and absolutely not selling illicit **THIEVES** tools for Silver.

- Clock Picks: Clearly for picking clocks and clock related things.
- Throw Bar: Clearly a bar for throwing and not for breaking into doors or windows.
- Sleepy Time Knock-Out Juice: Clearly for when *you* really need a good night's sleep.

The Lily Court

Hex 32.24. Deep within Thoadstool Thicket lies a retinue of Quagmash lawmakers and deputies who attend to the affairs of the Thicket and Quagmash at large. The court is presided over by the Horned Judge, centered on a placid pond covered in sturdy lily pads, which all face the massive toadstool bench where the Judge sits.

THE HORNED JUDGE



The Horned Judge presides over the Lily Court, settling disputes and dispensing advice. He is a very wise, but extremely no-nonsense **THOAD**, never suffering obvious lies and trickery. His most severe judgment is to swallow offenders whole, right on the spot.

- **Traits:** Intensely serious, slow-talking, harrumphs.
- **Motivation:** Bring his style of justice to the wild lands of the Quagmash.



PIZBO'DORN

A stoic **MUSHRUM** knight serving as the court muscle and enforcer to the Horned Judge. He often goes on excursions to act as an emissary for the Judge, dispensing justice away from the court.

- **Traits:** Loyal, forthright, unafraid to use force.
- **Motivation:** See the Horned Judge's justice spread throughout the Mucklands.

ICKY MUCKBURG ESQUIRE



A **RIVER GOBLIN** public defender, dressed in a sopping wet three-piece suit, and constantly drenched in flop sweat. His job is to act as attorney for those who break the laws of Thoadstool Thicket. Sometimes that means providing backup in a wrestling match or duel. He's always flipping through a massive tome of law and wiping his dripping forehead with a dirty rag.

- **Traits:** Sweaty, unprepared, pessimistic.
- **Motivation:** Help his clients without looking like a complete fool.



TURNIP THE PEASANT BOY

A boggart peasant boy with a limp. Turnip shines shoes, carries loads, and offers his services to any adventurer that will take him.

- **Traits:** Hopeful, overly-polite, tags along.
- **Motivation:** Earn his way into the position of squire and one day become a Knight-Errant.

QUESTS

THE MUSHRUM KNIGHT'S REQUEST

Pizbo'dorn the mushrum knight can't abandon his duties, so he requests that you journey to his hometown of Mushmash. The town is under siege from **NYADS** and **PIRATES** and could use some seasoned heroes to help defend.

TRIAL BY COMBAT

After accidentally knocking over a Felmog Outrider's prized lance, and losing it in the swamp, Turnip the Peasant Boy is taken before the Lily Court and found guilty. Turnip offers to work for ten years in servitude, but the angry outrider decides the punishment isn't good enough and demands a trial by combat. As a peasant, Turnip has no champion and must face the knight alone if no one comes to his aid.

- If a PC steps in and defeats the outrider, Turnip becomes their squire (as per the Dungeoneer Lackey ability).
- The outrider, Lord Vath (**FELMOG KNIGHT** L6-B) is petty and vindictive.

THE LEGAL CONUNDRUM

The Horned Judge needs help making a decision, and he is displeased with everyone's advice at the Lily Court. Perhaps you could weigh in? A single boggart mother in Sinkhole is on trial for pushing a wug in front of a fleet of runaway sputterhorses. But she only did so to save her five children that were also in harm's way who surely would have been crushed. Should the woman be spared from punishment? Should she have sacrificed herself? Should she be swallowed by the Horned Judge as retribution? But what of her children?

- Whatever the PCs answer, they must provide a compelling case. If they fail to persuade the Horned Judge to spare the mother, they are saddled with taking care of her five children Orn, Ponso, Gibri, Xina, and Scraps.

Puddle Point

Hex 29.24. A wilderness refuge for adventurers and explorers in the heart of the Puddlejump, home to a multitude of pioneer types, mostly broken up between two groups: The Puddlejumper Association and the Big Fame Hunters. The two organizations have opposing beliefs on how the Quagmash should be exploited. The former believe exploration and discovery are the true objectives, while the latter believe the thrill of the hunt and the subjugation of the wild is the real objective.

The Puddlejumpers all congregate in the Puddlejump Lodge, while the Big Fame Hunters gather in the Big Fame Hunter Lodge, where each explores their own fancies and spouts venom about the other. They often come to blows in the street.

LOCATIONS

- Big Fame Hunter Lodge (p154)
- Puddlejump Lodge (p156)

WHAT'S GOING ON

- Conflict between the Big Fame Hunters and the Puddlejumpers is at an all-time high. Their members hatch schemes against each other in an effort to drive them out of the Quagmash.
- A party of explorers is missing and the whole outpost is concerned.

SIGHTS AND SOUNDS

1. A scarred goblin with an oversized gold tooth adjusts a rusty harpoon gun on the end of a swamp boat.
2. Hunters pose with an impressive catch, a fifty foot slarm eel that wraps around the dock several times.
3. An old explorer with a magnifying glass pours over her huge, unfurled map. Licking her lips, she marks a spot with a big red X.
4. A shrym fishmonger dumps a bucket of wriggling tadpoles into a translucent tank and feeds them flakes of food from what looks like a pepper shaker.
5. **MUCKLAND BATS** gaze sleepily from underneath the eaves of thatched roofs.
6. A small **GATOR** lumbers into a small house. Two locals rush outside, poking at it with oars, trying to get the critter back into the water.

RUMORS

- Some say an outright war is brewing between the Big Fame Hunters and the Puddlejumpers.
- The Hinterlander is on the trail of something far more dangerous than the Great White **RIVERSAUR**—a nefarious **DRAKE**.
- Several Puddlejumpers have gone missing recently on their expeditions int he Quagmash.

OUTBOUND RUMORS

- **CLUNCH DRAGONS** have taken up residence in the Bogtown sewers.
- Long Johns Magilla is stopped in Skiff after the trail went cold for the Great White **RIVERSAUR**, and now he's looking to put together a ragtag hunting party.
- A Puddlejumper archaeologist is plumbing the depths of Tarmurk for ancient fossils.
- The Quagspire used to be the home of a magician, but no one has been inside in a hundred years.

BIG FAME HUNTER LODGE

Considering the location, the lodge is a luxurious, old world style wooden hall with a giant roaring fire and walls decorated with animal head trophies from top to bottom. Veteran hunters from all over the Mucklands sit in gator-upholstered arm chairs swapping tales of their hunting exploits.

DIN DIN SNAGGLETOOSH

The finest stalker in the Quagmash. He claims to have followed the infamous **GATOR,** Eyegouge, nearly five miles before it vanished into the muddy waters of the Gatormaze. Din Din got his name from the time he got snared by an orch war party led by Big Orch himself, who ordered the little orches to hog-tie old Snaggletoosh and roast him over a fire "for din din!"

- **Traits:** Weathered, approachable, great storyteller.
- **Motivation:** Learn the stories, behaviors, and hidden secrets of every beast in the Mucklands.





JERAMIAH JONKER

The finest sharpshooter in the Quagmash and even claims to have bullseyed a sparrow-sprite that stole his cigar (at over a mile, mind you) with his *SPL 1000lbs Double Crank Recurve Whale-Sticker*, a crossbow originally designed to fish for narwhalruses in the Swirling Sea. Jonker wears a little bird skull around his neck to prove he made the shot.

- **Traits:** Cocky, self-interested, always "bets" that he could do something.
- **Motivation:** Use his super-powered hunting weapon to bag himself the Great White **RIVERSAUR**.

THE HINTERLANDER

A mysterious human from Felmog, considered to be the finest hunter in all of the Mucklands by most that have seen him work. The Hinterlander is a stoic, quiet, loner who has never shared his real name with anyone local and who is not actually a member of the Big Fame Hunters, but enjoys the hospitality of their lodge. Many believe the Hinterlander has come from the north in search of a legendary beast.

- **Traits:** Aloof, oozes gravitas, gravelly voice.
- **Motivation:** Challenge themself to the most legendary hunt they can.



QUESTS

THE SPL 1000 LBS DOUBLE CRANK RECURVE WHALE-STRIKER

Jeramiah Jonker needs three pieces of starfell steel. You see, Jeramiah has broken his infamous *SPL 1000 Lbs Double Crank Recurve Whale-Striker* and needs starfell steel to repair it, as that's the only metal strong enough to make the crossbow work. After all, what better way to bag a Great White Riversaur than with an arrow that could shoot through a castle wall? Last Jeramiah heard, there was plenty of the stuff in Drippy Downs, at a place called the Starfell Mine. He'll trade a *Magnificent* blunderbuss [accurate] and an old treasure map he found on a dead sarpathi scout.

- Jeramiah's treasure map leads to Boiling Lake (p362), the reason he's never pursued the treasure. It's written in a strange script: a Lore Check reveals that it's sarpathi script, and the map marks an Eye of Ehk (The Quaking Eye) at the bottom of the lake.

THE BLACK DRAKE

The mysterious Felmog Outrider known as the Hinterlander is on the hunt for a deadly black **DRAKE** called Putrifex that hunts all over the Quagmash. He's putting together a hunting party and paying 1 pouch of Gold Coins to whoever survives a successful hunt.

- Putrifex is a **DRAKE** (L9-C) who soars above the canopy of the swamp, hunting for large prey and lost travelers below.
- The creature currently roosts in the Lost Willows. Finding Putrifex in the zone requires a 12+ Search Check.

A PLAN IS HATCHED

Din Din Snaggletoosh doesn't appreciate the Puddlejumpers' high and mighty attitude. The wilderness is dangerous and should be conquered! There's no room for treehuggin' folk in the Quagmash, that's for sure. With that in mind, Din Din has hatched a plan, as it were. He's going to make the Quagmash so dangerous that the Puddlejumpers will have no choice but to leave. Take these eggs and lay them from Puddlejump all the way to Gatormaze. In return, Din Din will teach you how to be a wilderness stalker.

- Din Din has procured mutant skeeter eggs from the Spill and aims to make the critters proliferate in the Quagmash.
- If PCs go through with the job, Travel Checks suffer -1 and Wandering Intruder Chances are +1 in the Quagmash Zones, but they'll be taught the Wilderness Stealth Proficiency.



PUDDLEJUMP LODGE

A homey, cozy cabin made from driftwood and swamp clay, cluttered with cuckoo clocks, old books, maps, adventure journals, and frontier provisions. Two stone garden gnomes and a welcome mat greet every visitor.

BINDY REMMY



The granddaughter of Tug Remmy, and the closest thing to an official leader of the Puddlejumpers. Bindy's a thrillseeker if there ever was one, and knows the Quagmash better than any other Puddlejumper.

- **Traits:** Welcoming, infectious spirit, a font of information.
- **Motivation:** Has a personal vendetta against the Big Fame Hunters after she was almost killed by one of their monster traps, and she wants them out of the Quagmash for good.



BACKWATER BUNDEE

The famed **GATOR**-rider of the Gatormaze. Bundee is said to have ties to the **ORCHES**, speaks their language, and knows their customs. Bundee lives off the swamp and earns his keep by selling the pearls of **BOG SQUIDS**, a kind of swamp cephalopod.

- **Traits:** Honest, hearty, starts sentences with "Now, what you wanna do is..."
- **Motivation:** Keep "civil civilization" from worming its way into his backwater paradise.

SQUAWG MUGGADUNK



A traveling bugbear who recruits eager adventurers to join the Puddlejumpers and explore the Quagmash. Squawg's an eager, enthusiastic sort that thinks just about everything is a great idea. By all accounts, one heck of a nice guy.

- **Traits:** Loves everyone's ideas, eager to help, high-pitched excitement.
- **Motivation:** Make friends and recruit as many of them into the Puddlejumper Association as possible.



SHELDON NIMBLEWEED

A hardy quortle who risks his shell delving into the scariest, muckiest places in the Quagmash to find rare plants. His latest work is to create an alchemical cure for the Witchbreath cough.

- **Traits:** Accomplished alchemist, very discerning, not friendly but makes a good friend.
- **Motivation:** Find new ways to cure sickness and disease.

QUESTS

THE SECRET OF GATORSPEAK

Backwater Bundee has discovered that some **ORCHES** can communicate with **GATORS** in a language they call gatorspeak. Bundee wants to transcribe the language and learn to communicate with beasts all over the Mucklands! Problem is, Bundee accidentally offended Big Orch (a translation error), so now he's staying out of Orchmire until things blow over. If you could find **ORCHES** willing to teach gatorspeak, Bundee will part with a random *Magic* item (see Magic Items table in Core Rulebook).

- Only the **ORCHES** known as toothsayers can communicate with the **GATORS**. Toothsayers are some of the most revered of orchkind, so gaining an audience isn't easy. They live in Orch Sty or inside guarded huts within the hamlets of Mudwallow in Orchmire.
  - One must prove their worth in the wilds for a toothsayer to teach gatorspeak. And that starts with taming a wild **GATOR** in the Gatormaze.
  - Taming a **GATOR** requires the carcass of a large critter. Once procured, make a Wilderness Check with Disadvantage.
- Once successfully transcribed by toothsayers, a PC can spend 1XP to gain the Gatorspeak Proficiency.

THE FALSE TRAIL

Bindy Remmy hates those nasty Big Fame Hunters and has an idea to get them out of the Quagmash. She wants to spread a believable rumor that the Great White **RIVERSAUR** has migrated from the Quagmash out to sea, via a rarely traveled estuary called the Drowned Marsh. If the Hunters follow the trail, it will lead them straight into a lair full of hungry **LIGER SHARKS** that Bindy discovered on her most recent expedition.

- Unless the PCs get a 12+ on a Trickery Check, they must accompany the hunting expedition for the lie to actually work.

THE LOST MAPS OF VOK'S FOLLY

Several months ago, Squawg Muggadunk and Backwater Bundee delved into Vok's Folly, an old ruin full of danger. After running into some **MUCKMEN** and a **SARPATHI REAVER** they fled, and Squawg accidentally dropped Bundee's bag of valuable maps. The old whalen has been upset ever since. Some brave Puddlejumpers went to retrieve the maps a month ago, but they haven't returned, so now Squawg is getting worried. Perhaps you can go check on them. Return the maps and 1 pouch of Gold Coins is yours. .

- The bag is located in the kitchen of Vok's Folly (p160), and contains:
  - An old, disintegrating map of Quagspire (p158).
  - A map of Gatormaze (p163).
  - The claim to a Sinkhole goldmine (p145).
- Only one Puddlejumper survived the expedition, but she's trapped inside the ruins.

THE MISSING PUDDLEJUMPERS

A pair of Puddlejumpers left on expedition to the southeast months ago and never returned. Sheldon Nimbleweed believes it's time to send out a search party. The two explorers were headed to Croaking Bog to monitor **MERGA TOAD** activity before going south to Mushmash (p138).

- The Puddlejumpers were captured by the Hookfin Horde. Unfortunately, they've met their unceremonious demise in the brig of the Hookfin Hideaway (p177).

JOINING THE PUDDLEJUMPERS

Becoming a Puddlejumper is a right of passage for many a brave adventurer with a hankering to explore. PCs can join the elite group by fulfilling a few, rough-and-tumble requirements. Don't worry, Squawg Muggadunk will cheer you on the entire way!

- PC must venture to 3 random Hexes in the Quagmash and report back to Bindy Remmy on their findings.
- On their journey PC must only eat self-found food. No Rations!
- PC must solemnly swear to "keep nature wild," and always confront hunters, poachers, and polluters.
- **HEROIC TITLE ACHIEVEMENT:** Complete the requirements and uphold the Puddlejumper oath.
  - ***Puddlejumper*** ♔. Once every session, gain Advantage on a Wilderness or Athletics Check. Grants an Official Puddlejumper Society Membership Card (Lets them stay at Puddlejump Lodge and attend social events and potlucks).

Points of Interest

Quagspire

Hex 35.27. A crooked, sinking tower long rumored to be cursed. Once a Bogswain lookout tower meant to survey the swamps for miles, the structure was abandoned long ago, until it became the home of a mad magician who conducted strange chemical experiments in its depths. Over time, muck built up, burying the doors and windows, leaving only a wobbly stone structure caked with moss, reaching to the cloudy sky of Quagmash. Entering the only accessible window is hard to do because of the slimy, slippery fungus and grime covering its exterior, not to mention the window is caked shut with years of hardened muck.

LEVEL 1: THE BEDROOM

Only accessible via a small, porthole window at the very top of the tower. Old, musty curtains thick with mold hang from a dusty bed, and there's a dampness to the whole place that chills you. A hatrack with an old wizard's hat stands next to a large dressing mirror on the far side of the room. The only exit is a wooden door.

- Wearing the hat illuminates the stars and suns on it, but does nothing else without its matching robe (see Level 5).
- There is a locked chest under the bed. Inside is the skeleton of a giant bat among a heap of scrolls. Salvaging the scrolls requires a Treasure Hunting Check (+1), which are 3 random Alchemy recipes (see Alchemy Recipes table in Core Rulebook).
- The mirror only casts a reflection for undead creatures. If someone who isn't undead looks into the mirror, the dead bat in the chest under the bed comes to life and attacks (as **SKELETON** L6-B, *Flying*).
- The wooden door leads to a staircase down into the Library (Level 2).

LEVEL 2: THE LIBRARY

A musty-aired room filled with books up to the short, seven foot ceilings. No sound seems to penetrate from above, muted by the thick moss. The only sound is a light rustling from another staircase. You get an eerie feeling that if you were to scream, no one would hear it.

- Three bookshelves packed with books, dedicated to chemistry, alchemy, and potions.
- A journal lying out in the open titled *The End* is locked.
  - Section 1: "A grave accident has befallen me. The Quagmash, this abysmal swamp, is sinking and swallowing my beautiful laboratory! My potions were rattled and mixed, forming a strange, burning purple gas that has had a most amazing effect on me. Against all understanding, I dare believe I have been transmogrified. I am changed. Wings stretch from beneath my arms. And to my horror I have no pulse to speak of... and I thirst. I thirst so ravenously!"
  - Section 2: "It has been weeks to no avail. The test subjects have not been cooperative. Blasted orches! I must find a cure, for I fear my suspicions are true, as I was able to see my reflection in a vampire's mirror. Tomorrow. Tomorrow I will have a cure, I am certain."
  - Section 3: "Celebrations are in order! I have found a cure! My thirst has receded, yet I still have wings. Perhaps I need the nectar of ..." The rest is torn out.
  - There is a key to the door on Level 4 wedged into the center of the book.
- A tall cabinet in the corner of the room is filled to the brim with **BLINKING CAVE-INCHERS**.
- The slime covered stairway winds down to an open door into the Pantry (Level 3).

LEVEL 3: THE PANTRY

Entering the dank room, there are slime covered shelves on every wall, a table for preparing food and a small stove in the center, and more slime.

- Barren shelves line every wall and ooze with slime, warm to the touch.
- A table in the center of the room is covered with cooking implements including a large butcher's cleaver, two giant, crusty clay jugs with a metallic, minerally smell, and a large salt shaker.
- A bulbous slimy shape protrudes from the wall.
  - Upon closer inspection it appears to be the body of an **ORCH**, covered in slime.
  - If the body is disturbed, a **CURDLE SNAIL** (L5-B) emerges from hiding and attacks.
- A stairway leads to a rusty, locked door to Level 4. A strong shove opens it, but unleashes a cascade of curdle slime on everyone within Close. Vitality Check: a 5- inflicts **WEAKENED**.

LEVEL 4: THE CHEMICAL STORE

Broken vials, dishes, potion bottles, and jars litter the floor, glowing with a strange, chemical light. The smell is pungent and the fumes are sure to make anyone woozy and unsure of foot. Broken glass and upturned shelves are everywhere, save for a small desk with strange objects upon it.

- Vitality Check: a 5- inflicts -1 to all Checks until leaving the tower and vomiting.
- The desk contains the following:
  - Two notes, the first reads: "Almost found the key to the formula, but the tower sank another ten feet today alone! The wicked shudder knocked over my most precious concoction! Will there be no respite from this calamitous curse!" The second note reads: "The thirst returns...I must not have added enough! Impossible!"
  - A jar filled with neon purple, glowing liquid has a key floating in it. Touching the jar or the liquid **CURSES** the person, turning them into a giant vampire bat unless they roll a 12+ on a Vitality Check. The victim retains their capabilities, but can fly, gains +1 Attack, 1d10 Dread, and after 1 day, starts craving blood. Only blood keeps them from being hungry. The key is to the journal on Level 2 called *The End*.
  - A vial of glowing white liquid (Liquid Light).
  - A jar containing a **MUCKLAND BAT WING**.
  - A tiny cage with a **GRAIL TICK**.
- A stairway, dark and much more narrow than the others, leads to what must be a sub basement or wine cellar.
  - The door at the bottom of the stairs is made of iron, covered in rust and locked from the inside, though there is a place for a key.
  - Breaking the door would be most difficult, but it can be done.
  - The key to the lock is in the journal *The End*.
  - Knock and a mysterious shadow opens the door.

LEVEL 5: THE WINE CELLAR

The shadow that opens the door vanishes from sight without sound. The wine cellar is filled with jugs and barrels, and the unmistakable metallic scent of blood. Orch bones litter the floor and pale, violet eyes stare at you from the darkness.

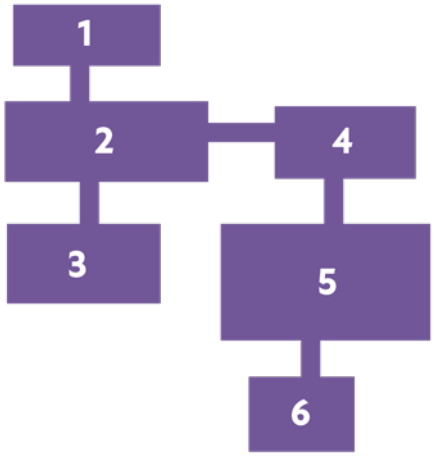
- The barrels and jugs are all empty, but were once filled with blood.
- Mareyo the Magician (as **VAMPIRE** L4-B), now a giant emaciated vampire bat, skulks in the corner, staring with glowing violet eyes. He seems to oscillate between rage and sorrow, and if the PCs are hostile, rude, or indignant, Mareyo attacks.
  - Mareyo can also cast 3 random spells.
- If any of the PCs are also a bat or becoming one, Mareyo laments how sorry he is that they too will succumb to the ravenous hunger. He has become too weak to complete his work and shares his formula with the PCs begging them for help: 2 drops of Liquid Light, 2 **MUCKLAND BAT WINGS**, and **GLOOMWEED**, which can be gathered in the Quagmash.
- If given the completed potion, Mareyo changes back to his human form and leaves the Quagmash forever, but not before giving the gift of the star and sun robe to go with the hat (see Level 1).
  - Star and Sun Regalia: When hat and robe are worn together, a PC's magical capabilities are enhanced. Any magic powers, whether through *Magic* items or Class Abilities, gain an extra use every session.
- **HEROIC TITLE ACHIEVEMENT:** Turn Mareyo back into his human form.
  - ***The Experimental Alchemist*** ♔. The PC may add **GLOOMWEED** when making a potion to increase the Usage Die by one step.



Vok's Folly

Hex 40.23. Long ago, Vok, an ancient goblin king, drove his builders to lay a foundation in the Quagmash for a castle, but ultimately every loadstone sank into the muck. Vok's Folly is entirely subterranean now, save a single lopsided gate that leads into the inner recesses that remain. No one goes there for fear of drowning or whatever might be milling about in the muddy caverns.

LEVEL 1: THE SUNKEN CASTLE



AREA 1: THE GATEHOUSE

A smelly, derelict gatehouse made of rusty iron, and sharply inclined floors dripping with sludge, leading down into darkness.

- Covered in darkness is a **GATOR** (L3-C) picking bones out of a mud pile at the end of the Gatehouse.
- PCs must avoid slipping down the inclined floor into the **GATOR'S** midst.
- Beyond that is a courtyard, and a derelict tent ringed by stones where a campfire burned recently. An archway leads to the Dining Hall .
- A sunken stairway covered in **GUTTERSNAILS** leads to The Bathhouse.

AREA 2: DINING HALL

A soundless, dank chamber with a huge, slanted stone banquet table surrounded by overturned chairs, and covered in a thick layer of muck and bones.

- Some sort of living, red mold slowly creeps along the floor.
  - The mold (as **MUNG** L3-G) is drawn to heat and inflicts **BURNING** on anyone it touches.
- Among the muck and bones at the table is a skeleton dressed in dingy furs leaning back in the only upright chair.
  - Digging through the layer of muck reveals 1 pouch of Ancient Coins.

AREA 3: THE BATHHOUSE

The collapsed ceiling is tangled with tree roots growing into bath tiles, a foamy pool quivering in the center. Opposite is a wooden door with three arrows stuck into it.

- The foamy pool contains a slumbering **MORB** (L4-B) hungry for prey.
- The door leads to a closet containing two soap bottles (1d6 Usage) filled with blue, viscous liquid that smells like a refreshing combination of lemons and **CRIMSONHOOK**. The soap inflicts double Dread to any mold, muck, or fungal Adversary.

AREA 4: THE KITCHEN

Ankle deep mud, and red mold hangs from rotten timbers. Rusty pots and pans dangle and clatter from the ceiling. The only other exit is a double door on the far side of the room.

- 3 solid silver pots worth 1 pouch of Silver Coins each. There is a 50% chance a red mold (as **MUNG** L3-G) gestates inside, ready to attack.
- There is a small pile of human and goblin bones on a cutting board.
  - 3 **MUCKMEN** (L3-B) ooze out of the floor and attack anyone who approaches.
- The double door on the far side of the room leads to Vok's Throne Room.
- A bag of maps belonging to Backwater Bundee are discarded in the corner (see quest **The Lost Maps of Vok's Folly** p157).

AREA 5: VOK'S THRONE ROOM

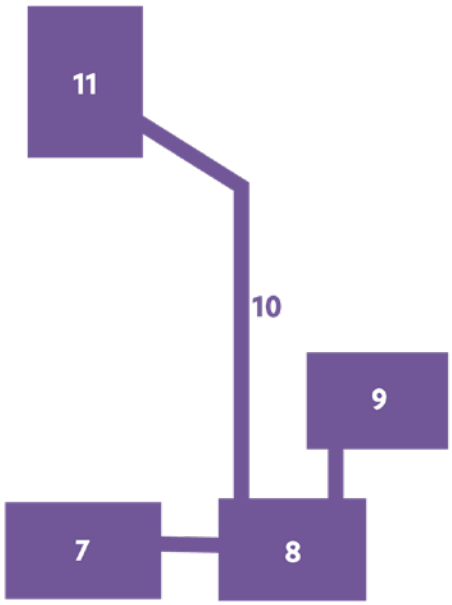
Knee-deep mud covers the floor. At the far end is a massive, royal throne with a mound of writhing muck slopped onto it.

- The moving muck on the throne room is made up of several **MUCKMEN** who slowly rise and combine with the floor muck to form a perilous muck-king—a multi-headed, multi-limbed **MUCKMAN** (L6-C, 4 Actions, *Huge*).
  - As the muck-king forms, skulls and bones bubble to the surface of the mud.
  - The muck-king has a giant, silver key protruding like a horn from its head.
  - The silver key is too big to carry by one person, and opens the trapdoor behind the throne to Area 2, The Treasury.
- A set of collapsed stairs lead down into the Level 7, The Barracks.

AREA 6: THE TREASURY

A short stairway leads to a low-ceilinged room filled with chests, mostly empty, but one contains an Old Hoard (+1).

LEVEL 2: THE SUNKEN DUNGEON



AREA 7: THE BARRACKS

Wet earthen floors covered with splintered furniture and rotted, empty beds. Red mold grows everywhere, but the most concentrated knot grows in the center of the room.

- Navigating the red mold is extremely difficult. It pulses violently the closer anyone moves near it.
  - The red mold knot (as **MUNG** L4-C) attacks with a bloom of whipping tendrils that inflict **BURNING** on successful Hits.
  - If a PC possesses the **CRIMSONHOOK** soap bottles, the red mold recoils from it.
- A mold-covered door leads to The Scriptorium.

AREA 8: THE SCRIPTORIUM

Wooden floors and doors. Dry, still air. A rotting tapestry overlooks empty book pedestals and dusty parchments.

- There are 8 empty book pedestals, and each has a side table covered with brittle, worthless parchment. There are 1d12 unsullied pieces of parchment.
- The tapestry depicts King Vok standing with nobles and scholars.
- In the far corners, tables are covered with ink pots (1d6 still have ink).
- The left door is a closet now inhabited by **BLINKING CAVE-INCHERS**.
- The right door leads to The Prison.
- The center door is locked and leads to The Long Hallway.

AREA 9: THE PRISON

Abandoned, empty prison cells with patches of swamp weeds grow from the ceiling. A scratching sound comes from behind the solid iron door of the second cell.

- The second cell holds a prisoner named Nelly Surefoot, a shrym explorer from Puddlejump Lodge (see quest **The Lost Maps of Vok's Folly** p157). She and her companions were attacked by **SARPATHI REAVERS**. The sarpathi had come to Vok's Folly looking for something called an Eye of Ehk (this one is the Withering Eye), which one of Nelly's companions had just found by chance. The conflict awakened the local **MUCKMEN** and chaos ensued... Nelly survived by locking herself in the cell.
  - Nelly is certain her companions were all killed by **SARPATHI** or **MUCKMEN**. Release her and she'll split her share of treasure she hid in The Parapet. Plus, she was supposed to find Backwater Bundee's lost maps (which are in Area 4).
  - The **SARPATHI REAVERS** went north, only to be waylaid by Big Orch's patrols near Orch Sty (p180). The Withering Eye is now in the possession of Big Orch, but the **ORCHES** have no idea of its significance.

AREA 10: THE LONG HALLWAY

Completely submerged in brown, opaque water, punctuated by a faint glow some ways ahead.

- To reach the exit at the other end of the hallway, PCs must hold their breath and swim.
- Pale, green light glows in the water about 20 yards into the watery tunnel, but visibility is too poor to see what is creating the light.
- Once past the water, through the exit, a long staircase leads upward into The Tower.

AREA 11: THE TOWER

A beam of light from the surface world shines down from above illuminating a brutal scene where some poor souls made their last stand.

- Smears of mud and blood cover the floor. Nelly believes her companions must have perished here, and that this is where they hid the treasure.
- A stack of books lies hidden behind a huge moldy tapestry next to the crumbled parapet of the tower. Among the unremarkable books is a special one called *The Serpent Saint*.
  - Nelly Surefoot knows the book from legends. They say it contains ancient rites to summon Ehk, the fabled god of the sarpathi.
  - To summon Ehk, the book says that one must place the Seven Eyes of Ehk (p397) at the snake monument near Nameless Lake (p46).
- There are 8 random books and 2 random *Magic* items (see Books table and Magic Items table in Core Rulebook).

Zones

Croaking Bog

A shallow, muddy bog covered in a layer of Witchbreath, as well as noxious, glittering gas produced by **MERGA TOADS**, who can be heard belching and flatulating at all hours.

MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

CROAKING BOG	
1	Merga Toads
2	Skeeters
3	River Goblin
4	Plappadoots
5	Gloogs
6	Bogsnaps

WHAT'S THERE

TOAD MOOT

A large, slime-laden lake filled with enormous **MERGA TOADS**, all of which spend most of their day croaking, burping, and flatulating at each other in a kind of pheromone debate. The croaks and belching create huge plumes of putrid gas obscuring the Croaking Bog in a yellow-green mist, protecting the precious clutches of **MERGA TOAD** eggs in the Clutch.

- Unique to the Toad Moot, due to the high gas concentrations, are phlegmy pearls that the critters sometimes cough up when they burp and croak.
- The pearls are an ingredient in the following Alchemy recipes:
  - Belch Bombs: An incapacitating gas bomb that explodes and affects all characters Close to the target.
  - Ooze Trap: Cover an **UNCONSCIOUS** target in this to lock them in stasis ooze.
- There are 1d12 pearls generated in Toad Moot every day. Search Check to find one, but too much commotion draws the attention of the **MERGA TOADS**.
- Old Berga, the largest **MERGA TOAD** (L6-C *Huge*) in the



Mucklands, dwells in Toad Moot amidst the bones of devoured adventurers. Old Berga is very grumpy and always hungry. Their belly contains an Ancient Treasure Hoard (+1).

- **HEROIC TITLE ACHIEVEMENT:** Defeat Old Berga.
  - ***Excuser of Burps*** ♔. Gain +3 Dread against Quagmash Adversaries.

THE CLUTCH

An expanse of fungal stalks growing from the swamp that bear clutches of **MERGA TOAD** eggs hanging like apples from green and yellow corkscrew branches. The smell, while not as putrid as Toad Moot, is thick and musty. **MERGA TOADS** lazily lounge and sleep in a kind of trance.

- One could traverse the Clutch safely if nothing is disturbed, but touching an egg vibrates and hums at just the right frequency to immediately rouse and summon a group of **MERGA TOADS**.

RUMORS

- A huge **MERGA TOAD** called Old Berga is the size of a house and haunts the Croaking Bog.
- They say **MERGA TOADS** cough up a valuable pearl used in rare alchemy.

The Gatormaze

A deadly, labyrinthine stretch of swamp, teeming with ravenous **GATORS** and critters on the prowl. Dark, fetid mud stretches for miles, shadowed by the reaching branches of old mossy trees. Pale lights gleam from the gasses wafting from the bubbling innards of the bogs, and the mysterious Witchbreath fog rolls over the hissing vermin and croaking toads of the Quagmash.

MODIFIERS

- -2 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

THE GATORMAZE	
1	Gators
2	Riversaur
3	Scumseers
4	Merga Toads
5	Wisp
6	Witch

WHAT'S THERE

THE BLOOD MARSH

An area of deep water where **GATORS** hunt in frenzied groups, hence the grisly name.

- Gators (L3-B) patrol the waters and attack anything that creates motion in the water. The only creature they avoid is the Great White Riversaur.
- The Great White **RIVERSAUR** (L10-C) dwells in a huge underwater nest with over a dozen eggs. There is a 2-in-6 chance that the critter is present at any given time.





THE QUIVERING ISLE

A patch of floating fungus near the center of the Blood Marsh. The isle is rich with a multitude of toadstools, both carnivorous and medicinal. Magicians and healers brave the gator-infested waters on skiffs to collect the natural bounty, but stepping onto the floating isle of fungus is risky in itself, as one could easily get sucked under as if in quicksand.

- When looking for toadstools, make a Wilderness Check:

1–2	**FUNGHOULS** attack!
3–5	Black mushrooms: Taste delicious, but PC smells like a **MERGA TOAD** for 24 hours.
6–8	Red mushrooms: Itch furiously when touched.
9–11	Green mushrooms: Reduce the symptoms of sickness.
12+	Blue mushrooms: Heal Courage completely.

RUMORS

- The Great White **RIVERSAUR** has been spotted in the Gatormaze a few times, but not recently.
- The Land Sharks, an adventuring party, are out to kill the Great White **RIVERSAUR** before Long Johns Magilla gets to it.
- A welkin doctor went out into the Gatormaze and hasn't returned.

DR. MARVYN DOODACHOFF

A welkin scientist searching for a cure to the Witchbreath cough. Marvyn is very much out of his depth as an adventurer. He would rather be in his lab in Beezelburf, but when his beloved wife fell ill and died, he told himself he'd stop at nothing to develop a cure.

- **Traits:** Very determined, book smart, bumbling.
- **Motivation:** Develop a cure for the Witchbreath cough.





THE LAND SHARKS

An adventuring party led by Goonar Koth, a **SHARKUNI** hunter. Their goal is to beat the Big Fame Hunters at finding and slaying the Great White **RIVERSAUR**. Most of the group is composed of former Big Fame Hunters who were kicked from the guild for bad behavior or delinquent dues.

- **Traits:** Rowdy, resourceful, constantly bickering with each other.
- **Motivation:** Kill the Great White **RIVERSAUR** before the Big Fame Hunters.

QUESTS

THE LAND SHARK HUNT

The Land Sharks are close to bagging their ultimate prey, the Great White **RIVERSAUR**, so don't get in their way or there'll be trouble!

- Goonar Koth has personal beef with Long Johns Magilla—the Big Fame Hunter famously obsessed with catching the **RIVERSAUR** (p148). Goonar wants nothing more than to show up his former guildmate.
- If the PCs interfere with the Land Sharks, they start an all-out fight, even at the expense of getting the jump on the beast.
- Goonar Koth is a Level 6 **SHARKUNI** Champion, accompanied by Eyebite, a Level 5 **DRATCH** Bruiser, and three Level 3 **BOUNTY HUNTER** Goons.

THE DOCTOR'S IN TROUBLE

Dr. Marvyn Doodachoff is in a bit of a pickle. In an attempt to pick some medicinal mushrooms, he's been partially sucked down into the Quivering Isle, right up to his neck. Oh, and some **GATORS** are coming right this way! Watch out!

- It's clear that the doctor shouldn't be out here alone, but he's intent on gathering mushroom samples, believing that one species has medicinal properties to cure the Witchbreath cough (the green mushrooms).
- It takes 1 day to gather enough samples, inviting more peril. Then, he must return to his lab in Beezelburf to experiment. Unfortunately, there is no way that he makes it back in one piece unless the PCs personally escort him there.

The Lost Willows

A labyrinthine forest of sickly willows and swamp weed where black, crooked trees conceal prowling predators. The dank, claustrophobic wood is easy to get lost in, hence the name. Few who enter unprepared ever return, and there is a legend that the trees themselves strangle and snatch lost folk.

MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance. Treat all Bump in the Road results as Lost instead.

WANDERING INTRUDERS

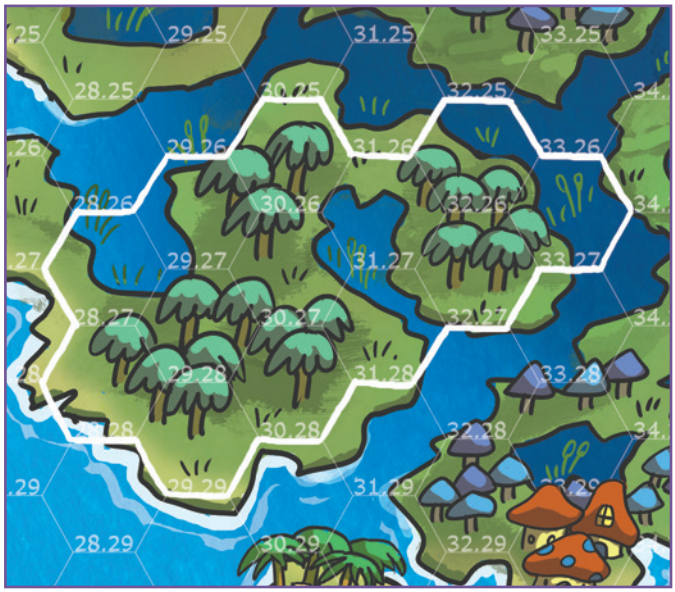
THE LOST WILLOWS	
1	Owligators
2	Gelpie
3	Scare Crows
4	Wisp
5	Mushrums
6	Beamkin

WHAT'S THERE

THE WHISPERING GALLOWS

This thick span of macabre willow trees appear to have humanoid-looking mushrooms called gallow sprongs hanging from them like condemned prisoners. When the wind picks up, the gallow sprongs whisper, creating a haunting, spooky air around the dense woodland area.

- Gallow sprongs are highly poisonous if disturbed, releasing a burst of spores that place a PC in a catatonic state for 1d6×10 minutes (Vitality Check to resist).
- The trees are also filled with **SCARE CROWS** immune to the spores. The crows mimic the voices made by travelers in an attempt to make prey stumble into the gallow sprongs.
- A black **DRAKE** (L9-C) called Putrifex makes a nest in the Whispering Gallows at the top of a withered, drooping willow. Bones of travelers and large animals litter the base of the tree, and treasure glints in the tree's canopy where the beast nests (Ancient Hoard +2).



THE CROOKED WOOD

The trees here are burned, twisted and mangled. Long ago a fire ravaged the area at the hands of enterprising dungeoneers trying to clear out spiders. What they didn't know was that the forest was full of **BEAMKIN**—living faerie trees. Ever since, the **BEAMKIN** have soured in their burnt state and isolation, full of hate and anger towards all interlopers.

- The **BEAMKIN** (L5-B) try to grab anyone who comes near them. Sometimes travelers are devoured, and other times they are brought to the center of the Crooked Wood to face Ashenbark (L8-C), the oldest tree in Quagmash, to be burned alive.

RUMORS

- A terrifying black **DRAKE** lives in the Lost Willows.
- The trees themselves snatch up travelers who dare to bumble into the Lost Willows.
- Long ago a fire ravaged part of the woods in the Lost Willows and turned the trees evil.
- A mysterious goblin called the Woodcutter aims to cut down the Lost Willows.
- A former Tricky Toe gangster is holed up in the Lost Willows.

MISKY THE LOST

A **KOBOLD** (L3-B) trickster who deceives travelers into believing she is lost in the woods. To be fair, she is quite lost, and doesn't actually know how to leave the Lost Willows, but Misky knows her way around the Whispering Gallows, and steals travelers' food and gear for herself to survive.

- **Traits:** Conniving, acts frightened, bats her eyes innocently.
- **Motivation:** Lead travelers into trouble and steal their stuff.





THE WOODCUTTER

A wandering goblin and former dungeoneer. The Woodcutter pushes along a cart full of saws, both automatic and manual, accompanied by a sputterjack (sputter-person lumberjack). There's never been a tree he couldn't cut, except the Last Tree in the Used T'Be Forest.

- **Traits:** Matter-of-fact, manly, deadpan.
- **Motivation:** Cut wood. No, seriously.

QUESTS

THE LOST KOBOLD

A terrified **KOBOLD** begs you to help her escape this terrible wood. She was picking mushrooms when she stumbled inside and has been lost for days. She thinks she found a way out that looks promising if they head south.

- Misky's only intention is to lead the PCs into trouble with the gallow sprongs and **SCARE CROWS**, at which point she'll hide. Then she waits until they're dispatched to steal valuables and supplies.

THE CULT OF TREES

Krog & Sons Inc. has hired the Woodcutter, known as the best **MERCENARY** lumberjack in the Mucklands, to fell the trees in the Lost Willows, a place that's been completely untouched by industry. But the Woodcutter seems to have bitten off more than he can chew. He's not 100% sure, but the trees might be trying to kill him. Help him escape the area before things get out of hand.

- The Lost Willows are haunted by the Cult of Trees, vengeful **BEAMKIN** who detest outsiders.
- Ashenbark has ordered his **BEAMKIN** to bring the Woodcutter before him and pay for his crimes.
- Krog and Son's only intention was to lead the Woodcutter to his doom. Logging will be much easier without him accepting lucrative contracts from SPL.



Nackadonkee Bayou

A serene, almost idyllic bayou where down to earth folks including bugbears, quortles, and humans live simple lives fishing, hunting **CRAWLBADS**, and farming **MUCKROOT**.



MODIFIERS

- +0 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

NACKADONKEE BAYOU	
1	Crawlbads
2	Rindle Rams
3	Orches
4	Bugbears
5	Quag Bleakers
6	Gloogs

WHAT'S THERE

EASTWUTTER

The east side of the bayou where the Nackadonkee meets the swamp is a beautiful place full of hidden danger. Rife with **CRAWLBADS**, **BRAYING SABREFISH**, and a **GATOR** or two, one could lose their head if they don't know their way around like the locals. On the riverbank lies Bugbear Holler and various other tiny villages and hamlets of simple swampfolk.

WESTWUTTER

A brackish and murky place just south of Bogtown, where the Nackadinky meets the swamp. Locals blame the pollution on the big city folk, and rightly so.

TOOTHLESS TULIP

A seasoned hunter and fisher known for expeditions into the swamp with her pair of **DOGGARTS**, Mighty and Max. Tulip spends her time searching for new fishing holes and crawlbad nests. She lost one of her front teeth from getting into a brawl with an ornery **CRAWLBAD** called Old Glitter Pincher.

- **Traits:** Doggart mom, tough customer, standoffish with outsiders.
- **Motivation:** Scout out new renewable food sources to prepare for a barren winter.



QUESTS

OLD GLITTER PINCHER

Old Glitter Pincher is a **CRAWLBAD** with a glittering carapace as if encrusted with precious gems; it is notorious for knocking out one of Toothless Tulip's teeth. Recently, glittery **CRAWLBADS** have been spotted and Tulip is concerned Old Glitter Pincher is laying eggs. Worse yet, her **DOGGART** Mighty is missing. Help find Mighty and see about Old Glitter Pincher. In return, Tulip will part with one of Mighty's pups (which functions like the Loyal Chum's **LOYAL PET** Ability).

- Mighty was last seen by the mouth of the Nackadinky river. A trail of tiny, glittery **CRAWLBADS** leads to a muddy cave and a clutch of eggs where Mighty is keeping them warm for Old Glitter Pincher who has accepted Mighty as part of the "family." It becomes aggressive if the PCs try to rescue Mighty who is perfectly content incubating the eggs.

THE HOOKFIN HOARDERS

A group of finfolk **PIRATES** called the Hookfin Horde keep stealing the food stores from the Westwutter village of Brackawak. At this rate, Toothless Tulip fears there won't be enough **MUCKROOT** come wintertime. She thinks the raiders live far south of here. Find the Hookfins and put an end to their knavery. And if you can, bring back the **MUCKROOT** they stole.

- The Hookfin Hideaway is below the water in a sunken ship (p177).

Orchmire

While Orch Sty is the seat of power for the one and only Big Orch, Orchmire hosts the largest population of **ORCHES** in Quagmash. The place is a stinky, sloppy mud field packed with **ORCH** tribes struggling to dominate each other and establish supremacy. But they have more than each other to worry about. Orchmire is a dangerous zone where **MUCKMEN**, **LEECHLINGS**, and **CLUNCH DRAGONS** wait in slimy pits.

MODIFIERS

- -2 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

ORCHMIRE	
1	Orches
2	Orches
3	Orches
4	Muckmen
5	Leechlings
6	Clunch Dragon

WHAT'S THERE

THE BATTLEGROUNDS

A stretch of mud and muck host to constant warfare between **ORCHES**, night and day. They hide in the muck waiting to ambush their foes; volleys of arrows pierce the skies, and a perpetual din of oinks and squeals fills the air. Traversing through the Battlegrounds is akin to declaring war on the **ORCHES**.

- Random Encounters in the Battlegrounds always result in getting caught between warring **ORCH** tribes.

MUD WALLOW

ORCH hamlets, little communities of mud igloos, speckle the landscape, each belonging to a tribe. The majority of tribes swear fealty to Big Orch, but even so, tribes that share a ruler still incessantly fight and skirmish over land and hunting disputes, which Big Orch encourages.



PROMINENT ORCH TRIBES

(Translated into Folk Tongue)

- Broke Tusk: Aligned with Big Orch. At odds with all other tribes.
- Slop Wood: Aligned with Big Orch. Allied with Bright Orch, but planning to double cross them soon.
- Blood Runt: Enemy of Big Orch. Trying to recruit Broke Tusk as an ally.
- Bright Orch: Aligned with Big Orch, his favorite tribe. At war with Dread Snout.
- Pig Knuckle: Aligned with Big Orch. At odds with Bright Orch.
- Dread Snout: Enemy of Big Orch. At odds with all other tribes.

RUMORS

- A war for the ages is brewing in Orchmire. The tribes are more volatile than they have been in hundreds of years.
- The Slop Wood tribe is planning to betray the Bright Orch tribe.
- The Bright Orch wisewoman wishes to speak with an outsider for advice.
- The Broke Tusk tribe plans to take over all of Orchmire in the next year.



KURR
The Broke Tusk ruler, a rugged and scarred **ORCH** who's seen a thousand battles.

SKEEL
A Slop Wood upstart commander vying for power at any cost. She aims to betray the alliance with Bright Orch and join with Pig Knuckle under one banner.

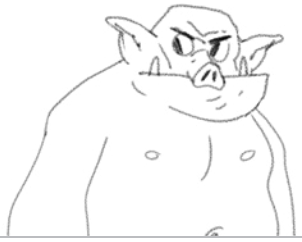




SQUOTCH
The Blood Runt leader who sees himself bringing down Big Orch and ruling over all of Orchmire. His father was once an ally of Big Orch but was betrayed and killed in a political move to cement an alliance with the Broke Tusks.

OING
A Bright Orch wisewoman who wishes for peace among tribes. Very progressive for an **ORCH**, she has ventured out into boggart lands and seen how they live cooperatively in cities.





HUNK
Perhaps the biggest **ORCH** in Orchmire, Hunk has a mind to compare himself to Big Orch in person. But the Pig Knuckles are a lesser tribe, and Big Orch won't grant an audience. Hunk believes that Bright Orch is weak and pitiful and undeserving of their status.

GRRAAK
The ruler of the Dread Snouts almost never speaks, preferring to let her actions speak for her. She is sallow and severe with bloodshot eyes and trophies braided into her hair. Under her leadership, the Dread Snouts have become the largest independent tribe.



QUESTS

THE BRIGHT ORCH DIPLOMAT
Oing has dreams of a peaceful future, but perhaps orch culture is too rooted in violence and war. As of now, the tribe is readying for war against the Dread Snouts, but they will be defeated without help, and there are rumors that the Slop Wood plan to break their alliance. Help Oing establish diplomacy among the tribes because no one else understands her dream. If the Bright Orch succeed, you will have a great friend and ally in them.

- The Slop Woods dream of power, but could be convinced with words.
- The Pig Knuckles are jealous of the Bright Orch, but could be convinced with gifts.
- The Broke Tusks are xenophobic, but could be convinced with land.
- The Blood Runts hate authority, but could be convinced if the Big Orch was dethroned.
- The Dread Snouts are ruthless, and must be defeated.

The Prickle

At the border of the Quagmash and Fleabag County is a perilous maze of razor sharp vegetation that grows for miles—a natural wall between the **ORCHES** of the swamp and the city folk.

MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

THE PRICKLE	
1	Shrublings
2	Bramblebees
3	Bogsnaps
4	Quillrats
5	Thornhawks
6	Fwittles

WHAT'S THERE

THE THORN LABYRINTH

Huge prickly vines and brambles curl and twist like a maze, and stretch so high they blot out the sky. Tales abound of travelers getting lost forever in the Prickle, caught in a series of thorny dead ends until they meet their demise from a thousand cuts or starvation.

- The Thorn Labyrinth is a **RANDOM MAZE**. Getting through the Prickle, finding the City of Thorns or anything specific requires navigating the maze.
  - Random **CREEPERS**: 1: **QUILLRATS**, 2: **FWITTLES**, 3: **KROWLS**, 4: **THORNY BINGLES**.
  - Roll 1d6 after each Success. On a 4+, the PCs find a random lost NPC (see Random NPC table in Core Rulebook).



THE CITY OF THORNS

Within the heart of this most inhospitable place is a secret wonder; a city grown from the very earth, with foundations made of ageless wurlwood roots and spires of woven thorny vines, thick as tree trunks. At the center is a moss palace, where a colony of **SHRUBLINGS** dwell, separated from the rest of the world. The inside of the palace is an architectural marvel of high, airy ceilings and green pearlescent pillars of moss.

- A group of **SHRUBLING** (L4-G) sentries guard the entrance to the City of Thorns, and are liable to take approaching strangers as prisoners. However, if Kelsey Pebbles is mentioned, they bring the PCs before the Shrub Prince.

RUMORS

- There is a moss growing in the Prickle called Ageless Green. If properly cared for, it can grow into one's armor, reinforcing it.
- A kingdom of shrublings live within the Prickle and they hate outsiders.
- A labyrinth made of thorns is filled with lost explorers, expeditions, and unfortunates. Missing person posters at entrance near Bogtown promise all manner of rewards for their loved ones.

CHAPMUN THE ANVIL

Just a humble craftsman who hails from the town of Munch in Fleabag County, where the King has begun a new initiative to subsidize the poor workers and farmers. So moved by the King's generosity, Chapmun set out to craft something wondrous: a suit of armor made of Ageless Green moss, to protect the King from usurpers.

- **Traits:** Eager, honorable, doesn't understand sarcasm.
- **Motivation:** Repay the King for his generosity.





KELSEY PEBBLE

A bright, young girl who wandered off from her father, then taken in by the **SHRUBLINGS**. Although she is treated well by her new guardians, and has made fast friends with the Shrub Prince, she misses her father and her home.

- **Traits:** Kind-hearted, precocious, loyal.
- **Motivation:** See her family again, but stay in contact with the **SHRUBLINGS**.

THE SHRUB PRINCE

Now that Kelsey Pebble has arrived, the young ruler of the **SHRUBLINGS** of the Thorn Labyrinth has become much too curious for his own good. His advisers constantly forbid him from sending out exploration parties to venture beyond the city, but he yearns to learn of the outside world.

- **Traits:** Inquisitive, stubborn, easily distracted.
- **Motivation:** Explore beyond the Thorn Labyrinth and see the world.



QUESTS

MOSS OF THE AGES

A boggart craftsman named Chapmun the Anvil is scouring the Prickle for Ageless Green, a lightweight, sturdy, and prickly moss. He's working on something big, a suit of armor made from Ageless Green to gift the King of Munch for saving his farm. Chapmun will modify your armor with Ageless Green if you help him find some.

- Ageless Green grows in the heart of the Prickle, where the shrublings have grown their city.
- Ageless Green, however, only grows at the top of the tallest trees and is used in **THORNHAWK** (L4-B) nests. Harvesting it requires a Wilderness Check.
- When used to reinforce armor during crafting, Ageless Green grants -1 Defense. A full suit of Ageless Green armor is (1) Slot, Medium armor, -1 Defense, and inflicts 2 Dread against melee attackers.

THE THORN LABYRINTH

An old boggart leans against his cane while pinning missing posters to a wooden marker. The boggart calls himself Mister Pebble and has been searching for his daughter, Kelsey, for a year in the Prickle. Nowadays he spends his days reposting old missing posters for all the folks that went into the zone in search of wonders, but never returned. Mister Pebble isn't so sure his daughter is even alive, but would be most grateful if adventurers like yourselves would go looking for her or anyone else that's lost in the labyrinth.

- Mister Pebble's daughter, Kelsey, is alive and living among a small population of **SHRUBLINGS**. Kelsey will be happy to leave, but only if they carefully map the way out so she can visit her new friends, as she has been accepted as one of them.

THE SHRUB PRINCE

Due to Kelsey's influence, the Shrub Prince has become enamored with the novelties of the outside world. Normally xenophobic and dismissive of boggart frivolities, the Shrub Prince cannot stop thinking about the marvelous sip of Fizzy Wiz he took the day Kelsey arrived. Bring him a trove of Fizzy Wiz and you will be rewarded with treasure.

- The Shrub Prince bestows the PCs a random *Magic* item (see Magic Items table in Core Rulebook).
- Additionally, completing this quest unlocks shrublings as playable Folk in *Land of Eem*.

SHRUBLINGS

SKILLS

- +1 Wilderness, +1 Sneak, +1 Charm
- -1 Tinker, -1 Intimidate, -1 Realms

HOMELANDS

Quagmash

PERKS

Greenthumb: PC has Proficiency in Picking Herbs.
Thorns: Attackers suffer 1 Dread when attacking the PC.

QUIRKS

Sheltered: PC has Deficiency in Pop Culture Trivia.
Stay Hydrated: PC must douse their skin in water each day (can use a Ration to do so). If the PC doesn't, they become **TIRED** until they can.

Puddlejump

A treacherous area of muckpools and quicksand. Recently, the Big Fame Hunters and Puddlejumpers have made it a tad safer, by clearing out beasts and installing walkways and foot bridges. But traversing this boggy maze still requires a hop, skip, and a jump. So instead of using Realms for Travel Checks in Puddlejump, PCs must use Athletics.

MODIFIERS

- -1 Travel Checks
- +0 Wandering Intruder Chance

WANDERING INTRUDERS

PUDDLEJUMP	
1	Leechlings
2	Slurpworms
3	Sinkworms
4	Wisp
5	River Goblin
6	Gelpie

WHAT'S THERE

THE CURSED PUDDLES

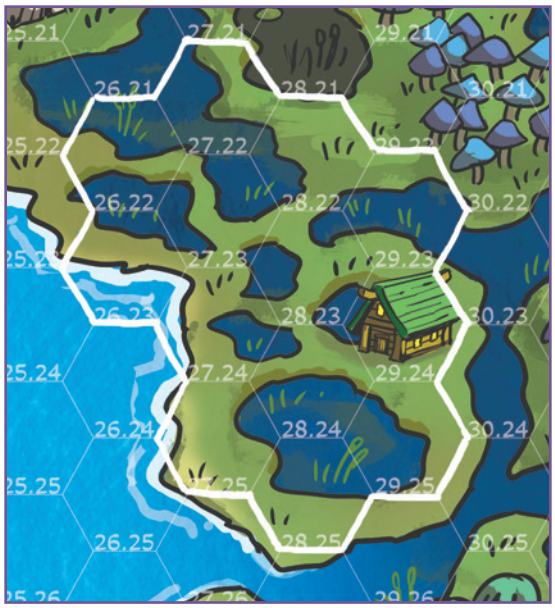
Hexes 27.24, 28.23. Said to house the souls of drowned folk led astray by **WISPS**. Legend has it that if one falls into a puddle, they transmogrify into someone who drowned in the pool.

- Nimbleness Check to cross the Cursed Puddles. On a 5-, the PC falls into a puddle and is **CURSED**, transmogrifying into a randomly rolled NPC (see Random NPC table in Core Rulebook). Whenever they are doused in cold water they turn into the NPC. Conversely, when doused in hot water they turn back to their true self.

QUICK'S END

Hexes 28.24, 28.25, 29.25. A terrible place where the ground buries unwary travelers alive. Signs placed by Puddlejumpers warn folks to stay out, but most of the signs eventually get sucked under by the quicksand. The only reason anyone intentionally ventures into Quick's End is to search for the lost treasure of unfortunate wayfarers. Legends say the area is filled with lost items of power. But the deadly sand isn't the only thing to worry about: **LEECHLINGS, SLURPWORMS, SINKWORMS**, and **BANDY CLAMS** writhe below the earth waiting to feed.

- The Quicksand: For each Hex traveled in Quick's End, make a Wilderness Check. On a 5-, the PC is **ENGULFED**. If a PC is Defeated in the quicksand, all their non-*Magic* equipment is lost.



QUESTS

QUICK'S HOARD

A boggle Puddlejumper named Zandal Urbin believes there's truth to the old tale of Sir Quick. Legend has it that the zone is named after a knight named Sir Quick who chased an evil **DRAKE** into the sinking sands. Just before he went under, Sir Quick fired his bow, piercing the heart of the drake. The two were engulfed by the quicksand for all time, along with Sir Quick's *Magic* bow and armor. Armed with a metal detector, Zandal is about to test out her new sputter-stilts that would help her traverse the quicksand and find the treasure. Unfortunately, she lacks the leg strength, and her fellow Puddlejumpers backed out. Perhaps you could do it?

- Sir Quick's bow and armor are buried at the bottom of the quicksand. They are impossible to find without special diving equipment or the help of the local **GELPIE** (L5-B), Matlo who takes interest in the PCs.
  - *Heartpiercer Bow*: +2 Attack and Dread against *Flying* Adversaries. Once every Combat, if the target is a **DRAKE**, automatically score a Critical Hit.
  - *Stone Coat*: Heavy Armor, 3 Block, -1 Defense.
- Matlo, however, has no intention of truly helping the PCs. He plans to gift a **CURSED** *Magic* item, and should a PC accept, they are compelled to be Matlo's friend, never desiring to leave Quick's End.
  - Matlo has tricked several travelers over the years to be his "friend," but unfortunately they always end up **SLURPWORM** food.
- There's a 2-in-12 chance Putrifex the black **DRAKE** patrols the area (p165).

Tarmurk

Most explorers avoid this bubbling tar lake where **MUCKMEN** dwell, but the promise of crude oil leads dungeoneering corporations to send in their newfangled oil rigs despite the great danger.

MODIFIERS

- -2 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

TARMURK	
1	Muckmen
2	Conqueror Crabs
3	Leechlings
4	Ryzophant
5	Clunch Dragon
6	Riversaur

WHAT'S THERE

THE BLACK SHALLOWS

The gummy shoreline of Tarmurk. Anyone without proper galoshes gets stuck in no time. At the north end of the lake is a previously abandoned swamp rig that now roars with life after Krog & Sons Inc. put it back into commission. The machine sputters and clanks, practically **DEAFENING** anyone near it.

- The oil rig's incessant noise draws a group of **MUCKMEN** (L3-G) to it twice a day.

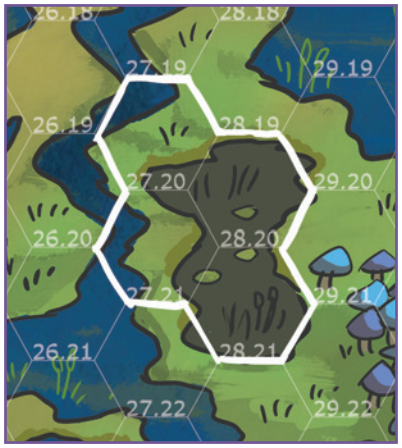
DEEP MURK

The center of the lake is incredibly deep. But due to the tar, there is little to no visibility and it is in the deepest places where the Great Tar Beast lurks.

- The Great Tar Beast is actually an aged **RIVERSAUR** (L8-C) covered in tar, but this is almost impossible to discern. The **MUCKMEN** believe it is one of their own.
  - The beast has amassed a Mythic Hoard (+2) at the bottom of Tarmurk.

RUMORS

- Krog & Sons Inc. took over an abandoned oil rig in the Quagmash.
- A shrym archeologist journeyed from Beezelburf to Tarmurk hoping to dig up old fossils.
- **MUCKMEN** dwell in Tarmurk, sure, but worst of all is the Great Tar Beast.



QUESTS

THE SWAMP RIG

Krog & Sons employees operate a massive oil rig platform, which looks to be on the brink of exploding as it pumps oil from the tar lake. Taskmaster Duck MucDonahee barks orders at his workers, while they struggle to repair the machine and fend off a group of **MUCKMEN**. He's desperate for help to fix the rig, fight the muckmen, or preferably both! What, you want payment? Fine! Anything! Just help!

- Subterranean Pits and Lairs LLC. actually abandoned the rig after incessant **MUCKMEN** attacks killed most of their workforce.
- Taskmaster MucDonahee is working under extreme conditions and needs to send a positive report back to Krogland or he'll get fired. The goblin has six kids to feed and put through school! The max he can pay the PCs is Gold Coins, but he tries to lowball them.

DELVING FOR FOSSILS

A shrym Puddlejumper archeologist named Linell Tailspin built a sputter-drone to explore the depths of Tarmurk in search of fossils. The drone is remote-controlled but requires incredible hand eye coordination to steer using its radar interface, and Linell's got the shakiest hands! Help Linell control the drone and use its claw to unearth 10 fossils.

- Nimbleness Check to grab fossils with the claw.

1–2	The Great Tar Beast is disturbed!
3–5	1d4 **MUCKMEN** attack!
6–8	Fossil found, but -1 to subsequent Check.
9–11	Fossil found.
12+	Two fossils found, and there is evidence of treasure deep in the lake (see Deep Murk).

Thoadstool Thicket

A fungal forest home to the great thoad king called the Horned Judge. Thoadstool Thicket is speckled with mushroom trees, lily pad covered lakes, and dazzling spores that float through the air like snowflakes. Populated by **FAERIES**, **SPRITES**, **MUSHRUMS**, and **FINFOLK** just to name a few, the area is considered by some Quagmash denizens as a refuge within the harsh swamp, but danger still lurks in dark corners.



MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

TARMURK	
1	Thoad
2	River Goblin
3	Finfolk
4	Faeries
5	Sprites
6	Mushrums

RUMORS

- The gnome that dwells in Thoadstool Thicket was recently injured by a terrible **SORCERER**.
- An assassin called the Fang might have passed through Thoadstool Thicket some time ago.

WHAT'S THERE

THOADSTOOL ROAD

A gully cutting through the Thicket where thousands upon thousands of tall, swaying toadstools create a walkway above a fetid swamp. Glowing **FAERIES** and **PIXIES** flutter about, making their homes in the gills of the mushroom caps. Following the road leads directly to the Lily Court (p153).

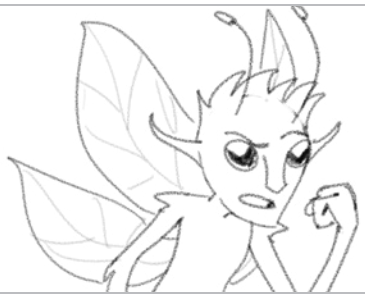
Thoadstool Road, while marvelous, can be dangerous. Misstepping and falling off the toadstool walkway results in splashing into the water below, where **LEECHLINGS** and **BRAYING SABREFISH** lurk. Recently, the area has become a prime location for **BANDITS** and predators who target travelers going to and from the Lily Court.

G. WILLA WHILLAKERS

A hermit gnome that lives in a giant toadstool. Whillakers keeps out of the affairs of the Lily Court and simply tends to the flora and fauna of the Thicket. Secretly she watches over a *Relic* from ages past: an amulet of the Last Wizards called *Wintry Heart*.

- **Traits:** Wise, worried for the future of Eem, puts on a brave face.
- **Motivation:** Protect the land and the *Relic* under her watch.





EENSY

A tiny, orphaned **PIXIE** who's had to make do in the bug-eat-bug world of the Thoadstool Road underbelly. Not only is she an orphan, but all of her siblings have gone missing.

- **Traits:** Plucky, won't take no guff, high-pitched voice.
- **Motivation:** Find her lost siblings.

QUESTS

THE STOLEN RELIC

For years untold, G. Willa Whillakers has watched over a secret, ancient reliquary here in the Thicket. But an evil **SORCERER** called Mithra attacked Whillakers, gravely wounding her and stealing *Wintry Heart*, an amulet that protects its wearer from all cold, and bestows the power of ice magic. She could not stop Mithra from fleeing north, but there's hope yet. A brave knight named Hada, the sworn enemy of Mithra, is hunting her. Find Mithra or Hada, or both, and retrieve the *Relic*.

- Mithra (**SORCERER** L7-C), a member of a cult called the Broken Circle, is gathering *Relics* from the past to aid in the Gloom King's war on Eem. Dressed in a feathery black robe, her head is half shaven, skin sheet white, and eyes yellow.
- Mithra is heading to the Stone in Used T'Be Forest before leaving the Mucklands altogether.
- Hada is a Knight of the Order of the Ember on a mission to thwart the Broken Circle. But she was **WOUNDED** in a fight against Mithra and her **SKELETON** minions. She is now recuperating in Camp Mudbank (p149).

THE ORPHANED PIXIE

Eensy the **PIXIE** has lost her siblings Teensy, Weensy and Mo. The three said they were going out to play but never came back. Eensy should have done a better job of watching them. It's just so hard taking care of her siblings after what happened to the colony, eaten by nublins. Eensy fears the critters might have returned to finish the job.

- If the PCs search the swamp below Thoadstool Road, they find a horde of slain **NUBLINS**.
- Teensy, Weensy and Mo were indeed chased by **NUBLINS**, but the nublins were smooshed by a **TOMMYKNACKER** (L4-B) called Agravor, who captured the pixies in a jar and brought them back to his swamp cave in Hex 33.27.

TRIAL IN ERROR

A squad of mushrum warriors accuse you all of a recent crime committed in the Quagmash: the murder of an old quortle hermit named Jum Greenly. The mushrums intend to arrest you all and put you on trial at the Lily Court in front of the Horned Judge (p153). Cooperate! Make this easy on yourselves or else.

- In court, the PCs are represented by Icky Muckburg Esquire who insists this is "really really bad." With Muckburg's questionable expertise on their side, they'll have to defend themselves in court.
- The prosecution somehow knows intimate details about the PCs: any recent hijinks, Backstories, Flaws, Personal Quests, Relationships, etcetera. They outline the alleged crime, pinning the PCs near the scene of the murder. Jum Greenly was killed with a weapon matching a PC's weapon!
- The PCs have to convince the Horned Judge that they are innocent or else prove it by escaping and investigating themselves (see **Law and Trials in the Land of Eem** p18).
- In actuality, Jum Greenly was murdered by a deadly criminal called The Fang who is on the run (see quest **The Fang** p77).
  - Clue 1: At the scene of the crime in some underbrush is an empty vial of black poison.
  - Clue 2: The Fang's hardened muddy tracks lead northeast out of Thoadstool Thicket.
  - Clue 3: The Fang stopped in Skiff where he was vaguely recognized as a criminal. He got into a scuffle before being chased north.



Lairs

Darkshroom Tower

Hex 34.23. Home to a cannibalistic cult of **MUSHRUMS** who stalk the Quagmash, capturing other **MUSHRUMS**, **ORCHES** and wayward travelers alike. The lair, a towering, dark red and weeping mushroom, is surrounded by fields of **FUNGHOULS**.

LAIR LAYOUT

AREA 1: THE FUNGHOUL HILLS

Darkshroom Lair is entirely surrounded by rolling hills of ravenous, biting **FUNGHOULS** stacked upon each other in mounds. Intermingled among the funghouls are clusters of **DARKSHROOMS** (Herb Component). Spores waft through the air like poisonous snowflakes.

AREA 2: THE BULBOUS CHAMBER

An entrance guarded by no one leads into a chamber of fleshy red walls, oozing with mucilaginous goop.

- Twelve **MUSHRUMS** (1xL5-B, 11xL3-G) wearing black bark armor (+2 Block) are engaged in a foul ritual. Two slain mushrums, clearly from another clan, lie on a dais, their lifeblood draining down into a central red pool.
- Weel and Zola, two wayward youths from Mushmush, are among the twelve cult members.
- The mushrums are deep in a trance, vocalizing an unsettling hum in unison, almost like a gravelly coo, which echoes throughout the chamber.
- If the walls are touched, it recoils as if alive, and the goop inflicts 1d6 Dread. This alerts the participants of the ritual.
- At the far end of the chamber is a door to Area 3. Faint wailing sounds come from an open hatch in the floor to the left of the entrance (leads to Area 4).

AREA 3: THE STIPE STAIRS

A long winding staircase winds up the length of the mushroom tower's stipe. The air is hot and musty with mold and mildew.

- Traversing the long staircase is taxing for any non-mushrum PC. Vitality to resist becoming **WEAKENED**.
- Two stout **MUSHRUMS** (L6-B) wearing black bark armor and carrying *Magnificent* crystal swords [slash] walk down the stairs.
- At the top of the stairs guarding another door are two trained **GUARDVARKS** (L4-B). Touching the walls at any point alerts them.

AREA 4: THE RHIZOME TUNNELS

A labyrinthine tunnel matrix of the tower's roots. Completely dark.

- The wailing of prisoners comes from the prison, guarded by 4 **MUSHRUMS** (L6-G). Countless prisoners cough and moan from inside fungal cages. The **MUSHRUMS** just stand there, emotionless.
- Following the opposite path from the wailing leads to the living quarters of the Darkshroom clan members.

AREA 5: THE TOWER CAP

The Darkshroom Elder worships before the Darkshroom Hivemind: thick, vein-like mycelium that plaster the ceiling, pulsing like a heartbeat.

- The Darkshroom Elder **MUSHRUM** (L8-C) is donned in red fungal armor. His head is three times the size of an average mushrum's, and he can cast 3 random spells (see Spells table in Core Rulebook).
- The mushroom tower itself is the true leader of the Darkshroom clan, compelling its minions to feed it blood.
- The tower can be slain by destroying the pulsating mycelium. Doing so alerts all of the **MUSHRUMS** in the lair (4d12+12).

Hookfin Hideaway

Hex 39.25. The Hookfin Horde, a band of **FINFOLK** marauders, make their hideout in the splintered hull of a sunken ship that washed into the Quagmash from Scalawag Strand long ago. Among their ranks are skilled beastmasters that allow them to dwell in harmony with **LIGHTNING EELS** and a full grown **CLUNCH DRAGON** that nests in the ship.

LAIR LAYOUT

AREA 1: THE CLUNCH POOL

A moat of debris and garbage circles the mast of the ship, which juts out from the swamp like a rotten tree. Capsized skiffs sit broken on receding flood waters, overgrown with vines and bog flowers.

- Anyone traversing the debris must beware of sharp and pointy driftwood and flotsam.
- The water is particularly sticky and slimy, making swimming difficult.

AREA 2: THE FORECASTLE

Just below the surface of the water is a tall forecastle, covered in seaweed camouflage.

- 1d6 Hookfin **GUARDS** (L4-G) armed with harpoons keep watch here, mostly to slay unwanted creatures like **MUCKMEN** and **ORCHES**.
- Just below the top level of the forecastle through a hatch is the main crew quarters, where most of the Hookfins rest (Area 3).

AREA 3: THE MAIN DECK

Splintered in half, the hole in the main deck creates an entrance into the bowels of the ship.

- The entrance is dark and murky. A pair of trained **LIGHTNING EELS** (L2-B) lie in wait in the darkness ready to attack anyone who's scent they don't recognize.
- Hookfin members come and go from the hole in the main deck as they please.
- There's a 2-in-6 chance that the **CLUNCH DRAGON** (L3-C) exits the hole to burrow and bask in the flotsam above.
- Beneath the splintered deck lies a slanted ornate door that leads to The Captain's Quarters (Area 4).
- Straight down 30 feet into the watery hole is the Gun Deck (Area 5).

AREA 4: THE CAPTAIN'S QUARTERS

An underwater room of luxury, with pilfered art hung on the walls.

- A patrolling **FINFOLK** (L3-B) sentry mills about the lower decks of the ship, passing by the Captain's Quarters, Gun Deck, and Brig.
- Unless the PCs have caused a ruckus, Boss Tangler (**PIRATE** L5-C) is sitting inside at a table, being waited on by his butler. He examines a map of Sinkhole over a pile of half-eaten fish. The Hookfins are planning to besiege the town and take it over for themselves.

AREA 5: GUN DECK

The deck is stacked with crates full of supplies, and racks filled with weapons loaded with all manner of *Mundane* weapons.

- The **CLUNCH DRAGON'S** long, coiling body bisects the deck as the critter rests in the Cargo Hold. Sneak Check to avoid waking the creature.
- 4 crates are full of stolen **MUCKROOT** (see quest **The Hookfin Hoarders** p167)
- A pair of heavy rusted cannons still remain on the deck. They can't fire, but could be refurbished.
- At the end of the deck is The Brig (Area 6).
- Down a jagged crack in the deck is the Cargo Hold (Area 7).

AREA 6: THE BRIG

A rusty, locked 10' x 10' iron cell.

- The key is held by a single patrolling **FINFOLK** (L3-B).
- A quortle prisoner named Ooni sits behind locked bars next to the skeletal remains of two boggarts in diving suits with empty air tubes. She is an alchemist trained by Queen Moosh, on an expedition to gather Quagmash herbs for Quortlen (p208).
  - The boggarts were Puddlejumpers: Jopper Dinnem and Banglo Weltree, who had been missing for months (see quest **The Missing Puddlejumpers** p157). A map detailing the Lost Willows (p165) still remains in the boot of Jopper Dinnem. With it, the PCs can't get Lost there.

AREA 7: CARGO HOLD

The **CLUNCH DRAGON'S** nest, a mess of sunken objects and mossy sediment.

- Visibility is extremely difficult down here especially if the **CLUNCH DRAGON** is present. Swirling sediment makes all Search and Perception Checks suffer Disadvantage.
- Ooni's knapsack of herbs, along with the Puddlejumpers' belongings lie here.
  - Banglo Weltree had a strongbox that the Hookfins couldn't open. Inside is a *Magic* whistle called *Buzztamer*. Mettle Check: Once per session, the user can pacify an insectoid **CREATURE** or **CRITTER**, or take control of an insectoid **CREEPER** for [Level] minutes.
- The **CLUNCH DRAGON** has amassed an Old Hoard (+2) over the years.

Harn's Hideout

Hex 29.28. Located within the Lost Willows, hidden behind drooping willow trees and a wall of **BOGSNAPS**. Harn, the outcast gangster, has taken great care to make his little bunker hidden from view.

RUMORS

- Harn the Twinbeard ran away to the Quagmash to avoid getting "offed" by his rival Boss Dwog Chumbree.
- Some say Harn the Twinbeard started the Tricky Toe Gang, while others say Terry "Quickfeet" Allgood. Boss Dwog Chumbree will squash anyone who questions that he's the real founder!

HARN THE TWINBEARD

A wizened, old **DWEORG** infamous for his heist at the Stone, the Felmog Outrider stronghold. He also claims to be the founder of the Tricky Toe Gang, but is now in hiding after Dwog Chumbree in Bogtown put a contract out on him (p79). He's all but given up on the idea that he could ever return to society for fear of getting "offed."

- **Traits:** Ornery, used to the hermit lifestyle, gourmet cook.
- **Motivation:** Take down Boss Chumbree and take over the Tricky Toe Gang..



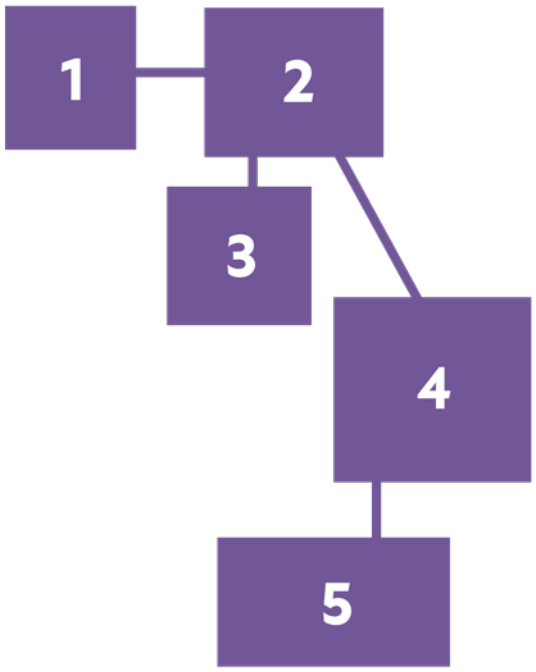
QUESTS

A TRICKY REVENGE

Harn wants Dwog Chumbree to pay, but he can never set foot in Bogtown again, or he'd be a dead dweorg. He does have a possible solution, however, if you're willing to execute it. Find Terry "Quickfeet" Allgood. They say Allgood could steal the sword from your hand without you realizing it for a week. But he's also just and fair (by thief standards), and he despises the cutthroat crime syndicate that the Tricky Toe Gang has become. It's unlikely he goes by the name Allgood now, and Harn believes he probably returned to his homeland of River Country. Go convince Allgood that the time has come to put an end to the Tricky Toes as they are today. Get Allgood face to face with Chumbree, and he'll do the rest, Harn is sure.

- Terry "Quickfeet" Allgood now goes by Papa Terry at the Rascal Row Orphanage (p227). And he wants nothing to do with crime anymore.
- However, the kids of the orphanage are constantly at risk of turning to crime, especially via the Tricky Toe Gang. Terry could be convinced using that line of logic.
- If the PCs get Terry and Chumbree in the same room, they engage in an epic duel, while the PCs must deal with Chumbree's minions. The rift between them is deep: Chumbree betrayed Terry back in the day and wrested control of the gang, turning it into the ruthless organization that it is now.
- If Chumbree is defeated, there is an immediate power vacuum and incessant infighting between the remaining high-ranking members.
  - Harn soon returns to Bogtown and takes over the Tricky Toe Gang. Turns out he used Allgood and the PCs to do his dirty work. But he swears to keep kids out of the gang, and he operates it like a traditional thieves' guild, choosing to stay out of Bogtown politics.
  - Harn sends a Tricky Toe guildie to give each PC a *Magic* item as a gift for helping him regain control of the gang.

LAIR LAYOUT



ROOM 1: THE FLOP

A dingy, dank cave with lichen webbed over greenish stone walls.

- Rotten wooden shelves stacked with corked bottles full of poisons.
- A bedroll with a lump in the center of it and a pillow stuffed with delicious smelling, black mushrooms.
  - A trap door with a padlock lies beneath the bedroll. It has an etching that reads: Unassailable Co. Negabolt Mark I. The trap door leads below to The Bunker (Room 2).

ROOM 2: THE BUNKER

Still air, slabs of flagstone, and a punishingly low ceiling. Two brass doors opposite the entrance and a small table in the center of the room.

- Both doors are locked. The left door leads to Room 3, while the right door leads to a staircase with an iron door at the end (Room 4). Both doors are identical, except the right door has marks as if someone recently took an axe to it.
- The small table has a stack of papers with what looks like architectural drawings, including a detailed image of a nose called the "Whiff Lock 9000."
  - A scrap of paper reads: "**DARKSHROOM**, **ORCHSNOUT**, **QUAGDAD**, **SOUR KEISTERCLAM**."
- Between the doors is a large brass dweorg nose bolted to the wall. The doors will only open if someone eats a **DARKSHROOM**, **ORCHSNOUT**, **QUAGDAD**, or **SOUR KEISTERCLAM** and then breathes (or farts) on the brass nose.

ROOM 3: TRICKY TOE OFFICE

Dry, dusty, wooden office room with a desk, chair, stacks of paperwork, and empty food wrappers.

- A green, paperbound book labeled "Cookbook" rests on the desk. The cookbook is a plainly recorded account of Tricky Toe payments and receipts from various government officials in Fleabag County. There is even a bribery section including the following notable names:
  - High Magistrate Orvil Kreech
  - Master Reegnus Prim II of the Free Delvers Union
  - Baron Lankershiv of River Country
  - Bodimus Harang mayoral candidate of Dunk in the Drippy Downs.
  - Krog the Tycoon
- Draped over the chair is a set of fancy clothes fit for a **DWEORG**. Inside the pocket is a key that opens Room 4.
- A book titled *Canting*, which appears to be some sort of poetic, metaphorical dictionary of terms. It is actually a full lexicon of Tricky Toe secret language.

ROOM 4: THE DRAINAGE ROOM

The iron door at the bottom of the stairs is locked. Inside, is an octagonal room with iron walls, covered in rust and grime. There is a drain in the center of the room and a door on the opposite wall.

- If someone tries to open it without the key or pick the lock, the room begins to flood with swamp water.
- The swamp water contains a hungry **BRAYING SABERFISH** (L3-B).
- Once the key is used or the lock is picked underwater, the room automatically drains and the door to Room 5 opens.

ROOM 5: LIVING QUARTERS

Small, cramped, iron-walled room with a bed and wooden footlocker.

- The footlocker is an Old Hoard (+1).
- If the door trap in Room 4 was triggered, Harn has already escaped through a floor hatch under the bed, which leads to an extremely tight tunnel leading back to the surface.
  - From there, Harn heads to Anchorbottom (p289) for a boat to Hornswoggle Port (p291).
- If the PCs simply used the key without triggering the trap, Harn the Twinbeard is in a rocking chair cleaning his firespit (a weapon that utilizes a fire-breathing lizard on a stick). Harn is utterly surprised but ready to fight for his life. He assumes the PCs have been hired by Dwog Chumbree to kill him.
  - If there's one thing he believes it's that Chumbree must be stopped. Under his rule, the Tricky Toes have become cutthroat murderers.

Orch Sty

Hex 31.19. The seat of power for Big Orch who rules over all the little **ORCHES** of Orchmire. Orch Sty is walled in by a circular wall of sharpened logs, and a terrifying stabbing gate. The place is packed with thousands of **ORCHES** living in muddy huts piled all around Big Orch's central hut. Few non-orches ever set foot inside without being shackled, but the grounds are notoriously messy with slop, garbage, junk, and flotsam strewn about everywhere, a mess that rivals Trash Mountain in Fleabag County.

Big Orch's forces are vast, always at the ready to defend the Sty, raid neighboring towns and camps, and patrol the Orchmire for intruders and rival tribes—really anyone who doesn't swear fealty or pay tribute.

BIG ORCH

A ten foot tall, bright teal green **ORCH** wearing a riversaur skull on his head and wielding a giant, two-handed maul called "Kruncha." He believes he can do no wrong and wildly overestimates his own intelligence.

- **Traits:** Aggressive, boasts about everything (even things he didn't do), highly superstitious.
- **Motivation:** Be the biggest orch, no orch is bigger.





BABY CHOMP CHOMP

Big Orch's beloved pet baby **GATOR**. Baby Chomp Chomp was wrestled out of her nest by Big Orch himself and taken as a prize to be shown off.

- **Traits:** Vicious, protective, but scared of vermin.
- **Motivation:** Follow commands so as not to anger Big Orch.

DWIMMER ORCH

A magician of sorts, Dwimmer Orch is a revered healer and wisest of the orches. He is also the leader of the Witch Cult that has influenced all of the orches of Quagmash. It is said that the Witch Cult started when Dwimmer Orch stumbled across a hidden hovel, wherein a **WITCH** resided over a number of acolytes that practiced various glamors and hexes. Dwimmer Orch is a horticulturist and knows the secrets of plants and fungus in the Quagmash.

- **Traits:** Clever, very influential, snorts giddily.
- **Motivation:** Serve Shadewand the **WITCH** and build her influence as the true master of Quagmash.



QUESTS

THE BIG BAD ORCH TOURNEY AND FOOD EAT

Big Orch demands entertainment and Big Orch gets what Big Orch wants. Each of the tribes are to choose a champion to compete in the orchiest contest that's ever been conceived; the multi-day Big Bad Orch Tourney and Food Eat! Through a loophole in the rules, anyone can enter and the victor is permitted to ask a favor of Big Orch that Big Orch must grant. The Big Bad Orch Tourney is broken into four stages: The Race, The Toss, The Brawl, and the Food Eat.

- Representatives from Broke Tusk, Slop Wood, Blood Runt, Bright Orch, Pig Knuckle, and Dread Snout (p168) all compete, hoping to win and advance their agendas (in some cases at any cost).
- To win The Race, PCs must venture to Gatormaze and

retrieve a **GATOR'S** tooth faster than any other team.

- To win The Toss, PCs compete in a gauntlet of tossing competitions wherein they toss progressively larger creatures onto lily pads: **DWERFS**, **DOODS**, and finally **GATORS**.
- To win The Brawl, PCs must survive a knock-down-drag-out battle royale where the only weapons are fish. The Dread Snouts use a **BRAYING SABREFISH** like a battering ram to overwhelm their opponents.
- To win The Food Eat, PCs must out-eat their opponents in an orch sausage (called snorgs) eating contest, at the end of which they must climb a twenty foot rope and ring a bell made from a **RIVERSAUR** skull.
- **HEROIC TITLE ACHIEVEMENT:** Win the Big Bad Orch Tourney and Food Eat.
  - ***Big Bad Orch Champ Who Got a Favor from Big Orch*** ♔. Big Orch grants the PC's request and non-hostile **ORCHES** cheer the PC as the champion forever.

LAIR LAYOUT

AREA 1: STABBER GATE

A fence made of tall sharpened sticks circles all of Orch Sty, festooned with tens of thousands of **GATOR** and **RIVERSAUR** teeth. The entrance gate itself is shaped like a tremendous toothy maw and snaps shut at random intervals to discourage intruders. Big Orch's Hut looms in the distance.

- Only a 12+ Perception Check can discern that there is a pattern to the gate. Otherwise, PCs must make a Nimbleness Check to get through or else suffer 1d12 Dread and the gate shuts closed until a group of **ORCH** (L3-G) guards arrive.

AREA 2: THE GATOR PITS

Dozens of pits connected to a huge network of tunnels, where **GATORS** travel in and out of Orch Sty freely. They protect the **ORCHES** who toss them food into the pits. Of course, many times that food is made up of captured adventurers, or **ORCHES** that have offended Big Orch.

- Crossing the pits requires Sneak Checks to avoid being spotted by hungry **GATORS** (L5-B).
- PCs could Sneak along the perimeter of the lair, but risk being spotted by **ORCH** sentries posted on the walls of the Sty.

AREA 3: THE MUD STYS

Anyone who's not an **ORCH** sticks out like a sore thumb here where thousands of **ORCHES** live on packed mud streets lined with muddy huts stacked on top of each other like teetering shelves. Constant oinking and squealing betrays the endless arguments and brutal infighting in dirty squalor.

- Realms Check with Disadvantage to avoid getting into a fight or else an ornery **ORCH** grabs a PC and clocks them in the face, causing an all out brawl in the streets.

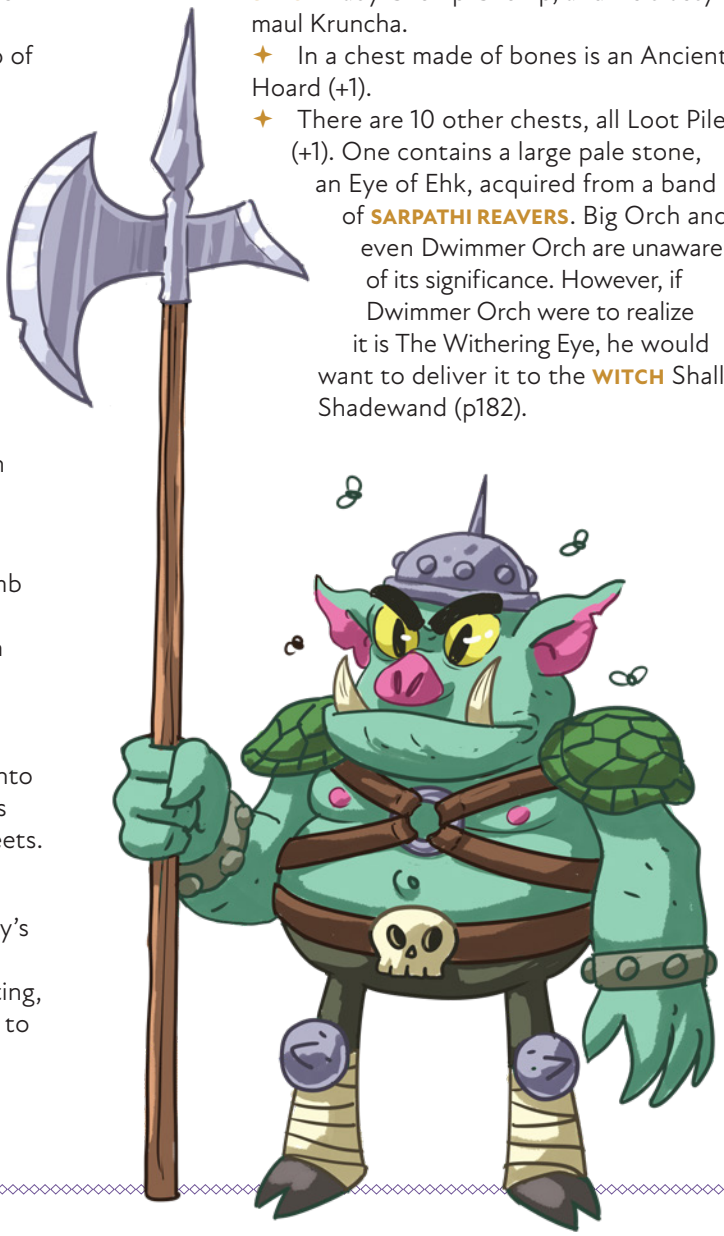
AREA 4: THE PHALANX HUTS

Moderately nicer mud huts, belonging to the Orch Sty's phalanx warriors, surround Big Orch's Hut in a circle. 3d12 **ORCH** warriors mill about, training, wrestling, eating, and sleeping. They are surely not expecting outsiders to be in Orch Sty unescorted.

AREA 5: BIG ORCH'S HUT

The largest building in Orch Sty, visible even from Stabber Gate. It would almost be majestic if it weren't so drab and ugly. Ten **ORCHES** of considerable nobility live in Big Orch Hut, mostly servicing the legendary ten-foot orch "whose snout snorts thunder."

- Big Orch (L7-C) sits in his throne as his servants attend to his every need. Next to him are his pet **GATOR** Baby Chomp Chomp, and his trusty maul Kruncha.
  - In a chest made of bones is an Ancient Hoard (+1).
  - There are 10 other chests, all Loot Piles (+1). One contains a large pale stone, an Eye of Ehk, acquired from a band of **SARPATHI REAVERS**. Big Orch and even Dwimmer Orch are unaware of its significance. However, if Dwimmer Orch were to realize it is The Withering Eye, he would want to deliver it to the **WITCH** Shallis Shadewand (p182).



Shadewand's Domain

Hex 36.24. Hidden deep within miles of **GLOOM**—the so-called Witchbreath—lies a shadowy yurt of sticks and stones, home to the infamous **WITCH**, Shallis Shadewand.

Shadewand's Witchbreath is an attempt to awaken the Gloom King's remnant **GLOOM**, which already occupies this area of the Quagmash—a disheartening force, an evil fog, dormant in this area for centuries. Shadewand's Witchbreath pales in power to the **GLOOM**; but its side effect, a terrible cough, has the Quagmash in a state of worry as there is no immediate cure for it.

LOCATIONS

- The Witchbreath Clouds
- Shadewand's Hovel

SHALLIS SHADEWAND



Thought to be five hundred years old, and her magic even older, some say Shadewand the **WITCH** (L8-C) deals in necromancy, while others say hexes. The only truth of her is that snakes and spiders skitter through her hair, and the **ORCHES** of the Quagmash worship her as a veritable swamp god.

- **Traits:** Wild-eyed, vindictive, big belly cackles.
- **Motivation:** Awaken the **GLOOM** of the Quagmash and spread it across the land.



SNICKERNACK

A one-eyed, pale **KOBOLD** (L8-G), and Shadewands's toadie in all things. He loves to mix potions and lick the spoon afterward.

- **Traits:** Obsequious, dim-witted, hits himself after mistakes.
- **Motivation:** Please Shadewand and avoid her ire.

HEX ORCH



Shadewand's apprentice in magic. A chubby, blinking **ORCH** (L4-B) that aspires to learn the deepest secrets of witchcraft.

- **Traits:** Ambitious, crafty, fumbles his spells.
- **Motivation:** Become a powerful witch.

QUESTS

THE LICH'S MIRROR

Inside Shallis Shadewand's hovel is a **CURSED** mirror—a direct link to one of the Gloom King's liches. The **LICH**, in fact, has bent Shadewand's will, forcing her to use her magic to create the Witchbreath. Only if the mirror is broken, will Shadewand be free of the lich's corruption, but few even know the *Relic* exists.

- If anyone stares into the mirror, or tries to break it, they must make a Mettle Check:

1–2	PC must Defy Death.
3–5	**CULTISTS** of the Gloom King are now aware of the PC and want to kill them.
6–8	PC suffers 1d12 Dread.
9–11	PC can Parley with the **LICH**, who assumes they are a powerful wizard.
12+	PC has the will to break the mirror, if desired.

THE ESCAPE OF PERRI APPLEWING

A **SPARROW-SPRITE** named Perri Applewing dangles in a rusty cage within Shadewand's hovel. Perri whispers to the PCs that she needs help! Perri has a message from the Order of the Ember, to warn them of Shadewand's accursed pact with a **LICH**. Perri is injured, however, and needs an escort to Thoadstool Thicket where a gnome named G. Willa Whillakers lives (p174).

- Whillakers will take care of Perri, but the gnome is embroiled in her own problems as well (see quest **The Stolen Relic** p175). A *Relic* of hers was recently stolen by a **SORCERER**.
- Whillakers believes the Ember knight named Hada should be informed of the Lich. Hada was hunting the sorcerer, but Whillakers doesn't know her exact whereabouts.

THE WITCHBREATH CLOUDS

The swirling gloom covers Shadewand's domain in patches for miles and miles, obscuring vision and causing an unsettling cough. Rumor has it that the Witchbreath stirs the dead, but few truly believe that. Vitality Check: On a 5-, a PC comes down with a persistent cough that can't easily be cured. The cough inflicts Disadvantage to Vitality and Sneak Checks.

WHAT'S THERE

THE NORTH PATCH

A fetid bog where skeletal *undead* **BRAYING SABERFISH**, **MERGA TOADS**, and **GATORS** silently scour the waters searching for prey that rarely ever comes. A long rickety, wooden bridge, riddled with gaps, stretches over the area. **ORCHES** weep with terror as they bumble over the bridge, skeletal critters snapping at their feet.

THE WEST PATCH

Home to the Old Canker, an enormous fungus in the shape of a pustulous boil. The growth glowers like a giant eye at anyone that approaches Shallis Shadewand's hovel—its wet, slimy surface reflects their faces, remembering them as they pass.

- If a PC sees themself in Old Canker, there is a 6-in-12 chance that 1d4 painful fungal cankers start growing on their body. The cankers last 1d4 hours, then drop to the ground.
- The fallen cankers hatch into a grey, incomplete copy of the person that was infected. They retain no memories, abilities, or knowledge of their progenitor, but eventually grow into exact physical doppelgangers (as **HOMUNCULI**) to roam the world as mute servants of Shadewand.

THE EAST PATCH

Where Big Orch has built an enormous shrine of bones, sticks, and fetishes to pay respects to the Shadewand—tall, stilt-mounted structures filled with various pilfered treasures and gifts.

- A group of **ORCHES** (L5-G) patrol the structures with their pikes and clubs. Stealing from the structures alerts them to attack.
- The largest structure is home to an enormous, coiled **SARGOG** (L4-C) that guards a solid gold chest containing a random *Relic* (see Relics table in Core Rulebook).

THE SOUTH PATCH

The Witchbreath is thickest here. Shadowy figures pace around in the gloom, a cadre of canker-spawns, mostly the doppelgangers of hapless adventurers and explorers that guard the area around Shadewand's Hovel.

SHADEWAND'S HOVEL

A small, two room yurt that billows plumes of Witchbreath into the air from a huge, crooked chimney.

LAIR LAYOUT

ROOM 1: THE ROOT CHAMBER

Filled with herbs, roots, and the bones of swamp animals, hung from the ceiling. Two of the **WITCH'S** agents, Snickernack and Hex Orch, are inside.

- Snickernack the **KOBOLD** (L8-G) plucks bones from the ceiling and places them into bowls filled with Witchbreath. A pile of bones stirs and jerks to life in the bowls.
- Hex **ORCH** (L4-B) draws symbols into the mud walls with a gator tooth. Together they are trying to animate the **GATOR** bones.

ROOM 2: THE CAULDRON

Shallis Shadewand, a hideously wicked **WITCH** (L8-C), toils over an immense cauldron that vomits Witchbreath up through a massive chimney pipe.

- The Witchbreath wreaths around the PCs' feet and in quick glimpses they see **SINGE VIPERS** writhing on the floor.
- Behind Shadewand, there is a chest containing an Ancient Hoard (+2), and a shelf full of books, recipes, and Components.

CHAPTER 4

RIVER COUNTRY



RIVER COUNTRY

A lush, beautiful land threaded by a magnificent network of braided rivers and waterways where humble folk have fished and farmed for generations. Traditionally locals paid tribute to the River Barony of Capstan, an elected group of governors responsible for the overall well-being of the River Country. However, over the last century the River Barony has become a self-serving class of tycoons and robber barons focused on hoarding wealth and expanding authority.

As such, the people of River Country are among the poorest in the Mucklands. The Rascals of Rascalton are famed bandits that steal from the Barons to help uplift their neighbors, while others like the quortles of Quortlen try to avoid their attention altogether.

CENTRAL CONFLICTS

- The money-hungry River Barony have squeezed River Country dry while balancing a tenuous relationship with the industrial powers of the Mucklands, namely the High Magistrate's Office of Fleabag County.
- Rascals and folk heroes steal, sabotage, and rally the people of River Country to reject the Barony's rule.
- In retaliation, the River Barony have ordered the River Watch to crack down, while the barony recruits new, nefarious allies like river **PIRATES** and big city **GANGSTERS** looking to get a slice of the River Country pie.



SETTLEMENTS

- Bubbletop (p186)
- Capstan (p189)
- Nackadonkee Hamlets (p204)
- Quortlen (p208)
- Rascalton (p211)

SITES

- Crickstop (p228)
- Logjam (p234)
- Plunge Pike Logging Camps (p237)
- The Watchtower (p239)
- The Welkin Post (p241)

POINTS OF INTEREST

- Mandrell VIllage (p242)
- Sunken Ship (p243)

ZONES

- Big Crick (p244)
- Blunder Crick (p245)
- Bubble Hills (p246)
- Diamond Run (p248)
- Giantstep Mountains (p249)
- Lake Capstan (p251)
- Logger's Run (p253)
- The Middle-Route Runoff (p253)
- The Nackadinky River (p254)
- The Nackadonkee River (p255)
- Quortlen Channels (p256)
- The Roundy Rivers (p256)

LAIRS

- The Howling Dam (p257)
- Hookfin Grotto (p258)
- The Slimy Burrow (p259)



Settlements

Bubbletop

Hex 31.3. A small, traditional bogril village where locals live in the rivers and natural geysers of their ever-green paradise. Lush, waterlogged rice paddies stretch between the babbling brooks that trickle at the feet of the Mountains of Drastica to the north. Bubbletop is ruled by a mystical sage called Todar, an elder bogril, well known for still having a tail. Todar is said to have vast knowledge of old world magic, and is even rumored to possess the secrets of dwimmercraft himself, making Bubbletop a frequent destination for those interested in unraveling the mysteries of magic.

WHAT'S GOING ON

- **WEREWOLVES** are roaming and terrorizing the outskirts of Bubbletop.
- Todar the Wise is holding trials to replace himself as leader of Bubbletop after 88 years.
- The River Barony is encroaching on Bubbletop, ruining their tranquility with giant, raucous gambling ships.

SIGHTS AND SOUNDS

1. A bogril blacksmith smelts silver arrowheads in her burning forge.
2. Two quortle children run around flying a kite shaped like a **BRAYING SABERFISH**.
3. River Barony servants boisterously make arrangements for their master, Baron Corsgo, to stay the night in Bubbletop.
4. A sculptor finishes the last touches on a statue of someone called Todar the Wise.
5. A bogril mushroom seller painstakingly arranges his wares for display.
6. A bogril instructor performs a historical play for an audience of children.

TODAR'S SPELLS

Todar the Wise is as dwimmercrafty as they come in the Mucklands. He will sell scrolls of the following spells to those he deems worthy (for Gold x2). And, if they spend a month of Downtime to do so, Todar can teach Gnomes and Wizards a single random spell from this list, which becomes a *Once every session* **ABILITY** (See Spells table in Core Rulebook).

- Animate
- Blinding Light
- Bloom
- Bookworm
- Cantrip
- Dazzle
- Faerie Glamor
- Featherweight
- Fright
- Gnomenclature
- Rune Tongue
- Telepathy

RUMORS

- Dangerous **WEREWOLVES** have traveled down the steep and harrowing mountain pass of the north to harass the town of Bubbletop.
- Todar the Wise is getting old, and needs help picking the new leader of Bubbletop.
- The River Barons aren't just annoying the bogrils of Bubbletop, they're planning a hostile take-over of the town to start up a new gambling port.

OUTBOUND RUMORS

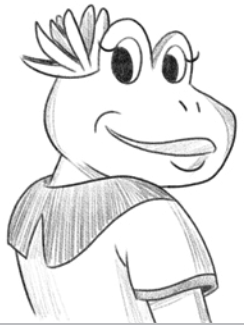
- Quogra the Tongue sends secret messages to someone named Frowl in Capstan.
- Bogrils are traveling down Big Crick to find a sacred fish called the Golden Fluke. Legend says it grants a wish to the person who catches it.
- Todar wishes to deliver a sacred stick as a gift to the Faerie Court in the Drippy Downs, who have long respected the bogril as an honored friend and ally.

TODAR THE WISE



The eldest bogril in the Mucklands and leader of Bubbletop, as well as a philosophical movement that bogrils should return to the water. Todar is a famed mystic and sage, believed to even possess the forgotten secrets of magic and dwimmercraft. Additionally, Todar has a tail, which many bogrils believe is a good omen, perhaps even the source of his mystical power.

- **Traits:** Wise, calm, very slow.
- **Motivations:** Find a replacement to run Bubbletop and preserve its culture so he can retire.



REMA REEV

The choice candidate to replace Todar as leader, though she doesn't want the responsibility. Rema is young and imaginative, yet shies from the opportunity for leadership. Todar considers her his pupil, but has yet to convince her to take his mantle.

- **Traits:** Caring, impressionable, painfully shy.
- **Motivation:** Live life her own way without too many people counting on her.

QUOGRA THE TONGUE



A cunning bogril that might make a good fit as leader. Though Quogra has every interest in taking the seat of Todar, he often shirks his more difficult responsibilities.

Traits: Sly, the king of smarm, fun-loving.
Motivation: Replace Todar as leader of Bubbletop.



PRAM BYGOR

An unimpressive boggart **MERCENARY** (L2-B) recently hired by Todar to help defend the town from **WEREWOLVES**. Pram has not encountered the wolves himself and isn't sure there are even such things as werewolves, but he lazily accepts Todar's generous weekly payments to stick around.

- **Traits:** Smug, lazy, not qualified for the job.
- **Motivation:** Embellish his exploits and avoid trouble.

BARONESS VEKTORIA



Dressed in the finest gowns and jewelry, Baroness Vektoria isn't pleased until she gets exactly what she desires. And what she wants is Bubbletop. She views it as full of prime targets for gambling. Her vessel, the *Sleeping Ryzophant*, is a luxury casino decked out with gourmet food and amenities.

- **Traits:** Rude, entitled, heartless.
- **Motivation:** Take over Bubbletop.

QUESTS

THE NEXT IN LINE

With the kindest of eyes, Todar the Wise solicits your help to pick the next leader of Bubbletop. He asks that you assess two candidates: Rema Reev and Quogra the Tongue, to determine if they each could maintain the peaceful nature of the bogril refuge. Todar suggests testing Rema's confidence, and Quogra's patience.

The Rites of Rema

- Todar recently asked Rema to find evidence of **WEREWOLVES** but she is too afraid to try.
- Rema once used dwimmercraft to "convince a boat" owned by a local bogril fisherman named Galeb to fix itself after it was damaged on a rock. But she won't try to do it again.
- Rema has a crush on Quogra and wants to ask him to the Firefly Festival next week, but doesn't have the courage. However, if she ever found out that Quogra is quite unscrupulous, this would turn her off.

The Trials of Quogra

- Todar would never approve of sinking the *Velvet Saber*, but that's just what Quogra intends to do in order to get rid of the River Barons.
- Quogra lacks skill in dwimmercraft because he takes shortcuts. The only way he'll ever become dwimmercrafty is if he calms his mind and relearns the basics of Todar's teachings.
- Quogra is madly in love with Rema and wants to surprise her by making her favorite dessert: a bogril buttermash pie. But Quogra keeps putting off learning how to bake.

THE ERSTWHILE APPRENTICE

Todar recently received word that his former apprentice, a young quortle named Cork, has gone missing. She is a rambunctious spirit, and often goes gallivanting across the River Country, but folks in Quortlen are worried.

- If the PCs find Cork and return her to safety, Todar will find them worthy of buying and learning his spells.
- Todar has fondness for Cork but could not tame her wild spirit and teach the learnings of scrolls and books. He fears that dark powers could claim her if she's not careful.
- Keenyn Weeway in Quortlen believes Cork went exploring down the Quortlen Channels, or even Blunder Crick.
- Cork is actually in the Sunken Ship, lying low because a fiend named Frowl is after her for her magic capabilities (p243).

WOLVES IN THE WATER

Some say **WEREWOLVES** scour the rice paddies and Todar is deeply worried by this. He doesn't believe the newly hired **MERCENARY**, Pram Bygor, has what it takes to defend the town. Join Pram to scout the area and report back if there are **WEREWOLVES**.

- The **WEREWOLVES** are a pack of three. Krow the Ghostly Eye (L4-C), the oldest, leads the other two: Felda the Fanged (L3-B) and Hedwig the Slasher (L3-B). They can smell Todar's hidden treasure in the rice paddies and will stop at nothing to possess its secrets.
- If the PCs return to Todar without fighting the **WEREWOLVES**, he'll share that they must retrieve the treasure, which can aid them against the werewolves. It's buried deep in the mud, but Todar can't remember where exactly.
- The **WEREWOLVES** pack skulks in the night, combing the paddies for the treasure. They attack the PCs if caught, or if they believe the PCs are after the hidden treasure themselves.
- The treasure is not, however, what the werewolves were expecting: a book called *Good Magic* by Abner Twifflemoot. The book contains spells that improve the potency and taste of home cooking, help gardens grow, aid in lifting **CURSES**, and the repelling of evil adversaries. If the werewolves find out about its powers, they work to destroy the book instead.

THE RIVER BARONY BALL

Quogra is beside himself with concern. The Baroness Vektoria is hosting a ball on the *Sleeping Ryzophant* to convince Todar and the residents of Bubbletop that a permanent gambling operation would be tremendously beneficial to them. Quogra believes something nefarious is afoot, and wants to sink the *Sleeping Ryzophant*. Actually, he wants *you* to sink it, while the festivities are underway. It's the only way to bring peace and quiet to Bubbletop!

- Baroness Vektoria is bringing more than a party, she's hiding a horde of **ORCHES** (L2-G) in the cargo hold to kidnap Todar and force him to proclaim her Mayor of Bubbletop if the decision doesn't go her way.
- The vessel is heavily guarded by **GUARDS** (LG-4), and lavishly decorated. Bubbletop residents and Capstan elites are invited to eat, enjoy live entertainment and of course play Rascal Rummy or Huzzah.
- If Todar finds out, he'll want to stop Quogra. He asks the PCs immediately to find a diplomatic option. If the PCs get the Barony out of Bubbletop diplomatically, Todar rewards them with a random *Magic* item (see Magic Items table in Core Rulebook) and scolds Quogra for his recklessness.

Capstan

Hex 39.7. The unofficial capital of River Country, located on the small island in the center of Lake Capstan. The River Barony rules here, mostly by proxy, as their vast fleets of gambling boats are usually meandering through the waterways of River Country, building wealth, influence, and power. Famously, Baron Lankershiv's *Red Dorgon* is anchored in Capstan as the cunning noble works to grow his powerbase.

DISTRICTS

- Baron's Quay (p189)
- Guildmonger District (p197)
- Slumsville (p201)

BARON'S QUAY

The waterfront of Capstan is speckled with the glittering vessels of the River Barony. Each of the three largest riverboats gleam like floating palaces and host hundreds of high society nobles, gamblers and lucky rascals. Definitely the place to be if you want to rub elbows with the powerful or gamble ludicrous sums.

LOCATIONS

- The Emerald Wyvern (p192)
- The Black Drake (p194)
- The Red Dorgon (p195)

SIGHTS AND SOUNDS

1. A fat river baron scolds laughing children for tugging his illustrious cape.
2. Two barony guards eye a group of Rascals that smile back at them slyly.
3. An auctioneer rattles off a series of accepted bids for a golden, dragon chalice until a goblin winner exclaims: "At last, it's mine!"
4. A hoity-toity merchant raps their staff on the dock and several boggles race out of the boat house to unfurl a green carpet.
5. A rookie River Watch officer periodically questions locals about missing persons, gnomes specifically.
6. Bugbear privateers gamble with dice at the base of a red ship's embarking ramp.

RANDOM RIVER BARON

Roll 5d8 to create a River Baron docked at Baron's Quay.

	FIRST NAME	LAST NAME	BOAT PREFIX	BOAT SUFFIX	KNOWN FOR	SECRET
1	Excaveer	Krumpenhouse	The Crimson	Dragon	Wild, week-long parties.	Plans to take down Baron Lankershiv.
2	Vellio	Scarburloon	The Rambling	Queen	Shaking down locals for tax payments.	Knows too much about an embarrassing incident involving Baron Corsgo.
3	Fetricia	Henwaith	The Grand	King	Gambling tournaments that draw the best players.	Stole and murdered their way to fortune.
4	Aggron	Vel Humminy	The Imperial	Riversaur	Hosting influential Guildmongers and nobles.	Desperate for cash and almost bankrupt.
5	Ramrod	Smarm	The Raucous	Ryzophant	Cavorting with criminals.	A mole allied with the Rascals of Rascalton.
6	Kandeed	Orvendio	The Magnanimous	Lady	Schmoozing with River Watch brass.	Smuggles illicit goods into Fleabag County.
7	Charmane	Pumperdoodle	The Glittering	Lord	Being a ruthless landlord.	Allied with the Felmog.
8	Yevindra	Skymiser	The Golden	Dream	Incredibly good looks and unmatched style.	Having an affair with the spouse of a prominent River Baron.


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Capstan
1. Baron's Quay
2. The Emerald Wyvern
3. The Black Drake
4. The Red Dorgon
5. Guildmonger District
6. Captain Braag's Map Company
7. Goose And Gander
8. Miriam's Arrows
9. Monger's Market
10. Slumsville
11. Capstan River Watch Command Tower
12. Roodie's Rummy House

THE EMERALD WYVERN

The resplendent river boat, *Emerald Wyvern*, is the favored getaway for the Mucklands nobility, or if the rumors are to be believed, those who dabble in the occult. The opulent parties often precede strange occurrences in Capstan.

RUMORS

- Gnomes, *Magic* item wielders, and dwimmercrafty folk often disappear in Capstan.
- A secret society meets at the *Emerald Wyvern* on the first full moon of every month.

BARONESS ILLIANA YOLOK

Known for her tremendous beauty and high society status, she is respected by both Baron Lankershiv and Baron Corsgo for her cunning and her influence with the Felmog Outriders. Always adorned in ornate green clothing and accompanied by her pet wyvern, Beryl.

- **Traits:** Socialite, highly secretive, haughty.
- **Motivation:** Avoid the petty River Barony politics by making powerful Felmog allies, then dethrone Lucifus Lankershiv and take control of the River Barony.





FROWL THE MAGNIFICENT

A blind, dwimmercrafty boggart. Frowl's teeth are almost entirely gone and his tongue is unnaturally long, but the hunched **WITCH** always seems to be in good cheer and health. In actuality, Frowl is a sarpathi in magical disguise intent on gaining arcane power.

- **Traits:** Odd, creepily cheerful, cryptic.
- **Motivation:** Find and sap the power from fledgeling magicians; or else control them to do the sarpathi's bidding.

QUESTS

THE MYSTERIOUS MISTER FROWL

The ancient, odd fellow Frowl is looking for something important. Not treasure, but people with gifts. He wishes to teach them magic, and spread the power of dwimmer to more people in Eem, lest the craft be tragically lost. Frowl will pay handsomely from his trove of scrolls for every name and location of a dwimmercrafty person. And he would be very grateful if you could convince a quortle named Cork in Quortlen to meet with him. They are known to be unruly and dangerous, but a little guidance would go a long way.

- Frowl is not actually a boggart, he is a **SARPATHI HIEROPHANT** (L5-C) who has disguised himself with arcane illusions. He intends to kidnap dwimmercrafty folks, especially Cork, and steal their magic.
- Frowl has a locked basement in a derelict fish packing building called the Silver Sardine Co. located along the docks where the *Emerald Wyvern* is laid to anchor. There he presumably stores his potions, but the room is filled with the belongings of dozens of people.
  - The Silver Sardine is guarded by two mercenaries. A swarthy human **WARRIOR** named Bernard (L1-B), and hulking **DRATCH** called Lopak (L5-B).
  - There are letters from all over the Mucklands. Each is a correspondence between gifted, dwimmercrafty people and Frowl, and they all end the same way: the sender can't wait to meet Frowl in Capstan.

THE EMERALD WYVERN BALL

A messenger brings you a golden envelope containing an invitation to Baroness Yolok's ball aboard the *Emerald Wyvern*. Word of your party's exploits has reached her ears and she thinks you'd all be a wonderful addition to mingle with high society.

- Upon arriving at the *Emerald Wyvern*, the PCs are taken to a regal room where they are to await the Baroness' arrival. The room is locked from the outside, and a few moments later, clouds of gas flood the room, putting the PCs to sleep.
- Upon waking, the PCs are surrounded by hooded **CULTISTS** (5×L3-G, 2×L6-B) chanting strings of words in a sorcerous language. The Baroness is among them, attempting to make contact with the Gloom King, an ancient sorcerer responsible for the destruction of the old world.
- The ritual requires that the Baroness steals the memories of the PCs by drawing them out into a small bottle. Each PC makes a Mettle Check to avoid forgetting who they are.
- The Gloom King's voice comes from the mist, and the room falls silent as he speaks: "Are you a wizard?" The Baroness answers that she will be, should the Gloom King teach her. The Gloom King replies, "Then you are nothing." The Baroness' eyes light up with disappointment and confusion. Dark energy blasts the room and the boat shudders as the cultists are thrown off their feet.
- The PCs are shaken from their stupor, but those who failed their Mettle Check are still unable to remember who they are. They only remember if they retrieve their memories from the Baroness's bottle.
- **HEROIC TITLE ACHIEVEMENT:** All PCs that retrieve their memories from the bottle gain the following Heroic Title.
  - ***Gloomtouched*** ♔. PC has encountered the power of the Gloom King and had their memories mingle with darkness. Gain Advantage on Mettle Checks against *undead* magics.
- If the PCs attempt to escape, the cultists chase them down so they can finish them off. No witnesses.

THE MILL

Baroness Yolok has gotten word that Baron Lankershiv has built an expensive new mill in Capstan to expand his income. Apparently shrym engineers are involved, which seems very suspicious. Sneak into the mill at the edge of Capstan and report back to Yolok.

- The mill is actually a facility for placer mining, to pan for gold and other precious metals in the river.
- A small group of shrym engineers are active all day working the machinery. At night, they sleep soundly in the barracks while six trained **DOGGARTS** (L5-G) roam the facility. If the machine is activated, it makes a loud ruckus.
- The machine is not easy to operate (Tinker Check with Disadvantage). On a 9+, the machine pans for gold in the river and produces the equivalent of 1 pouch of Gold Coins per day as well as 1d6 Elemental Components.
- A locked vault contains 3 pouches of Gold Coins, and 3d6 Elemental Components.
- If the PCs tell Yolok, she wants them to bribe an engineer to under-report the daily haul, and give her a cut.
- Tricky Toe gangsters have also become suspicious of the facility and attack the PCs once any precious metals are retrieved. Even if the PCs escape, the gang tries to get rid of the engineers and take control of the machine for themselves.
- The shrym engineers report anything suspicious to Lankershiv who sends a group of **GUARDS** (L5-B).



THE BLACK DRAKE

The most magnificent river boat in all of River Country, the *Black Drake* is a dark wood barge with silver trim, boasting a sophisticated shrym water wheel that puts the *Red Dorgon* to shame. Owned by Lankershiv's rival, Baron Corsgo, the ship is considered by many to be the most opulent and extravagant vessel in all of the River Barony. The gambling tables are almost exclusively frequented by rich merchants and nobles, and clientele of ill repute are unwelcome.

RUMORS

- A two-headed **RIVERSAUR** is terrorizing the crew of the *Black Drake*.
- Baron Corsgo wants nothing more than to defame Baron Lankershiv and leave him destitute.
- Corsgo considers his son Skylor to be a leech and a loser.

BARON ANLAR CORSGO



Owner of the *Black Drake* and the Lankershiv family's rival for control of River Country. Corsgo is infamously cruel and said to own a **RIVERSAUR** called Ravanax, which he spoils profusely by feeding it gamblers who can't pay their debts. Corsgo despises Lankershiv more than anyone in the world.

- **Traits:** Covetous, stuck-up, dotes on his pet riversaur.
- **Motivation:** Dethrone Lucifus Lankershiv and take control of the River Barony.



GRUNDAR THE GRUNT

A squat but sturdy bogril working as Baron Corsgo's enforcer. Grundar is feared amongst the Capstan underworld because he wears the key to Ravanax's pool around his neck and has fed many poor souls to the beast.

- **Traits:** Brutish, smug, enjoys humor at other people's expense.
- **Motivation:** Use his position to provoke, punish, and bully people to feel powerful.

QUESTS

THE BEAST OF THE BLACK DRAKE

Baron Corsgo is looking for big game hunters in secret. A monster, a two-headed mutant **RIVERSAUR**, lurks in Lake Capstan and harasses the *Black Drake*. The ship is far too beautiful and expensive to risk. Not to mention the beast is frightening Corsgo's prized pet, Ravanax. Destroy the monster and earn 1 pouch of Gold Coins, or a line of credit at the gambling tables worth 3 pouches of Gold Coins.

- The **RIVERSAUR** (L7-C) is at the eastern edge of Lake Capstan.
- Investigating the riversaur reveals another individual looking for the beast, a boggle **WITCH** called Izzig. The boggle is after the **RIVERSAUR** for "many dastardly infractions far too terrible to articulate" and offers to catch it together.
- Izzig is responsible for mutating the beast under orders from Baron Corsgo himself, so that the monster could be used to destroy Baron Lankershiv's *Red Dorgon*. But when the beast escaped it turned on them. As the fight begins, he pretends to perform a "calming spell" but is in fact hexing the beast with a new control **CURSE**. There's a 4-in-6 chance Izzig fails to regain control, and if so, he has orders to destroy the beast.

GREMLINS TO BETSY

Grundar has it on good authority that Baron Lankershiv is hatching a scheme to destroy the *Black Drake*. If you investigate and stop Lankershiv's plan, Grundar will compensate each of you with 1 pouch of Copper Coins, and maybe even expunge your bad reputations in River Country (assuming you have one).

- Baron Lankershiv intends to sneak **GREMLINS** aboard the *Black Drake* to devour the shrym waterwheel engine and ruin Corsgo's prized vessel. Lankershiv has already purchased the **GREMLINS** which are in cages aboard the *Red Dorgon*.
- Lankershiv plans to unleash the **GREMLINS** in two days when Corsgo hosts a Diamond Run Regatta Ball to hype the upcoming event and honor his nephew Skylor for winning again last year.
- If the **GREMLINS** are released on the *Red Dorgon* instead, Lankershiv's plan backfires royally. Grundar loves this and doubles the PCs reward.

THE RED DORGON

Flagship of the mighty Baron Lankershiv, this resplendent boat glows with paper lamps, crimson banners, and throws a fireworks show every first week of the month. The ship boasts a hundred gambling tables, two dining halls, the Baron's palace, and an entertainment deck always teeming with the elite of the elite.

THE CASINO

- By invitation only, except during the first week of the month when gambling is open to all, the *Red Dorgon* casino is the place to game on the riverways (see **The Brokehouse** for available Games p225).
- Silver entry fee and formal attire is required.
- Slot machines cost Copper. Roll 1d100: On a 98–100, win 1 pouch of Gold Coins.
- The casino is regularly packed with the most infamous folk in the realm. Nobles like Tormac Towertop, Slek Slorgood, and Grong the Moneychanger all make regular appearances, as well as gangsters like Gode "The Toad" Tripletoe and Frowny Cinch.

RUMORS

- Baron Lankershiv stole a prized book of herbal recipes from Quortlen. But not just any recipes, these are focused on prolonging a person's life.
- The *Red Dorgon* vault is filled with riches, wonders, and *Magic* items. Definitely the greatest score in River Country and every Rascal of Rascalton wants in on the inevitable heist.
- Despite his great wealth, Baron Lankershiv owes money to many different factions.
- Baron Lankershiv cut his son Rorey out his will and replaced him with his niece Lucky.
- Some think Lucky Lankershiv is in a secret romance with Baron Corsgo's son, Skylor, much to the chagrin of Lucifus.

BARON LUCIFUS LANKERSHIV

The unchallenged master of the Lankershiv crime family and their magnificent casino barge, *Red Dorgon*. Lankershiv is stupendously wealthy, and known for his brilliant strategic mind. The Baron of Barons, as he's frequently referred to, is the most powerful of the River Barons and has a reputation for foul play. Even the Tricky Toe Gang, for all their influence, are careful not to cross him.

- **Traits:** Cunning liar, pompous, biting sarcasm.
- **Motivation:** Become the undisputed ruler of River Country and demand taxes from all of its inhabitants.





LENDY "LUCKY" LANKERSHIV

The beloved niece of Lucifus Lankershiv and the most trusted confidante of the River Baron. She keeps the family's secrets as close to her vest as she keeps the family books. Lucky got her nickname from the only time she beat her uncle Lucifus at cards, which even he applauded, believing it was a sign that she was ready to take over the family business. Lucky, though a true Lankershiv at heart, is a bit of a softy and abhors violence.

- **Traits:** Haughty, meticulous, delicate flower.
- **Motivation:** Take control of the River Barony, and put an end to the infighting and violence.

TRIPLETOE KROOGAR

The Tricky Toe Gang's top boggart **GANGSTER** for doing business with the Lankershiv empire. Kroogar works with the Baron behind closed doors to arrange "special visits" with the poor unfortunates that can't pay back their debts. Kroogar is also no fan of the Rascals of Rascalton and has attempted to "grease that blowhard Honest Jym" on many occasions.

- **Traits:** Brutal, double-crossing, smug grin.
- **Motivations:** Use the River Barony to help get rid of the Rascals of Rascalton so it becomes Tricky Toe territory.



QUESTS

CAN'T ROB A THIEF

Baron Lankershiv owes a lot of coin to Unassailable Co. for the building of the *Red Dorgon* and its considerable security measures. But, the Baron is tired of being held under the Unassailable heel and wants you to rob one of their shipping barges, *Ironhold*, awaiting maintenance in Baron's Quay. Infiltrate the ship and crack the safe in the cargo hold. Keep any knickknacks, but all the Coins go to Baron Lankershiv. Importantly, Unassailable Co. cannot learn that the Baron is involved, or else!

- 12 Unassailable Co. **GUARDS** (L1-G) stand watch on the *Ironhold*. A hightech shrym alarm system is wired to alert them if any doors are opened without proper authorization.
- Soon after the PCs board the ship, it leaves Baron's Quay for Lake Capstan.
- The safe must be cracked (Lockpicking Check with Disadvantage). It contains an incredible amount of Coins (10 pouches of Gold, 10 pouches of Silver, 20 pouches of Copper) in addition to 3 random *Magic* items (see Magic Items table in Core Rulebook).
  - Lankershiv puts a bounty on the PCs if even a single Coin goes missing and the PCs didn't conceal their identities, or they are discovered.



THE BLACK BOOK

Collecting debts from sorry gamblers who lose big at the Rascal Rummy tables is commonplace on Baron Lankershiv's riverboat, the *Red Dorgon*. But when a soft-spoken old dweorg, known as Black Byll, lost their life's savings the previous night, the only way they could pay up was by trading a mysterious black book. Byll assured Tripletoe Kroogar that the book was magic and would make the Baron rich. But the moment Lankershiv took the book, its pages began slowly filling with a complete account of all the Baron's worldly possessions. At first, the Baron thought it was a cute parlor trick. But he soon realized that as the book filled itself, the Baron's treasures and possessions were disappearing. In fact, anything cataloged in the book disappears the moment the invisible pen makes its last stroke. Break the **CURSE** of the book and return the Baron's missing treasures and he will reward you with *Magic* items from his own collection.

- The black book has no written name and the pages are filled with a full accounting of all Baron Lankershiv's treasures. Lore Check: the book is called the Treasure Ledger, created by a wizard thief centuries ago and has been used in a few high profile heists by wizards and witches that know how to unlock its power with a password. The phrase is only known by Byll: "Ledger, ledger, booty dredger, make a note of all my treasure!"
- Anyone who touches the book starts to lose their Coins and valuable items. The stuff magically materializes on Byll's skiff and an account of the lost items are written into the the Treasure Ledger.
- Investigating Byll: Gamblers at the Rascal Rummy tables confirm that the dweorg is a **WITCH** (L6-B). The staff or guards reveal that Byll left the *Red Dorgon* shortly after giving the book to the Baron. He used a rickety skiff to disappear into the hazy river at night and looked to be really struggling with piloting the small boat. The reason? The boat is laden with treasure stolen by the book, the equivalent of a Mythic Hoard (+2).
- Finding Black Byll requires tracking the dweorg downriver towards the Quagmash, where they aim to sail from Anchorbottom to Conch. But Black Byll has stolen so much, they've drawn unwanted attention from Hookfin Horde **PIRATES** (1xL5-C, 2xL4-B, 10xL2-G). The **PIRATES** try to steal all of Lankershiv's treasure and attempt to dispatch anyone who tries to stop them.
- Baron Lankershiv and Tripletoe Kroogar will be furious if the PCs fail to retrieve the treasure. The Baron partly blames Kroogar, who in turn will unleash his frustration on the PCs.

GUILDMONGER DISTRICT

The beating heart of the Capstan economy. Shops and carts line the wide streets and square, thriving with bartering, haggling, and sales pitches as the Guilds of Capstan peddle their wares. The Guildmonger District is also home to the Guildmongers Faction, merchants who run the First River Bank, lending money to River Barons and the River Watch.

LOCATIONS

- Goose & Gander (p197)
- Captain Braag's Map Company (p198)
- Mongers Market (p199)
- Miriam's Arrows (p200)

SIGHTS AND SOUNDS

1. Several bogrils wait in an unemployment line, holding their hats in their hands.
2. An arrow whizzes into the ground near the feet of a goblin **MERCENARY** standing outside of Miriam's Arrows. A voice from inside shouts: "...and Stay Out!"
3. A bogril sitting on a barrel flips a sign that reads "Closed" to "Open" then pulls an eel out of the barrel and suddenly gets a jolt.
4. Two boggarts admire a suit of polished platemail armor in a shop window.
5. An owl stares from the window of Winifred's library. It hoots and spins its head before picking up a book with its beak and placing it neatly on a shelf.
6. A boggart kid tries to pull their mother into a shop called Big Yellow Y, screaming, "But mom, they have sparklers!"

GUILDMONGERS AND GUILD COINS

GUILD COINS

Among the Guildmongers, Guild Coins are valued even more than regular coinage. PCs that acquire Guild Coins can use them to purchase rare, expensive items or bulk goods from a special list.

GUILD ITEMS AND LUXURIES

Costs 1 Guild Coin

- *Magic* Item
- Invitation to the River Baron Gala
- 100 Materials
- 20 Components
- Baron's Quay Dock Space: Park your vessel among the social elite.

Costs 3 Guild Coins

- *Relic*
- River Yacht: A luxury vessel, outfitted with cushy living quarters and kitchen. Equivalent in size to a schooner.

GOOSE & GANDER

A fine dining establishment frequented by all of the River Barony. The ambience is divine, the decor is gilded and gaudy, and the wait staff are stuck-up jerks (just like the patrons). While incredibly difficult to secure reservations, generous bribery tends to move the needle. There is a strict dress code, however: all patrons must wear fine, stylish clothing worthy of the River Barons.

RUMORS

- You're liable to rub elbows with the most famous of the famous at Goose & Gander. Just make sure to be dressed to the nines.
- Commandant LeChar goes to the Goose & Gander every Twosday and orders the Distressed Humongoose Liver Mousse & Salty Liverjack Puree.

Menu

Gold

- Cider-Braised Ramgore Shank with Fermented Dragon Lily. Gain +1 Vitality for the session.
- Grilled Crawlbad Tail with Hand Pulled Rivergold. Gain +1 Nimbleness for the session.
- Distressed Humongoose Liver Mousse & Salty Liverjack Puree. Gain +1 Might for the session.
- Barbecuda Pâté with Capstan Herb Medley. Replenish 1 Quest Point.
- Lightning Eel Parfait with Frost Jelly Extract. Heal 2 Courage.
- Old Vintage Capstan Sack Wine. Gain +1 Charm for the session.

CAPTAIN BRAAG'S MAP COMPANY

A hole-in-the-wall shop stuffed with treasure maps and obscure atlases. Captain Braag, a former dungeoneer, specializes in studying hidden and lost cities.

TREASURE MAPS FOR SALE

Captain Braag sells treasure maps for Gold. The maps always lead to some sort of dungeon or lair with a random, unknown Treasure Hoard (roll below):

1	Loot Pile
2	Loot Pile
3	Old Hoard
4	Old Hoard
5	Ancient Hoard
6	Mythic Hoard

Also roll a random Hex in the Mucklands realm to determine where the map leads the PCs. Roll 1d50 (1d100 halved) and 1d30 to generate a Hex number, like 42.27. To simulate 1d30, first roll 1d6 (for the tens digit) and then add 1d10. On the d6: 1 & 2 = 0; 3 & 4 = 10; 5 & 6 = 20.

If using a **RANDOM DUNGEON**, it costs 5 Keys to find the randomly generated Treasure Hoard.

RUMORS

- Dungeoneers and **ORCHES** are flocking to Quortlen to search for sunken treasure, and all because of Captain Braag's Map Company shop.
- Captain Braag sells can't-miss maps that will make you insanely rich!

CAPTAIN BRAAG

An ex-dungeoneer that spends his days exploiting his pilfered knowledge of the Underlands. Recently, he sold a trove of maps to orches, sarpathi and enterprising dungeoneers that detail the hidden city of Quortlen, gaining him many quortle enemies.

- **Traits:** Braggart, liar, shameless salesman.
- **Motivation:** Earn a quick buck at anyone's expense.



QUESTS

THE WRONG MAPS

Captain Braag needs help out of a jam. He recently hired Felmog Outriders as bodyguards to protect him from the Rascals of Rascalton, paying them in treasure maps. Well, he accidentally gave them a fake map, and then gave away the real map to a Soot Finger **THIEF** named Scant. Braag is sure that the Felmog Outriders have gotten wise by now and will come for retribution. Go track down the real treasure map from Scant and hurry back before the Outriders return and do something rash! Braag will give you two (random) treasure maps. They're real, he swears!

- Scant the boggle **THIEF** (L8-B) is on his way to a cave called Raldar in Hex 44.8 where the treasure map leads.
- Scant doesn't care about Braag's predicament, especially if he learns that the captain intended to give him a fake map. He suggests that he and the PCs split the treasure at Raldar Cave, a **RANDOM DUNGEON** with an Old Hoard (+2).
- The Hammer (**FELMOG KNIGHT** L7-C) is returning from southern Used T'Be Forest after following one of Braag's fake maps, and he has a mind to make the captain pay. He arrives on Braag's doorstep in 7 days.
- The Hammer will search for Scant and the PCs if they don't return with the real treasure map, and he wants all of their loot!

MONGERS MARKET

The main square at the center of the Guildmonger District. Red awnings with orange tassels dance in the wind over the clatter and clamor of coin and trade.

GOODS FOR SALE

- All *Mundane* Items for sale.
- *Magnificent* item of choice. Cost equals the *Mundane* item cost + Gold.
- All Components for sale.

RUMORS

- Yolunda Widgetmonger sells her wares at such low prices because she steals them from Subterranean Pits and Lairs LLC.
- Grong the Moneychanger acts buddy-buddy with the the River Barons Lankershiv and Corsgo, but he really wants them out of his hair for good.
- Jinchin the Ironmonger's estranged daughter joined the Bogril Bulwarks against her mother's wishes.

GRONG THE MONEYCHANGER

Guildmaster of the Guildmongers, and leader of the First River Bank of the Guildmongers. Grong is a huge boggart draped in billowing, heavy robes tied off with jingling golden chains and adornments. He not only runs the bank, but also a minting facility that hammers out new Guild Coins.

- **Traits:** Fastidious, gaudy, arrogant.
- **Motivation:** Control the River Country economy to set the stage for his take over of local governments.





YOLUNDA THE WIDGETMONGER

Sole proprietor of the Big Yellow Y, she sells the cheapest products in all of River Country, everything from kitchenware to adventuring gear. A fiery haired boggart, Yolunda is quite beautiful and many young guildies have attempted to woo her.

- **Traits:** Charming, flirty, knows exactly what she's doing.
- **Motivation:** Earn everyone's respect and admiration at any cost.

JINCHIN THE IRONMONGER

A weapons and armor smith who runs a series of shops in River Country. Jinchin is most famous for her outrageous prices, and even more outrageous temper. She has an estranged daughter, who she pretends doesn't exist.

- **Traits:** Guarded, impatient, proud.
- **Motivation:** Reunite with her daughter if she can and put years of bad blood behind her.



QUESTS

FUNDING THE ENEMY

Grong the Moneychanger has heard of your exploits and has a very important job for you. Baron Lankershiv is grossly negligent in paying back his massive debts to the First River Bank, making Grong very unhappy. Yet, Grong seems to take great delight as he asks you to approach Baron Corsgo in secret. Tell Corsgo that the First River Bank will quietly fund his attempt to outrank Lankershiv in the Barony.

- Baron Corsgo is skeptical of Grong's proposal, but accepts because he wants nothing more than to ruin Lankershiv.
- Lankershiv's **MERCENARIES** (3×L5-G, 1×L5-B) eavesdrop on the meeting and spring to attack.
- Lankershiv and Corsgo, expecting all out war, gather their forces and allies—just as Grong intended. Grong pays the PCs 1 Guild Coin and offers 2 more if they cause both sides to destroy each other.

HIDING THE GOODS

Yolunda the Widgetmonger has a problem. River Watch constables have been sniffing around her business and she needs to get rid of a less than legal shipment of high-grade dynamite she stole from a SPL riverboat last winter. Find a way to conceal it from the River Watch inspectors for at least two days.

- The River Watch inspection team is led by Illios Mornywig, a scrupulous goblin with one weakness: Fizzy Wiz Cola.
- If Subterranean Pits and Lairs LLC catch wind, they send a group of **BOUNTY HUNTERS** (L3-B) after Yolunda and the PCs.

MY DAUGHTER THE BULWARK

Jinchin the Ironmonger can barely admit it, but she misses her ungrateful daughter Mamsy. Mamsy is apparently *Paladin Mamsy of Bogwatch* now (p342), and left some years ago to pursue a life dedicated to protecting justice in the Mucklands. Jinchin hasn't told anyone, but she's ill and doesn't have long left. Find Mamsy and persuade her to come home and take over the business as she was meant to. In exchange, Jinchin offers each PC a Guild Coin.

- Mimsy is stubborn and enjoys her life as a Bulwark Paladin. She and Jinchin had a terrible falling out when her mother disowned her. A PC would really have to make her feel guilty about her mother's illness, or appeal to the tiny part of her that misses the comfortable lifestyle she once had.

MIRIAM'S ARROWS

A colorfully painted little shop in the Guildmonger's District, famed for selling a variety of non-lethal, highly inventive projectiles that are considered the best in the Mucklands.

MIRIAM'S STOCK

Silver

- One-Two Punch: A boxing glove arrow that strikes the target twice.
- Confetti Betty: A dazzling arrow that leaves a Hit target **BLINDED**.
- Grappler: An arrow carrying a high-tensile 30-foot cord that can hold 1000 pounds.
- Gutter Gloop: An arrow that erupts with ultra-sticky gutter glue upon impact. On a Hit, the target is **ENTANGLED**.
- Wizbanger: On a Hit, the target and anyone Close suffers Dread and is **DEAFENED**.
- Spooky Poker: An arrow doused in ectoplasm, inflicting double Dread to ghosts.
- Stinker: An arrow that emits a stench so foul it could make an ettin sick.
- Meat Lover's: A salty sweet, delicious-smelling compound beloved by meat-eating critters and creatures.
- Melter: On a Hit, erodes any *Mundane* metal in seconds.

MIRIAM THE FLETCHER

A bogril fletcher, bowmaker, and legendary markswoman. Miriam founded Miriam's Arrows to promote non-violent alternatives for protection from adversaries at a distance. Miriam has created an amazing array of arrow alternatives that would astonish even the most accomplished shrym engineers.

- **Traits:** Inventive, gossiper, eager to please.
- **Motivation:** Provide adventurers non-lethal, defensive equipment.



QUEST

THE FLETCHER'S FETCH QUEST

It's a little known fact that **HARPY** feathers make the best arrow fletching. But obviously, those are hard to come by. But if you were to track down enough to fletch two quivers of arrows, Miriam would pay 2 pouches of Gold Coins. They say tons of **HARPIES** dwell in the Blunder Bluff Mountains (p371) and the Dustwall Mountains (p132). She's not sure why, but Miriam has heard harpies hate apples, for what it's worth.

SLUMSVILLE

The Barony's name for the central, poor district of Capstan, some distance from the docks and piers that make up Baron's Quay. Slumsville is where most of the regular peasant folk live, alongside fishers and riverfolk that serve the River Barony to make their ends meet.

LOCATIONS

- Roodie's Rummy House (p201)
- Capstan River Watch Command Tower (p203)

SIGHTS AND SOUNDS

1. Old boggarts relax in rocking chairs with long-stemmed pipes.
2. A fishing boat moving too fast knocks into the pier, jostling the dock. A surly harbor master stomps out and curses at the captain.
3. A ragged, welkin peasant rattles a bowl of Copper Coins at the PCs.
4. A River Watch officer arrests a boggart woman for vandalizing a wall with a large mural of the Gunk Ape.
5. Rascals rebuild a shanty that looks to have been burned in a fire.
6. A **TROLL** drinks a whole barrel of rascal cider before burping so loud a window shatters. Seconds later a boggle peers through, shaking her fist.

ROODIE'S RUMMY HOUSE

A local institution where the locals play Rascal Rummy, enjoy their ciders, and celebrate hard days. The Rummy House is frequented by peasants and travelers alike, all looking for reasonably priced eats and good company.

RUMORS

- Roodie Tubber holds a grudge against the River Barony and wants payback.
- A mysterious beast often associated with myths and folk tales in Capstan, has apparently been spotted in Rascalton. Could it be the Gunk Ape?
- Prowl Hardee stole the Key to the City of Rascalton and is wanted by both the Rascals and the River Barons.

ROODIE TUBBER

The boggart owner of Roodie's Rummy House. Roodie isn't much for hyperbole, but he thinks the River Barony is just about the most evil organization in the land. Having nearly destroyed his livelihood as an "honest gambling house," Roodie Tubber struggles to entice new customers to his ailing establishment.

- **Traits:** Bitter, loves to complain, looks for affirmation.
- **Motivation:** Destroy the cheating River Barony because they're stealing all of his business.





MOIRA THE MAVEN

A scholar and River Country know-it-all. Moira is a self-educated academic who found a niche for herself as a person of learning in the city of Capstan. She obsesses over finding out which myths and legends are true in the Land of Eem.

- **Traits:** Excitable, armchair historian, conspiratorial.
- **Motivation:** Find the mysterious Gunk Ape, sometimes known as "The Scratch."

PROWL HARDEE

A local boggle gambler deep in debt to the River Barony. Prowl bets a few coins almost every day, before hiding in the Rummy House rafters whenever one of the Barony's goons comes looking to collect.

- **Traits:** Fidgety, desperate, gambling addict.
- **Motivation:** Pay back his massive debt to the River Barony, specifically Baron Anlar Corsgo.



QUESTS

THE SMALL TIME GAMBLER

Roodie Tubber is being run out of business by the River Barony and their gambling boats. Used to be that Roodie had an upstanding establishment, where folks would come and risk a little to win a little at the card tables, but with the glitz and glamor of the River Barony, Roodie's lost a substantial amount of clientele. That's why he wants to get back at them by vandalizing the three largest river boats: the *Red Dorgon* (Baron Lankershiv), the *Black Drake* (Baron Corsgo), and the *Emerald Wyvern* (Baroness Yolok). Roodie offers you 1 pouch of Gold Coins for each ship.

- The River Barony are powerful enemies. If the PCs are caught or seen they'll be pursued by River Watch **GUARDS** and **BOUNTY HUNTERS** all throughout River Country.

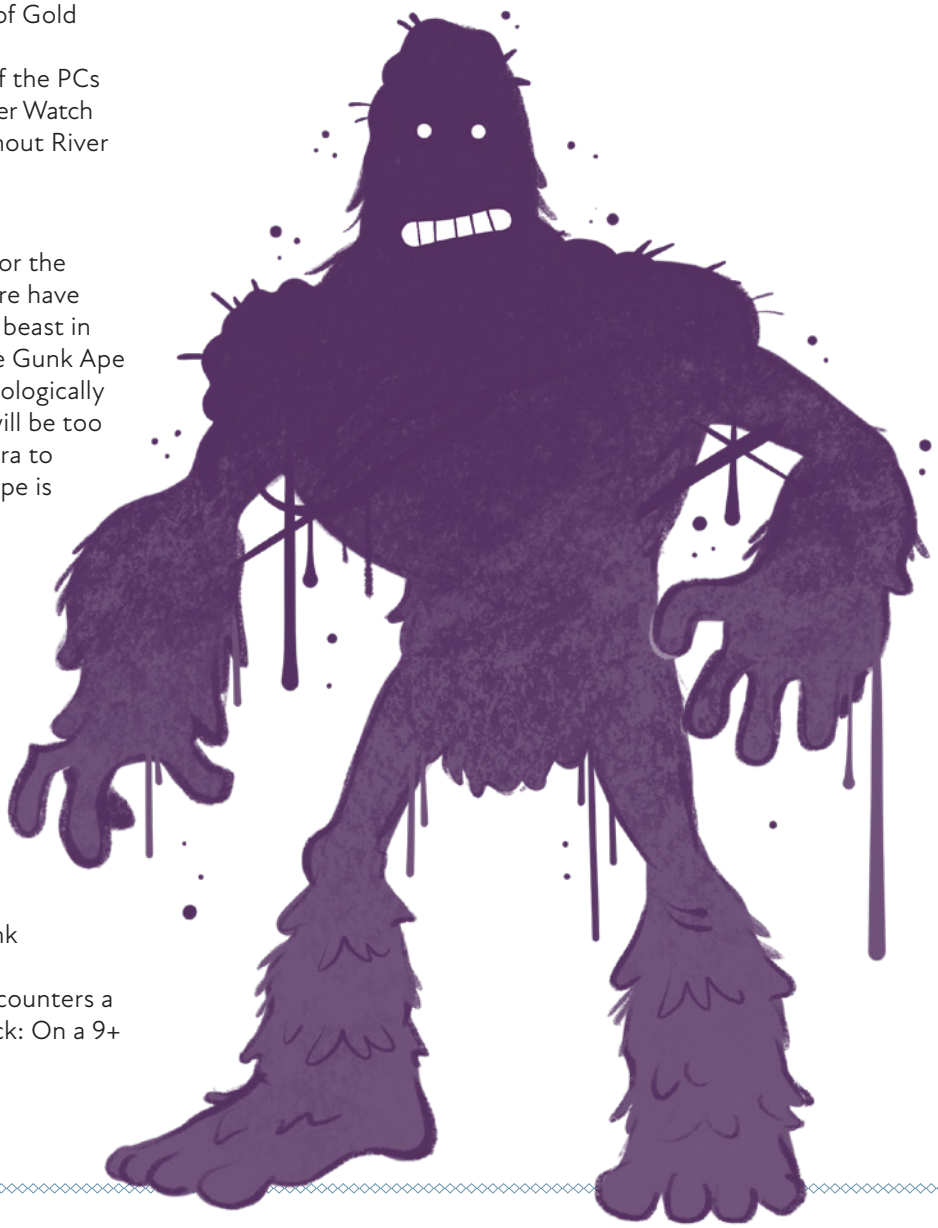
THE GUNK APE

Moira the Maven has been searching for the elusive Gunk Ape for years, and recently there have been dozens of eye-witness accounts of the beast in and around Rascalton. If Moira can prove the Gunk Ape is real, she'll be a hero amongst the cryptozoologically inclined. Better yet, she'll be rich! And you will be too with a quarter of the profits. Travel with Moira to Rascalton to find and prove that the Gunk Ape is real.

- The Gunk Ape (as **TROGGLE** L5-B) skulks around Rascal Row and the Bywater District eating rats and cats, and sometimes spooking the locals.
- If proven to exist (with field notes and a clear sketch drawing), Dungeoneer Magazine pays 4 pouches of Silver Coins. Big Fame Hunters soon flock to the area to kill the Gunk Ape.
  - Moira calls upon the PCs once again to help save the Gunk Ape from the bloodthirsty hunters.
- **HEROIC TITLE ACHIEVEMENT:** Save the Gunk Ape from extinction.
  - ***Cryptozoologist*** ♔. Whenever PC encounters a new **CRITTER**, make a Wilderness Check: On a 9+ learn their Weakness.

THE KEY TO HIS FREEDOM

Prowl Hardee is a gambler and a charlatan, but this time he's gone a bit too far. Having sort of stolen the Key to the City of Rascalton, Prowl is on the run from the Rascals hoping to retrieve it. At the same time, Prowl has offered the key as a payment to Baron Corsgo to cover his debts. The only thing is, the Baron tried to have him "disappeared." Stuck with the key and surrounded by danger, Prowl Hardee begs you to help get him out of this mess.



CAPSTAN RIVER WATCH COMMAND TOWER

The central headquarters for River Watch leadership overlooks the pier where the River Barony docks their ships. The original tower was built some thousand years ago, but has since been retrofitted and upgraded to make it comfortable and modern. The tower also boasts a substantial dungeon, wherein Rascals and bandits are imprisoned for their crimes.

RUMORS

- **BOUNTY HUNTERS** from Capstan are assembling in huge numbers and booking passage from Crickstop to catch one of their own—the infamous Kade Kadderan, greatest bounty hunter of the age.
- There's intrigue and conflict within the high ranks of the River Watch and constables are choosing sides.

COMMANDANT LECHAR

The leader of River Watch, an old bulldog of a law enforcement officer, but increasingly clumsy and bumbling these days. LeChar isn't well received by the community of River Country, but is convinced he knows what's best for the people and aims to keep the rampant river crime from getting too out of hand.

- **Traits:** Bumbling, forgetful, loves board games.
- **Motivation:** Keep the region free of pirates and rascals.





CAPTAIN MOOZER

The second-in-command at the Capstan department, though many constables would say he was the real power behind the Commandant because he always tells LeChar what to do. Captain Moozer is a kiss up, for sure, but is always positioning himself to be the hero.

- **Traits:** Vain, conniving, touts his accomplishments.
- **Motivation:** Become commandant any way he can.

QUESTS

OUSTING RATCHET

Captain Moozer needs a favor and is willing to look past any of your recent transgressions with the law. Sheriff Ratchet at the Watchtower (p239), as you probably agree, is a menace. How would you like to do your part in disgracing him? Find proof that Ratchet is skimming off the top and pocketing tax money that should be sent to the River Barons.

- Sheriff Ratchet isn't foolish enough to keep an obvious record of his thievery, but there is a money trail. He has an obscene amount of money hidden beneath his quarters, much more than his salary could provide.
- In addition, the monthly tax ledger recorded by the constables doesn't match up with payouts sent to Capstan. But Ratchet destroys the ledgers and has new ones forged just before every payout. Only Bumbletwag knows of this because he forges them.
- Captain Moozer isn't doing this out of ethics. If the PCs bring him proof of Ratchet's racket, Captain Moozer cements his rise to power. With Ratchet out of the way, he soon takes over the River Watch from the oblivious Commandant LeChar, establishing The Watchtower as the faction's command center.
  - Under Captain Moozer the River Watch becomes efficient, ruthless, and difficult to bribe, pressing the attack against the Rascals of Rascalton. On the plus side, Moozer favors the PCs as long as they don't get on his bad side.

Nackadonkee Hamlets

Hex 43.11. A series of homesteads that speckle the picturesque Nackadonkee riverside. The Hamlets consist of three tiny communities: Goatwater, Cheesehollow, and Widdleditch. In each hamlet, the families live down the road from each other, having ample backwater land between them.

DISTRICTS

- Cheesehollow (p204)
- Goatwater (p206)
- Widdleditch (p207)

SIGHTS AND SOUNDS

1. A gaggle of barefoot kids race toy boats on the river.
2. A herd of goats lazily crosses your path, making you wait for 20 minutes.
3. A cheesemaker asks if you want to sample his new goat cheese recipe. It's delicious.
4. A shrym riding a tricycle stops to sell you his artisanal pickles.
5. A rooster crows in the distance followed by the hellacious barking of hounds.
6. Teens riding a wagon pulled by a doggart zoom past and knock down a mailbox with a stick, "Three points!"

CHEESEHOLLOW

A dairy village built along the creek of Cheewater. Known for cheese making, as well as abundant fishing holes.

RUMORS

- Branson Miceburger left the Hamlets without a word, and now folks are getting worried.

THE DUNNUM FAMILY

A family of overachievers led by their matriarch, Debbie Delila Dunnum III, who along with her five daughters enjoy a prosperous lifestyle renting out riverboats and fishing equipment to folk throughout the Hamlets. Debbie's five daughters: Darla, Marla, Carla, Varla and Boo are often seen around town practicing their musical instruments, mastering archery, practicing mathematics, wrestling the Miceburgers, or painting breathtaking vistas.

- **Traits:** Multi-talented, humble braggarts, look down on others.
- **Motivation:** Raise a family of Capstan Champions, even if the kids aren't that into it.





THE GRUBBER FAMILY

A cantankerous old pair of siblings, Irving and Urza inherited their fishing spot years ago when their ancestor Baron Grubber, a low-ranking barony noble, won the rights in a card game. The Grubber's have been fishing the spot ever since, complaining that they never should have left Capstan or lost the only proof of their lineage.

- **Traits:** Grumpy, eccentric, bickering.
- **Motivation:** Return to Capstan and rejoin the River Barony. Until then, complain about how unhappy they are.

THE MICEBURGER FAMILY

A family of dairy farmers and cheesemongers, Doyle and Murtha Miceburger are the parents of five boys ranging in age from 7 to 17. They all live in a shack with an overgrown yard despite being quite successful in their crafts. The Miceburger boys are a rowdy bunch of bullies that terrorize the other children in the Hamlets.

- **Traits:** Bullies, dimwitted, petty.
- **Motivation:** Let everyone know that the Miceburgers are the strongest and best family in the Nackadonkee Hamlets.



QUESTS

THE BARON'S RING

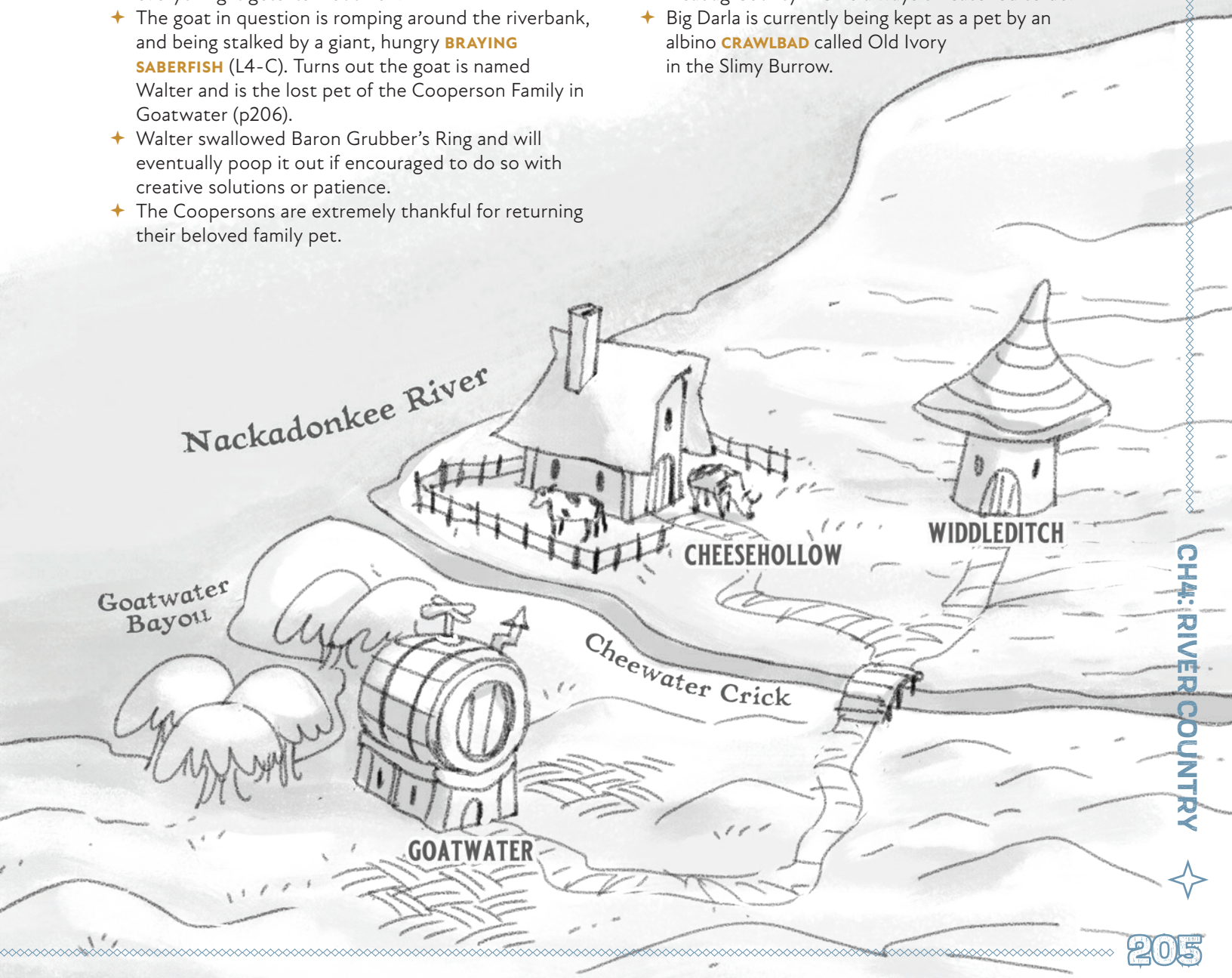
The Grubber siblings are fighting more than ever. Their bickering and dish-shattering has turned the quiet village of Cheesehollow into a battleground. They've had enough with fishing and want to move to Capstan to rejoin the River Barony, but their father's Barony ring is the only thing that can prove their lineages, and it's missing! Find their ancestral ring and end the decades old fight. In return, they'll part with a trove of *Mundane* items in their shed.

- The last place either Grubber saw the ring was when they were hauling in a fresh catch at the Cheewater Crick a few days ago.
- A boggart fisherman called Judd at Cheewater dock has no idea about any ring, but sure is angry that a goat is eating his lunch again. In fact, Judd demands the goat be brought to justice for eating anything and everything it gets its mouth on.
- The goat in question is romping around the riverbank, and being stalked by a giant, hungry **BRAYING SABERFISH** (L4-C). Turns out the goat is named Walter and is the lost pet of the Cooperson Family in Goatwater (p206).
- Walter swallowed Baron Grubber's Ring and will eventually poop it out if encouraged to do so with creative solutions or patience.
- The Coopersons are extremely thankful for returning their beloved family pet.

THE DEADLY DARE

Branson Miceburger, bully of the Hamlets, has been missing for weeks and no one knows where he went. The Miceburger family hired a family friend, an adventurer named Big Darla, to find him, but now Darla is missing too.

- Several of the Shucks, Mammy, and Dunnam kids might actually know where Branson went. He was always bragging about how he'd leave the Hamlets and get rich and famous as an adventurer. So they dared him to go into the Slimy Burrow (p259), but were afraid to get in trouble if they told anyone the truth.
- Branson was a bully braggart who terrorized the other kids in the Hamlets. No one is exactly bent out of shape that he's gone, and they were also hoping that maybe he finally went to make his fortune in Fleabag County like he always threatened to do.
- Big Darla is currently being kept as a pet by an albino **CRAWLBAD** called Old Ivory in the Slimy Burrow.



GOATWATER

A sleepy community of crafters, farmers, and (you guessed it) goat herders, known for its beautiful landscape, hospitable folks, and homemade pickles.

RUMORS

- The Cooperson family goat is nowhere to be found.
- Hank Hooch the pickler went and pickled himself!

THE COOPERSON FAMILY

Mom and Pop Cooperson live in a barrel house with fifteen of their sixteen children. While Coop, their oldest child, attends the prestigious Dungeoneer Academy in the Underlands, the Coopersons ply their trade as coopers and build barrels for Rascalton and Capstan.

- **Traits:** Warm, hospitable, energetic and nosy kids.
- **Motivation:** Work hard and provide for each other, while upholding the family name.





THE HOOCH FAMILY

Run by Hank Heronimus Hooch, the Hooch farmers have a legendary knack for pickling. They can pickle just about anything for the low price of Copper.

- **Traits:** Inventive, eager to share ideas, comically obsessed with pickling.
- **Motivation:** Be the first to pickle things never pickled before!

THE MAMMY FAMILY

Boggle goat herders, Pam Mammy, her husband Pete, and their eleven children are active in the community. When they're not tending to their herd, or those of their neighbors, they're helping their neighbors with chores like mending fences, patching roofs, and milking goats, even if they don't ask for it.

- **Traits:** Handy, salt of the earth, see the good in everyone.
- **Motivation:** Show the whole world how to do things the right way.



QUESTS

WALTER'S GONE MISSING

Mom and Pop Cooperson are beside themselves with worry over their missing goat, Walter. Even with 15 kids searching high and low, they still haven't found him! They can't offer much, but if you find Walter around the Hamlets, Pop will share a VIP pass to the Rascal Cider Brewing Co. in Rascalton. He gets one every year for selling them barrels, but never has time to go himself.

- Locals share that Walter frequents the waterfronts: Mudwater in Goatwater (where the Cooperson kids swim and play), Widdlecrick in Widdleditch (where the Malarkey Family collects flowers), and Cheewater in Cheesehollow (where the Grubber Family does their fishing)
- Walter is near Cheewater, terrorizing a boggart fisherman named Judd by eating his lunch. Judd demands Walter be placed into custody and delivered to the River Watch.
- Walter has also swallowed the Grubber Family's River Barony Ring (see quest **The Baron's Ring** p205).

A BIT OF A PICKLE

Hilga Hooch needs help right away. Her husband Hank got some wild idea that if he partnered up with a **WITCH**, he'd end up with the best pickling recipe in the Land of Eem. But it all went to Hetch and Pete accidentally pickled himself. He's alive, but not doing well. Find a cure and receive 3 jars of Hooch Pickles (Gourmet Rations).

- The **WITCH**, a human named Olgid the Ochre, has lived on the outskirts of Widdleditch for as long as anyone can remember. She claims that if Hank hadn't flubbed the recipe, he'd be fine. Now the only recourse is to de-pickle him by rubbing him down in **CRIMSONHOOK** and bathing in bogwater for 12 hours in the Quagmash.
  - All manner of creatures and critters are attracted to Hank while he's de-pickling in the bogwater. Every 4 hours, roll a Wandering Intruder (see Bestiary Vol. 1).

WIDDLEDITCH

A village in relative disrepair mostly made up of asparagus and artichoke patches. The locals are often transient and aside from a few families, most folk have moved on to greener pastures or work jobs that require them to travel outside of the Hamlets.

RUMORS

- Keef Malarkey has returned to the Hamlets after becoming a Tricky Toe gangster and going to prison.

THE MALARKEY FAMILY



Clef and Deitra Malarkey, while nice enough, are infamous for their kids who each became wanted charlatans and grifters. No one's heard from Shuke in years, Smiley is in Anchorbottom in the Scalawag Strand, and Keef—a former Tricky Toe member—just moved back home in shame.

- **Traits:** Reserved, destitute, chip on their shoulder.
- **Motivation:** Ensure Keef returns to an honest living.



THE SHUCKS FAMILY

A family of artichoke and asparagus farmers, the Shucks cause a ruckus at the crack of dawn each day. Between the crowing roosters, barking doggarts, and blasting blunderbusses to scare off predators, the Shucks are an endless source of disruption in an otherwise sleepy village.

- **Traits:** Loud, absorbed in their work, rambunctious animals.
- **Motivation:** Get things done! Widdleditch has gone downhill and the Shucks family has a lot of work to do to clean it up again.

THE GARGLETEETH FAMILY



The only goblins in the hamlets, Gree and Juniper Gargleteeth are a married couple who earn a living as salvage divers. Local favorites among the children of the Hamlets, the Gargleteeths travel around River Country for long periods of time before settling back home for winter where they share the stories of their adventures with their neighbors.

- **Traits:** Adventurous, worldly, whistle through their teeth.
- **Motivation:** Scratch their itch for excitement until they have enough saved for retirement.

QUESTS

TURNING OVER A NEW KEEF

Clef and Deitra want nothing to do with their criminal sons. Shuke, the oldest, has been missing for years, and Smiley is probably some kind of pirate in Anchorbottom, but Keef has just moved back home after bottoming out with the infamous Tricky Toe Gang. Clef and Deitra are embarrassed and disappointed, but after some soul searching they're hoping to turn their family name around, starting with Keef. Clef wants you to find Keef some honest work, while Deitra is hoping that you wouldn't mind letting Keef tag along and act as role models. They don't have much, but the Malarkeys are happy to give you some of Shuke Malarkey's old possessions he left behind.

- Keef follows the PCs until he has gotten a steady job and learned each of the PC's Ideals from example.
- Keef mimics PC Flaws to complicate situations because he doesn't really know any better.
- Once Keef has performed all the PC's individual Ideals and has a job, the Malarkeys give the PCs an Old Hoard that Shuke Malarkey kept under his bed.

A PACKAGE FOR THE STRAND

Gree and Juniper Gargleteeth salvaged a piece of an old stone tablet that may be of interest to their friend Binny Tymbar who moved all the way out to Conch in the Scalawag Strand. Rumor has it, a mail service called the Welkin Post (p241) started up, but it's all the way up in the Giantstep Mountains. Kind of impractical, but it sure beats traveling to Scalawag Strand. For Copper Coins, maybe you can take the Gargleteeth's package to the Welkin Post to have it delivered?

- The stone tablet is associated with the Obelisk of Zar in the Drippy Downs (p40).

Quortlen

Hex 38.4. The ancestral home of the quortles, or at least their largest settlement. It is a beautiful town, lush and green, though half of the city is submerged in the river. Most outsiders are entirely unaware of the fabulous world, just thirty feet below.

WHAT'S GOING ON

- **ORCHES** raid the outskirts of Quortlen, hunting the quortles for what they believe are *Magic* turtle shells.
- Outsiders visit more frequently in search of quortle medicine, believed to be the most potent in the Mucklands.

SIGHTS AND SOUNDS

1. A pair of chatting quortles in robes emerge from the river water and wander towards the market.
2. A quortle adjusts the targeting wheel of a large catapult with the worlds "Orch Watch" written on the side of it.
3. A goblin storms out of a quortle general store, soaking wet.
4. A pair of boggart kids catch frogs while their parents finish loading a river boat with fresh herbs.
5. A blind bogril sweeps a cane across her path while whistling a familiar tune.
6. A welkin gives a book to a quortle, who leaps for joy when they read the title.

QUEEN MOOSH'S POTIONS

Silver (see Alchemy Recipes in Core Rulebook)

- Potion of Water Breathing
- Courage Potion
- Bravery Potion
- Gutter Glue
- Witchbreath Cure
- Lifebringer Salve
- Poison Antidote
- True Aim Potion
- Arming Potion

RUMORS

- The legendary turtle, Quort, is said to dwell beneath the city of Quortlen and can provide wisdom to those who seek it.
- Queen Moosh has devised a cure for the Witchbreath after years of study.
- Cork in Quortlen can speak to and control animals.

OUTBOUND RUMORS

- Captain Braag in Capstan is selling maps of Quortlen to dangerous **ORCH** raiders.
- A group of Quortles have gone missing on an expedition to find an emerald encrusted **CRAWLBAD** somewhere along the Nackadonkee River.
- **THIEVES** are stealing medicine from Quortlen and selling it to the River Barony.
- **SARPATHI REAVERS** are searching for the ancient turtle Quort to steal their power.

QUEEN MOOSH



The ruler of Quortlen and a master alchemist, Queen Moosh comes from the line of Quort, a legendary lineage traced back to the great turtle. She is an isolationist to the extreme and rarely accepts outsiders. But once granted an audience, she is kind and helpful should it serve her people well.

- **Traits:** Matronly, fussy, wary of outsiders.
- **Motivation:** Protect her people from the uncertainty and dangers of the world.



KEENYN WEEWAY

The spiritual leader of the quortles who, despite generations of isolationism, keeps a vast underwater library of ancient lore, stories, history, and magic. The only drawback for an outsider is that every book is written in the old quortle script, which few even within Quortlen can read or translate.

- **Traits:** Meticulous, spiritual, chuckles happily.
- **Motivation:** Keep the greatest quortle secrets safe.

SHNAPRON THE TOUGH

The Master of Arms in Quortlen, Shnapron is a proud quortle. He's notoriously hard-shelled, having bolted ribs of solid steel onto his shell. This is actually an old tradition amongst the quortles of the past, who practiced the now-forgotten martial art of Shelldon.

- **Traits:** Gruff, well-meaning, says "mm-hmm" a lot.
- **Motivation:** Establish diplomatic ties to other communities in River Country for the greater protection of the region.





CORK

A young, silly-hearted quortle who lives just outside the village. An orphan, Cork never knew her parents and spends her days romping through the fens and rivers, while counting away the night by naming her favorite stars. A free spirit, she is a gifted quortle who can speak to the animals.

- **Traits:** Free spirit, silly, secretly powerful.
- **Motivation:** Find a place where she truly belongs.

QUESTS

ORCHES ON THE PORCHES

Shnapron the Tough is worried. An **ORCH** raiding party that seems to have traveled far was spotted just outside Quortlen. Shnapron sent scouts, but they never returned. Please help run the **ORCHES** out of the area but, if possible, avoid a bloody conflict.

- The **ORCHES** (10×L2-G, 1×4-B) have come all the way from Quagmash, hunting quortles because they believe their shells are magic. They intend to give the shells as tribute to a **WITCH** called Shadewand (p182).
- The **ORCHES** carry a map to Quortlen sold to them by someone named Captain Braag (p198). Oddly enough, he came to their village in Orchmire personally to sell the maps for great profit. Queen Moosh considers him an enemy to all quortles.

THE LOST CHAMBER

Keenyn Weeway has discovered an underwater cave entrance near the town of Quortlen that has been lost for generations. He believes it leads to a treasure chamber, full of *Relics* from the bygone Age of Flame. Unfortunately, the area is filled with **RIVERSAURS**, **RHYZOPHANTS**, and **BRAYING SABERFISH**. Keenyn dares not enter alone and needs you to protect him (see **The Lost Chamber Dungeon** below). You may keep any items that have no historical significance to Quortlen.

- A quortle named Cork is said to commune with animals and can aid in dealing with underwater predators. Usually she lives just outside of town, but she is currently hiding out in the Sunken Ship (p243).

THE LOST CHAMBER (DUNGEON)

A hidden reliquary believed to hold secrets and riches of Quortle society from the Age of Flame. Some believe the mighty Quort once slumbered beneath the town, and there are passages burrowed into the riverbed that could lead there.

AREA 1: DROWNED HALLWAY

Completely underwater. Cold, pitch black but for flashes of wiggly, swimming worms in the water.

- Glow worms immediately follow in the wake of a swimmer, illuminating the way.
  - Attempting to capture a glow worm makes it go dark.
  - Feeding a glow worm makes it follow the PC.
- In the corner of a hallway is a quortle skeleton riddled with rusty darts holding a rusty key and a *Magnificent* knife [quick] with a handle like a fish tail.
- A rusty, iron gate lies ahead, blocking what looks like an old armory.
- A green shimmering tile in the center of the floor—15 feet away from the gate—must be touched while the gate is opened with the key, or else darts shoot out from the walls that inflict 1d6 Dread.

AREA 2: SENTRY CHAMBER

Completely underwater. Rusty suits of quortle-sized mail and small polearms line the walls on racks.

- The armor is ruined and rusty, and imprinted with the symbol of a red fish.
- A **RYZOPHANT** (L4-B), an eight foot predatory fish, slumbers in a tight ball above the iron gate, out of sight to anyone entering.
  - Raising the gate agitates the **RYZOPHANT**, but luckily the glow worms dazzle it and it chases them instead.
- Under a loose panel of rotten wood and debris is a locked hidden door to Area 3: The Seal.
  - The lock is shaped like a long, narrow fish head, with a slit under the gills. The rusty key doesn't work, but the *Magnificent* knife from Area 1 opens it. Lockpicking Checks suffer Disadvantage.

AREA 3: THE SEAL

Murky water makes seeing anything difficult, or it would, if not for a beam of light pouring from a wide hole in the ceiling. A huge mound of dirt is piled in the center, and mounds of silt in each corner. Tiles on the floor are shaped in the pattern of a turtle's shell.

- In the center of the floor under the mound of dirt is an icon of a large red fish. The seal opens with a special ritual (see Area 5) and leads to the Reliquary (Area 6).
- This is a **RIVERSAUR'S** nest, but when a group of **SARPATHI REAVERS** entered the dungeon, a fight ensued. The **RIVERSAUR** chased the **SARPATHI** outside through the Hole (Area 4) in the ceiling.

AREA 4: THE HOLE

A muddy, dark tunnel leading to the surface. Looks freshly burrowed.

- The tunnel leads to a murky lake overgrown with reeds making it difficult to see.
- On the opposite side of the lake is a small partially collapsed stone structure poking out of the water where a half eaten **SARPATHI REAVER** floats lifelessly in some reeds, clutching a satchel.
  - The satchel contains several map cases, one of which is a map to Quotlen stamped with, "Captain Braag's Map Company. 9 Waterway, Capstan, River Country."
- Not too far away, a muted screech echoes through the water. Six **SARPATHI REAVERS** (4×L2-G, 2×L4-B), and five **ORCHES** (5xL3-G) fight a **RIVERSAUR** (L5-C) that they stumbled upon in Area 3.
- If the PCs don't intervene, the **RIVERSAUR** eats 2 **SARPATHI REAVERS** while the others retreat. They catch up with the PCs in Area 6. The **RIVERSAUR** then returns to its nest in Area 3.
- The stone structure has a stairway leading into an underground room (Area 5).

AREA 5: LIBRARY OF THE FIRST TURTLE

A cramped, stone room lit by a jar of bright green glow worms held by a looming figure at the end of the room with a long tube running straight up through the ceiling.

- Shelves stacked with thin stone tablets line the walls. The tablets are in ancient Quortlese, which even Queen Moosh can barely understand.
- The figure is a shrym dungeoneer named Garth Oodwell, but introduces himself as the Bubble Knight. He wears a brass suit of armor and a helmet like a fishbowl. He tosses aside countless tablets, searching for something.
  - Garth is surprised and attempts to chase the PCs from the Library, assuming that they work for the sarpathi. Once the PCs calm Garth down or defeat him, he explains he's looking for *Quort's Tome* to protect it from the sarpathi.
- Soon after speaking with Garth, 4 **SARPATHI REAVERS** arrive. One carries a glowing orb, the Eye of Quort, attained from the riversaur's nest. They believe the tome is the key to finding the ancient turtle itself, who can grant wishes. The sarpathi want to wish for an Eye of Ehk.
- A Search Check is required to find *Quort's Tome*, a tablet book adorned with a red fish symbol. PCs find the tome even on a failure, but waste precious time (and air) if they do. Only the Bubble Knight, the sarpathi, and Queen Moosh can translate the ancient writing. There are two passages of great significance:
  - A ritual detailing how to open the hidden seal in Area 3. Four individuals of pure heart must stand on each corner of the seal and place a hand on the Eye of Quort. Only then will the seal open.
  - The story of *Noona the River Queen*, an ancient, mythic river fish said to have been the lover of Quort the Turtle. The gist of the story is that Quort sang a song to win Noona's love, a song so beautiful that the Land of Eem itself wept with delight and tears ran down the eastern mountains, forming the River Country. There Quort and Noona dwelled as royalty for a thousand thousand years before the star fell from the sky and etched the Middle-Kingdoms into being.
  - The rest of the book tells the history of the quortle people, which is very valuable to Quortlen.

AREA 6: RELIQUARY

Beneath the red fish seal in Area 3 is a small chamber of solid gold, filled with treasure. A spiraling walkway leads down into beautifully clean, crisp water.

- Counts as a Mythic Hoard.
- The spiraling walkway leads to Area 7.

AREA 7: THE TURTLE

Cool, clean water lit by glow worms and dazzling, sparkling fish. The tile walkway leads towards a huge, bubbling underwater mountain. Or at least, it looks like a mountain, until it snores bubbles.

That's no mountain! The head of Quort the Mountainous is so large it obscures everything in the PC's path, the shell so enormous that the foundations of Quortlen visibly reach towards a dapple of light coming from the surface world above. The legend is true, all of Quortlen rests on the mighty Quort's back.

- Quort is sleeping peacefully. If roused, the PCs are met by a friendly, aged turtle that grants a single wisdom to each of them.
- **HEROIC TITLE ACHIEVEMENT:** Receive wisdom from Quort the Mountainous.
  - ***Sage of the First Turtle*** ♔. Quort whispers a wisdom into the ear of each willing PC. One time use: If the PC is unable to solve a riddle, discover a secret, learn a fiend's weakness, or face some other challenge that they are unable solve, they can remember what Quort once whispered into their ear, and suddenly it all makes sense.
- If the PCs dawdle and do not wake Quort, Noona the Red Fish, an enormous ruby colored freshwater fish, swims up behind them.
  - Noona immediately restores the Courage of every PC and telepathically thanks the group for not waking Quort, as he is so very tired.
- **HEROIC TITLE ACHIEVEMENT:** Don't wake Quort and accept one of Noona's ruby scales.
  - ***Champion of the Red Fish*** ♔. One time use: so long as the party has this scale, Noona can be summoned from any body of water to heal all PCs' Courage or **WOUNDS**, or remove a **CURSE**.

Rascalton

Hex 33.8. A bustling shanty town made from the reclaimed timbers of old riverboats and cider barrels. Houses and structures are even built in the shape of barrels, celebrating Rascalton's deep brewery roots. Rascal cider, the popular bubbly drink, gets its name from the town, and there are countless other breweries. On the whole, though, the population is very poor, and full of rogues, pickpockets and adventurers of all kinds, known affectionately as the Rascals. To most travelers' surprise, injurious crime is very low.

In fact, the Rascals of Rascalton are local heroes famous for giving back to their community. Stealing from the corrupt River Barony, the Rascals are wanted throughout River Country, but the local folk would never tattle, preferring to, "Bless their ornery hearts!"

The town lies nestled on the Rascalton River, which runs through the town. A small underground river, referred to as Rascal Rill, is often used as a getaway route by local rascals robbing the River Barony.

SIGHTS AND SOUNDS

1. Two boggles sitting on an empty barrel twice their size laugh and hiccup hysterically.
2. A young peasant girl with streaks of dirt on her face stops a PC and hands them a coin pouch they dropped.
3. A river baron smiles a smug, toothy grin as he gets his shoes shined.
4. The clanging of bells signal midday, when everyone in town takes a rascal cider break.
5. A gang of jolly rascals roughhouse in the street and sheepishly apologize after almost knocking over a young woman.
6. A rakish chap with a thin mustache and gleam in his eye smiles and winks at a PC.

WHAT'S GOING ON

- There's a food shortage. River Barons like Lankershiv and Corsgo are sabotaging fisheries and sending goons to steal from the mills and grain stores.
- The River Watch is searching actively for the Rascal leader, "Honest Jym" for a hefty reward.
- There's a River Barony spy amongst the Rascals, feeding information about heists and hideouts to their masters.

DISTRICTS

- Brewmaster District (p214)
- Bywater District (p219)
- Rascal Row (p222)




1
2
3
4
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10



Rascalton

1. Brewmaster District
2. Rascal Brewing Co.
3. The Pigeon Plucker
4. The Soggy Jymbo
5. Bywater District
6. Rascalton River Watch
7. Rascal Square
8. Rascal Row
9. The Oaken Barrel
10. The Brokehouse
11. Rascal Row Orphanage

BREWMASTER DISTRICT

Boasting the most impressive collection of taverns in the Mucklands. Renowned for its amazing drinks on every corner. Needless to say, this also creates a rather rowdy environment in the streets as folk stumble and bumble about well into the night.

LOCATIONS

- Rascal Brewing Co. (p214)
- The Pigeon Plucker (p216)
- The Soggy Jymbo (p218)

RASCAL BREWING CO.

The famous birthplace of rascal cider, the most popular drink in the Mucklands. Easily identifiable by the hundreds of barrels that ring the perimeter of the building. Delicious, crisp, sweet, bubbly, and green, rascal cider has been a part of Mucklands culture for generations. No cider producer is more famous than the good folks of Rascal Brewery, founded by Ralphie Pitchwickle and Donna Middlepatch over two centuries ago. Their bronze statues can be seen upon entering the brewery's Big Barrel Hall.

MENU

- Cup of Rascal Cider: The best rascal cider in Eem. Gain +2 maximum Courage for 1 day. Copper.
- Barrel of Rascal Cider: A whole lot of the best rascal cider in Eem. Gain +2 maxium Courage for 1 day. 1d12 Usage Die, feeds 4 at a time. Gold.

RUMORS

- The owner of Rascal Brewing Co. is thinking about retiring soon if she can find a buyer to sell the business to.
- An old timer named Paps is in love with Birdy, the owner of Rascal Brewing Co., and everyone seems to know but Birdy.

BIRDY BUNDLEWOFFER

A goblin brewmaster and the current owner of the Rascal Brewing Co. The business was passed down from her father Bunson, who inherited from his grandfather Bjorny, who inherited from his great great grandmother Babs (after Babs bought it from Ralphie Pitchwickle and Donna Middlepatch upon their retirement). Birdy is considered a cider brewing genius.

- **Traits:** Old school, hard worker, curt.
- **Motivation:** Pass on her legacy to a new generation so she can spend her retirement at ease.





SNAKES MCDUNNY

A boggle entrepreneur eager to buy Rascal Brewing Co. and expand its operations to include the brewing of Snake Oil, a competing drink growing in popularity. Snakes is always in Rascal Brewing Co. buttering up Birdy and asking for tours of the facility.

- **Traits:** Exploitative, schemer, fake nice.
- **Motivation:** Corner the cider market and one day expand to the Grimdingle and Shrym.

PAPS DOODERHOFFEN



A goblin old-timer and the loyalest employee at Rascal Cider Brewing Co. Paps works the rascal cider taproom, pouring bubbly brews into tin mugs with a smile. Paps is known for knowing things. An avid reader, a curious cat, Paps is a practical lore master, but has never left Rascalton. The one thing Paps doesn't know is what he'll do once Birdy sells Rascal Brewing Co.

- **Traits:** Easy going, thoughtful, fun fact connoisseur.
- **Motivation:** Work up the nerve to ask Birdy to marry him.

QUESTS

A SNAKE IN THE BREWERY

Birdy Bundlewoffer is finally looking to sell Rascal Brewing Co. and retire. The best offer by a longshot is from Snakes McDunny, creator of the increasingly popular Snake Oil. But that doesn't mean she trusts him to protect the Rascal brand. Birdy wants you to make sure Snakes McDunny will preserve the integrity of the Rascal Brewing Co. and not just turn it into another Snake Oil factory.

- Snakes is cagey about his intentions. He tries to convince the PCs that he "cares deeply about Rascal Brewing Co. Very deeply. So deep you wouldn't believe." Snakes can't stop laughing.
  - Blueprints of the Rascal Brewing Co. strewn about his desk also depict an underground map below the building.
- Underneath Rascal Brewing Co. is a network of caves that lead to a strange well, shaped like the mouth of a snake. The cave entrance is located just outside of Rascalton. Snakes frequents the cave and can be followed to its location. Boggles are already hauling buckets of liquid out of it. They work for Snakes McDunny and this is just one of a hundred similar operations where they steal the bubbly, red Snake Oil liquid from similar wells.
- This well is different, however; it has a stone pillar covered in runes. When the PCs show up, the pillar starts shaking and **SARPATHI REAVERS** (4×L3-G, 1×L3-B) teleport to the location.
- The sarpathi have finally discovered the **THIEVES** that are stealing their sacred nectar, the Blood of Ehk, and immediately attack.
  - These magical wells are actually ancient ritual sites where sarpathi believed they would gain higher consciousness by drinking the Blood of Ehk, though apparently, the magical properties have gone "flat" over the centuries.
- Snakes McDunny had no idea that his stolen Snake Oil is a sacred liquid revered by the sarpathi. He just wanted to cash in on his brilliant discovery. A true tycoon in the Dungeon Era.
- If Birdy learns of Snake's operation she will never accept an offer from Snakes McDunny.

THE LOVE SONG OF PAPS DOODERHOFFEN

Paps isn't sure what he'll do with this life after Birdy sells the brewery. For forty years he's been deeply in love with her, but never had the guts to tell her. Paps wants help to perform a kind of grand romantic gesture but is out of ideas. He was thinking of putting on a surprise concert, but doesn't know where to start.

- Paps continues to add ideas that are harder and harder to pull off. A three course meal, a nine-tiered cake, a guest appearance of a **UNICORN** or any local celebrities.
- Birdy noses around any activities and must be successfully tricked or the surprise will be ruined.
- Birdy must be convinced to give Paps a shot. She wants to finally travel and see the Mucklands, while Paps is a homebody, perfectly comfortable to sit and read all day. And Paps needs the encouragement to actually go through with the grand gesture and tell her how he feels.



THE PIGEON PLUCKER

A raucously friendly joint full of rascals and peasant folk alike. The perfect place to go for a stiff drink, a good laugh, and to make a friend or two. On a typical night, one is greeted by cackling boggles and imps hanging in the rafters, rascals wagering on wild drinking contests, and hungry townsfolk munching on roasted feathered rat with a tall glass of rascal cider.

MENU

Copper

- Beggar's Stew: Rice porridge with chunks of premium boot leather, pigeon eyes, and a bogsnap flower garnish. Gain +1 Mettle for the session.
- Rascal Cider: The old classic. Really hits the spot. Heal 2 Courage.
- Quortlen Quaff: Peaty ale with a hint of golden fish flakes. Replenish 1 Quest Point.

Silver

- Rascal Hen: A freshly plucked feathered rat (pigeon) roasted to perfection with morb mash and a pindersnap glaze. Heal 4 Courage.
- Drippy Downs Sour: Famous troll drink that'll really pucker your sphincter. Gain +4 Temporary Courage.
- Snake Oil: Red, bubbling, tangy drink that puts the pep in your step. Gain +1 Nimbleness for the session.

RUMORS

- The Pigeon Plucker is the friendliest bar in Rascalton.
- The best lockpicker in River Country is looking for a band of adventurers to take her across the Mucklands.
- Captain Windy Farlane is willing to transport passengers all over the region for coin.
- A strange goblin named Purple Roundtree is looking for an escort out of River Country.

DODGY MAGROO



Barkeep of the Pigeon Plucker. Dodgy grew up on the streets of Rascalton where he earned enough money picking pockets to switch to a more respectable career—taking hard earned cash from drunks. Dodgy's carefree, fun-loving attitude definitely rubs off on his patrons, as bar fights are few and far between.

- **Traits:** Affable, wisecracker, good listener.
- **Motivation:** Make enemies into friends.



CROWBAR PENDLESNARF

A hulking bugbear ruffian with a heart of gold. He barely knows his own strength, as the kid is just coming into his own among the Rascals, despite his mother forbidding him to be involved with such knavery.

- **Traits:** Strapping, gullible, squeaky voice.
- **Motivation:** Convince his mom that joining the Rascals of Rascalton is a good thing.

ADELINE THE RUM DUBBER



A boggle lockpicker that hangs out in the rafters, always grinning ear to ear. As far as she's concerned, the world is her oyster: life is good when no doors in front of you are truly shut. Adeline could easily use her talents for ill, but she's vowed to only steal from the rich.

- **Traits:** Sarcastic, ambitious, daring.
- **Motivation:** Become the most renowned lockpicker in the Mucklands.



CAPTAIN WINDY FARLANE

Captain of the *Rising Wind*, the fastest riverboat in the region. She's well-known for her daring exploits on the rivers, and is between jobs at the moment, so she's open to transporting passengers for a price.

- **Traits:** Brooding, brave, raspy voice.
- **Motivation:** Seek the biggest risks for greater rewards.

PURPLE ROUNDTREE

Three boggles in a trench coat that awkwardly bumble around pretending to be a goblin, and they're convinced no one is on to them. Their actual names are Ribby, Rondalin, and Rodash, and they're wanted by the River Watch for smuggling contraband all across River Country. Ribby is the top boggle, but the other two constantly whisper at him telling him what to say.

- **Traits:** Conspicuous, bumbling, bickering.
- **Motivation:** Lay low and smuggle stuff.



QUESTS

CROWBAR'S MOMMA

Crowbar Pendlesnarf is making a name for himself among the Rascals but his mother Orma hates the thought of her son becoming a robber. She says if Crowbar doesn't quit the "gang" she'll disown him, but the Rascals need him for an important upcoming heist. Help Crowbar convince his momma that this is the life he's chosen.

- Orma is upset because Crowbar's father was a Rascal and died gallivanting across the region with his merry band of troublemakers. She's never forgiven him. In fact, Crowbar's dad Mox was killed by Baron Lankershiv's men—shot him with a blunderbuss. Crowbar has no idea.
- Crowbar had a promising riverball career ahead of him, but chose not to pursue it. He figured becoming a riverball star was a pipedream.

THE HARDEST LOCK TO PICK

There's a rumor that a Starfell Mine in the Drippy Downs is sealed with a starfell door and impossible to lock pick (p56). Adeline the Rum Dubber wants to prove her skill to be the undisputed best lock picker in Eem, but Drippy Downs is far away and she could use an escort.

RUNAWAY ROUNDTREE

Purple Roundtree awkwardly approaches you in the bar. He needs an escort to get to Bogtown, or maybe Anchorbottom. Hell, let's just say Conch. Somewhere far far away from the River Watch. You in? Purple will give you a real neat *Magic* ring in return.

- Purple Roundtree recently smuggled in a rare statue to the Soggy Jymbo, just barely avoiding the River Watch by the skin of their teeth. Jymbo Jasperson's looking for a fence and keeping it safe.
- Captain Archa Strutter at the Watchtower (p239) is intent on capturing the boggles, and pursues them and the PCs across the map.
- The ring that Roundtree refers to is called *Meeshka's Delight*: Once every session, transform a stone into a delicious pastry (Gourmet Ration).

THE SOGGY JYMBO

Founded by Jymbo Jasperson, not to be confused with the famous "Honest Jym" Dollstav of the Rascals. The Soggy Jymbo is considered the worst tavern in Rascalton, infamous for thieving clientele, bad food, watered-down cider, and the notorious Soggy Noggin' Stover, a piping hot refreshment made from fermented liverjack gravy and mustard seeds. That said, if you're looking to fence stolen goods, Jymbo Jasperson might be the best in River Country. No trail, no traces, and plenty of Gold to go around, that is, of course, if Jymbo likes you.

RUMORS

- Jymbo Jasperson is in so much debt with the River Barony that he spies for them.
- A hidden compartment in the Soggy Jymbo leads to a treasure vault of stolen goods waiting for buyers.

JYMBO JASPERSON

A human barkeep who hates being mistaken for "Honest Jym" Dollstav. In fact, Jymbo is far from honest. He's a known fence for thieves throughout the area and rumored to be chummy with the River Barony. Jymbo founded the Soggy Jymbo as a way to help conceal his more nefarious dealings, but the truth is everyone knows and nobody trusts him.

- **Traits:** Two-faced, greedy, jealous.
- **Motivation:** Get the respect of the River Barony so that he can join them one day.





TARLEE RANGLEFORK

A Soot Finger cat burglar who hangs around The Soggy Jymbo, keeping her ear to the ground for a potential big score. She's wanted in most of the Mucklands for stealing a valuable painting from the goblin tycoon, Krog. As such, Tarlee is laying low right now, while she waits for Jymbo to find a buyer for the painting.

- **Traits:** Opportunistic, fibber, paranoid.
- **Motivation:** The thrill of stealing from a thief.

QUESTS

IN DEBT TO TYRANTS

Jymbo Jasperson is a lowdown, thieving scoundrel, but he wasn't always this way. After buying his bar with money given to him by Baroness Illiana Yolok, Jymbo has been paying his debt by snitching on Rascals. Worse, the debt keeps getting bigger and bigger with interest. The only way out of this mess is to find a family *Relic* that Yolok is searching for, which will pay the debt for good. Jymbo promises to stop snitching on the Rascals and offers you first dibs from his vault if you find the Yolok *Relic* for him.

- Jymbo describes the *Relic* as a human skull made from gold called *The Tyrant's Memory*. Baron Igar Yolok, founder of the Yolok Barony, commissioned it. The *Relic* is imbued with the power to retain its owner's memories (and secrets) indefinitely, and is currently in Baron Corsgo's treasure hold on the *Black Drake*.
- The Baroness wants the skull because it contains the location to a family fortune hidden by her great, great, grandfather Igar, or at least that's what she told Jymbo. Truth is, the skull holds a lot of information that could be used for blackmail:
  - Baron Igar Yolok is a fraud. His real name is Parus Preemo, a poor gambler who stole a merchant's identity after finding him dead from a riversaur attack. Preemo built a gambling empire by loaning the dead merchant's money to all the other houses of the Barony.
  - The Corsgo family has the largest unpaid debt equal to the cost of an entire fleet of river ships.
- Baron Corsgo, knowing full well what memories are locked in the skull, wants to destroy the *Relic*, wiping out any trace of what he owes to the Yolok family, but not before blackmailing Baroness Yolok for everything she's worth.
- Baroness Yolok wants to destroy the *Relic*, but not before collecting the Corsgo debt.

BYWATER DISTRICT

The main thoroughfare of town right next to the Rascalton River where most folks work and spend their days.

LOCATIONS

- Rascalton River Watch (p219)
- Rascal Square (p220)

RASCALTON RIVER WATCH

A newly established outpost by the River Barony to help the River Watch keep an eye on the Rascals, though they are sorely outnumbered in Rascalton. That doesn't stop them from terrorizing the commoners and taxing them relentlessly. The outpost is a wooden tower on the Rascalton River overlooking boat traffic.

RUMORS

- Undersheriff Rotweather is paying off the town crier to make himself look good.
- The Rascalton River Watch is practically useless beyond squeezing taxes out of poor folk for the River Barony. They refuse to even help citizens in need like old Mrs. Bunton.

UNDERSHERIFF ROTWEATHER

Top dog at the Rascalton River Watch outpost. Rotweather is a ruthless, penny-pinching taxman that delights in squeezing the poor for all their worth. He has a personal vendetta against Honest Jym and longs for the day when he can finally put the rascal behind bars.

- **Traits:** On a high horse, disingenuous, bully.
- **Motivations:** Get rich skimming off of the collected taxes.





CONSTABLE ZWANNIGAN

The undersheriff's right hand boob who's very slow on the uptake, but shares Rotweather's cruelty. He wears an ill-fitting uniform and a helmet too big for his head that he's always adjusting.

- **Traits:** Clumsy, dimwitted, thuggish.
- **Motivation:** Kiss up to Rotweather enough to guarantee his place as the second-in-command in all of Rascalton.

QUESTS

MRS. BUNTON'S LOCKET

Mrs. Bunton, a little old boggart living above Pigeon Plucker tavern, was just robbed in the street by a masked bandit, but the River Watch won't do a thing about it. She has pleaded and pleaded with Undersheriff Rotweather, but the callous brute keeps shooing her away. Mrs. Bunton needs some strapping young adventurers to reclaim her stolen locket.

- The locket was taken by a Tricky Toe Initiate named Jeevers, hoping to earn his way into the gang with Underboss Boony. Boony took the locket, but kicked Jeevers to the curb anyway.
- Jeevers wants desperately to get in the gang, but could be convinced to turn over a new leaf, especially considering how Boony treated him.
- The locket is made of gold, but Mrs. Bunton only cares for the small, painted cameo of her late husband, Mr. Bunton, who was a well-liked fisherman.
- If the locket is returned, Mrs. Bunton rewards the PCs with a special introduction to some old friends of hers: Barnabas and Bean who feel they owe her for giving them room and board a few summers back when Barnabas broke his leg.
- **HEROIC TITLE ACHIEVEMENT:** Return Mrs. Bunton's locket.
  - ***Friend of the Laughing Rogues*** ♔. For one time only, the folk heroes Barnabas and Bean (p223) provide the PC's aid for an entire session.

RASCAL SQUARE

Where peasant folk go about their daily lives selling, trading, and transporting goods. A fair number of beggars and pickpockets hunker down in the square, where the din of vendors, buskers, and town criers make for perfect cover.

VENDORS

HODWELL THE MASON

Buys

- 20 Materials for 1 pouch of Copper Coins.

Sells

- 2 Materials for Copper.
- 10 Materials for Silver.
- 20 Materials for Gold.

FARMER GILLA

Copper

- Rascal Apples: Very sour apples used in the production of rascal cider. Puckering taste, but keeps the sawbones away. Grants +1 to Vitality for a session.
- Nanners: Native to the coasts of Dingledell, the nanner is a highly nutritious yellow fruit. Normal Ration, but feeds 3 people.
- Oinges: Sweet and tangy citrus fruits native to Drippy Downs. Oinges temporarily negate the symptoms of sickness for a session.
- Taters: A hearty, starchy staple of River Country cuisine. Sharing taters with an NPC improves their disposition toward the PC.
- Ungyins: A pungent swamp onion often used by **ORCHES** in Quagmash. Cooking with ungyins has a 3-in-6 chance to attract friendly **ORCHES**.
- Gurps: Ranging from sweet to bitter, these clusters of small, round fruits are used to make a variety of wines throughout the Mucklands. If eaten as a snack, gurps provide lots of energy. Grants +1 to Athletics for a session.

PELKO THE FISHER

- Fishing Pole: Nothing fancy. Copper.
- *Magnificent* Fishing Rod: Grants +1 to Fishing Checks. Gold.
- Fishing Bait (1d6): Grants +1 to Fishing Checks. Copper.
- Bucket of Chum: Distract or coax any carnivorous aquatic **CRITTER** or **CREEPER**. Copper.
- Gourmet Fluz Worms (1d12): Grants Advantage on Fishing Checks. Silver.

RUMORS

- Meemo Zooda is the finest bard in Rascalton. They say she used to open for Percival Dante.
- The River Watch is a standup organization that deserves more respect from the common folk. After all, they protect the working man's interests and keep riffraff off the street.
- Snake Oil is the new tasty refreshment that's totally better than Fizzy Wiz or Rascal Cider, and cures all sickness and depression. Guaranteed to make you happier than a clam!

DANCY JENKLEDORFER

One of two town criers in Rascalton. Dancy has her little boggle fingers in just about everything in town.

- **Traits:** Nosey, loudmouth, genuine.
- **Motivation:** Make friends by being the person who knows everything.





BOYO THE BARKER

An upstart town crier who tends to holler sensational news that may or may not be true. Boyo gets away with a lot, and is certainly paid off by the highest bidders to push their narratives.

- **Traits:** Charismatic, money grubbing, unscrupulous.
- **Motivation:** Use his growing influence to sell advertising and make it big.

MEEMO ZOODA

A boggart bard, happy to make anyone's acquaintance and have them sing with her. She plays the flute and dances with a zeal that makes some folks uncomfortable, as she tends to never break eye contact. Lately, she's been feeling down that she can't quite make a living busking in Rascalton.

- **Traits:** Intense eye contact, disarmingly generous, feels unappreciated.
- **Motivation:** Find out what would improve her act so she can make a living.





ONE-EYED ALMS

An old human beggar draped in smelly robes that's lived in Rascalton for as long as anyone can remember. In actuality, this is one of Honest Jym Dollstav's disguises, which he uses to great effect spying on rivals and enemies, such as the River Watch.

- **Traits:** Mumbles, thankful, hiding something.
- **Motivation:** Gain intelligence for the Rascals of Rascalton.

QUESTS

BEGGARS AND SHMOOZERS

One-Eyed Alms reveals that he's actually Honest Jym and he needs an extra set of spying eyes on the Rascalton River Watch. Word on the street is that the River Watch is close to finding the Rascals' most secret hideout. Honest Jym wants you to throw them off the scent. You'll need disguises at least half as good as One-Eyed Alms.

- This quest is only available if the PCs are liked by the Rascals of Rascalton. If they can pull it off, Honest Jym will trust them implicitly.
- Honest Jym isn't the only one with disguises. The River Watch has their own spies sniffing around town, trying to find out where their hideout is (see **The Oaken Barrel** p222).
  - Meemo Zooda is acting as a spy for the River Watch. She just couldn't pass up the steady pay, certainly way more than the stingy folks on the street ever pay her for performing.
  - Meemo befriends the PCs as best she can, being generous and kind. But she really just wants to find the Rascals' hideout and learn the password to get in.

TIERS OF THE CRIERS

Dancy Jenkledorfer and Boyo the Barker are at odds for Top Crier in Rascalton Square. Dancy has traditionally been in the lead, being of sound mind and offering the most important, hard-hitting (and truthful) news of the day. But lately, Boyo the Barker has been gaining steam, mostly for telling outlandish stories about the virtues of the River Watch, and promoting random products like Snake Oil and other cheap items. Dancy can't prove it, but she's sure Boyo is getting paid to announce this nonsense. Help expose Boyo, and Dancy will spread the word of any truth, far and wide across the entire realm.

- Undersheriff Rotweather has Boyo Barker on the payroll to not only make the River Watch look good, but spout lies about the Rascals. The ledger to prove it is at the Rascalton River Watch (p219).
  - If PCs stake out the tower, they find out it's most deserted at midday when the Sheriff goes on his tax runs, leaving the tower under the watch of Constable Zwannigan.
- Snakes McDunny, in town to potentially purchase Rascal Brewing Co. (p214), is also paying Boyo. They meet every week at The Soggy Jymbo (p218).

RASCAL ROW

The seedier part of town, where rascals and thieves run rampant, chattering on corners and whispering down dark alleys.

LOCATIONS

- The Oaken Barrel (p222)
- The Brokehouse (p225)
- Rascal Row Orphanage (p227)

THE OAKEN BARREL

An unmarked run-of-the-mill building in Rascal Row, constructed out of a gigantic barrel. It looks derelict from the outside, but is a popular secret hideout of the Rascals of Rascalton, including their leader Honest Jym. The only way in is through the secret back entrance to the basement and you have to know the password, "whistling beef."

RUMORS

- They say to join the Rascals of Rascalton, you have to prove your mettle and integrity.
- Jenissa the Snipe's daughter Clara is missing, last seen catching fireflies on Old Market Way, a street in Rascal Row.
- Barnabas and Bean, the famous folk heroes, hang out with the Rascals of Rascalton and help them with heists every now and again.
- Barnabas and Bean have it on good authority that the legend of Black Wig's gold is true.
- Honest Jym, leader of the Rascals of Rascalton, is very sick from an assassin's poison.

OUTBOUND RUMORS

- Baron Lankershiv keeps a massive treasure on his riverboat, the *Red Dorgon*, specifically to pay a substantial bounty on Honest Jym.
- The Roundy River Card Tournament is being hosted on the luxurious *Red Dorgon*, docked at Capstan; and the grand prize is worth a king's ransom.
- Kids are being recruited into the Tricky Toe Gang and heading south to Bogtown.

JYM DOLLSTAV

The beloved leader of the Rascals of Rascalton, known affectionately as Honest Jym. With squinty cheerful eyes, he'll joke and palaver with anyone, peasant or king, but he spends most of his waking days planning elaborate heists from various secret hiding places in Rascalton. Truly, one of the last great rogues around.

- **Traits:** Larger than life, painfully honest, booming voice.
- **Motivation:** Raise the folk of Rascalton out of poverty and overthrow the tyrannical rule of the River Barony.





RULFIE PEABODY

A boggart boy-**THIEF** who famously stole the Ruby Rumpcushion of Roog from Baron Lankershiv. He's had a bounty on his head ever since, but it's no bother to Rulfie—not a soul in Rascalton would tattle, and few bounty hunters in the Mucklands would kick up much fuss for a kid.

- **Traits:** Carefree, risk taker, says "see?" at the end of most sentences.
- **Motivation:** Become the ideal heroic outlaw like good old Honest Jym.

JENISSA THE SNIPE

A famed river gambler, welcomed aboard the finest vessels and barges to bring in a high rolling crowd. Jenissa prefers the company of what she calls "good thieves," because there are enough bad ones. Jenissa is a magnificent card shark, dice player, and all around sleight-of-hand artist.

- **Traits:** Good-natured, laid back, fights for what she loves.
- **Motivation:** Find her missing daughter.





BARNABAS AND BEAN

A pair of bonafide folk heroes who travel side-by-side all over the Land of Eem. Barnabas Brakhorn met Tobry Bean while they were both running away from home. Famous for such achievements as stealing priceless *Relics* from tyrants, fighting weorgs, and challenging witches, most of their exploits are true, but tall tales of the pair have outgrown them. Rarely in one place for long, Barnabas is keen to swap stories while leaning against his tremendous two-handed sword, while Bean loves to share rumors, so long as you're buying dinner.

- **Traits:** Barnabas: Observant, woodsman, grumpy.
  Bean: Fast-talker, cunning, very agreeable.
- **Motivation:** Take care of each other and put their skills to the test for coin (or a good cause).

QUESTS

THE FLIP OF A COIN

Jenissa the Snipe had plans to play in the Roundy River Card Tournament aboard Baron Lankershiv's *Red Dorgon*...that is until her daughter, Clara, went missing. Jenissa has searched everywhere, in fact the whole town of Rascalton has searched, but after two days they fear the worst. Jenissa thinks the Tricky Toe Gang kidnapped her daughter after she won another card tournament, cleaning out an underboss named Boony who lives in his gambling hall, the Brokehouse (p225).

- Boony doesn't want to talk with the PCs. In fact, after getting a black eye from Barnabas and Bean, he hired **MERCENARIES** to guard the Brokehouse.
- Boony claims he didn't even know Jenissa had a daughter. But if he did he would have held her for ransom! Jennissa cheated him out of a fortune, including a *Magic* coin. The coin was supposed to be lucky, but Boony has experienced nothing but misery for days. Stealing it from that kobold vagabond on Old Market Way was a waste.
- On Old Market Way, there's a **KOBOLD** beggar called Skid living in a wooden crate. Skid hasn't heard of Clara, Jenissa, or Boony, but he is missing his coin. A dangerous coin! A coin that shouldn't just be flipped willy-nilly! He explains that flipping the coin to heads brings fortune to the flipper, while flipping the coin to tails brings misfortune. Want proof? Skid flipped it, now he's a beggar living in a box.
- He suggests that if Clara got hold of the coin, misfortune was sure to follow a bad flip. Anything could have happened!
- Flip a coin. On tails, Clara has fallen into the well at the edge of town. Her cries can be heard by anyone nearby as the Gunk Ape, a local cryptid (as **TROGGLE** L5-B), threatens to eat her.
  - On heads, Clara is on the outskirts of town riding a pony decked out in shimmering gold barding, its saddlebags filled with gold. She can't explain it but she just had a feeling to leave town and find the pony near the river. However, having stalked the PCs, Boony (**GANGSTER** L5-C) and his crew of **GANGSTERS** (6×L5-G) ambush, intent on stealing the coin and the prized pony.

A DRAUGHT FOR DOLLSTAV

Honest Jym Dollstav hasn't been seen in public for weeks and is very sick. No one knows for sure, but many suspect Baron Lankershiv has poisoned the old rogue. Without medicine he might die. Rulfie Peabody wants you to travel to Quortlen (p208) and get a healing draught from an alchemist named Queen Moosh, and pay whatever she wants.

- Queen Moosh will gladly make the healing draught free of charge for such a noble rogue as Honest Jym, but needs a sprig of **THRONG WEED** and a scale from a **RIVERSAUR**.

JOINING THE RASCALS

Honest Jym is always looking for good help. The Rascals are gentleperson **THIEVES**, meaning not every thug, ruffian, and mook is cut out for the job. They've got high standards, you know. Before you can get to the glamorous stuff like pulling off amazing heists to rob the rich and give to the poor, you've got to prove yourself in the field.

- **Tricking the Tricky Toes:** The Tricky Toe Gang is slowly building influence in Rascalton, which must be stopped! Take these stolen jewels and plant them on Underboss Boony's lackey Sammo the Waller (p225). Then call in an anonymous tip to the River Watch that he has Baroness Yolok's stolen jewels. Make sure it all goes down without a hitch.
- **Rescue a Rascal:** Crowbar Pendlesnarf (p216) has been captured by the River Watch and needs rescuing. They must already be halfway to Capstan by now where they'll no doubt stick him in prison before putting him on trial to be hanged.
- **Poster Defacers:** Every three months, new wanted posters are drawn up at the River Watch and reproduced in Capstan to be distributed all across the region. Sneak into The Watchtower (p239) and alter the posters before they get shipped to Capstan. No one will realize the errors until it's much too late.
- **HEROIC TITLE ACHIEVEMENT:** Complete all three Rascal missions.
  - ***Rascal of Rascalton*** ♔. PC is part of the Rascals of Rascalton. They gain access to their hideout and members for heists and missions that align with the faction's goals. Once per session, reroll a Sneak or Trickery Check.

AN HONEST HEIST

Honest Jym has heard the rumors that Baron Lankershiv keeps a chest full of gold on his ship earmarked for Jym's bounty. So why not cash in on his own name? Jym's plan is for you to pose as bounty hunters and deliver him to the *Red Dorgon*. As for the finer points of the plan—like how in the world you'll all escape the ship—that's up to you to figure out. Go acquire disguises and devise a plan to make the handoff and execute an exit strategy that doesn't leave Honest Jym swimming with the fishes.

- This quest is only available if Honest Jym is cured of his poison (see quest **A Draught for Dollstav** p223).
- When the PCs deliver Honest Jym aboard the *Red Dorgon*, Lankershiv is wary of them, since they've never heard of these bounty hunters before. The baron's **GUARDS** only hand over the gold chest once Jym is clapped in irons and taken to the brig below deck.
- The chest (worth 10 pouches of Gold Coins) is quite heavy, making it difficult to carry or run with.

BLACK WIG'S GOLD

Everyone around these parts has heard the tall tales of Black Wig the River Robber and his lost gold. But Barnabas and Bean have it on good authority that much of the story is true, and old Black Wig stashed an Ancient Hoard stolen from a River Baron somewhere nearby. Barnabas and Bean are keen to fill their pockets, but Bean has a broken arm and will be laid up for some time. That said, Barnabas and Bean have heard good things about the PCs and are willing to settle for a small finder's fee of 1 pouch of Ancient Coins if the party does the dirty work.

- Asking around about the legend of Black Wig reveals that he stole the treasure of a River Baron called Tywald Narn some hundred years ago. Tywald was a vindictive and vengeful man, hated by the public for dabbling with **CURSED** *Relics* and necromancy. Barnabas and Bean think that part of the story is nonsense, but heard that a bogril fisherman near Bubbletop reeled in an old pearl necklace worth a year's catch. The two are convinced the pearls came from Black Wig's hoard.
- Black Wig was famed for wearing a black, powdered wig and clenching a knife in his teeth to frighten his enemies.
- Searching the area east of Bubbletop reveals a muddy gully littered with glittering Gold Coins, 1 pouch worth. The gully (and coins) leads to a dark cave.
- The cave is deep and the water rises to the waist. Following the cave, which is a **RANDOM MAZE**, leads to a muddy wall of haphazardly placed bricks.
- Behind the bricks lies a hidden room with a large treasure chest—an Ancient Hoard. However, when a PC reaches for the chest, a skeletal hand reaches out for them.
- A **SKELETON** (L7-C) wearing a rotten black wig with a rusty knife clenched between its teeth attacks the PCs. A gaudy, gold necklace jingles from around its boney neck. The necklace is the Death Waker, a **CURSED** *Relic* that, if worn, resurrects the wearer when they die into a mindless skeleton.

THE BROKEHOUSE

The Brokehouse is a smokey, low-lit, back alley gambling den owned by Tricky Toe Underboss Borek Boony. Patrons visit for the chance to change their lives with a roll of the dice or the draw of a card, but most leave empty handed or with a sore egg on their head.

GAMES

Rascal Rummy

The most popular betting card game in the region. Requires pairing cards adorned with numbers and creatures to create special combinations. Players place bets, then roll 3d6: a player wins if they roll any pair and a 6, or a 4-5-6 (known as a Dancing Dragon). Players lose if they roll any pair and a 1, or a 1-2-3 (an Angry Humongoose). If a pair and a number other than 1 or 6 is rolled, that number becomes the "point number" to beat. The highest point number wins. Any other results are meaningless and rerolled until each player rolls one of the above.

Huzzah

A complicated deck-building game with esoteric rules that requires players to own a custom deck. During a match, two players make opposed Tinker Checks, then Lore Checks, and finally Trickery Checks. Tournaments are held with a top prize.

Odds and Evens

A popular dice game, especially among the poorer clientele. The dealer throws a pair of dice and players bet Copper if the dice result will be odd or even.

RUMORS

- Brokehouse games are rigged and no one can win a fortune.
- The All-Rascalton Rascal Rummy Tournament draws the best players in the realm. The winner gets 3 pouches of Ancient Coins!
- Boony's building an army of **GANGSTERS** and **THIEVES** to gain control of Rascalton.

UNDERBOSS BOREK BOONY



The bugbear Underboss of Rascalton, considered by many fellow Tricky Toes to be on the outs with the bosses in Bogtown. Quick with numbers and great at collecting debts, Boony has survived the tumultuous gang wars by earning profits from afar. However, there's a rumor going around that Boony skims off the top, a rumor that he vehemently rejects, despite becoming more and more paranoid.

- **Traits:** Always looking over his shoulder, double dealing, vengeful.
- **Motivation:** Build a warchest of coin, clout, and goons to ascend the ranks of the Tricky Toe Gang, and take over.



SAMMO THE WALLER

Boony's personal wug bodyguard. Built like a house, even by wug standards. Sammo doesn't talk much, preferring to smirk and grunt.

- **Traits:** Intimidating, monosyllabic, likes comic books.
- **Motivation:** Get respect for putting the hurt on folks.

KENZIE THE INKED



A goblin covered in facial tattoos working as a debt collector for Underboss Boony. She's actually an undercover Rascal of Rascalton, but her story is that she used to be a Tricky Toe gang enforcer in Bogtown, before falling out with some of her fellow bruisers.

- **Traits:** Watchful, anti-authoritarian, pent-up rage.
- **Motivation:** Usurp Borek Boony and then disappear, leaving the gang in shambles.



DEALER DALIA

A quick-handed, silver-tongued imp card dealer. Dalia knows how to turn the odds around for any winners at the Brokehouse. Her tables never lose money, or so the stories say.

- **Traits:** Tricky, expert gambler, total liar.
- **Motivation:** Bamboozle the PCs and avoid Boony's wrath.

"JACKPOT" BRIGADOOD

The local loser got his name from Dealer Dalia who considers Brigadood to be a walking Jackpot for the house. In considerable debt, Brigadood works double shifts and even resorts to stealing to pay off Boony just enough to keep playing.

- **Traits:** Gambling addict, manic, "aw shucks" friendly.
- **Motivation:** Win enough money to buy back his mother's house foreclosed on by the River Barony.



QUESTS

THE TRICKY SPY

Kenzie the Inked is actually an undercover Rascal who's learned that Underboss Boony is building a sizable Tricky Toe gang in Rascalton—enough to take over the town. Worse, she knows that the Tricky Toe Gang have infiltrated the Rascals, but she's not sure who or how many moles might exist. Kenzie can't break her cover, so sniff around the Rascals and figure out who's a spy before it's too late.

- Turns out the rumors are true. The Rascals are lousy with Tricky Toe spies. Approximately a third of their ranks are moles.
- If Boony catches wind that his spies are being found out, he shows his hand and starts an all-out war against the Rascals in a battle for Rascalton.

THE ALL-RASCALTON RASCAL RUMMY TOURNAMENT

The most popular yearly tournament in Rascalton draws all types of gamblers and cardsharps to the Brokehouse. Entering the tourney costs Silver. And the winnings? A veritable fortune: 3 pouches of Ancient Coins!

- Once word gets out that the PC(s) are entering the tourney, several NPCs try to convince them that they should spare some money if they win.
  - "Jackpot" Brigadood is in deep trouble. Not only is he in so much debt that he can count on a beating, his mother's cottage was just foreclosed on by the River Barony moneylenders. If Brigadood can't come up with a pouch of Ancient Coins his mother will be tossed out into the streets and he might just disappear. Brigadood has information about a PC's Personal Quest in exchange. After all, he hears a lot of chatter at the card tables in the Brokehouse.
  - Toby Mucklander begs the PCs to spare some Coins for the Rascal Row Orphanage. "Think of the kids..." he says. But Toby really just wants to pocket the money for himself.
  - Rulfie Peabody has grand ideas about what that sort of money could do for the people of Rascalton. "We'd really be able to help feed and clothe a lot of people! Plus, maybe we'd be able to buy some new weapons for the Rascals!"
- Tournament Rules:
  - The tournament is 5 rounds. After Round 1, the top 5 winners move on; after Round 2, the top 4 winners move on, etc.
  - Standard Rascal Rummy rules. Each round, a player can make a 9+ Trickery Check to reroll, but if they fail, they get disqualified.
- While there are hundreds of entrants, only 5 NPC players are rolled in Round 1.
  - "Jackpot" Brigadood, boggart compulsive gambler: -1 Trickery
  - Toka Keel, sharkuni card shark: +1 Trickery
  - Sketch Dunlip, boggle bluffer: +1 Trickery
  - Baroness Vel Effervess, boggart high roller: +2 Trickery
  - Slickhand Caloo, human hustler: +3 Trickery

RASCAL ROW ORPHANAGE

An unassuming building on a lonely street corner, the Orphanage is home to fifty-some-odd kids from all over the Mucklands. Whether they were abandoned, from broken homes, or their parents passed away, all children are treated with kindness and care here. Kids who never knew their parents often take on the last name of "Mucklander."

WHAT'S GOING ON

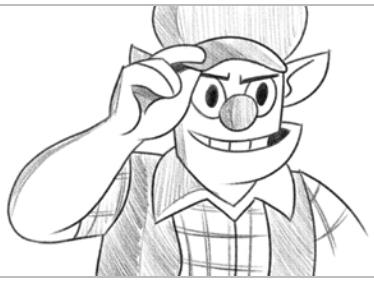
- Boss Chumbree of the Tricky Toe Gang wants Terry "Quickfeet" Allgood (the real identity of Papa Terry) dead and forgotten.
- Toby Mucklander has been recruited by the local gang to recruit fellow orphans.
- The River Watch is taxing the orphanage to high heaven making it difficult to feed all the children.

PAPA TERRY



Director of the orphanage, the children love Papa Terry dearly, but no one knows much about his past. In fact, Terry is actually Terry "Quickfeet" Allgood, the original creator of what became the Tricky Toe Gang. He left that life behind many years ago after the gang became too cutthroat and violent. Now, he wants nothing more to provide lost children the life he never had.

- **Traits:** Kind eyes, soft heart, hidden killer instinct.
- **Motivation:** Give the orphans of Eem a safe place to live away from bad influences.



TOBY MUCKLANDER

A teenage orphan who's been corrupted by the Tricky Toe Gang. Toby has already recruited several of the orphans to join the gang right under Papa Terry's unsuspecting nose. He makes decent cash as a pickpocket and answers to Underboss Boony.

- **Traits:** Sly, brazen, too cool for school.
- **Motivation:** Recruit more kids to join the Tricky Toe Gang.

FERDIE MUCKLANDER



An orphan girl who grew up on the streets and has all the skills to be a prodigy pickpocket. Papa Terry is trying to keep her focused on her studies, but Toby has targeted her as his number one recruit.

- **Traits:** Dextrous, whip smart, sarcastic.
- **Motivation:** Figure out who she is.

QUESTS

DO IT FOR THE KIDS

The Rascals of Rascalton do their best to support the orphanage and keep the children well-fed. But Undersheriff Rotweather heavily taxes the orphanage, just to stick it to the Rascals and make their efforts for naught. If they're going to make it through the next few months, Papa Terry needs your help. Any donations are appreciated, and if you're feeling very generous, the Diamond Run Regatta in Capstan is coming soon, and there's big prize money for whoever wins.

BAD INFLUENCE

Papa Terry is worried that some of the children have gone astray, under the influence of crooks and criminals. He found a stash of Gold Coins under Ferdie Mucklander's bed and when confronted, she ran away. Ferdie would look up to adventurers like you if you could find her and set her back on the right path.

- Ferdie went to lay low at the Brokehouse (p225), a den of criminals and gamblers. Underboss Boony is training her to become his best **THIEF**.
- Toby Mucklander, meanwhile, is still secretly recruiting other orphans to join the gang. And many of them now spend time in the back rooms of the Brokehouse.
- If Underboss Boony were to find out about Papa Terry's real identity, he would stop at nothing to bring Terry to Boss Chumbree's doorstep in Bogtown, cementing his place as a high-ranking underboss in the gang.



Sites

Crickstop

Hex 31.9. A popular stop for folks departing River Country for the Used T'Be Forest, and the best place to equip yourself for an adventure. The outpost is centered around three locations: Crickstop Merc Market, The Sword and Board, and the Turtleback Tavern. Crickstop is also a notable safe harbor for precious cargo, having a strong security force supported by both the Bogril Bulwarks and the River Watch.

The town is chock full of wagons and river boats always coming and going, and crowded with eager folk looking for work. In fact, Crickstop is one of the best places in the Mucklands to hire crews and join a caravan headed in or out of River Country.

LOCATIONS

- Crickstop Merc Market (p229)
- Turtleback Tavern (p231)
- The Sword and Board (p233)

WHAT'S GOING ON

- Crickstop is teeming with **BOUNTY HUNTERS** hired by Ofra Prancy for a big job.
- A strange sickness has befallen the bogril Tallie Meetra's war tortoises.
- There's a power struggle among the River Barony, and Crickstop is busy with more work than ever as the barony competes for riches.

SIGHTS AND SOUNDS

1. A boggart woman takes the temperature of a sickly looking **BOGRILLIAN TORTOISE**.
2. A mousey boggle in glasses plasters a wanted poster onto a bounty board.
3. A wug in overalls stands in a bread line, looking worn out and hard up for a job.
4. A welkin **BOUNTY HUNTER** has lunch with a boggart prisoner in shackles.
5. Two goblins unload an overladen wagon filled with dungeoneering supplies.
6. A pair of officers from the River Watch take the statement of a concerned shrym.

RUMORS

- Ral Grabba of The Sword and Board has a big job and not enough applicants. Rumor has it that it's dangerous, but the payout is a real pocket filler.
- The tortoises at Tallie's Tortoises are sick and getting sicker. Tallie is desperate for help.
- Captain Yarney, the welkin smuggler, is hiring a crew to set sail for Capstan on the *Flightless Gooseman*.
- Ofra Prancy is on a mercenary hiring spree for a legendary job. Apparently the job is so dangerous and spectacular, she's paying in Ancient Coins from her impervious starfell safe.
- A shady crowd has started frequenting the Turtleback Tavern, but Waddle the Keep is in denial.

OUTBOUND RUMORS

- River Baron Wyner Zolto was found dead on his boat outside of Capstan. Now the River Baron feuds are really heating up, and some say the famous **BOUNTY HUNTER**, Kade Kadderan, is responsible.
- Lumber shipments from Logjam have completely ceased, and no one knows why. That lumber is for more than just new river boats, it was meant for a new orphanage in Rascalton.

CRICKSTOP MERC MARKET

PCs can hire mercenaries to accompany them on their adventures. Each mercenary has a weekly fee, paid in full and upfront. If a mercenary drops to half their Courage, they must make a Mettle Check, or flee.

Copper

+0 Attack and Defense. 8 Courage. -1 to all Skills outside of their specialty.

- Oggram Cragmanch, Bugbear Schlepper: +2 Might.
- Ruta Dundamor, Boggart Lookout: +2 Perception.
- Jusper Roonwing, Welkin Scientist: +2 Lore.

Silver

+1 Attack and -1 Defense. 12 Courage. +0 to all Skills outside of their specialty.

- Tym the Tough, Wug Warrior: +1 Vitality and Might.
- Aster Froog, Quortle Explorer: +1 Wilderness and Realms.
- Selo, Imp Scout: +1 Sneak and Search.

Gold

+2 Attack and -1 Defense. +1 Block. 15 Courage. +1 to all Skills outside their speciality.

- Fellin Dae, Felmog Outrider: +2 Mettle.
- P. Flower Stringlewake, Gnome Gallivanter: +2 Tinker.
- Murgle Spittertooth, Spithra Soldier: +2 Nimbleness.

PASSAGE

PCs can pay for passage down the Great Slog or up the Middle-Route Runoff as far as Capstan. For Travel Checks, PCs use the driver/pilot's Realms (+1).

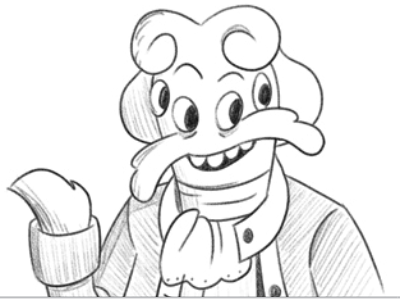
- Work as guards for the caravan. Meals provided.
- Basic passenger rate. Meals not provided. Copper .
- Upgraded passenger rate. Meals provided. Silver .

OFRA PRANCY

The goblin in charge of the Crickstop Merc Market, commonly referred to as the Goon Shop. Ofra manages some of the toughest folks around: mercenaries, bounty hunters, bodyguards, and even thumb-breaking debt collectors. Prancy is always looking for muscle, pays well, and isn't afraid to tangle with gangsters and bandits.

- **Traits:** No nonsense, tough negotiator, likes the cut of your jib.
- **Motivation:** Get you out the door with a hireling no matter what.





WORREEV

A **SPITHRA** that coordinates passage for caravans down the Great Slog and ships up the Middle-Route Runoff. Worreev is gregarious and charming, his disarming toothy smile usually calms any fears folks might have about his many eyes and limbs.

- **Traits:** Gregarious, accommodating, over pronunciates "S" sounds.
- **Motivation:** See the world and meet interesting people.

CAPTAIN YARNEY

The welkin master of the river ship *Flightless Gooseman* and known as a tough privateer. Frequently employed as a smuggler, Yarney took to a life of river-crime after sustaining an injury to his wing that left him flightless. Just don't ask him how he did it, apparently he tells a different tale every time. Despite his criminal undertakings, it's well known that Captain Yarney always takes the side of "the good folk."

- **Traits:** Gruff, testy, heart of gold.
- **Motivation:** Pay off his countless debts all over the Mucklands, by taking any job on the river he can stomach.



QUESTS

GET KADDERAN

Ofra Prancy has got the job of a lifetime. Maybe the job of jobs for anyone looking to make a name for themselves as a bounty hunter. She's got Ancient Coins to prove it locked up in her unbreakable starfell safe. So what's the job? Easy. Get Kade Kaddernan.

- Kade Kadderan, arguably the most famous, toughest bounty hunter in the Land of Eem has a bounty on his head for the alleged murder of Baron Wyner Zolto.
- The remaining River Barons have pooled their fortunes to hire every **MERCENARY**, **BOUNTY HUNTER**, scumbag, and cutthroat to get Kade Kadderan and bring him to Capstan alive or dead.
- The reward is 20 pouches of Ancient Coins, the kind of fortune that would transform anyone into a River Baron.
- Kade Kadderan the **BOUNTY HUNTER** (L10-C) is a formidable warrior, brilliant tactician, veteran detective, and the kind of guy that doesn't take any guff. Armed with an array of armor, weaponry, and equipment, including his iconic batwing helmet.
- Kade Kadderan is lying low at Pandor's Cider House in Bogtown (see quest **The Fang** p77).



THE PELICAN THIEF

Baron Wyner Zolto has been murdered, some say by none other than the famous Kade Kadderan. Captain Yarney has no opinion on the matter other than the fact that Zolto's ship, *The Pearly Pelican,* is now up for grabs. Before long every rascal for a hundred miles will be after the loot in that ship, and Yarney's not going to putter around. Plan a heist and loot Zolto's riverboat. Yarney will get you to Capstan, but you'll be responsible for robbing *The Pearly Pelican*.

- *The Pearly Pelican* is docked in Baron's Quay (p189), guarded by Baron Lankershiv's **MERCENARIES**. Baron Lankershiv is in the process of stealing the loot for himself, before the other River Barons arrive to divide it up between them equally.
  - Perception Check: A group of **MERCENARIES** (6xL4-G, 1xL4-B) are hauling out a large ornate chest onto another barge. Lankershiv has planted a fake treasure chest inside *The Pearly Pelican*.
- Following the barge leads to a Felmog boat, and a meeting with an Outrider called Ursalo. Ursalo trades for the chest with 12 pouches of Gold Coins. When he opens Zolto's chest, Ursalo is visibly shaken; it contains the broken inert bones of a **LICH**, all in a pile with a grinning skull.
- Ursalo intends to take the **LICH** bones to Vaddarak the Witch-Knight at the Obelisk of Zar in the Drippy Downs (p40). There, Vaddarak awaits his agents to bring him profane *Relics* to help him achieve immortality. Vaddarak rewards Ursalo handsomely for the bones, as they contain much of the Gloom King's sorcery.
- **HEROIC TITLE ACHIEVEMENT:** Stop Ursalo from delivering the lich bones to Vaddarak.
  - ***Thwarter of Dark Designs*** ♔. PC is reviled by the Felmog Outriders, especially **FELMOG KNIGHTS**, but gains +2 Dread against them.

TURTLEBACK TAVERN

BOGRILLIAN TORTOISES line the streets as travelers wet their whistles at Turtleback Tavern. The establishment is named for its unusual architecture, its roof being the shell of a long dead, prehistoric turtle that was discovered near Quortlen some years ago.

TURTLEBACK TAVERN MENU

Copper

- Plappadoot Soup: A creamy, warm winter soup (served year round) with roasted knots of herb-rubbed plappadoot and served with a sprig of rosemary for aroma. Heal 2 Courage.
- Flaming Peat Ale: Served literally on fire, this mug of dark ale is a local favorite where folks have taken the phrase "blow the froth off a couple" to a fiery new level. Grants +1 to a chosen roll during the session.
- Keisterclam Chowder: A hearty, tangy clam chowder, slow cooked for several hours and served in a bowl of nutty wheat bread. PC can hold their breath for 5 minutes for the session.
- Tortoise Soup (No tortoise meat. Just a vegetable medley that **BOGRILLIAN TORTOISES** love!): Knight-Errants with tortoise mounts gain +1 to mount-related Checks for the session.
- Fried Saberfish Spears: Fried strips of flakey saberfish served with vinegary pickle chips on a bed of golden fries. Gain +1 to swimming related Checks for 1 day.

WADDLE THE KEEP



A portly bogril who owns and operates the Turtleback Tavern. Deciding to pursue a quiet life after serving twenty years in the Bulwarks, the old bogril opened up Turtleback after discovering the giant shell and thinking it would make a great attraction. Waddle was right, Turtleback is always busy.

- **Traits:** Relaxed, nonstop storyteller, insists you take off your coat.
- **Motivation:** Make new friends to enjoy his retirement with.



MOIRA LAZZARD

Waddle's wug bouncer at the Turtleback, not that the place ever gets very rough. Moira is a former **BOUNTY HUNTER** who spends more time making rascal cider orders and sweeping up peanut shells than bouncing, but she loves the work. Like Waddle, she enjoys a quiet life now, or she would, if she weren't also a Tricky Toe informant.

- **Traits:** Guarded, friendly enough, eavesdropper.
- **Motivation:** Report enough profitable info to the Tricky Toe Gang to retire for real.

TALLIE MEETRA

Owner of Tallie's Tortoises, she's a tough lady in her eighties that knows more about **BOGRILLIAN WAR TORTOISES** than anyone in the Land of Eem. She's no gnome, just your average bogril, but rumor has it she speaks the language of tortoises and is privy to the mysterious world of tortoise culture. Tallie has forearms like wurlwoods and once unsaddled a Felmog Knight with her lance during a joust she calls "just friendly debate." When she's not at her tortoise ranch she's usually talking with Waddle in the tavern.

- **Traits:** Humble, caring, protective of her tortoises.
- **Motivations:** Get everyone to care about **BOGRILLIAN TORTOISES**, as she believes they're the noblest creatures in Eem.





LADY SHAREEN

A shrym with piercing yellow eyes, and leader of the Soot Finger Gang, a thieves guild known for pickpockets and cat burglars. She wears a black cloak and cowl, and often holds secret meetings in the tavern.

- **Traits:** Secretive, bewitching, deadly if you cross her.
- **Motivations:** Build up the Soot Finger Gang to rival the Tricky Toes.

QUESTS

THE SICK CRICK

The **BOGRILLIAN TORTOISES** are ill, and many are close to dying, but no one knows why. Tallie Meetra, owner of Tallie's Tortoises, has a theory though: the polluted waterways. Help her find the source of the pollution and put a stop to it. In return, she can help train a Knight-Errant's tortoise mount, or sell tortoise mounts at a reduced price.

- A new bridge was just built east of Crickstop and the **TROLL** there, Pilmo Slabfist (L6-B), is sick with Murble Mold. Its spores are working their way downriver into where the tortoises graze on the river grass.
- Murble Mold is a rare fungus that **TROLLS** often contract from the toads in Murbletoad Marsh far to the northwest of the Mucklands. **TROLLS** that suffer from Murble Mold become wooly and shaggy with yellow-green, moldy moss. They also become aggressive due to the non-stop itch.
- Tallie's Tortoises: Usually Ancient, but she'll charge the PCs Gold x2. A tortoise has 12 Inventory Slots and floats on the water. It needs 2 helpings of Animal Feed per day.
  - Tallie Meetra's tortoise training: Knight-Errant PC gains +1 to relevant Wilderness Checks involving their tortoise mount.

THE ORB

The Soot Finger Gang has ruffled the wrong feathers. One of their **THIEVES** stole a powerful orb from the sorcerer Zhal'dir at the Stone (p355). Return it without anyone knowing, and Lady Shareen will pay you a Guild Coin.

- Lady Shareen is lying. The orb was never in the possession of Zhal'dir. Shareen wants to spy on the **SORCERER** because the orb is part of a pair of scrying devices: the orb on her end will allow her to extract valuable secrets from the Felmog.
- Shareen is actually being paid by Unassailable Co. who want to know Felmog's dealings with the sarpathi, among other things.
- Zhal'dir dwells in a high tower in the Stone. The winding stairs seem to ascend for far too long if one doesn't know the trick of finding Zhal'dir's chambers: the password "Broken King" ends the magic illusion and reveals his door.
- PCs could possibly climb or fly to the top window of the tower, but Felmog **GUARDS** (L2-B) with crossbows keep watch all across the battlements of the Stone.
- Even when Zhal'dir is away speaking with Countess Feoria, his loyal **IMP FAMILIAR** named Furga'mel keeps watch over his chambers.

BARREL FOR THE RASCALS

Every so often, Waddle the Keep sends a barrel of special cinnamon rascal cider to the Rascals. And it looks like today's the day. Waddle offers to pull a favor with the Bogril Bulwarks on your behalf, in return for delivering the barrel since his usual guy is out sick.

- Strangely, the barrel has a glowing mark on it that Waddle can't explain if asked. A rune or glyph, in the shape of a violet X. He thinks little of it.
- A witch could reveal that the barrel is hexed, though not by a witch, definitely from a scroll or book. Anyone who drinks this cider will burp forever, horribly incapacitated by gassiness.
  - Presented with this information, Waddle recalls a short, stocky goblin named Nackmar that came into the Turtleback with a bag of books and scrolls. The barkeep didn't think anything of it at the time, but the goblin was on their way to Capstan (p189).
  - Nackmar is a professional mischief maker hired by the Tricky Toe Gang to meddle with the Rascals so the gang could take control of Rascalton.
- Nackmar got the tip to hex the rascal cider barrel from Moira Lazzard, who is secretly a Tricky Toe informant!

THE SWORD AND BOARD

A big kiosk tower in the middle of Crickstop where folks line up to buy gear and find work. Ral Grabba owns and operates The Sword and Board, leaning over potential jobbers from his elevated stand with a skeptical eye.

But for all his hemming and hawing, no one walks away without a job or the right gear for said job.

The Sword and Board has every *Mundane* item in stock for Copper.

RAL GRABBA

The owner of The Sword and Board, the best place to find work in River Country. Ral is a well-connected goblin that's got hundreds of positions to choose from, should you be up to the task.

- **Traits:** Hems and haws, wheeler and dealer, skips important details.
- **Motivation:** Find a job for every single person in Crickstop.





PIPLI

An imp clerk who handles all the gear, as she's the only one who can reach the inventory high up in the tower. She figures one day she'll take the chance to become a full-time adventurer, but for now she's paying the bills here.

- **Traits:** Flirty, big grin, adventurous.
- **Motivation:** Save enough money to go on a grand adventure.

QUESTS

RAL'S JOB BOARD

Ral Grabba has a bunch of jobs that need strong arms and sharp minds.

- Escort a merchant caravan down the Middle-Route Run to Grimly Wood. Pays 2 pouches of Silver Coins.
- Provide security for a merchant vessel up the Middle-Route Runoff to Capstan. Pays 1 pouch of Silver Coins.
- Head to Plunge Pike Logging Camps and assist the Lumberjack Jilly with some giant problems. Pays 1 pouch of Copper Coins per PC.
- Logjam is in dire need of lumberjacks who've been leaving the mill in droves. Pays 1 pouch of Copper Coins per PC.

THE HUNTED MUNCH

Ral Grabba has a special escort job involving royalty, and needs seasoned professionals. The noble boggart, Blandy Munch XVI, fourth cousin on his mother's side, and eighth in line to the throne of Munch in Fleabag County needs an escort to get back home. After Blandy's chariot broke down just outside of Crickstop, he tried to lay low because there's a price on his head. That's when Ral got word from Munch that the royal family will fill the pockets of anyone who brings Blandy safely home.

- Blandy believes a shadowy organization is trying to snuff out the Munch family and he's just one of several Munch royals that are on the hit list.
- Bounty hunters are searching for Blandy in every settlement, so stopping in towns is highly dangerous.
- Travel Checks while escorting Blandy suffer Disadvantage, and there's a 4-in-6 chance that Perilous and Dangerous encounters are **BOUNTY HUNTERS**.
- In fact, King Munch's advisor Slek Slorgood, is the one plotting against Blandy (p108).
- If returned without a scratch, King Munch pays the PCs 2 pouches of Gold Coins for their troubles. If Blandy suffered any Dread, Slek Slorgood convinces the King to only pay 1 pouch of Silver Coins.

Logjam

Hex 37.10. A lumber camp with multiple mills just south of Capstan at the end of Logger's Run. Renowned for the giant processing machine called the Gretch-O-Maticus that swallows barrels of black oil like the **OGRE** Oomek swallowed the sea. The camp was founded by a group of privateers, most prominently Gretch Peelar, a wickedly brilliant machinist with a hunger for profit and power. Gretch saw a wonderful opportunity for both when he staked his claim and built the grand machine, a multi-story lumber mill that runs every hour of every day, chomping, sawing, munching, and mulching trees from the eastern mountains.

WHAT'S GOING ON

- Logjam is functioning at half efficiency because the Gretch-O-Maticus has ceased operations and is locked down. Workers are scrambling to fulfill their lumber orders.
- The Gretch-O-Maticus is abandoned, but for one person: Gretch Peelar, who is a bit out of sorts and living in squalor inside of the Gretch-O-Maticus observation office overlooking the mill's ground level floor.

SIGHTS AND SOUNDS

1. A goblin cook flips flapjacks for a crowd of hungry lumberjacks.
2. A **WUNGALOPE** pulls two carts of lumber into a dusty trail, headed out of town.
3. Two lumberjacks whisper and snicker to each other as the PCs approach.
4. A boggle in a hard hat atop a tall wooden pole rings a bell.
5. Buzzsaws whir and growl as huge tree trunks are split into even timbers.
6. A wug dances on spinning logs in the river as they crash into a muddy inlet.

RUMORS

- There used to be a steady flow of mill workers headed to Logjam, but rumor has it that the Gretch-O-Maticus is a meat grinder...literally. Folks believe it's haunted and eating the workers.
- Workers are struggling to keep up with the lumber demand in Logjam, causing a massive shortage in the dungeon industry.

GRETCH PEELAR

The creator of the infamous processing machine called the Gretch-O-Maticus. Gretch invented the huge, multistory milling, grinding, and packaging machine to automatically load barges with lumber, steel, and other raw materials harvested from the eastern mountains. Gretch no longer leaves his office in the Gretch-O-Maticus building, preferring to communicate through a glass porthole at the top of his observation perch.

- **Traits:** Panicked, defiant, obsessive.
- **Motivation:** Find a way to destroy the monster he created and escape both the danger and his legacy.





GARIN BURDGEWOODER

The foreman of the Logjam Lumber Union, Garin struggles with the Gretch-O-Maticus shutdown. Goods are backed up and workers are quitting daily due to the strain and stress.

- **Traits:** Stressed, churlish, on the verge of a conniption fit.
- **Motivation:** Get the Gretch-O-Maticus back online before the dungeoneering goons pile into town and fix the problem their own way.

QUESTS

GHOST IN THE MACHINE

Garin Burdgewooder asks you to do something about the Gretch-O-Maticus. Some lumberers claim the place has a mind of its own, but no one can investigate. The doors are locked shut, and the sputter-jacks have gone haywire and attack anyone that tries to come near the building.

GRETCH-O-MATICUS (DUNGEON)

The Gretch-O-Maticus is a massive lumber mill that reaches into the sky, belching black smoke from its chimneys, and spitting grimy industrial runoff into the Black Rill river. The building that houses the Gretch-O-Maticus is enormous, rundown, and rusting.

WHAT'S REALLY GOING ON

A **WISP** that calls itself the Liberator has taken over the Gretch-O-Maticus. The Liberator's goal is to make the machine's creator pay for felling the wisp's forest, and displacing all of the creatures in the area. In retribution for all the horrible misdeeds that the Dungeon Era has committed against the natural world, the Liberator is feeding the machine's workers to the Grinder.

The Liberator has ensorceled the minds of local **GREMLINS** to help achieve the goal, reprogramming Logjam's sputter-jacks, and enlisting them all to build the Liberator a mechanical body: a giant mess of wires, cables, and cogs in the shape of a massive humanoid.

AREA 1: THE ENTRANCE

Sputter-jacks (sputter-bots programmed to be skilled lumberjacks) erratically patrol the perimeter and guard the locked entrance, flailing their axe arms and yelling "Timber!"

- The sputter-jacks (as **SPUTTER-GUARD** L2-B, with *Magnificent* Axe and Buzzsaw armaments) attack anyone that approaches them, but they are easily distracted.
- The door is chained from the inside (the work of **GREMLINS**) and leads to Area 2.
- There is another entrance through a broken window a few stories up to Area 3, but there's no easy way to climb.

AREA 2: FACTORY FLOOR

Rusty metal, rotten wood, and a large squeaky pulley system under a cavernous factory ceiling. Dark-leafed trees are stacked on conveyors. Bundles of cables snake across the floor, presumably to run the machine, and giant barrel drums line walls. A set of stairs near the back leads to an observation deck overlooking the factory floor.

- The drums are empty except for one that is connected to a large tube with an iron valve set to "off." The giant hose runs below the floor (see Area 8).
  - Setting the valve to "on" re-activates the Factory Floor of the Gretch-O-Maticus, which will start eating the trees within its grinder.
- Once powered, bundles of cables spring to life and attempt to **ENTANGLE** the PCs and feed them to the grinder (+2 Attack).
- The observation deck has a door leading to Area 3. If PCs approach, they see a goblin peeking out of the observation deck window, feverish and panicked.
  - This is Gretch Peelar, haggard and frightened. He shakily passes the PCs a tiny scrap of paper through a small porthole in his sealed up office: "Quiet! The machine's listening. Get to the control room up top to shut down the engine long enough to breach the engine room and free everyone. You've got to save them! Before...before..." There is an unsettling mechanical belching sound. "Before it eats us too!"
  - All Peelar knows is that somehow, the Gretch-O-Maticus has come alive and eaten or kidnapped the workers. Those remaining are trapped somewhere. To make matters worse, there are wild **GREMLINS** running around.
  - Gretch's only advice is to make it all the way to the Control Room at the top floor, in order to briefly override the controls and shut down the power, buying enough time to breach the locked Engine Room below.

AREA 3: THE CATWALKS

Above the factory floor is a web of catwalks that stretch out to many different rooms. Footsteps pitter-patter and echo from everywhere.

- The catwalks lead in every direction, criss-crossing up and down, and it's difficult to determine what leads where. Following a causeway path leads to 1 of 3 destinations:
  - Area 4: The Warehouse
  - Area 5: The Sawmill
  - Area 6: The Grinder
- A shuffling noise from down one of the catwalks abruptly stops if the PCs investigate it. A group of **GREMLINS** (L3-G)—ensorceled by the Liberator—spy on the PCs, waiting to strike.
- Sputter-jacks also walk the catwalks, some stripping the machine for parts and carrying them away into the Warehouse. If cornered, they reveal that they all serve "The Liberator."

AREA 4: THE WAREHOUSE

Huge storage bay cluttered with crates, cogs, tools, boxes, lumber, drums of oil, and giant coils of cabling and tubes. Below, **GREMLINS** busily sort parts into piles and buckets, sputter-jacks with lightning sticks prod prisoners, and bundles of live wire cables hang from the ceiling.

- The catwalk from Area 3 overlooks the warehouse floor. On the other side of the warehouse catwalk is a door to Area 6: The Grinder.
- Many prisoners in chains, appearing to be Gretch-O-Maticus employees, are slumped on the ground.

Ten sputter-jacks with lightning sticks prod a few prisoners to their doom at the Grinder (Area 6). If the PCs attack, the sputter-jacks rush to take the prisoners to the Grinder, leaving four of them to defend the Engine Room doors with lightning sticks and the aid of the live wires. Notable Gretch-O-Maticus prisoner-employees:

- **Lola Mudfuffle:** A shrym woman in overalls, and the first to notice strange behavior from the sputter-jacks. She reported it to Gretch Peelar, but he ignored her.
- **Handers Zim:** A boggart man in rubber boots is scared out of his wits, and so upset with himself for coming in on his day off. The sputter-jacks sprung out and snatched him mid-shift.
- **Mister Poknar:** A goblin, with a hood over his head, who the **GREMLINS** call "The Poker." Poknar is the ruthless pit boss of the Gretch-O-Maticus appointed by Gretch Peelar himself to keep everyone working around the clock. He is despised by everyone.

- The **GREMLINS** are gathering parts to build the Liberator a new mobile body.
- Blinding flashes of light snap on and off from a huge, iron archway that leads to The Engine Room (Area 8), which practically rumbles with energy. The live wire cables hanging from the ceiling strike PCs that approach entry to the Engine Room.

AREA 5: THE SAWMILL

Chugging, creaking, churning water wheels powered by the dirty water of the Black Rill river. The sawmill isn't in operation, but scores of **GREMLINS** mill about chomping on buckets of cogs and wires, arguing with each other, some even fighting.

- A practical forest of felled trees dense with leaves lies on a series of stagnant conveyor belts.
  - Upon closer inspection, the trees rustle with activity. Roll 1d6:

1–2	A random hostile **CRITTER** that was previously living in the tree before it was cut down!
3–4	**GREMLINS**!
5–6	Sputter-jacks!

- Several broken down sputter-jacks sit lifeless on the conveyor belts, some missing limbs.
- Stairs climb to a boxy wooden floor at the very top of the Sawmill where a door leads to The Grinder (Area 6).

AREA 6: THE GRINDER

A massive, metal mouth of teeth spikes, and crooked blades. Two **GREMLINS** argue over whose "turn it is."

- The entire floor made of gears and belts feeds the Grinder.
  - Stepping into the room activates the floor and starts feeding directly into the mouth of the Grinder!
  - The controls are located next to the Grinder mouth.
- Two **GREMLIN** mechanics keep the Grinder operating at peak efficiency, eating prisoners one by one each day. As full blown loyalists, the **GREMLINS** Scrunch and Boil, have sworn their allegiance to the Liberator.
  - Scrunch constantly greases the floor, causing slips.
  - Boil re-activates the Grinder whenever it is tampered with.

AREA 7: CONTROL ROOM

A long steel staircase leads to the top of the Gretch-O-Maticus and a control room with windows that catch the shadows of the giant windmill built on the outside of the factory.

- The top of the staircase is booby trapped with clearly visible bear traps and tripwires (Nimbleness Check to navigate them without slipping up).
- A **GREMLIN** sits at the switches. If alarmed, they open up the walls of the tower exposing the entire mill to the elements, which are so windy, it is difficult not to be swept away, but the **GREMLIN** is strapped into his chair and ready.
- The control room contains a panel of complicated control switches made out of metal and wood that shut down the mill and fold in the windmill's petals.
  - This only hinders the Liberator momentarily, who will eventually get things up and running again.

AREA 8: ENGINE ROOM

A cold, dark room with rusty metal walls and floor. Bundles of cables lead down two flights of rusty, metal stairs to a series of huge engines.

- **The Mega Engine** is the largest engine, as tall as a house. It is cold, dark, and huge bundles of hoses and cables twist across the ceiling.
- When approached, the engine whirs to life and laughs menacingly. It is the Liberator, a **WISP** (L8-B) that dwells within the Mega Engine.
  - The Liberator controls the entire Gretch-O-Maticus but is still reliant on the spark technology that runs it.
  - PCs can attempt to dissuade the Liberator from wreaking further havoc, but do so with Disadvantage unless two criteria are met: they apologize for the misdeeds of the Mucklands' corporations, and they propose that the Liberator focus its energy on bringing life to the Land of Eem rather than cause death.
- A half-complete mech, built from steel cables, beams, hoses, wires and cogs, vaguely in the shape of a humanoid lies on the ground, parts strewn everywhere. Several **GREMLINS** work on it, but scatter when approached.
  - If the Liberator is thwarted, the **WISP** escapes to its new body (as obsidian **GOLEM** L6-C), even though it is not complete yet.

Plunge Pike Logging Camps

Hex 46.3. Located near the westernmost cascades of The Giant Falls, several logging camps speckle the mountainside, operating year round to fell the Giantstep forests. The camps employ lumberjacks of any stripe, supplying lumber for the many dungeoneering outfits of the Mucklands. Most of the felled logs head straight to Logjam, down Logger's Run to be milled.

WHAT'S GOING ON

- Green Gallivanter protesters are clogging up the works by tree-sitting all over the forest. If something isn't done, there might be some injuries or worse.
- A **GIANT** keeps stealing lumber from the camp leaving the harvest significantly depleted.

SIGHTS AND SOUNDS

1. A hungry wug lumberjack downs a 12 stack of flapjacks in one gulp.
2. Someone shouts "Timber!" as a huge tree almost smashes the PCs where they stand.
3. Several lumberjacks play a raucous game of Rascal Rummy that almost comes to blows.
4. A lumberjack challenges a PC to an axe throwing contest.
5. Lumberjacks in long johns sit around a fire drinking coffee and telling ghost stories.
6. A skinny boggart cook fumbles with huge sacks of flour that spill everywhere.

THE COOKHOUSE

Not a restaurant per se, but a big mess hall for lumberjacks, which is always packed.

Copper

- Flapjack Stack: A foot tall stack of flapjacks soaked in heavy bunglewood syrup. Gain +1 Vitality and Might for a session.
- Morning Stout: A stiff drink to wake up in the morning. Gain +1 Perception for a session.

RUMORS

- Plunge Pike Logging Camps need help dealing with a **GIANT** that keeps stealing their lumber.
- Green Gallivanter tree-sitters are in constant conflict with the lumberjacks at Plunge Pike, which might turn ugly soon.

LUMBERJILL JACKIE

Chief operations manager of all the camps. Lumberjill Jackie is a burly wug who not only keeps everything running, but also cuts timber with the best of them. They say she once felled a hundred trees in a day.

- **Traits:** Super buff, jolly laugh, under pressure from the big wigs.
- **Motivation:** Keep the camp afloat and the lumberjacks employed.





WOODHICK HARNO

Head cook for the lumberjacks. Although the camps often lack sufficient supplies, somehow Harno makes it work and the lumberjacks love him more than anyone.

- **Traits:** Smiley, tells knock-knock jokes, talks with a twang.
- **Motivation:** Keep the lumberjacks happy and fed by solving the recent supply issues.

RIVERHOG RALSTON

A towering bugbear that oversees the log shipments downriver. Ralston is a hard-nosed lumberjack that can load a skiff with lumber faster than you can yell "timber!" While he's all business during the day, Ralston loves to settle down in his bunk with some rascal cider and comic books.

- **Traits:** Vulgar, always barking orders, has a soft side.
- **Motivation:** Make sure all the lumber gets shipped down Logger's Run.





C. CINDER SPRUTTLEPARK

Leader of a group of Green Gallivanters protesting the logging camps. Spruttlepark is as righteous as they come for a gnome. She envisions a future where the wilderness is left pristine. The only downside to her cause is that it's hard living sitting in a tree. She'd much rather be sipping on tea next to a cozy fire, but in the end it's worth it.

- **Traits:** Impassioned, refuses to relent, misses the finer things and a warm bed.
- **Motivation:** Stop the logging camps from destroying the forests.

QUESTS

THE TREE SITTERS

A group of Green Gallivanters are protesting the felling of the forests by tree-sitting in the largest trees. Lumberjill Jackie doesn't want to hurt anybody, but the camps have a quota to fill and the trees must be logged. Besides, her lumberjacks and jills need this work to provide for their families. Please go talk some sense into the wacky gnomes, and in return she'll give you her *Magnificent* axe [slash].

- At first the Green Gallivanters are adamant that no more of the forest should be touched. And the most righteous of them threaten sabotage.
  - If the PCs agree with the Gallivanters, they'll want to plan an operation to cripple the logging camps.
- If pressed, they might make concessions to negotiate a compromise. Some of their suggestions include: don't cut the oldest, largest trees; only work seasonally so the whole forest isn't felled at once; put money toward a reforestation initiative.



RIVERHOG RUN

A shipment of logs for SPL is extremely late and Madam Mov Wozinski will have Riverhog Ralston's neck if it doesn't make it to Logjam in four days. Trouble is, all of Riverhog's log runners are out on the river. Take the logs down Logger's Run and get there quick! Foreman Burdgewooder at Logjam will pay you Silver Coins!

- Logger's Run, a whitewater rapids full of rocky hazards, is extremely dangerous, especially for the uninitiated.
- The PCs have 15 lumber and need to make it to Logjam with at least 10 of them. When PCs make a Travel Check, consult the following for how much lumber they lose:

1–2	Lose 3 lumber.
3–5	Lose 2 lumber.
6–8	Lose 1 lumber.
9+	No lumber lost.

THE GIANT'S MINIATURES

A **GIANT** stole a huge harvest of lumber earmarked for Logjam. Just came right up and grabbed two big armfuls of felled trees and giggled as she strode away into the mountains. This is the second time in as many months. Woodhick Harno will give a Flapjack Stack and Morning Stout on the house to anyone who finds the giant and scouts the location for a lumber heist.

- The **GIANT** stole the lumber so she can build a miniature town, which is her pastime. She even has a sputter-train that she acquired from who knows where going round and round on a track through the miniature town.
- The **GIANT** is building log cabins with the lumber, and just stares at the town happily for hours.
- Lumberjill Jackie pays Gold Coins to pull off the heist.

The Watchtower

Hex 36.7. The River Watch's main base of operations, situated along the Middle-Route Runoff—a huge tower with smaller towers jutting out of it, overlooking the busiest trade route from Capstan to Crickstop. A fleet of boats and skiffs sit docked in the riverbank, with constables coming from and going on weeks-long journeys to patrol the winding rivers of the region.

SIGHTS AND SOUNDS

1. A pair of constables put a rascal in a pillory.
2. A lieutenant chews out some River Watch deputies for not hitting their tax quota.
3. A quortle winks at you from the water as they slice a hole into a River Watch boat, which starts to sink.
4. River Watch **GUARDS** shoo away **ROODO BIRDS** that have just pooped all over the roof.
5. Constables argue as they load a huge chest onto an armored boat.
6. Commandant LeChar deboards a boat with an entourage and heads to the Watchtower. Today is inspection day.

RUMORS

- Sheriff Ratchet is as corrupt as they come, and some say he's maneuvering to take over all the River Watch.
- Barnabas and Bean, a couple of rascals, have been snooping around the Watchtower lately.
- The Floating Vault, a ship full of tax money, delivers chests of coins to Capstan every month.

SHERIFF JERONUS RATCHET

A miserable bully of a boggart, he is second-in-command of all of the River Watch, behind Commandant LeChar in Capstan. He fosters a culture of cruelty, intimidation, and corruption in his constables. Much of what he does is to curry favor with the River Barons who treat him well because the River Watch gets results, but that doesn't stop Ratchet from skimming off the top and pocketing taxes.

- **Traits:** Bully, manipulative, corrupt to the bone.
- **Motivation:** Make a fortune and stroke his ego as the real king of the River Watch.





CAPTAIN ARCHA STRUTTER

Regarded as the sternest, most prolific constable in the River Watch. Strutter is ruthless and precise in her searches for contraband and seizing of outlaws. Without an ounce of corruption in her, she manages to pull in the most taxes and captures, and even garners respect from Sheriff Ratchet and his goons.

- **Traits:** Relentless, meticulous, unimpressed.
- **Motivation:** Squash out all piracy and banditry in River Country.

CHIEF GUARD BUMBLETWAG

Ratchet's chief goon and muscle who oversees security at the Watchtower. He's often at odds with Captain Strutter, and torments Deputy Warley to no end. Although he sucks up to Ratchet and does his bidding, he's waiting for just the right opportunity to seize power.

- **Traits:** Ruffian, tormenter, bad breath.
- **Motivation:** Become Sheriff of the River Watch.





DEPUTY WUTHERS WARLEY

A meek, little guy that really isn't suited for River Watch duty. Warley was transferred to the Watchtower so Sheriff Ratchet could toughen him up. But Deputy Warley has too much compassion for the common folk. In Ratchet's eyes, he's much too lenient and a threat to the corrupt (and profitable) status quo.

- **Traits:** Meek, unsure of himself, kind-hearted.
- **Motivation:** Make a difference in River Country by trying to uphold the law.

QUESTS

THE JOKER AND THE THIEF

Barnabas and Bean (p223) are planning a heist of the Watchtower, but it's crawling with guards. What do they want? Sheriff Ratchet's keyring, which opens the Floating Vault, a heavily fortified steamboat that periodically transports tax money to Capstan. Unfortunately, Barnabas and Bean are personae non gratae around here, so they need help hatching and executing a plan.

- Sheriff Ratchet takes a daily nap after his lunch delivery. He sleeps in his office chair with his feet resting on the desk, while his loyal **DOGGART** (L4-B) Smush sleeps too. His keyring is always hanging on his belt.
- The door to the Watchtower is fortified with an iron anti-tampering gate. On the other side of the door is a hallway with a checkpoint, manned by a security **GUARD** (L3-B) who only admits people with proper clearance. Under the desk is an alarm trigger to alert the entire Watchtower.
- **GUARDS** (L3-G) patrol the perimeter of the Watchtower on foot, as well as on the ramparts. But all of them are fairly lazy and don't expect anything out of the ordinary.
- A random NPC is also in the Watchtower trying to erase the charges against them on their permanent record.

THE FLOATING VAULT

With or without Sheriff Ratchet's key, Barnabas and Bean need to sneak inside the Floating Vault the next time it leaves for Capstan. Why? Not only to steal taxes and give them back to the poor, but there's a special coin inside the vault. An Ancient Coin of Epoli, worth a fortune in itself.

- 6 River Watch **GUARDS** (L5-B) patrol the ship's deck, each with a crossbow and halberd. 12 more **GUARDS** (L2-G) reside in the hold.
- Captain Archa Strutter is aboard, heading to Capstan for a meeting with Commandant LeChar.
- The vault can be accessed from both the deck and hold. Lockpicking Checks suffer Disadvantage.
- The vault houses a literal fortune: several big chests worth 10 pouches of Copper Coins, 5 pouches of Silver Coins, and 5 pouches of Gold Coins.
- The Ancient of Coin of Epoli is in Captain Archa Strutter's safekeeping, tucked away in a small lockbox on her person.

SOMETHING FISHY

On a routine inspection, Archa Strutter recently uncovered a person's skeleton on a junk hauler full of trash, heading to Junktown. The skeleton was stuffed in a barrel full of strange fish bones. Stumped on the case, she is looking for some outside help and perspective. After all, there could be a murderer on the loose!

- Strutter suggests chatting with Pelko the Fisher in Rascalton (p220).
  - Pelko has no idea who the person could be, or where the fish bones came from. "Not from my stock, that's for sure. These bones are adolescent braying saberfish, a highly dangerous species. So whoever is eating them sure puts in the effort."
- Simultaneously, the PCs are being followed by a boggle Copperhat (**GUARD** L5-B) named Detective Twig and his three deputies (L5-G) from Bogtown; they are tracking a notorious robber called the Cleaner. One of the PCs matches the Cleaner's description, and Twig attacks.
- Once Twig realizes the PC isn't the Cleaner, he explains the notorious robber was rumored to be planning a heist of a merchant in River Country, but the trail went cold.
- Gathering information among the criminal element reveals the targeted merchant is Mrs. Basil the Hooper, living in the Brewmaster District. She runs a business that sells iron barrel hoops to the breweries in Rascalton.
- Mrs. Basil is nice, even accommodating. But she does seem nervous. And she is very sour about a recent rejection by the Guildmongers. Apparently, she was not wealthy enough to be allowed to form her own Hoopmonger Guild. So why would anyone want to rob her?
- Inside her home is a secret trap door that is triggered by touching a solid gold statue of a riversaur resting on a table in the room. The trap door leads to a huge basement, with a full grown **RIVERSAUR** (L4-C) swimming in a massive pool.
- Inspired by Baron Corsgo, Mrs. Basil has been growing the riversaur by feeding it saberfish in hopes of letting it loose in Capstan Lake to eat all those smug Guildmonger merchants.
- The Cleaner, in fact, did come to rob her, but he was met with quite a ravenous surprise.
- Archa Strutter wants to fully convict Mrs. Basil of murder, while Detective Twig is indifferent—after all, the Cleaner was a terrible criminal.

The Welkin Post

Hex 45.7. The most reliable message and mail courier service in Eem, and for a reasonable price. Newly established in the Mucklands, the Welkin Post is a popular service in the welkin city of Cloudcap north of the Mucklands. The first Mucklands office is high in the mountains, as a sort of bridge between regions, and few people even know it exists. Currently, there is only one office, but they are looking to establish offices in every region in the Mucklands.

SIGHTS AND SOUNDS

1. A welkin mail carrier loads up with a huge sack of letters, but can't lift off the ground to fly.
2. A **GIANT** carefully licks a tiny stamp, but accidentally swallows it anyway.
3. Lumberjacks wait in line to send their families packages for the holidays.
4. Although there's a thunderstorm, a carrier steels herself and braves the skies.
5. A team of carriers flying from the far north transport a huge, heavy crate packed with something alive.
6. A Felmog Outrider argues with the cashier over the price of stamps.

RUMORS

- The Welkin Post, a new mail delivery service in the Mucklands, is looking to expand across the region, but their only office might shut down if they don't get things together.
- After a **MANTICORE** injured their best courier, the Welkin Post is backed up with mail.

POSTMASTER CALAMUS BEAKMAN

Extremely focused and serious, the Postmaster is responsible for getting the Welkin Post off the ground and functioning smoothly. Due to a number of circumstances, it's been a rough go so far, and Beakman has definitely lost sleep, leaving him with a short fuse.

- **Traits:** All business, irritable, losing his feathers.
- **Motivation:** Establish a strong foothold in the Mucklands before they lose funding from Cloudcap.





ZYGO DOWNWATTLE

A young welkin assigned to establish a new office in Scalawag Strand. Nervous about the uncertainty of the journey, Zygo is questioning his ability to go to a brand new land alone. The Mucklands is a much scarier place than he imagined!

- **Traits:** Nervous, inexperienced, doesn't want to let anyone down.
- **Motivation:** Prove he has courage and earn his place among the Post.

QUESTS

EXPANDING THE POST

Zygo Downwattle is tasked with establishing a new office in every region of the Mucklands, but he's in way over his head. Escort Zygo on his journey to expand the Welkin Post, and he'll pay you each 1 pouch of Silver Coins.

In each location there are problems that need to be dealt with before a place of business is up and running.

- Capstan, River Country: The River Barons want to use the Post as a smuggling ring.
- Bogtown, Fleabag County: High Magistrate Kreech in Bogtown imposes reams of paperwork and restrictions to build an office.
- Mushmash, Quagmash: **ORCHES** hunt birds all year round.
- Conch, Scalawag Strand: Muckland Trading Co. forbids mail that isn't inspected to pass through the region.
- Dunk, Drippy Downs: The Tollers want to impose a hefty toll on all mail.
- Firedamp, Used T'Be Forest: **BANDITS** steal mail looking to profit or blackmail information.
- **HEROIC TITLE ACHIEVEMENT:** Help establish the Welkin Post in all 5 regions.
  - ***The Postmeister*** ♔. The PC can send mail for free through the Welkin Post.

Points of Interest

Mandrell Village

Hex 43.9. A riverbank village built on wooden stilts. Mandrell is home to a small community of **MANDRAS**—salamander folk that farm fish and **RIVERGOLD**.

WHAT'S GOING ON

- Hookfin Horde **PIRATES** are terrorizing Mandrell, stealing their fish and kidnapping citizens for ransom.
- The River Watch demands taxes, even though they won't offer protection from the Hookfin Horde.

RUMORS

- The Hookfin Horde kidnapped villagers from Mandrell, and no one can rescue them.
- The River Watch demands Mandrell pay taxes, even though they won't help defend against river **PIRATES**, leaving the villagers destitute.

HOWIE SLIPPERTAIL

Frustrated with his lot in life, Howie is determined to protect Mandrell from **PIRATES**. But he's just a simple farmer and doesn't know the first thing about fighting.

- **Traits:** Earnest, angry, dreams of being a hero.
- **Motivation:** Drive the river **PIRATES** and the River Watch from Mandrell.





GARMA SHADYMANDER

A **MANDRA WITCH** who is something of a village matriarch. The other villagers don't always agree with her, but they respect her longevity. Some say she's over 130 years old, and wields magic both great and terrible.

- **Traits:** Venerable, kind to the non-ignorant, does not suffer fools.
- **Motivation:** Keep Mandrell traditions from dying out.

QUESTS

PROTECTION FOR MANDRELL

You are brought to sit before Garma Shadymander who is eager to speak with outsiders. She explains that the River Watch demands a great tax without any benefit. Worse, the dastardly Hookfin Horde attacks the village freely, and the River Watch could not care less. You are not **MANDRA**, but perhaps you can help convince the River Watch that Mandrell is out of its jurisdiction, or else negotiate protection against further **PIRATE** attacks. In return, she will give you all her Herb Components.

- The River Watch officials care little about the plight of Mandrell, except for one constable named Warley at the Watchtower (p239). Warley doesn't have much power, but if convinced, he suggests scrubbing Mandrell from the River Watch records. The PCs would need to break into Sheriff Ratchet's office.

HOOKFIN HEIST

Howie Slippertail doesn't trust the River Watch to make good on any promises. Besides, the kidnapped villagers need help now! Join Howie to find the Hookfin Horde's hideout, and show the **PIRATES** they'll regret ever messing with Mandrell. He thinks the Hookfins have a base somewhere in the Giantstep Mountains.

- The Hookfin Horde has a secret hideout located behind a waterfall at Giant Falls (p249).
- Howie isn't the most skilled warrior (+0 Attack and Defense, 10 Courage, 1d6 Dread), but if he sees his crush, Nala, his Courage doubles.
- **HEROIC TITLE ACHIEVEMENT:** Save the kidnapped villagers of Mandrell.
  - ***Mandra Friend*** ♔. PC gains Advantage on Charm and Inspire Checks with **MANDRAS**.

Sunken Ship

Hex 33.6. A seafaring galleon that sailed from the Scalawag Strand, up through Quagmash, into River Country, all the way to Blunder Crick during a storm that flooded much of the Mucklands some generations ago. The ship is said to be haunted with the dead crew who, as the legend tells, struck the back of a sleeping dragon, evoking its terrible wrath. To this day, few venture there for fear of **GHOSTS**, and the **DRAGON**.

LEVEL 1: THE BROKEN DECK

The ship is large and utterly destroyed, literally split in two as if struck with an axe by an angry giant. The masts rise from the ruin like towering, splintered tree trunks, and the deck is sloped, uneven, and covered in slime.

- The deck is littered with unsafe, uneven ground and holes busted through the floor that fall 15 feet into the stowage.
- **MUCILLUSKS** cover every inch of the deck making the likelihood of slipping much greater.

LEVEL 2: CAPTAIN'S QUARTERS

Shabby, water-rotten room, cluttered with old loot, strewn everywhere. Two **BOUNTY HUNTERS** shuffle through the mess.

- Apparent items in the room include: rusty weapons, boarding axes, chests of tarnished silverware, and other *Mundane* items.
- The Captain's Loot is still hidden behind a smelly taxidermy shrimp the size of a small dog. It's an Old Hoard that also contains a *Magic* item—*The Farseer*: a spyglass that can zoom in on a target up to 6 miles away with crystal clear clarity.
- Jung the Snare and Burbar the Beast of Gragholler were sent by Frowl in Capstan (p192) to find Cork the quortle.
  - Jung (**SPITHRA** L5-C) is from a small, subterranean village south of Ryloch in the Used T'Be Forest. She is famed for binding her prey in webs.
  - Burbar (**BOUNTY HUNTER** L6-B large) is a bugbear, hired by Jung as a precaution because she heard Cork was dwimmercrafty. Burbar's family in Bugbear Holler are bootleggers that make illegal rascal cider.
- If the PCs appear to be on a similar job, they offer to split the reward for Cork, and if not, they stop the PCs here and now.

LEVEL 3: THE STOWAGE

Beneath the deck of the Sunken Ship is a muddy, slick and disgusting hold of rotten plants, river barnacles, and smelly rigging left over from the shipwreck. Barrels line the walls surrounding a huge sinkhole in the center of the room.

- The sinkhole leads into a cavern beneath the hull of the ship. There's a ladder attached, but it's a booby trap: the rungs have been partially cut so as to snap when someone uses it, alerting Bork the quortle with a series of attached bells.
- The 12 untapped barrels are filled with **TROLL** whisky. Clearly important to the **PIRATES**, the barrels are chained up behind panels of steel that managed to survive the wreck.
  - The whisky (pronounced wusky by **TROLLS**) is two hundred year old Haverbridge, a famous and delicious vintage (pouch of Gold Coins per barrel).
  - There's a 2-in-6 chance that a barrel is filled with **LIGHTNING EELS** (L3-B).

LEVEL 4: THE SINKHOLE

A claustrophobic, muddy tunnel, with dug out shelves that hold knickknacks. A glow-worm lantern dangles at the far end from a small room.

- At the end of the tunnel is a homey room with a single table, and a quortle reading a book with her back turned. It is Cork the quortle. Behind her is another dark tunnel.
  - Cork is considered a wild child, a youngster with a gift for talking to animals, even controlling them.
  - She's hiding in the Sunken Ship fully aware that Frowl wishes to see her, but Cork did some digging and discovered that Frowl is kidnapping dwimmercrafty folks!
    - Some say Frowl is a **WITCH**, and maybe not even an actual boggart.
  - Cork warns the PCs that if they have any ties to Frowl, they should cut them.
- If Jung and Burbar are present, or if the PCs try to persuade or capture Cork, she unleashes her dragon, which dwells in the tunnel behind her.
  - Cork has mostly pacified the **DRAGON** (L6-C) named Azurzag, but can make the creature attack on command.
- **HEROIC TITLE ACHIEVEMENT:** Save Cork and help her put an end to Frowl's plot.
  - ***The Dwimmercrafty*** ♔. PC learns a spell from Cork (see Spells table in Core Rulebook) that can be used once per session.



Zones

Big Crick

A river in the northernmost part of River Country where Bubbletop was founded. Big Crick is famed for its natural gasses that bubble up from the earth, creating hot springs, geysers, and in some remote and less trodden areas, acidic pools called boilers.

MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

BIG CRICK	
1	Bogrils
2	Quortles
3	Barbecudas
4	Braying Saberfish
5	Mucillusks
6	Blorps

WHAT'S THERE

- Lots of relaxing hot springs draw travelers from all over the Mucklands to enjoy river-side inns.
- Geysers spewing jets of gas and water from deep beneath the earth constantly go off, in some cases at random, and in other cases, like clockwork.
- Giant cave systems jeweled with eroded tunnels filled with geometric shapes, hidden passages, and various uncharted, unexplored caverns.
- Acidic pools called “boilers” filled with perilous acids from beneath the earth. It isn’t uncommon to find floating skeletons of birds and other animals in these pools where they accidentally approached to take a drink of what looks like cool water.
- Bogril naturalists swim and live in the water as their kind used to in the old days, known for their relaxed, friendly behavior.



Blunder Crick

Runoff from the snowy peak of Skroknest Mountain winds through the rocky hills of the Blunder Bluffs into River Country. Traditionally, most local folk are wary of this scarcely traveled river. Legends tell of mischievous creatures that harass and kidnap adventurers. However, a small group of bogrils have decided to put those legends to bed and found a new village along the cool, pristine waters of the mostly untouched wilderness.



MODIFIERS

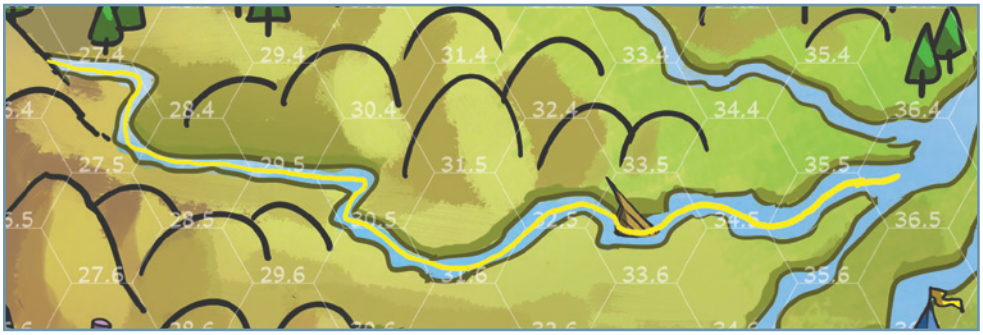
- -2 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

BLUNDER CRICK	
1	Bogrils
2	River Goblin
3	Tommyknacker
4	Doods
5	Scraggles
6	Skrokwing

WHAT'S THERE

- The wreckage of a sunken ship lies at the bottom of the river, and no one has fully explored it (p243).
- **RIVER GOBLINS** are known to pester travelers around the Blunder Crick, their numbers growing as the population surges along the borders of the Used T'Be Forest.
- **TOMMYKNACKERS** haunt abandoned, flooded caverns where the Blunder Crick has flooded from recent storms, endangering local miners.
- **SCRAGGLES** have stolen a **SKROKWING** egg and have drawn the ire of a mighty **SKROKWING** to the area.
- Bogril river folk have traveled to the shores of the Blunder Crick to set down roots and build the brand new village of Blunderton.
- A plague of **DOODS** are puttering around, devouring this year's rice crop along the western side of the Bubble Hills.



Bubble Hills

An idyllic, untouched expanse of forested green hills and mountains that make up the northwest of River Country. Protected by the Druids of Quort, an ancient order of quortles and bogrils that patrol the land, the hills are a wild untamed place that folks should tread lightly despite their apparent tranquil beauty.

MODIFIERS

- -1 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

BUBBLE HILLS	
1	Spindlestriders
2	Dracopillar
3	Guardvarks
4	River Goblin
5	Wriggling Snarps
6	Werewolf

WHAT'S THERE

BIG CRICK SPRINGS

Nestled in a small green valley to the north of Bubbletop are hundreds of natural hot springs and geysers.

- **GUARDVARKS** are tunneling out the hills near a quortle village, causing dangerous landslides.
- Old Predictability is a famous geyser that shoots nigh on a mile into the air every thirty minutes. The water comes out hot as soup but lands half frozen.
- **RIVER GOBLINS** lurk in the backwaters and are rumored to snatch up adventurers who venture out to collect resources or look for food.
- An old **RYZOPHANT** (L5-C) has taken up residence in a large, natural spring called Golden Pool. The critter is called Uzrok by local quortles and given a wide berth.



BUBBLEWOOD

A forest of coniferous trees spread across the Bubble Hills, teeming with woodland life.

- The **SPINDLESTRIDERS** native to the area are skittish and defensive ever since a group of poachers moved in and set up camp.
- An angry **DRACOPILLAR** (L5-G) called Fwoosh risks starting a forest fire by burping fire into the trees. Someone stole the critter's larvae and she is beside herself with worry and frustration.
- A pack of **WRIGGLING SNARPS** have come down from the mountains and wandered dangerously close to local villages.

RUMORS

- Starving **MOOSHWIMBLES** are searching for food after a mysterious pollutant killed off all of the algae in their favorite watering hole.
- Poachers threaten the local wildlife in Bubblewood and the Druids of Quort need help.
- A giant **RYZOPHANT** called Uzrok terrorizes the hotsprings.



PRINCESS WINNOW



Princess of the Druids of Quort, she is highly attuned to the natural world, and roams the Bubble Hills with her **BOGRILLIAN TORTOISE** mount and pet **OWLIGATOR**. She considers it her birthright to protect the land from enterprising corporations and the River Barony.

- **Traits:** Regal, wary of city folk, deeply passionate.
- **Motivation:** Protect nature, specifically the Bubble Hills.



SISTER SORREL

Herbalist and healer providing wellness checks to the local animals of the Bubble Hills. She often aids travelers in need as well, though tends to prioritize animals if the travelers seem unsavory.

- **Traits:** Socially awkward, reclusive, genuine.
- **Motivation:** Care for animals when no one else will.

BROTHER BORGNEEN

A portly bogril with a perpetual smile who loves visitors to the Bubble Hills, although his fellow Druids rarely share the same sentiment. Borgneen always sees the good in folks and wants to believe people will do what's right in the end.

- **Traits:** Cheerful, optimist, enamored by city folk.
- **Motivation:** Relate to outsiders and promote the importance of the natural world to them, so they'll get a better appreciation of the work done by the Druids of Quort.



QUESTS

POACHED EGGS

A **DRACOPILLAR** (L3-B) is rampaging throughout Bubblewood, burping fire onto the trees. If not checked, the critter will start a forest fire. Worse, the Druids of Quort believe the **DRACOPILLAR** was provoked by city-folk, likely poaching her larvae to sell in Capstan as a River Baron's pet. Prevent the **DRACOPILLAR** from starting a forest fire and run those no-good poachers out of the Bubble Hills.

- The hunters are a group called the Land Sharks from the Quagmash (p164).

THE HILLS HAVE PIES

Someone has been feeding pies to the **GUARDVARKS** (L3-G) in the hills surrounding Big Crick Springs and now they've gathered in numbers looking for more food. The critters are burrowing in the hills and causing dangerous landslides that threaten the folks living near the famous geyser, Old Predictability. Get those **GUARDVARKS** to move on to greener pastures and catch whoever is feeding them pie.

- A **KOBOLD** (L5-B) named Patsy is feeding the pies to the **GUARDVARKS** (L3-B) because she's bored and just discovered the art of baking. She is offended by any accusations initially, but can be persuaded to use her baking powers for good.

THE NORTHERN WOLVES

Princess Winnow is deeply concerned about **WEREWOLVES** invading the hills, and word from Bubbletop confirms her fears (see quest **Wolves in the Water** (p188). The **WEREWOLVES** must be stopped, but fighting them all together would be nigh impossible. Winnow suggests drawing them out and isolating them one on one. Or perhaps devise a way to drive them back north.

- There are 6 **WEREWOLVES** that come from the steep, jagged mountains called Drastica, north of the Mucklands. They are nomadic, searching for a new land to feed upon its life and corrupt its beauty. They have already encroached upon Bubbletop.
- **HEROIC TITLE ACHIEVEMENT:** Defeat or drive away the **WEREWOLVES** from the Mucklands.
  - ***Vanguard of the Druid Princess*** ♔. Princess Winnow is smitten with the PC for their heroic courage. The PC and their allies are always welcome in the Bubble Hills, and the Princess will provide aid up to 15 Hexes away.

Diamond Run

Several criss-crossing rivers that feed into Lake Capstan, the Nackadonkee, and Nackadinky. Heavily trafficked by boats, Diamond Run is a frequent passage for River Barony craft as well as the Hookfin Horde river **PIRATES**.

MODIFIERS

- -2 Travel Checks
- +0 Wandering Intruder Chance

WANDERING INTRUDERS

DIAMOND RUN	
1	Pirates
2	Bandits
3	Rindle Rams
4	River Baron
5	Hippogruffs
6	Riversaur

WHAT'S THERE

- The Diamond Run Regatta takes place each season, where well to do folks like River Barons and Guildmongers compete to win the Diamond Run Ring.
- River **PIRATES** like the Hookfin Horde make hideouts in the land between the rivers, and always manage to cause havoc during Yacht Race season.

RUMORS

- Whoever wins the Diamond Run Regatta becomes a celebrity in River Country, especially among nobles and the River Barony.
- Rorey Lankershiv is the frontrunner to win the Diamond Run Regatta, but Skylor Corsgo might have something to say about that.
- Rorey Lankershiv wants to win not only the Regatta, but his father's approval. The Baron despises his son for being a failure in his eyes.
- Locals are worried about an imminent **PIRATE** attack.



QUESTS

THE DIAMOND RUN REGATTA

Enter the Diamond Run Regatta and compete to win 2 pouches of Ancient Coins and the Diamond Run Ring, a gaudy piece of jewelry coveted by anybody who's anybody in River Country. Competitors need their own boat to sail the criss-crossing rivers of the Diamond Run. Whoever does so in the fastest time wins the competition!

- From Capstan to the Giant Falls, the racers must sail each river of the Diamond Run (see map). How exactly they choose to sail the course is entirely up to them. The Diamond Run Regatta is a test of sailing knowhow and endurance. For every Travel Check, the PCs must alternate using the following Skills: Realms, Might, Wilderness, Inspire, Vitality, and Mettle. Record the results of each Check. Whichever competing boat runs the race the fastest wins. In the result of a tie, the highest sum of Travel Checks wins.
- Rorey Lankershiv and Skylor Corsgo are the top two competitors (+2 on Checks). Both are haughty, privileged sons of famous River Barons, and they attempt to sabotage other racers. Both have set up obstacles throughout the course: Corsgo set loose a wild **RIVERSAUR** (L5-C) and planted log debris. Lankershiv paid Hookfin Horde **PIRATES** (10xL1-G) to attack and tamper with the PCs' boat, which causes it to malfunction at an inopportune moment.
- **HEROIC TITLE ACHIEVEMENT:** Win the Diamond Run Regatta.
  - ***Diamond Run Ringbearer*** ♔. Nobles, River Barons and Guildmongers regard the PC with respect. The PC and anyone who participated on their team can get into any party or high society gathering in River Country without issue.

Giantstep Mountains

Mountains situated in the northeast of the Mucklands, overlooking all of River Country. Their snowy caps make up most of the runoff that feeds into the many river networks in the valley, and the mountains are famous for their hundreds of waterfalls. Most folk admire the Giantsteps from afar, however, if for no other reason than to avoid the **GIANTS** that live there.

MODIFIERS

- -2 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

GIANTSTEP MOUNTAINS	
1	Giant
2	Pirates
3	Hippogruffs
4	Vultor
5	Manticore
6	Koogras

WHAT'S THERE

GIANT FALLS

A network of massive, majestic waterfalls spans the northern mountain range, truly a sight to behold. Were it not a popular place for **GIANTS** to bathe and take showers, it might be a tourist destination.

- The three main falls east to west are: the Foot Falls, the Morning Falls, and Plunge Pike Cascade.
- **GIANTS** roam the range, each mostly keeping to themselves: herding animals, panning for gold, engaging in individual hobbies. But several times a year, the great din of a **GIANT** fight carries down the mountain like thunder.
- Bathing **GIANTS** often get into scuffles, fighting over the best shower spots.
- The Hookfin Horde **PIRATES** keep a secret treasure stash in a cave behind the waterfalls.
- A herd of **HIPPOGRUFFS** have migrated to the foot of the Giantsteps to shed their wooly coats before returning to the water.
- **RINDLE RAM** mating seasons makes these critters aggressive to anyone that ventures into the water.



VULTOR'S ROOST

Large jagged caves that overlook the waterfalls and home to a population of **VULTORS**. The caves are said to wind into the mountains for miles and even giants go missing there.

- **VULTOR** nests riddle the peaks and caves of the Giantstep Mountains.
- A vicious **MANTICORE** (L5-C) called Wreck dwells in a cave high in the mountains, swooping down periodically to terrorize river villages.
- A hidden **KOOGRA** den is the final resting place for a petty magician on the run from Krog & Sons Inc. for stealing a *Magic* item.

RUMORS

- There's a **TROLL** named Korada with big plans to tunnel a passageway through the Gianstep Mountains all the way to Shrym.
- A **THIEF** is hiding out somewhere in Vultor's Roost with a stolen *Magic* item.
- A **MANTICORE** is terrorizing the river folk of Giantstep and must be stopped.
- **GIANTS** are brawling near the foot of Giantstep causing earthquakes.

COREEG THE MAGNIFICENT



A **GIANT** loremaster who sings to the clouds. Coreeg thrives amongst the critters and folk of the mountain, but detests outsiders. Considered a giant amongst giants, Coreef is often sought for wisdom or to interpret dreams and visions, but he obliges only those he deems worthy.

- **Traits:** Wise, judgmental, generous with knowledge.
- **Motivation:** Learn about hidden meanings in everything.



YOMZ THE MAGNANIMOUS

A **GIANT** lumberjack turned adventurer. Yomz pans for gold at the base of the Giant Falls in hopes of striking it rich so he can share his wealth with the folk of River Country, and get rid of the Barony.

- **Traits:** Big heart, frustrated, pie in the sky mentality.
- **Motivation:** Get rid of the River Barony and return River Country to a rural homestead of good folk.

KORADA OF THE ROOST

A **TROLL** living within a massive smithy chamber at the base of Vultor's Roost. Korada uses her skills as a smith and carpenter to craft mining tools and gold pans for the giants she lives amongst.

- **Traits:** Ambitious, idealist, only focused on the big picture.
- **Motivation:** Test her skills by making gigantic tools of great quality, with the absolutely best materials she can find.



QUESTS

THE ROOST CANAL

Korada of the Roost is planning something big, a canal to run right through the Giantstep Mountains. Her hope is that the canal would give her access to the best materials and tools from Shrym. Korada even has a perfect set of plans for her canal, but lacks the muscle to get the job done and deal with the **VULTOR** nests that reside at her ideal build site. Korada wants you to convince the **GIANTS** to help her build the canal through Vultor's Roost to link the Mucklands to Shrym. Oh, and get rid of those **VULTORS** while you're at it. If successful, Korada will give each of you a vial of Korada's Oil.

- Korada's Oil grants +1 Attack for a session.
- The **GIANTS** (L6-C) are hesitant to change the landscape, for fear that they will be viewed like their monstrous ancestors, the ogres of the old world.
- If the **GIANTS** are persuaded, and the **VULTORS** taken care of, the Roost Canal is built in a year's time, bridging the two realms of the Mucklands and Shrym.
  - This is a double-edged sword. The mountains provided a natural wall against the terrors of Shrym, like cyclops and minotaurs.

THE BIG BOOK OF KNOWHOW

Coreeg the Magnificent has misplaced his favorite book, a gigantic tome composed of the sum of all giant knowledge, appropriately called: *The Big Book of Knowhow*. Coreeg last had the book while on a walkabout alone at Giant Falls, and hopes the ancient text hasn't gotten wet. Find the book and Coreeg will perform a therapeutic deep dive into your Flaws or Ideals.

- The book is gigantic and needs all of the PCs to move it. It is located on a green patch of land between two rivers in Hex 46.1.
- Currently **HIPPOGRUFFS** are rubbing against it vigorously to shed their wooly coats. The **HIPPOGRUFFS** (L3-B) are very temperamental and will not like losing their new favorite scratching post.
- Once successful, Coreeg discusses each PC's Ideals or Flaws. The next time the PC uses their Ideal or Flaw, they gain a one time bonus of 2 XP instead of 1 XP.

Lake Capstan

The lake surrounding the largest city in River Country and the beating heart of River Country's economy. Merchant boats chug in and out of the harbor twenty four hours a day, while River Barony gambling yachts lay anchor to collect new passengers from the city center itself.



MODIFIERS

- +0 Travel Checks
- +0 Wandering Intruder Chance

WANDERING INTRUDERS

LAKE CAPSTAN	
1	Thieves
2	Gangsters
3	Bandits
4	Guards (River Watch)
5	Felmog Knight
6	River Baron

WHAT'S THERE

- Patrolling River Watch boats and skiffs keep a close eye on all passing ships, while providing security for River Barony vessels.
- River Barony gambling boats circle the lake, exchanging passengers and waiting to dock in Capstan.
- Heavy traffic from merchant tugboats causes intermittent slowdowns as they travel up and down the Middle-Route Runoff.

RUMORS

- **THIEVES** are targeting merchant vessels right under the River Watch's nose.
- River Watch constables are going missing during the night watches.
- Quortle weather watchers have warned that a great flood may be on the horizon, but no one in Capstan listens to them.
- Top brass in the River Watch are helping the Felmog Outriders smuggle precious *Relics* across the Mucklands.

HARBORMASTER RUBRECHT

The human harbormaster who manages a contingent of River Watch constables that keep the peace on the waters of Lake Capstan.

- **Traits:** Under pressure, stickler for the facts, professional to a tee.
- **Motivation:** Solve the case of the missing River Watch constable and appease the River Barony by finding out what has everyone so spooked.





CHEESH JETTER

A known smuggler and leader of a small crew called The Jetters. For a fee, they smuggle anything (or anyone) in or out of Capstan from one of their clandestine fishing vessels. Though known by the River Watch, Rubrecht has approached Cheesh to help locate the lost constables, so his smuggling is mostly ignored.

- **Traits:** Rebel, master of disguise, disarming smile.
- **Motivation:** Get in good with the Felmog Outriders who deal in extremely high-priced items.

WELDA CAVENDISH



The wealthiest merchant mariner in Lake Capstan, Welda is on track to join the River Barony. Born into poverty on the streets of Muckland Harbor, she lived most of her life working Muckland Trading Co. merchant vessels until purchasing a ship to transport goods upriver to Capstan.

- **Traits:** Arrogant, sloppy, deadly ambition.
- **Motivation:** Do anything to buy her way into the Barony and cast off her past.

QUESTS

THE MISSING RIVER WATCHMAN

Harbormaster Rubrecht needs information about a missing constable who has not been heard from for days. With pressure mounting from the Barony, Rubrecht is looking to hire adventurers to go on a midnight patrol and investigate suspicious behavior.

The PCs can discover a couple things while patrolling the lake at night.

- The Jetters are smuggling antiques meant for some Felmog Outriders. Cheesh won't care if the PCs know this, because he and Rubrecht have an "understanding." Cheesh believes the missing constable was probably an unskilled sailor, because he heard tell that a small boat sunk two days in the shallows.
- Welda Cavendish, a prominent merchant, believes Cheesh's story is nonsense. She's been complaining to Rubrecht for months that **THIEVES** are attacking merchant boats on the open water to no avail. Her own vessel, a green ship called the *Prickly Pincher*, was robbed last week. The **THIEVES** must be to blame.
- The group of **THIEVES** (L3-G) that Welda complained about patrol the waters in a small boat about to attack *The Myriad*, Baroness Halden's ship. If confronted, they claim they had nothing to do with the missing constable, but saw the constable's boat sink, after being struck by a merchant ship in the shallows. The wreck should still be there.
  - If PCs investigate the wreck they won't find the constable's body, but among the wreckage is a bit of green wood from a boat's hull—the *Prickly Pincher*.
- Accusing Welda (as **WARRIOR** L2-B) kicks off a Conflict, and she's ready to quiet the PCs for good. Welda, indeed responsible for the constable's disappearance, doesn't want witnesses. The constable discovered that Welda is smuggling **CURSED** *Relics* onto Cheesh Jetter's boats. So Welda rammed his little boat, tied him up, and fed him to Baron Corsgo's **RIVERSAUR**, Ravanax, on the *Black Drake* in Capstan.
- If faced with her demise, Welda finally admits that the cursed *Relics* are being smuggled for Baron Corsgo, who plans to give them to his rivals in the Barony. In return, Welda secures her place as a Baroness in Corsgo's future takeover.
- Cheesh still has the cursed *Relics* and is already smuggling them into Baron's Quay in Capstan. If the PCs handle any of the *Relics*, see Curses table in Core Rulebook.
- Harbormaster Rubrecht rewards the PCs a Guild Coin for solving the crime. The cursed *Relics* are confiscated by the River Watch and collected by Felmog Outriders from The Stone in the Used T'Be Forest.

THE GREAT FLOOD

After a record rainstorm pummeled River Country, the Capstan Dam has broken! Flooded rivers threaten to wash away homesteads all across the region as folks struggle to survive. The Nackadonkee Hamlets are especially vulnerable.

- Roll 3 events as the PCs attempt to help displaced people in the flooding waters of River Country.

1	A river baron's boat refuses to help dozens of refugees as they clamor to be let on board. The baron's **GUARDS** fight back against the climbing crowd and they fall back into the rushing river.
2	Three boggart kids struggle to stay afloat on a big suitcase. The smallest child loses her grip and is taken under.
3	A **RIVERSAUR** heads straight for several families who are trying to ford a rushing river.
4	People argue over barrels of supplies. If things aren't mediated soon, violence erupts.
5	A mother can't find her missing daughter. She lost her in an adjacent Hex and is now in the custody of a family of **MANDRAS**.
6	A river baron has lost a chest full of priceless jewelry heirlooms when their boat crashed into a house. They'll pay the PCs to retrieve the jewelry. Meanwhile the owners of the house are left destitute.
7	A group of Ogo pilgrims do the grisly work of retrieving bodies from the flood but they'll need help with all the **CRAWLBADS**.
8	A riverboat captain demands exorbitant payment from folks desperate to survive. He grins as he pockets a woman's gold necklace.

Logger's Run

Treacherous rapids flowing from the logging camps of the eastern mountains into Logjam. The Logger's Run is a hard river to tackle and even the most experienced river sailors will attest to its many perils.



MODIFIERS

- -3 Travel Checks
- +0 Wandering Intruder Chance

WANDERING INTRUDERS

LOGGER'S RUN	
1	Rindle Rams
2	Thornhawks
3	Bubblegeese
4	Mandra
5	River Goblin
6	Riversaur

WHAT'S THERE

- Boat captains take shipments of logs headed for the lumber mills, navigating a dangerous roaring rapids that requires the utmost skill to survive.
- Thrill-seekers often attempt to traverse the rapids to make names for themselves.
- **RIVERSAURS** are said to lay clutches of eggs amidst the most treacherous whitewater.
- Legend has it a River Baron hid a fortune somewhere along the river.

The Middle-Route Runoff

The busiest trade corridor in the Mucklands, running from Capstan to Crickstop and leading directly into the Middle-Route Run. The river is bustling with vessels shipping lumber, ore, goods, and other valuables to dungeoneering corporations in the Used T'Be Forest to fuel the fires of their constant expansion. Though security is well-staffed by the River Watch, the sheer number of opportunities for river **PIRATES** and **BANDITS** means river captains often hire their own muscle.



MODIFIERS

- +0 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

THE MIDDLE-ROUTE RUNOFF	
1	Pirates
2	Bandits
3	Guards (River Watch)
4	Weorgs
5	Ryzophants
6	Bogrillian Tortoises

WHAT'S THERE

- River **BANDITS** and **PIRATES** frequently attack vessels not well armed enough to defend themselves.
- Corrupt River Watch officials pinch travelers for "protection fees" whenever they can.
- River Barons embark on pleasure cruises, filling up their gambling boats with eager merchants, **MERCENARIES**, and scoundrels.
- **WEORGS** stalk the shores waiting for merchants and travelers to make camp before springing coordinated attacks.
- A **RYZOPHANT** drags a marionette in the water, which looks just like Baron Lankershiv. It was commissioned by a rival to make fun of him.

The Nackadinky River

The little sister to the Nackadonkee, and much less traveled. Nature is free to grow and thrive, and although some folks do traverse its unsullied expanses, they are careful to avoid the local animal life. Namely, giant **RIVERSAURS**.

Most of the Nackadinky is quiet, but that's not to say civilization doesn't sneak up on it now and again. The Tricky Toe Gang uses remote parts of the Nackadinky to dispose of evidence, hide loot, and plot against the folk of River Country.



MODIFIERS

- -1 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

THE NACKADINKEE RIVER	
1	Crawlbads
2	Ryzophant
3	Braying Saberfish
4	Bugbears
5	Gangsters
6	Riversaur

WHAT'S THERE

- Giant, fully grown **RIVERSAURS** prefer the quiet waters of the Nackadinky and are extremely dangerous.
- Tricky Toe Gangsters are always up to no good, far from the watchful eye of the River Watch or Bogril Bulwarks.
- Experienced and brave locals hunt in the Nackadinky, mostly for **CRAWLBADS**, **RYZOPHANTS**, **BRAYING SABERFISH**.
- Bugbear bootleggers have secret rascal cider stills hidden throughout the area. Some say it's the best rascal cider in all of Eem.
- Herbs, roots, mushrooms, and other plant life are abundant in the Nackadinky. Any Checks to find Herbs gain Advantage.

The Nackadonkee River

The widest river in River Country, the Nackadonkee runs from the eastern mountains, all the way to the riverside city of Bogtown, and into the swampy Quagmash. The Nackadonkee river is home to many woodland and riverfolk that live off the land, as they did in the old days.

MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

THE NACKADONKEE RIVER	
1	Bugbears
2	Guards (River Watch)
3	Crawlbads
4	Roodo Birds
5	River Baron
6	Braying Saberfish

WHAT'S THERE

- Peasants hunt, fish, and gather resources to support their families. Often they do it under cover of darkness so as to not be caught by the River Watch, who begrudgingly enforce laws that tax hunting and fishing.
- Folks here live in quaint riverside communities, avoiding city folk and living simple lives. Most are friendly, but some are wary of strangers, worried that big corporations will move in and disrupt the quiet.
- River Baron pleasure cruises often spend weeks on the Nackadonkee, enjoying the quiet serene nature of the area.
- Home of the Nackadonkee Tubesteak, a favorite food in all of the Mucklands. Lately, however, local tubesteak cooks have had their kitchens sabotaged; some think it's Nork's Noodle Gang from Fleabag County.



Quortlen Channels

The braided rivers that flow south of Quortlen to Rascalton and Logjam and eventually into Blackrill river in Fleabag County.

MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

QUORTLEN CHANNELS	
1	Mandra
2	Quortles
3	Ryzophant
4	Thieves
5	Barbecudas
6	Roodo Birds

WHAT'S THERE

- Quortles explore the waters for rare herbs and fish to fuel their abundant alchemical needs, despite the danger of predatory critters like **RYZOPHANTS** and **BARBECUDAS**.
- River Barony ships encroach on the untapped rivers,



looking to expand their influence and draw quortles and **MANDRA** into their vicious economy.
- Rascals use the channels as secret staging areas for heists, but the recent expansion of the River Barony has made that more difficult.
- Quortle archaeologists dredge the riverbeds for clues to find the legendary turtle, Quort.
- A lone **RYZOPHANT** (L6-C) called Spear Eater, with multiple harpoons in its back, hunts the waters.

The Roundy Rivers

The northernmost rivers in River Country where people tell of giants panning for gold. Whether true or false, locals avoid the spot—even if the fishing is good.

MODIFIERS

- -2 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

THE ROUNDY RIVERS	
1	Giant
2	Rindle Rams
3	Barbecudas
4	Braying Saberfish
5	Lightning Eels
6	Humongoose



WHAT'S THERE

- **GIANTS** pan for gold and riches in the shallows and don't like interlopers who might be after their loot.
- **GIANTS** have diverted rivers and created new ones for generations. In fact, that's why there are so many rivers in River Country.
- Fishing is indeed excellent in the Roundy Rivers. All fishing related Checks gain Advantage.
- Flocks of fledgeling **HUMUNGEESE** (about the size of elephants) learn to fly until they venture off on their own.



Lairs

The Howling Dam

Hex 42.9. A unique place where typically solitary **RIVERSAURS** congregate. Normally, the creatures would battle each other for supremacy and territory, but here the **RIVERSAURS** have worked together to create a massive dam across a wide section of the Nackadonkee river to protect their eggs. Named for the horrible screeches that emanate from the lair at night, locals despise the dam, and not just because of the fearsome creatures; it has also caused flooding and killed crops.

RUMORS

- If Howling Dam isn't destroyed, there might be famine this year.
- A **FELMOG KNIGHT** went to Howling Dam searching for treasure but never returned to the Stone.

AREA 1: THE WATER'S SURFACE

- At the east end, two bull **RIVERSAURS** battle it out and chomp at anyone that gets in the way.
- At the west end, a shrym diver collects **RIVERSAUR** eggs to sell to Captain Braag in Capstan (p198), who then sells them to River Barons as a delicacy.
- At the south end is the dam.
- At the north end a **RIVERSAUR** returns with a fresh **HIPPOGRUFF** kill to feed its young.

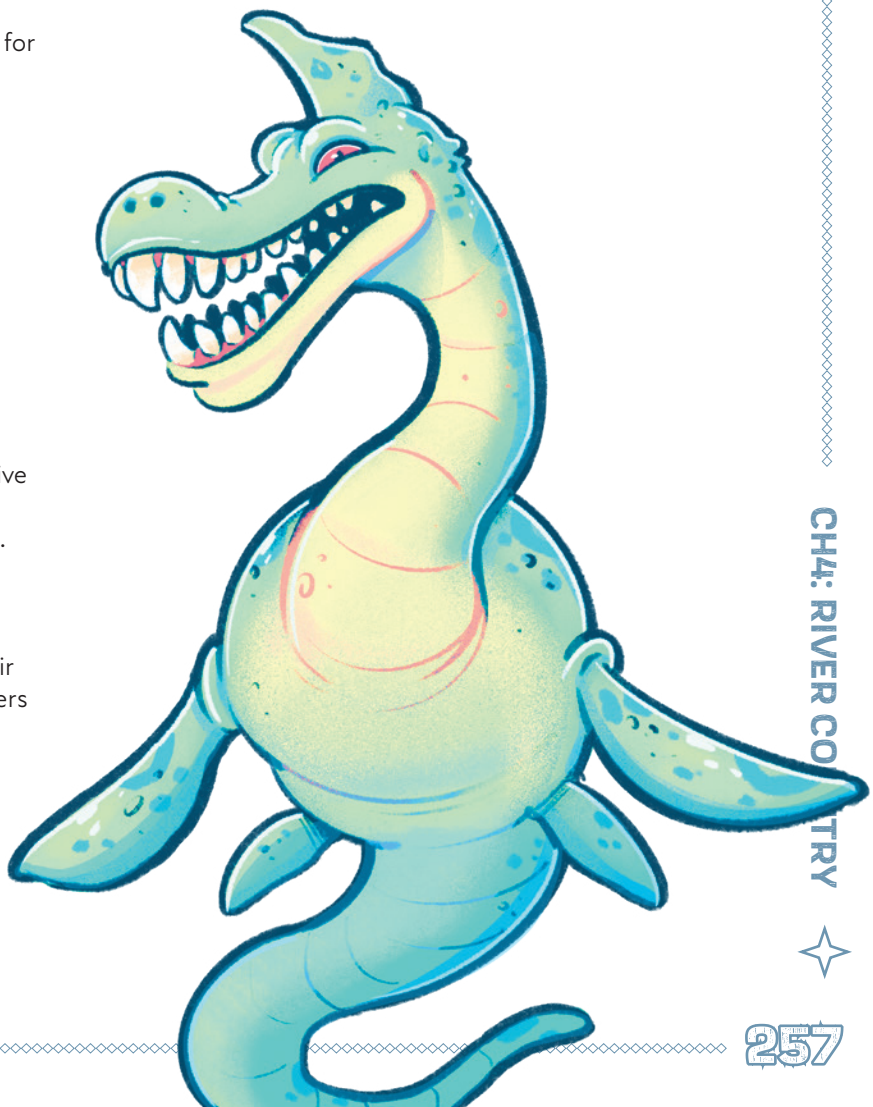
AREA 2: THE DAM

Built from timber, sticks, and mud, the dam is an impressive feat of engineering, spanning a wide section of the Nackadonkee River. It far outclasses any beaver's dam.

- Destroying the dam would take explosives, or perhaps magic, but merely taking it apart by hand would take forever.
- The **RIVERSAURS** have built in ramparts to stick their long necks through and attack anything that tampers with the dam. Anyone who walks on the dam must make a Sneak Check to avoid being attacked by a **RIVERSAUR** poking its head through a hole.

AREA 3: THE DEPTHS

- 2d6 **RIVERSAURS** pace the waters at all times while the rest are out hunting or sleeping.
- A clutch of **RIVERSAUR** eggs is just about to hatch and the "mamasaur" (as the **ORCHES** of Quagmash would call her) is particularly protective.
- At the bottom of the dam, 150 feet below the surface is the skeleton of a half-eaten Felmog knight gripping a giant, sword-sized key. The key opens an Ancient Hoard (+2) in a huge buried chest deep underwater near the dam.



Hookfin Grotto

Hex 43.3. The secret hideout of the notorious Hookfin Horde **PIRATES** hidden behind the Giant Falls.

RUMORS

- The Hookfin Horde lives somewhere in the Giantstep Mountains. Not even the River Watch know where their base is.
- The Hookfin Horde kidnaps folks and sells them back for ransom. And if they don't get their asking price, they aren't afraid to kill!

AREA 1: THE WATERFALLS

A dozen marvelous cascading waterfalls line the mountainside like colonnades. It is difficult to hear over the roaring rush of the water.

- Finding the waterfall that Hookfin Grotto hides behind requires a Search Check. Poking around the wrong fall can result in an encounter with other Adversaries. Roll 1d4:

1	Bathing, territorial **HIPPOGRUFFS** (L1-B) charge.
2	A school of ravenous **BARBECUDAS** hunts the waters.
3	A sleeping **GIANT** (L5-C) rouses from its slumber.
4	Three Hookfin **PIRATES** (L3-G) ambush.

AREA 2: THE CAVE ENTRANCE

The bony jaw of a giant braying saberfish acts as an entrance threshold into the grotto. The rocky walls and ceilings beyond drip profusely as shin-deep water pools on the ground.

- Red rocks are on the other side of the threshold (Perception Check to notice it's actually blood).
- One of the saberfish teeth is a lever that deactivates a trap on the other side of the threshold. If not deactivated, whoever steps inside is hit by a spring loaded axe that swoops down from the ceiling (inflicts 1d8 Dread).
- The crash of the waterfall echoes so loud that everyone is considered **DEAFENED** while in Area 2.
- A tripwire, twenty feet ahead, is very hard to see in the water. If tripped, it discreetly alerts the **PIRATES** in Area 5, causing 2d6 **PIRATES** to appear in Area 3.

AREA 3: THE BRIDGE

A rickety wooden bridge with missing planks stretches over a 30-foot gap. Below the bridge is a river, but darkness obscures either side.

- The bridge leads to a torchlit antechamber preceding Area 5.
- A swarm of **MUCKLAND BATS** perched above are trained to attack anything that doesn't smell like fish.
- It's a 30-foot drop off the bridge, and a **GATOR** (L3-B) patrols the water.
- The river below stretches from Area 4 (left) to the mountains (right).

AREA 4: THE RIVER COVE

The river leads to a small torchlit cove where a riverboat decked out with artillery sits docked at a small pier along with several skiffs outfitted with sputter-rudders. Behind the pier is another cave exit.

- Five Hookfin **PIRATES** (L3-G) make repairs on the riverboat, mending its hull. Another **PIRATE** works on a sputter-rudder with mechanics tools.
  - Only one of the skiff's sputter-rudders works.
- A cave behind the pier leads to Area 6.

AREA 5: THE BARRACKS

Wet stairs into the cave wind down into a room resembling a warmly lit tavern—except the floor is submerged in waist-deep water. Stone tables and chairs sit in the water, and a set of stairs go up to a balcony level with more wooden seating.

- If the alarm wasn't triggered in Area 2, 2d6 **PIRATES** pack the barracks, drinking, gambling, and sharing tall tales. Finfolk sit on the bottom floor, while the few non-finfolk **PIRATES** sit above.
- A **MANDRA** woman, Nala Stickertoe, serves the rambunctious crowd. It is Howie Slippertail's love interest (p242).
- Captain Cateye (finfolk **PIRATE** L5-C) sits in the back at the largest table with a big grin. He's pleased with their latest haul, and surrounded by his most trusted of the horde:
  - Wilko: Finfolk head **GUARD** (L4-B) of the Grotto.
  - Slattery Dredge: A bulky bugbear **PIRATE** (L5-G) in a shrym diving suit.
  - Renna the Spider: Finfolk corsair (**PIRATE** L4-B) known for stealing from the most tightly guarded riverboats.

AREA 6: THE DUNGEON

A dripping cavern with three rusty iron-barred cells built into the rock.

- Five villagers from Mandrell are locked in the cells.
- The keys to the cells are in the possession of Captain Cateye and Wilko.

AREA 7: THE HORDE'S HOARD

Locked behind iron bars of the last cell in Area 6, a huge cavernous chamber echoes the footsteps of the PCs. The Hookfin Horde has amassed an impressive treasure hoard stolen from River Barons and merchants alike, all piled in the center of the chamber.

- This is an Ancient Hoard (+0), full of rare items plundered from the River Barons.

The Slimy Burrow

Hex 40.10. This hot, dank burrow of **CRAWLBADS** is packed with the strange, monstrous beasts that pinch and crush their prey to slurp out the insides like soup. Avoided by the folks in the Nackadonkee Hamlets, the Slimy Burrow has grown unchecked over the years. The number of **CRAWLBADS** in the area has tripled, and now the critters are spreading across the land.

RUMORS

- A rascal named Big Darla went to search for a missing Nackadonkee Hamlet teen in the Slimy Burrow, but no one has heard from her since.
- The Slimy Burrow is home to **CRAWLBADS** and the worst of them is a giant albino one called Old Ivory.

AREA 1: THE ENTRANCE

A chimney-like stack of mud stands 6 feet high out of the ground, leading down into the lair.

- A twenty foot, muddy climb down into the burrow.
- At the bottom, 3 **CRAWLBADS** (L5-G) fight over a **GELK** carcass, tearing at its hide with their massive claws. One of them turns to attack the PCs, while the others devour the animal.

AREA 2: THE DRIPPING TUNNELS

Gross slime that the **CRAWLBADS** seem to excrete, coats the walls of the burrow. The tunnels twist and turn and branch off in a dizzying array of directions.

- The first tunnel matrix is a **RANDOM MAZE**. The slime makes exploring the tunnels difficult. All Movement Checks suffer Disadvantage.
- After exiting the **RANDOM MAZE**, there are 4 more tunnels. In each tunnel a **CRAWLBAD** (L5-G) sentry patrols the darkness.
- Tunnel 1: Leads to an area that's been partially blocked off by globs of mud.
  - Clearing away the mud leads to a cave full of **BLINKING CAVE-INCHERS**. They are crawling over the carcasses of two **CRAWLBADS**, slowly devouring them.
  - Gold Coins (1 pouch worth) glisten in the decaying remains of one of the **CRAWLBADS**.
- Tunnel 2: Leads to a dead end cave full of bones; mostly critters like **GELK**, **ROODO BIRDS**, and even a **HIPPOGRUFF** or two. Noticeably, the remains of folk also lie scattered among the bones.
  - There is an Old Hoard (+1) here.
  - One skeleton, still partially clothed in a green tunic, is that of Branson Miceburger, a young man from the Nackadonkee Hamlets (see quest **The Deadly Dare** p205).
- Tunnel 3: Leads to the Burrow (Area 3).
- Tunnel 4: Leads to the River Tunnel (Area 4).

AREA 3: THE BURROW

A long, wide cavernous tunnel full of countless **CRAWLBADS**, most of them sleeping.

Only 1d12 **CRAWLBADS** are awake, while the others are piled on top of each other or buried in the mud.

- Shedded shells and pinchers cover the muddy floor.
  - These **CRAWLBAD** shells can be woven into suits of Crawlbad Armor (Heavy, -1 Defense, 2 Block).
- At the far end, several **CRAWLBADS** sort dozens of *Mundane* items including weapons, armor, clothes, and other trinkets into nests.

AREA 4: THE RIVER TUNNEL

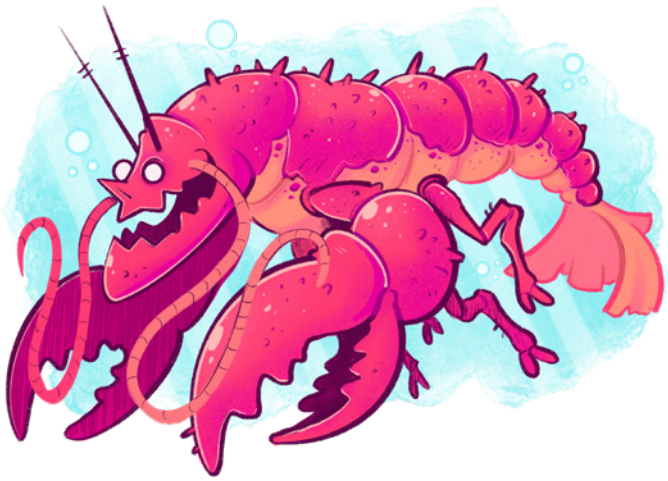
Murky six foot deep water fills the tunnel, with just a few inches to breath near the ceiling.

- A **CRAWLBAD** (L6-B) covered in river barnacles lies on the floor, taking up much of the entrance to the tunnel. If stepped on, it wakes up and attacks.
- The tunnel exits into the Nackadonkee river where clutches of innumerable **CRAWLBAD** eggs wait to hatch.

AREA 5: OLD IVORY'S DEN

Mud-covered bones and shattered **CRAWLBAD** shells form a mound in the center of the cave where a massive albino **CRAWLBAD** sleeps. Beneath its massive white claw is a boggart woman half-buried in mud who seems resigned to her fate.

- Old Ivory (L9-C, *Huge*) is the largest **CRAWLBAD** in River Country, having been forced to fight and feed to her enormous size due to getting picked on for her pale, white shell. Now, no other **CRAWLBAD** dares tangle with her mighty claws.
- A Rascal called Big Darla has been trapped in the den for weeks, living off fish scraps. She was hired by the Miceburger family to find their son Branson (see Area 2). Darla believes she is being kept as a "pet" by Old Ivory; or maybe being saved for later.



CHAPTER 5

SCALAWAG STRAND



SCALAWAG STRAND

The sandy beaches of Scalawag Strand stretch from Shearwater Bay to Ligerhead Beach, comprising the most perilous stretch of shoreline in all of Eem. Speckled with rocks and islands, the safest channels to sail are crowded with traders and merchants traveling to distant lands in the name of the Mucklands Trading Co. and their industrial masters. Over the last century, pirates of all stripes, especially the Daggerhearts, have grown into a major threat to commerce.

Despite the surge in lawlessness, a new kind of society has emerged from the depths of the sea in the free city of Conch. Founded by wayward sea-folk after a cataclysmic underwater earthquake, Conch grew from a small refuge into one of the most diverse cities in the Mucklands. Bustling with all manner of people from the deep ocean, the leaders of Conch endeavor to establish fair trade, share their cultures, and bring harmony to the embattled region of Scalawag Strand.

CENTRAL CONFLICTS

- The dreaded Daggerheart Pirates are taking over the Scalawag Strand, leaving the other **PIRATE** crews scrambling and squabbling over how to deal with the new faction's emergence.
- The Blood Reef Clan have become more aggressive, attacking small settlements across the Strand, and their eyes are fixed on Conch in hopes of re-establishing their rule over the region.
- The ever expanding power and influence of the Mucklands Trading Co. threatens free trade and travel across the region, despite their war on piracy to protect the high seas.
- The sarpathi, in their quest for the Seven Eyes of Ehk, scour the open seas with the help of Felmog Outriders.

GETTING AROUND SCALAWAG STRAND

To fully explore and experience everything Scalawag Strand has to offer, PCs need access to a seafaring vessel, as well as a means to dive underwater for extended periods of time. Luckily there are many ways the PCs can go about this, and the GM should freely present these options via NPCs and rumors.

SEAFARING VESSEL QUESTS

Get Your Own Ship

- Restoring Profitability (p303)
- The Ghost Ship (p290)

Join A Crew

- Greetings, Privateers (p283)
- The Ruined Kingdom (p283)
- Babysitting Gwildorf (p283)
- Avast Ye, Woodenfoots (p294)
- The Neverending Search (p320)

SETTLEMENTS

- Conch (p264)
- Muckland Harbor (p275)

SITES

- Anchorbottom (p289)
- Hornswoggle Port (p291)
- Ligerhead Beach (p296)
- Theca Key (p298)

POINTS OF INTEREST

- Ruin Key (p301)
- Conquered Key (p302)
- Jelly Key (p304)

ZONES

- The Coral Forest (p306)
- Crimson Curl (p308)
- Deep Chasm (p310)
- Dustwall Bay (p312)
- Muckland Bay (p314)
- Shearwater Bay (p315)
- Shipwreck Island (p317)
- Shipwreck Straits (p319)
- The Swirling Sea (p320)
- Terror Island (p321)

LAIRS

- Ebon Key (p323)
- Lookout Island (p325)
- Mount Terror (p327)

PAY FOR PASSAGE

It costs Copper to board a passenger ship. Passenger ships don't go on grand adventures, only from one coastal Settlement to another. However, Scalawag Strand is a dangerous place and Travel Checks must still be made using the ship's bonus.

PURCHASE A SHIP

Available at the Corsair of Conch (p269), Jolly Good's Wharf (p279), or Anchorbottom (p289).

Sloop

- Ancient
- Hull: 20
- Artillery Slots: 2
- Minimum Crew: 2

Schooner

- Ancient ×2
- Hull: 35
- Artillery Slots: 8
- Minimum Crew: 6

Galleon

- Ancient ×4
- Hull: 50
- Artillery Slots: 30
- Minimum Crew: 20

DEEP SEA DIVING

Earn Your Own Gear

- The Ruined Kingdom (p283)
- The Triton Stones (p311)

Purchase Shrym Diving Equipment

- Aquatic Outfitters (p272)
- Billke's Bites and Sailor Depot (p297)

Craft or purchase Potions of Water Breathing



Conch

1. Castle Sand
2. Ebb Street
3. The Rainbow Fishbowl
4. The Salty Sea Hag
5. Huck's Sweets
6. Flood Street
7. Corsair Of Conch
8. The Dive Bar And Krill
9. Stonehop
10. Aquatic Outfitters
11. Whorlpool Way
12. The Deadeye Tavern


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Settlements

Conch

Hex 7.27. A seaside city of shells that glitter prismatically in the sunlight. Built from the massive shells of prehistoric mollusks, the city also boasts a towering castle made of sand.

Conch is a diverse hub of coastal and aquatic species such as **NYADS**, **KRABRAKS**, **FINFOLK**, whalens, pelikins and seafaring quortles. Folks say that beneath the waves, there are wonders and sites that most Mucklanders have little idea even exist. The denizens of Conch do not deny these rumors, but often reply to inquiring minds with a coy smile.

DISTRICTS

- Castle Sand (p265)
- Ebb Street (p267)
- Flood Street (p269)
- Stonehop (p271)
- Whorlpool Way (p273)



CASTLE SAND

The central building of Conch, rising like a pillar to the heavens, built partly from hard, compact sand and partly from massive shells. Here, Ny'dea of the Deep, the de facto leader of Conch, resides in a special aquarium court, presiding over day-to-day matters.

WHAT'S GOING ON

- The Blood Reef Clan is opposed to the unification of the Seafolk of Conch and have launched recent attacks on the city.
- Ny'Dea believes that the Blood Reef Clan somehow caused the Great Quake that displaced the peoples of the ocean years ago. But, in fact, her long lost sister Ze'Leesha in Deep Chasm (p310) is behind the nefarious plot.
- A renegade Ebon **REEF NYAD** is hiding out in Conch, desperate for an audience with Ny'Dea.
- **SARPATHI REAVERS** spy on Conch, while searching the outlying waters for a lost Eye of Ehk.

SIGHTS AND SOUNDS

1. A **FINFOLK** groundsman polishes the iridescent walls of a shell palace.
2. **NYADS** emerge from a tidepool laughing to each other as they take in the street life.
3. A whalen settles onto a bench after buying a squid on a stick.
4. **FINFOLK** harpoon guardsmen stand watch at the gates of Castle Sand.
5. An octopus mixes a drink in a sandbar for a scruffy dratch with a peg leg.
6. A goblin wearing a copper diving suit shakes a lobster out of her helmet.

RUMORS

- King Kroo is the strongest creature in the Mucklands, and not a single person has bested him in a claw rasslin' match.
- Ny'Dea of the Deep, the ruler of Conch, has put out a call out for adventurers to retrieve a lost artifact.
- Blood **REEF NYADS** have been spotted near Conch recently.

NY'DEA THE DEEP SISTER



The de facto leader of Conch. Being a **DEEP NYAD**, she rules from a special aquarium tank in Castle Sand. She was once a princess of the Deep Sisters, until they were all wiped out by the Quake. Ny'Dea believes the hostile Blood Reef clan, who continue to wreak havoc in the seas, was behind the cataclysmic disaster. Respected for her wisdom and compassion, an air of sadness hangs over Ny'Dea, but she remains hopeful that one day the Scalawag Strand will be a place of peace and harmony.

- **Traits:** Regal, measured, wistful.
- **Motivation:** Negotiate a lasting peace with the various conflicting factions of the region.



KING KROO

Not an actual king, nor royalty of any kind, but an ancient, twenty foot tall **KRABRAK** that protects Conch from the likes of hostile outsiders. King Kroo, it is said, has dwelt in the seashell city for seventy years and is considered a voice of reason and wisdom. King Kroo gets along well enough with overlanders, but still holds them at claw's length until they are proven to be friends.

- **Traits:** Moody, looming presence, all up in your business.
- **Motivation:** Protect Conch and its people, especially Ny'Dea.

INDRA'NOR



A well-respected **REEF NYAD** who acts as an overland liaison for Ny'Dea. Indra'Nor travels much over and under the sea, negotiating treaties for peace and trade, as well as representing the court of Ny'Dea personally. At least, that's what most think. She's actually a mole for the Blood Reef Clan.

- **Traits:** Very friendly, falsely modest, scheming against Ny'Dea.
- **Motivation:** Keep feeding information to the Blood Reef Clan until they can finally take over Conch.

QUESTS

AMBUSH IN THE WATER

Indra'Nor implores you to investigate the waters outside of Conch. More and more **LIGER SHARK** attacks have been reported and swimming just isn't safe anymore.

- Indra'Nor is really setting up the PCs to be ambushed and decimated by Blood **REEF NYAD** spies who are in league with Ny'Dea's liaison.
- The Blood Reef control the **LIGER SHARKS** (L3-B) with *Raka's Rod,* a powerful *Relic* (p309).

TROUBLE IN THE CRIMSON CURL

Ny'Dea has put two and two together that the Blood Reef clan is controlling a legion of **LIGER SHARKS** all across the region. Go to the Crimson Curl where many of their nomadic kind roam, and put an end to the attacks.

- If Indra'Nor is still undercover, she informs her agents that the PCs are coming.

RELIC OF THE DEEP

Ny'Dea of the Deep is looking for trusted adventurers to retrieve the *Deep Shell*, an ancient *Relic* of the Deep Sisters that was lost during the Great Quake. Recently, the *Relic* has been calling to her in her dreams, like a whalesong, but she's not sure where it is. One of you must take Ny'Dea's Circlet; you will hear the song too and it will guide you. Once you find the *Deep Shell*, blow it, and release its song.

- The PC wearing the circlet knows to sail east, hearing the whalesong louder and louder each passing day at sea. The GM should course-correct the PC's ship, ultimately leading them to Ebon Key (p323).
- The *Deep Shell* is encased in a giant clam vault within the underwater Ebon Reef royal city—a difficult place to get into. Immense strength is needed to open it, or perhaps the right tools.
- When the *Deep Shell* is blown, the Old Whale is magically summoned—an ancient, invulnerable creature that knows the entire history of the Deep Sea.
- All the Ebon **REEF NYADS** flee in terror. Some are swallowed whole when the Old Whale arrives, allowing ample time for the PCs to escape.
- The Old Whale returns to Conch to speak with Ny'Dea, where she learns that the Ebon Reef clan are working with Ny'Dea's sister Ze'Leesha, who she presumed dead (continues below, in quest **The Triton Stones, Prologue**)
- **HEROIC TITLE ACHIEVEMENT:** Summon the Old Whale.
  - ***Harbinger of the Old Whale*** ♔. PC gains Proficiency in Sea Lore.

KROO'S LETTER

Long ago, King Kroo vowed to protect Ny'Dea of the Deep and the city of Conch. But in doing so, he left his old life behind, and his one true love. If Kroo trusts the PCs, he'll ask them to deliver a letter to his mate Kina, who dwells near Ligerhead Beach in Hex 48.28.

- The letter is unreadable, as it looks to be just a few blots of ink.
- When Kina receives the letter, the **KRABRAK** changes color from orange to blue and insists on seeing King Kroo. The letter reveals that King Kroo is ill with a disease brought on by exposure to a rare kelp called leviathorn, located in the abyssal regions of the sea.
- No leviathorn exists in Conch, which means Kroo must have been deliberately poisoned. Kroo suspects the Blood Reef Clan, who want Conch destroyed.
- Kina believes the only antidote would be in Crimson Curl with the Blood Reef Clan (p308).

THE TRITON STONES, PROLOGUE

Having learned that her sister, Ze'Leesha, still lives in Deep Chasm and is now aligned with the Ebon Reef clan. Ny'Dea believes this all must be a mistake. Go at once to Deep Chasm and find a **DEEP NYAD** named Kyra'than, if he still lives.

- Ny'Dea doesn't know that Ze'Leesha has already stolen the Triton Stones: ancient objects of legend used to lock away the **OGRE**, Oomek the Sea Drinker. She intends to unleash Oomek and cause another Great Quake. In fact, Ze'Leesha did the very same thing to cause the first Great Quake (p311).
- The tritons are giant merfolk of legend. They imprisoned Oomek, who once tried to drink the whole ocean. Oomek is the brother of Golo the Gargantuan and Kurgonn the Mountain Eater, all the spawn of Gordak the Progenitor, ancient mother of **OGRES**.
- Travel Checks to Deep Chasm suffer -1. Danger seems to be drawn to the PCs.
- Ze'Leesha and a retinue of Ebon **REEF NYADS** confront the PCs when they enter. "There is no place for you here. Tell Ny'Dea to forsake the folk of Conch and return to her people, for the good of all nyad culture!"
- If the PCs search for Kyra'than they are attacked by Obsidian Wardens (**REEF NYADS** L5-C), an elite cadre of Ebon Reef warriors.
- Kyra'than can be found beyond Deep Gate, a dangerous, pitch black entrance into the Abyss where large sea monsters dwell.
- Krya'than is chained to the back of a sleeping **LEVIATHAN**. Freeing him risks waking the gigantic beast. He was imprisoned after discovering that Ze'Leesha stole the Triton Stones from the Abyss in order to cause a second cataclysm. One powerful enough to wash away the city of Conch and all other settlements in Scalawag Strand.
- Kyra'than implores the PCs to stop Ze'Leesha, steal back the Triton Stones, and save the Scalawag Strand. Continues in **The Triton Stones, Part 1** in Deep Chasm (p310).

EBB STREET

A bustling market away from the shoreline, where citizens walk in ankle deep water during the tide. The place is filled with little shops, carts, and various vendors who wander around barking their hard earned goods.

LOCATIONS

- The Rainbow Fishbowl (p267)
- The Salty Sea Hag (p267)
- Huck's Sweets (p268)

SIGHTS AND SOUNDS

1. A **KRABRAK** cuts the ribbon for an opening ceremony at a brand new tavern called The Smiling Marlin.
2. Two kids mend a fishing net for their fisherman father who is laid up with a broken leg.
3. A **FINFOLK** and a boggart shake hands as they exchange crates of goods in trade.
4. A **SELKIE** painted like a clown performs a puppet show for **REEF NYAD** children who watch with amazement from a tidepool.
5. A boggle holding a bucket collects starfish that have inched their way up the sides of buildings.
6. Seabirds honk and call as they scramble over the tops of buildings. Occasionally, they swoop after dropped street foods.

THE RAINBOW FISHBOWL

An eye-popping aquarium selling fish and pets, from all over the Mucklands. Run by a kindly old **FINFOLK** lady named Zanza.

Fish for Sale

Any Fish Component in the Mucklands for Silver.

Pets For Sale

Each fish must be kept in a bowl that takes up 3 Slots.

- **BLACK SHRIEKER**. Copper.
- **FLYING DEATHRAY**. Copper.
- **SCUMEATER**. Copper.
- **HAND BITER**: If it bites someone's hand, good luck prying it off. Copper.
- **SLEEPING NORGA**: This blobby fish sleeps 23 hours a day. Cute. Copper
- Pygmy **LIGHTNING EEL**: A little eel that packs an electric punch. Place in water to electrify, but good luck putting the eel back in the bowl. Silver.
- Baby **TERRORPIN**: Stays small for a year, then rapidly grows into a monster that probably can't be controlled. Gold.
- Tiny **KRAKEN**: Highly illegal. It outgrows the bowl in 3 sessions. Ancient.

THE SALTY SEA HAG

Owned and operated by a hunched, old **REEF NYAD** named Shara'zin. The only place to buy potions in Conch, but she also sells artisnal tasty treats.

Potions

- Potion of Water Breathing. Copper.
- Bravery Potion. Copper.
- Strong Potion. Silver.
- Flight Potion. Gold.
- Invisibility Potion. Gold.
- Poison Antidote. Gold.
- Seaweed Juice: A filling, salty potion (Normal Ration) that can be consumed underwater. Silver.

Food

Gold

- Bandy Clam Chowder.
- Blackened Mungish.
- Boiled Crawlbad.
- Ghostjaw Steak.
- Grouper Soup.
- Magmabelly Pie.
- Slipperbeak Gumbo.

HUCK'S SWEETS

A colorful candy and pastry shop carved from sandstone to look something like a cupcake. The shop is always busy, being popular with **FINFOLK** and **SELKIES** who've never tasted sweets from the mainland.

Menu

Copper

- Mawbreakers: Hard as starfell steel, these sweet orbs for licking are known to crack teeth. Gain +1 Block next Combat.
- Cinnamon Kicks: Sugary, cinnamon goodness twisted into the shape of a boot. Eating one is great, and eating two will keep you up all night without any need for rest.
- Chocolate Toad Burps: Made from collecting the burps of **MERGA TOADS** and sealing them into chocolate bubbles, these treats are beloved by children all over the Mucklands. Voice becomes deeper, and burps sound like a toad for 1 day.
- Bug Suckers: A baby **SKEETER** trapped in a hard candy orb. How many licks does it take to get to the crunchy center? The Land of Eem may never know. Gain +2 Temporary Courage.

HUCK BEANSY

A boggart pastry chef and candy maker from Munch in Fleabag County, Huck traveled all the way to Conch to sell candy and pastries made in the traditional boggart style to a completely new audience.

- **Traits:** Eccentric, gaudy clothes, saccharine personality.
- **Motivation:** Share the joy of sweets with the Scalawag Strand and experiment with new recipes inspired by the sea.





WENDEE WIDDLEMOWSER

A food critic from Bogtown who has traveled far to taste the hyped up wonders of Huck's Sweets. Widdlemowser is a bit of a fish out of water in Conch. Clearly she is not used to traveling outside of the big city.

- **Traits:** Highfalutin, critical, wouldn't be caught dead eating Nork's Noodles.
- **Motivation:** See what the fuss is about at Huck's Sweets and perhaps convince Huck to leave Conch for the bigger, better Bogtown.

QUESTS

CONCH CUISINE

Huck Beansy is worried about a famous food critic visiting from Bogtown named Wendee Widdlemowser, who has been known to make or break a person's legacy with a single bad review. Huck believes in his sweets and wants to make Widdlemowser something new to try, a recipe with a burlescent barnacle, a chunky, shiny barnacle found growing on the backs of **NARWHALRUSES** along the Quagmash Keys (Conquered Key p302, Jelly Key p304, and Ruin Key p301). Find one and bring it back before the end of the month and Huck will share the secret recipe for Bug Suckers.

- Burlescent barnacles are difficult to harvest and removing a barnacle from the back of a **NARWHALRUS** could injure the critter severely. They can be removed safely with a Freezing Potion.
- Once acquired, Huck prepares a special dessert called Burlescent Sherbet. After an ambiguous first reaction, Widdlemowser is impressed. From this point forward, foodies from Fleabag County flock to Conch.
- Bug Sucker Recipe: **SKEETER NEEDLE** + **DOOHAGENBERRY**.



FLOOD STREET

A shopping and entertainment street right on the shore. During the high tide, the street floods making shopping tricky for folks unaccustomed to living underwater. Sand dollars and hermit crabs inch over the sandy cobbles at all times of the day.

LOCATIONS

- Corsair of Conch
- The Dive Bar and Krill

CORSAIR OF CONCH

Run by a burly **SELKIE** named Cap'n Pocky, the Corsair of Conch both sells small ships and operates a fleet of passenger vessels that travel the Scalawag Strand.

Ships

- Sloop. Ancient .
- Rundown Sloop. Gold ×2.
  - Travel Checks suffer -2. Requires 30 Materials and days of work to fix.

Passage

All prices for a party of 6 or less.

- Muckland Harbor. Copper .
- Hornswoggle Port. Silver .
- Theca Key. Silver .
- Ligerhead Beach. Gold .
- Anchorbottom. Gold .

THE DIVE BAR AND KRILL

A hangout for Conch's most rough and tumble sailors, wharf rats, and even **PIRATES**. Even if the ambience is a bit sketchy, the kelproot beer and krill pudding is still top notch. And everyone loves to dive into the aquarium tank to catch their own meal.

The Dive Bar and Krill Menu

Copper

- Dewy's Krill Pudding: Comfort food made of twice-baked krill mince and smothered in a secret, family clam syrup. Gain +1 Mettle for the session.
- Kelproot Beer: Bubbly sweet with an intensely sour and satisfying finish. The go-to for Conch belching contests. Gain +1 Charm with **PIRATES**, -1 Charm with everyone else for the session.
- Puffer Fish Parfait: Dessert yogurt made from the sneeze of a puffer fish, layered with jellyfish, strawberries, and pretzel baked catfish whiskers. Flip a coin. Heads = Delicious! Gain +1 Temporary Courage. Tails = You're gonna be sick! Suffer 1 Dread.
- Flamin' Salmon Sticks: Blackened salmon filets served on a flaming stick. They're not spicy, they're on fire! Just huff and enjoy. Heal 2 Courage.
- Hork-n-Go Brand Shrimp Stuff: Dehydrated shrimp particulates conveniently stamped and compressed into a solid protein brick for easy eats on the go. Quality Rations.

Secret Menu

Silver

- Krilled Egg-Drop Goop: An aromatic mystery stew made by boiling sea cabbage and cracking a hundred year old krill-basted sea serpent egg over it before serving. Gain Advantage on Swimming for a day.
- 100% All Natural Flash Sealed Beluga Breath: A feast for the senses, this seemingly empty mason jar is actually filled with 100% cruelty free beluga burps. Expect a heady, sweet and sour ambiance with a briny tuna fish finish. Flip a coin. Heads = Faint for 1 round. Tails = Can hold your breath indefinitely for 1 day.
- Muscle Mussels: Mussels stuffed with vitamin-packed seaweed, steamed in squid ink and served with a sour keisterclam drizzle. Gain +1 Might for a session.

RUMORS

- The Dive Bar and Krill is being overrun by **PIRATE** clientele after Raskin turned them away from the Dead Eye Tavern.
- **PIRATES** are trying to get Old Racket Rondee to return to her life of piracy.
- Rumor has it, a *Magic* item is hidden somewhere in the Coral Forest.
- The Dive Bar and Krill has a secret menu of magnificent dishes.

DEWY DEEP



The **FINFOLK** proprietor of The Dive Bar and Krill. A genuinely nice fellow, Dewy sold krill pudding and kelproot beer on the streets of Whorlpool Way until he saved up enough to open his own restaurant.

- **Traits:** Eager to please, overly accommodating to bad customers, always upselling.
- **Motivation:** Trying desperately to make Dewy's Deep a family joint despite all the riffraff.



OLD RACKET RONDEE

A reformed pelikin **PIRATE** who works as Dewy Deep's best cook. She claims to have been a member of Wally Dunkwhiffle's old crew, but no one knows for sure. Rondee enjoys Rascal Rummy, and might have a bit of a gambling problem.

- **Traits:** Surly, blunt, likes to rib.
- **Motivation:** Live a simple life free of drama and complications.

THE SARGE



A mushrum **WARRIOR** who fought in the Underlands War of the Shimmering Shar and has since retired to a life of luxury in the sandy paradise town of Conch. Sarge is known for wearing colorful shirts from Aquatic Outfitters and loves Dewy Deep's food. The rumors say Sarge is hundreds of years old.

- **Traits:** Happy to be here, has tons of stories, farts and blames it on others.
- **Motivation:** Enjoy a well earned retirement and treat themself to every luxury of Conch.

QUESTS

ROUGH HOUSE

PIRATE scum are making a ruckus at the bar and it's getting out of hand. Dewy needs a bouncer. Yackapo Pard would be perfect for the job, but Dewy and Yackapo had a falling out, and he won't speak to Dewy. Could you help convince Yackapo? In the meantime, Dewy will pay you 1 pouch of Silver Coins per week to be bouncers.

- Yackapo and Dewy used to be best friends, until Dewy made fun of Yackapo for eating cans of Captain's Cabbage: a healthy but awful-tasting kelp mush that most folks would never eat unless starving.
- Yackapo is on Flood Street. He'd be happy to help if Dewy apologizes and eats a whole case of Captain's Cabbage to prove his friendship.
- Dewy is likely to refuse, but an all-out **PIRATE** bar fight at the Dive Bar and Krill might change his tune. Even if Dewy agrees, there's a chance he can't bring himself to eat the Captain's Cabbage.

ALL THAT RACKET

Old Racket Rondee is being visited more frequently by old **PIRATE** contacts looking to get her out of retirement. She's trying to play it off, but Dewy Deep has noticed it's really affecting her. He thinks she's gonna quit! Dewy promised Rondee that if she was ever thinking about returning to the pirate life, he'd conk her over the head. But Dewy isn't much good at conking. Can you convince Rondee to leave the life behind, once and for all?

- By the time the PCs look for Rondee, she's already gone, headed out to sea with a **PIRATE** crew led by a **SHARKUNI** (L4-C) named Sarko.
- Rondee knows the location of a lost treasure called *The Hook*, a *Magic* item worth a fortune, that was stashed in the Coral Forest (Hex 12.28). Sarko coerced her into leading the **PIRATES** (6×L3-G, 2×4-B) there, threatening to kill Dewy and trash the bar if she didn't.
- *The Hook* is a fishing hook that always catches fish. Fishing Checks of 1-5 count as 6-8 instead. Once every Combat, on a Hit, an underwater target becomes **ENTANGLED**.

STONEHOP

Structures rest on pillars of barnacle-encrusted stone that rise from the water, linked together by rope bridges and partially submerged sandstone platforms for landlubbers. Gulls shuffle over the roofs of seashell buildings and gather on the high stones, honking and crying, day and night.

LOCATIONS

- Aquatic Outfitters (p272)

SIGHTS AND SOUNDS

1. A pelikin with a guitar strums an upbeat tune, telling tall tales of the sea to a group of laughing and cheering sailors.
2. A one-eyed **SELKIE** sharpens their hooked hand with a **GLIMMERING WHETSTONE**.
3. A parrot squawks at the PCs, repeating anything they say back to them.
4. A boggart blacksmith works with a team of boggles to hammer true a bent anchor.
5. A crab snaps at a seagull as both position themselves to steal a half-eaten tube steak from the ground.
6. A **TROLL** sits on a ledge overlooking the ocean while howling at approaching ships to be mindful of the seals.

RUMORS

- Attem Fishback has gotten into more than just peddling junk to the denizens of the deep. Apparently he's started selling exotic sea creatures to landlubbers.
- Binny Tymbar is recruiting a team of divers. Waterbreathing not required! She has a crate of Shrym Aquanaut Suits invented by her sister Jinny.

ATTEM FISHBACK

A **FINFOLK** trader well known for smuggling relatively ordinary items for big profits to the reclusive civilizations beneath the waves. Fishback often has bizarre orders for specific objects and hires adventurers to claim them on the mainland.

- **Traits:** Shifty, happy-go-lucky, a big coward.
- **Motivation:** Earn big bucks while he can before the underwater folk get wise to his con.





BINNY TYMBAR

A scholar from Shrym studying the different species and cultures of the aquatic realms beneath the waves of Scalawag Strand. Binny is also the sister of Jinny Tymbar (p283), the inventor of the Shrym Aquanaut Suit, capable of providing air underwater.

- **Traits:** Compassionate, very excitable, always jotting down notes.
- **Motivation:** Unearth new discoveries and develop better ties between the overlanders and ocean dwellers.

ORNO BAYLEAN

A whalen street bard famous for his throaty, passionate songs. Orno claims to know the longest song in the world, a twenty-four hour ballad that only whales and whalens can really appreciate, though he's never performed it for the likes of landlubbers.

- **Traits:** Life of the party, stylish, flatterer.
- **Motivation:** Bring traditional whalen music to other folk.



QUESTS

THE HISTORY OF CLAMS

Binny Tymbar needs someone to gather a few specimens from the tide pools near Ligerhead Beach (p296), Shipwreck Island (p317), and Theca Key (p298). The specimens, rare long-living clams called scalawag quahogs, might hold a clue to the mystery of the Great Quake. The shells of the clam, like the rings of a tree, tell a story about the environment and history of the ocean. Binny will pay 1 pouch of Gold Coins.

- After studying the specimens, Binny triangulates the likely area where the Great Quake originated: a place far beneath the ocean called the Deep Chasm. Perhaps more answers lie there?

SAIL CASUAL

Attem Fishback will pay handsomely (2 pouches of Gold Coins) for a crew to smuggle in some crates of contraband comic books to a community of **KRABRAKS** just outside of Muckland Harbor. The comics have been tagged as illegal by the Trade Governor, so secrecy is important. Get the comics past the trade blockade, and bring Fishback's payment back without being caught by the harbor patrols.

- The comics, *The Adventures of Shane Shandar,* are a collection of adventure tales about a famous dungeoneer who explores the Underlands.
- The Trade Governor, a legendarily humorless man, not only wants to cut off every shipment, but despises the real life Shane Shandar for being a show-off.

UP AND ATTEM

Attem Fishback is at it again and needs some muscle to accompany him on a journey into Shearwater Bay. He needs to transport some live cargo to a buyer without running into pirate trouble. The cargo is a secret, but you can be sure it's illegal. The buyers are said to be Felmog Outriders, so obviously this cargo is valuable if they're involved. The exchange is in a cave near the shore in Hex 1.26, and there are sure to be some interesting items to pick through.

- The Felmog camp is empty, with no trace of the Outriders except an abandoned camp. Attem Fishback is concerned when a hissing sound fills the cave.
- A group of **SARPATHI REAVERS** (L4-G) ambush the PCs, attempting to steal the precious live cargo, which Attem reveals is a hatchling **SEA SERPENT** (L1-B). Small, but potentially dangerous.
- To make matters worse, the sea serpent's mother (L6-C) has been tracking the group since they left Conch and is angry to say the least
- The Sarpathi also have the Felmog's payment to Attem, a treasure chest. Each PC can make a Treasure Hunting Check as if from an Old Hoard (+2).

AQUATIC OUTFITTERS

Aquatic gear and beach wear for sea dwellers and landlubbers alike.

For Sale

- Shrym Aquanaut Suit. Gold.
- Diving Suit. Silver.
- Refillable Air Tube. Copper.
- Finfolk Flippers: +1 to Swimming Checks. Silver.
- *Magnificent* Swimming Pantaloons: Gain Proficiency in Swimming. Gold.
- Pirate Costume. Copper.
- Pirate Captain Costume. Silver.
- Pet Parrot. Copper.

BILBERT FLAPPERDASHER

A smartly dressed pelikin who sells aquatic gear, beachwear, and bright beautiful clothing for special occasions. Bilbert is best pals with Sharlyn Pepperwhiskers, though they're always haggling over the price of her colorful squid inks.

- **Traits:** Cheeky, constructively critical, knows everyone.
- **Motivation:** Provide everyone the confidence to swim in the ocean and look fabulous doing it.



WHORLPOOL WAY

The main thoroughfare submerged below Stonehop, rife with coral, starfish, octopi, and all manner of tidepool life. Curious sea dwellers are quick to point out landlubbers that have ventured into their underwater neighborhood.

LOCATIONS

- The Dead Eye Tavern (p274)

RUMORS

- Someone's stealing Sharyln Pepperwhisker's squidgeon livestock.
- **PIRATES** in search of lost treasure are bringing crime to The Whorl and corrupting the youth.

YACKAPO PARD

A one-eyed whalen with forearms the size of hams, Yackapo is a former Mucklands Trading Co. sailor, often employed by local Conch businesses when clientele gets too rough. He's a legendary bruiser and boxer, cleaning up the streets while munching his favorite food, Captain's Cabbage. He's also a favorite among children, always willing to share a whale of a tall tale about his days at sea.

- **Traits:** Larger than life, chummy, tough guy.
- **Motivation:** Enjoy the easy life as a landlubber and tell his stories to the captive audience that lives in Conch.





SHARLYN PEPPERWHISKERS

A **FINFOLK** squid merchant. Except Sharlyn's squid aren't for eating, they're for producing a variety of colorful inks that she can then sell as dye for textiles and earthwork building. She prides herself on her free-range schools of squid.

- **Traits:** Hippie, animal lover, bleeding-heart.
- **Motivation:** Produce the most beautiful squid inks with care.

QUESTS

SMUGGLING SQUIDGEONS

Someone has been stealing Sharyln Pepperwhisker's squidgeons. Not only are they her livelihood, they're her babies. Sharlyn's tried everything short of building a fence to protect her squidgeons. She needs help! Swim to the squidgeon hatchery beneath Conch and find out who or what is stealing the critters.

- The PCs need a means to breathe underwater for long periods of time.
- Staking out the area where her squidgeons live reveals **LIGER SHARKS** (L3-B) in the area. However, the real culprits are a group of **SARPATHI REAVERS** (L3-G, 1×L5-B).
- The **SARPATHI REAVERS** are stealing squidgeons and taking them to a stone altar deep in the Coral Forest. Once there, an old, gaunt **SARPATHI HIEROPHANT** (L5-C) is using some kind of ancient magic to create giant, vicious squidgeon monsters (as **KRAKEN** L6-B).

PIRATE KIDS

Yackapo Pard doesn't much like the unsavory **PIRATE** hooligans bringing crime and mischief to the otherwise pleasant community of Conch. Rumor has it they're even starting to recruit some of the kids around town into their crews. Help Yackapo set the kids straight and send the **PIRATES** packing.

- A few local **FINFOLK** and whalen kids have been recruited into the Cyclops crew. They call themselves the New Blood, and love being tough and shaking down folks for cash.
- The ringleader is a boggle named Briny Tim. They ultimately want to use the kids as smugglers in Muckland Harbor.

THE DEAD EYE TAVERN

An underwater saloon frequented by sea dwellers hooked on the infamously sour drink, the Sharktooth. The saloon is entirely underwater and not all the patrons, especially **SHARKUNI**, welcome landlubbers.

Menu

Copper

- The Sharktooth: A potent drink made from a viscous substance not unlike oil, but far heavier than water. Most say it drinks a bit like paint and tastes so sour it'll turn your hair white. If you are not a whalen, **FINFOLK**, **SELKIE**, **SHARKUNI**, or **KRABRAK** you'll gain a white streak in your hair. Gain +1 Vitality for the session.
- Raskin's Venom: Another powerful drink made from deep sea ingredients that has the potential to paralyze the drinker. Vitality Check or become **PARALYZED** for 1d4 minutes and suffer 1d4 Dread. Otherwise gain +2 Temporary Courage.

RUMORS

- Ebon **REEF NYADS** are searching for someone in Conch, but King Kroo turned them away.
- You have to earn your seat at the Dead Eye Tavern if you're a landlubber by fighting Raskin the **SHARKUNI**.

RASKIN THE SANDSTORM

The **SHARKUNI** proprietor of the Dead Eye Tavern. Raskin is not the most hospitable, but runs a tight ship. Raskin gets their name "the Sandstorm" from a long career as a mercenary and gladiator before finally retiring to the city of Conch.

- **Traits:** Insulting, unwelcoming, cracks knuckles.
- **Motivation:** Keep unwanted patrons out of the saloon.





STEEV THE NYAD

Steev, who's real name is Goza, is an Ebon **REEF NYAD**—and former Obsidian Warden—on the run. He knows too many secrets, so when he decided to defect, the Obsidian Wardens wanted him silenced. He chose the name Steev because it sounded like a landlubber name. Wearing a hat and trenchcoat, Steev is a frequent patron of the Dead Eye Tavern, and lately, whenever someone comes through the door he looks as if he's expecting something terrible to happen.

- **Traits:** Fidgety, nervous, doesn't want to be disturbed.
- **Motivation:** Avoid detection from Ebon Reef pursuers and gain an audience with Ny'Dea.

QUESTS

EARN A SEAT

Raskin the Sandstorm doesn't take kindly to outsiders, especially landlubbers. Raskin particularly likes giving landlubbers a hard time and often suggests that if they want to drink at the Dead Eye Tavern, or even come inside, they'll need to prove themselves or get, well, eaten. If you want entry into the Dead Eye Tavern, one of you must beat Raskin in a brawl.

- Raskin the **SHARKUNI** (L6-B) calls the brawl settled once someone gets below 5 Courage.

THAT GUY STEEV

This is an alternate quest to introduce the **Triton Stones** quest line (p311). **The Traitor** (p324) can also lead directly to this quest.

A group of Ebon Reef Obsidian Wardens bust through the door and seize an unassuming **REEF NYAD** wearing a hat and trenchcoat. They curse him for being a traitor and start dragging him out as no one steps in to help. Even Raskin just stands dumbfounded and watches. All the **SHARKUNI** says is, "I think his name was Steev," and shrugs.

- The Obsidian Wardens drag Steev through High Tide Alley out of Conch to their **LIGER SHARK** chariot. If they aren't stopped, they bring Steev back to Ebon Key (p323) as a prisoner.

Muckland Harbor

Hex 22.23. A bustling trading town, and the most trafficked population center in Scalawag Strand. The dungeoneering outfits of the Mucklands transport massive amounts of resources, materials, goods, and personnel from Muckland Harbor to fuel their mighty industrial economy throughout all of Eem. Ships dock and set sail across the seas daily, bursting with wares to fuel the growth of the Dungeon Era. But with wealth comes danger, and Muckland Harbor has long been harried by **PIRATES** and freebooters.

DISTRICTS

- The Docks (p275)
- Harbor Heights (p282)
- Midtown Galleon (p286)

THE DOCKS

A highway of docks and wharfs along the south of Muckland Harbor, where the largest seafaring vessels lay anchor to conduct their business on the mainland.

LOCATIONS

- The Penny Angler (p275)
- Gorg's Galley (p278)
- Jolly Good's Wharf (p279)
- Muckland Trading Port (p280)
- The Onyx Hulk (p281)

SIGHTS AND SOUNDS

1. A rough looking sailor pats themselves down in front of a locked storage building. At his side a dog whimpers with a ring of keys in its mouth. "Quiet down, Feef! I've lost my keys!"
2. A bald boggart with a coiling snake tattoo flips a coin and winks at the PCs.
3. A pair of goblin naval officers disembark a large ship with a **PIRATE** prisoner.
4. A **FINFOLK** shoos rats off the wharf with a broom.
5. A **TROLL** with a boggle on her shoulder calls for explorers to embark on a sea quest.
6. A **FELMOG KNIGHT** sits on a stool, guarding a hulking ship while eating an apple.

THE PENNY ANGLER

A fishing supply shop owned by the whalen Gilly Blubwith.

For Sale

- Fishing Pole: Necessary to fish with. Copper.
- *Magnificent* Fishing Rod: +1 to Fishing Checks. Gold.
- Fisheye Goggles: When rolling for Fish Components (see Core Rulebook), may choose the fish above or below the result on the table. Copper.
- Underwater Metal Detector: A fishing lure attachment. On a 12+ Fishing Check, also find a random *Mundane* item. 1 Slot. Gold.
- Fishing Bait (1d6 Usage): +1 to Fishing Checks. Copper.
- Bucket of Chum: Distract or coax any sea **CRITTER**. Copper.
- Gourmet Fluz Worms (1d10 Usage Die): Advantage on Fishing Checks. Silver.
- Better Toad Brand Bait (1d10 Usage Die): Arguably the most popular brand of bait in the Scalawag Strand, it is made from a proprietary sponge material that absorbs and preserves **MERGA TOAD** farts that fish can't resist. +1 and Advantage to Fishing Checks. Gold.
- Harrier Harpoon: A [light] throwing harpoon with a sturdy rope. On a 9+ Hit, the target is **SLOWED**. On an 8-, the harpoon can easily be retrieved to throw again. Silver.
- Whalen Harpoon: +2 Dread against *Aquatic* Adversaries. Copper.
- Gnarl Net: Favored by sardine fishermen. On a 9+ Hit, the target is **ENTANGLED** instead of suffering Dread.
- Depth Charge: When you need to fish with more than just bait, just drop this shrym explosive into the water. On a 6+ Hit, the target and anything Close and Nearby suffer 2d12 Dread. 4 Slots. Gold.
- Inflatable Motor Raft: For desperate times on the sea, a rubber 6-seater raft with a small sputter-engine comes in handy. 3 Slots. Gold.


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Muckland Harbor
1. The Docks
2. The Penny Angler
3. Gorg's Galley
4. Jolly Good's Wharf
5. Muckland Trading Port
6. The Onyx Hulk
7. Harbor Heights
8. Privateer Registry
9. Frisky Whiskers Bistro
10. Mucklands Trading Co.
11. Midtown Galleon
12. Wally's Waffles And Weorgs Express
13. Barnacle Bill's Charter
7
12
10
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5

GORG'S GALLEY

A large, dry-docked **TROLL** ship, propelled by eight troll-sized oars. Gorg's Galley sells cannons and other ship armaments, in addition to being an occasional adventuring vessel. Captain Gorg and his merry crew, are preparing for a long oceanic voyage into the Glittering Coast west of the Grimdingle.

Cannons for Sale

Swivel Gun
- Silver x2
- Artillery Slots: 2
- 1d6 Dread
- +0 Attack. Takes 1 person to fire. Fires in any direction up to Nearby range only.

Small Cannon
- Silver
- Artillery Slots: 1
- 1d6 Dread
- +0 Attack. Takes 1 person to fire.

Medium Cannons
- Silver x2
- Artillery Slots: 2
- 1d8 Dread
- +1 Attack.Takes 2 people to fire.

Big Cannon
- Gold x2
- Artillery Slots: 3
- 1d12 Dread
- +2 Attack. Takes 3 people to fire.

Cannon Ammo for Sale

Roundshot Cannonballs
- Silver x2
- Usage Die: 1d20

Grapeshot
- Silver x2
- Usage Die: 1d6
- Critical Hit: 1d6 Adversary crew members are hit as well.

Chain-Shot
- Gold
- Usage Die: 1d8
- 9+ Hit: Hits the rigging and sails. Target ship suffers Disadvantage on Movement related Checks.

Molten Shot
- Gold
- Usage Die: 1d6
- 9+ Hit: Inflict **BURNING** on target ship.
- Critical Miss: Inflict **BURNING** on own ship.

CAPTAIN GORG

A ten-foot tall **TROLL** who is both an arms dealer and explorer. He believes in exploration for exploration's sake, though his current expedition is financed by the town of Dunk in the Drippy Downs. His crew intends to sail for a hundred days and map the coastline, as well as lay claim to a mythical island to the west that no other folk have ever proven was real. Great treasures await!
- **Traits:** Gregarious, dreamer, likes to blow things up.
- **Motivation:** Find the mysterious island believed to be located in the Glittering Coast west of Scalawag Strand.





HANDLEWOOF

Chief mate of Captain Gorg and an aspiring artist longing to capture the natural essence of undiscovered places. Handlewoof the bugbear was once a dungeoneer, but forsook the mainland to venture onto the sea.
- **Traits:** Philosophical, draws in his sketchbook, talks to his pet gull.
- **Motivation:** No more dungeons, just the great outdoors, especially the undiscovered realms beyond the sea.

QUESTS

THE LOST BRIDGE OF PARAMOG

They say there is a fabled, five hundred-foot bridge at the bottom of Scalawag Strand, where the **TROLL** called Paramog hid a vast trove of bridge tolls. Many have sought it, yet none have found it. However, Captain Gorg heard a rumor that a stone believed to be from the bridge was recently pulled into a fishing boat near Anchorbottom. He'd go check it out himself if they weren't preparing for an expedition. Find the toll treasure and return it to Toll Keep in Dunk (p19), the rightful owners, who are sure to give a hefty reward.
- The waters near Anchorbottom are rife with Blood **REEF NYAD** marauders and Daggerheart **PIRATES**, not to mention the Hookfin Horde.
- Finding the treasure, an Ancient Hoard (+1), requires deep diving and a successful Search of Hex 41.28.
- Among the treasure is a **CURSED** item called the *Black Coin*, a Felmog coin that was once given to Paramog by a wicked and forgotten **SORCERER** from the wastelands of the north. Anyone who pockets the coin is afflicted with a random **CURSE** (see Curses table in Core Rulebook).

JOLLY GOOD'S WHARF

The best place to buy a ship in the Mucklands, packed with sloops, schooners, and big galleons alike. The wharf also houses a bank of ships where folks dwell aboard their boathouses.

Ships For Sale

Sloop
- Ancient
- Hull: 20
- Artillery Slots: 2
- Minimum Crew: 2

Schooner
- Ancient ×2
- Hull: 35
- Artillery Slots: 8
- Minimum Crew: 6

Galleon
- Ancient ×4
- Hull: 50
- Artillery Slots: 30
- Minimum Crew: 20

RUMORS

- Jolly Good's Wharf is one of the best places to buy a ship in the Mucklands.
- Cally Heartfire witnessed the Trade Governor stealing from one of the ships at the Port and is terrified that should he find out, she'll lose her job.
- Jolly Good was once a knight-errant who defended the Scalawag Strand from danger with a *Magic* sword.

JOLLY GOOD

An old timey sailor turned boat seller. Jolly is well liked by both the Mucklands Trading Co. and even the pirates of the bay. He's been sailing so long that he can go most anywhere without fear of being hassled. Jolly adopted a street urchin named Cally, who he lovingly refers to as his Heart's Fire.

- **Traits:** Infectious enthusiasm, well-to-do, fatherly.
- **Motivation:** Raise Cally as his own and give her a good, honest life.





CALLY HEARTFIRE

A young upstart sailor in her late teens eager to acquire her own captaincy of an explorer vessel. Currently, she is a deckhand on a Mucklands Trading Co. barge. Cally is also the adopted daughter of Jolly Good, who has taken care of her since finding her wandering the streets of Muckland Harbor as a young child.

- **Traits:** Spirited, streetwise, wants more out of life.
- **Motivation:** Captain her very own ship and explore the sea beyond the Scalawag Strand.

QUESTS

SWORD OF A HERO

Jolly Good, the merry fisher and boat seller, was once a gallant knight-errant and leader of a band of protectors that brought peace to the Scalawag Strand. However, he gave up that life after losing his *Magic* sword: *The Hero's Heart*. Cally Heartfire would like to find the sword as a gift for her beloved adopted father. A way to pay him back for his love, kindness, and generosity. Cally has saved up 3 pouches of Silver Coins to hire heroes to accompany her to the Swirling Sea where the sword was lost.

- The sword sank all the way down to Deep Chasm, where it has remained unfound for years at the bottom of the ocean floor. A **KRAKEN** called Deepthing (L8-C) still dwells in the area.
- *The Hero's Heart*: Wielder may suffer an amount of Dread to add that much to a Dread roll.
- If the sword is recovered, Jolly Good reveals his old name, Sir Arro Nubbins, Defender of the Strand.
- **HEROIC TITLE ACHIEVEMENT:** Return the Hero's Heart to Jolly Good.
  - ***Hero of the Strand*** . Gain +1 Courage and increase Dread to the next die step (max 1d12).

MUCKLAND TRADING PORT

All merchant vessels must dock at the port, where tons of cargo are transported onto land and sea each day. Mucklands Trading Co. oversees everything here, but with so much traffic, the majority of folks employed are independent dock workers. Any ship unloading cargo is required to present a bill of lading signed off by an Trading Co. inspection officer.

Smuggling Through the Port

Normally, merchant vessels are stopped in Muckland Bay and boarded by Trading Co. vessels to be inspected. Then, depending on the merchant's history, the bill of lading is checked again at the Port. Getting past the inspection officers at the Port without being checked at Port Authority requires Trickery or Sneak Checks.

If the PCs are stopped, roll 1d6 to determine the inspection officer:

1. Chief Inspection Officer Sindal Rix: Hard to trick, can't be bribed.
2. Inspection Officer Londonovan Coyn: Easily bribed.
3. Inspection Officer Harriet Murmuss: Accepts exorbitant bribes.
4. Inspection Officer Wilburt Proodle: Easily tricked, can't be bribed.
5. Inspection Officer Warda Crimly: Hard to trick, hard to bribe.
6. Inspection Officer Zanther Bing: Easily tricked and bribed.

RUMORS

- A secret smuggling network is making a killing selling cheap, ordinary goods.
- If you get lucky, you can bribe the officials at the docks to smuggle goods past them.
- Smugglers run tricks and decoys to get through Muckland Bay naval blockade.

CHIEF INSPECTION OFFICER SINDAL RIX



The Port Chief and head curmudgeon of the inspector crew with a face bent into a perpetual scowl. She operates completely by the book and is as perceptive as they come. She believes the only way to squash piracy is to make an example out of offenders.

- **Traits:** Scowling, relentless, close talker.
- **Motivation:** Make sure absolutely nothing slips past her at the Port.



INSPECTION OFFICER LONDONOVAN COYN

Weaselly and smarmy, usually skating by on his dashing good looks, which surprisingly seem to charm even Chief Rix. Among smugglers, Coyn is regarded as the most willing officer to bribe. In fact, Coyn has made a small fortune in bribes which he spends mostly on his appearance.

- **Traits:** Smarmy, handsome, no integrity.
- **Motivation:** Save up enough to sail a yacht into the big blue soup and never return to the crummy grind of the Mucklands.

HUNCH BILHELM

Hunch used to be a **PIRATE**, but quickly learned his days were numbered after getting stabbed in the gut. Now he works as a dock hand or, as is more often the case, as a paid distraction around the Port, allowing clients to more easily sneak or trick the inspectors.

- **Traits:** Canny, beefy, plays dumb.
- **Motivation:** Relive the glory days of piracy and troublemaking.



QUESTS

THE PLAPPADOOT SMUGGLER

An **ORCH** named Gloink scrambles aboard your docked ship. She needs help smuggling a crate through the Port to a buyer in Harbor Heights. Unfortunately, folks around here don't trust **ORCHES** and there's no question she'll be stopped by inspectors. The crate is full of plappadoots, little frog-like critters outlawed because of the misfortune they seem to bring. Also they sing a lot, so be careful!

- Plappadoots sing in harmony quite loudly, and can attract Wandering Intruders, etc.

THE ONYX HULK

A Felmog vessel that frequently sets sail for the north western home-port of Kreeth. *The Onyx Hulk*, as it is known, is a Black Candle ship that transports new Felmog Outriders to the Mucklands Realm. It is a broad, hearty ship with dark wood and dark sails.

RUMORS

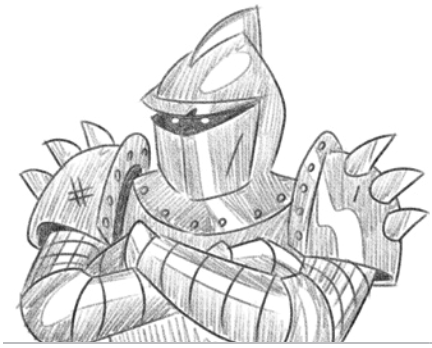
- The lost treasure of Ulfrex the Cruel is well known to the Felmog Outriders, and believed to be located on Terror Island. But no Outrider dares evoke Ulfrex's wrath by searching for it.
- A group of Felmog Outriders carrying a big wooden coffin went missing on the beach.
- Sergeant Ozer has plans to captain *The* Onyx Hulk instead of Marshal Vyna.
- *The Onyx Hulk* smuggles artifacts and the Mucklands Trading Co. Navy is too afraid to do anything about it.

MARSHAL VYNA

Commander of *The Onyx Hulk*, Vyna is a Felmog Outrider transporting **FELMOG KNIGHTS** of every Order back and forth from their far away homeland. Vyna is a strong sailor and warrior famous for her practicality and approachable nature.

- **Traits:** Outgoing, worldwise, willing to share information.
- **Motivation:** Leave behind the politics of Felmog and the Mucklands for adventure on the high seas.





SERGEANT OZER

The man-at-arms in charge of *The Onyx Hulk* security, as well as keeping the newly appointed Outriders in line. A difficult task as many Orders of Felmog are in a constant state of conflict and prone to violence. No one would dare challenge Ozer, however. The seasoned and scarred warrior is said to have once battled a dragon.

- **Traits:** Grim, heavy-handed, dislikes Vyna's disposition.
- **Motivation:** Keep the politics of Felmog Orders from compromising the mission of the Outriders.

QUESTS

THE MISSING SCOUT

Marshal Vyna is concerned for her scout who went missing after riding west along the coast in search of some Outriders. These Outriders were expected to arrive with unusual cargo but never showed up. Now there are five Felmog missing, a rare occurrence indeed. Find the missing scout and any Felmog Outriders along the coast of the Scalawag Strand, but beware the **PIRATE** riffraff and **SARPATHI REAVERS**. In return, Vyna will part with a crate of Rare Alchemy and Crafting recipes that she recently confiscated from pirates.

- Investigating at Hornswoggle Port (p291) reveals that the Outriders and scout passed through together, carrying what looked like a chained coffin.
- An abandoned camp marked with Felmog trappings is located just east of Hornswoggle in Hex 17.27. There is an empty coffin among the belongings, which include scattered weapons and many other effects.
- If the PCs linger, the scout appears out of breath and soaking wet. The Outriders were attempting to imprison and smuggle a **WEREWOLF** (L8-C) to Felmog, but when the beast escaped, it ate the others, and the scout only survived by taking to the sea. The **WEREWOLF** can't swim. The scout pleads that everyone should flee, but as the moon emerges from the clouds, the wolf's howls pierce the air. The **WEREWOLF** springs from the darkness and attacks!

HARBOR HEIGHTS

A busy thoroughfare leading to a series of tall wooden buildings. Tiered balconies peer over the hustle and bustle of Muckland Harbor, and from the tallest towers in Harbor Heights, the Mucklands Trading Co. call the shots in Scalawag Strand.

LOCATIONS

- Privateer Registry (p282)
- Frisky Whiskers Bistro (p284)
- Mucklands Trading Co. (p285)

SIGHTS AND SOUNDS

1. A barnacle covered bogril paints a portrait of a bored looking goblin in a naval uniform.
2. A goblin tooth sharpener finishes up with a customer and dusts the ground up tooth dust from the chair.
3. A boggart hatter uses a winch to delicately lower an enormous plumed hat onto the head of a **KRABRAK**.
4. A wug sailor with a sledge hammer held over his shoulder stands in line to register as a privateer.
5. A dusty, bogril ironmonger chomps down on a haunch of frisky fried waterhog on a bistro patio.
6. The town crier rings a bell to announce that the Dread Pirate Daggerheart has been spotted in the bay.

RUMORS

- Miss Ginny Whatzit of the Mucklands Trading Co. is always down at Frisky Whiskers Bistro talking to seedy individuals.
- Nanducket Nooder is jealous of the unpretentious Barnacle Bill, so jealous that he's bought up all the shearwater barnacles at great expense so Barnacle Bill can't serve any.

PRIVATEER REGISTRY

A rundown building on the corner of Farlagg and Bogen, the Privateer Registry is the Mucklands Trading Co.'s official hiring center for **MERCENARIES** and seafaring scoundrels to take on all the dirty work in the Scalawag Strand.

Hire Crew Members

PCs can hire crew at the Privateer Registry to fill out their ship or just accompany them on adventures (see Random NPC table in Core Rulebook).

Each crew member requires payment every week.

- A random NPC costs Copper every week.
- A random NPC pirate with +1 to all ship-related Checks costs Silver every week.
- A random NPC who is an accomplished sailor with +2 to all ship-related Checks costs Silver x2 every week.

RUMORS

- The Privateer Registry is always hiring sailors to embark on journeys across the seas.
- An undiscovered city lies sunken off the coast of Quagmash.
- The Big Fame Hunters are smuggling exotic animals from Quagmash to Muckland Harbor for sale throughout the Land of Eem.

QUARTERMASTER JUNT

He doesn't take guff, and he doesn't like sweet-talking. Just sign the waivers and if you make it back in one piece, Junt will pay out.

- **Traits:** Hates small talk, unflappable, takes great care of his mustache.
- **Motivation:** Seeks order where he can find it, despite his profession.





TEECH TULLY

A former **PIRATE** that decided it was a lot easier to be sanctioned by the Mucklands Trading Co. as a pirate for hire. Teech is the captain of his own ship, the *Repot Boat*, and raids pirate ships and other vessels who don't hold legal authority to sail in Scalawag Strand.

- **Traits:** Seedy, morally flexible, smells like a fish that ate a squid sandwich.
- **Motivation:** Rake in the cash, even it means selling out his former pirate contacts.

JINNY TYMBAR



An inventor and sailor who is particularly enamored with the mysteries of Eem's seas. Over the course of twelve years, she's perfected a new, amazing apparatus she calls a shrym aquanaut suit, capable of providing air underwater for longer periods than conventional suits. She captains the *SS Deep Diver* and is also the sister of Binny Tymbar, the Conch scholar, who accompanies her on expeditions from time to time.

- **Traits:** Brilliant, childlike wonder, pet octopus on her shoulder.
- **Motivation:** Explore the farthest reaches of the vast sea.



HIGHTAIL SALLY

A privateer captain known for sailing alongside barges headed to Conch. Her ship, the *Springhoof*, is well armed and ready for battle. Sally has a strong hatred for piracy, as they sacked her small village when she was a little girl.

- **Traits:** Vengeful, easily offended, always ready for a fight.
- **Motivation:** Pursue justice and order on the high seas until pirates are no more.

QUESTS

THE RUINED KINGDOM

Jinny Timbar has long believed that in some ancient cataclysm, even before the Great Quake, a lost kingdom was submerged off the shores of the Quagmash. Join her crew to find the ruined kingdom, discover its origins, and recover any ancient artifacts that might yet remain.

- The ruins are located at Ruin Key (p301).
- Jinny provides her patented shrym aquanaut suits to breathe underwater.
- **HEROIC TITLE ACHIEVEMENT:** Find a *Magic* item in the lost city of Waylore.
  - ***Finder of the Lost City*** ♔. PC gains Proficiency in Parleying with Whalens.

BABYSITTING GWILDORF

Hightail Sally is looking for a few good sailors to join her crew for an escort mission to Conch. Gwildorf the Wonderful is a wealthy shrym merchant looking to trade a shipload of toys and games to the sea folk. He has decided, however, to double his shipment this season and is sailing a pair of cargo barges to Conch, which will make their already perilous journey more perilous.

- In the wee hours of the morning, on the first day of travel, Hightail Sally's escorting ship, the *Springhoof*, sounds the alarm. It has been sabotaged, filling with water rapidly. Any Checks to plug the leak suffer -3, and the crew is in perilous danger if they can't abandon ship.
- One of Sally's crew, a human deckhand aligned with the Daggerheart Pirates, sabotaged the *Springhoof*. At dawn, a Daggerheart vessel appears ready to board the cargo barges.

GREETINGS, PRIVATEERS

Quartermaster Junt is always looking for privateers for jobs out in the Scalawag Strand. Set out on your own or join one of the vessels hiring crew members. There are three big jobs available.

- Teech Tully's crew: Locate and eavesdrop on the Pirate Court's secret meeting place in Hornswoggle Port (p291).
  - The Pirate Court meets in the basement of Four Sheets to the Wind, the local tavern. The basement is guarded by a wug **PIRATE** bouncer (L5-B) named Sork. There is a secret entrance to the basement below the wooden pier of Hornswoggle Port, hidden beneath the high tide.
  - Things To Eavesdrop:
    - The Pirate Court is planning an assault on the *Vigilance*, one of Mucklands Trading Co.'s most feared Navy vessels.
    - The Pirate Court is desperate to take down the Daggerheart Pirates, and turmoil within the group could be used against them.
    - Landlubber Lowry fears he's going to croak any day now, and doesn't have a successor he trusts to lead the Barking Butchers.
- Jinny Tymbar's crew: Map out every square inch of Terror Island (p321). No one has ever succeeded, but the job pays well: 2 pouches of Gold Coins for anyone who survives, and a split of any treasure.
  - Jinny Tymbar and her crew are definitely not prepared for the treacherous landscape of Terror island. Composed mostly of scientists and explorers, there are no real warriors to defend against deadly threats. All of them are useless in a fight, and are liable to flee in random directions (-2 Mettle).
- Hightail Sally's crew: Investigate **SARPATHI REAVERS** attacking fishing trawlers in Shearwater Bay.
  - The sarpathi are actually scouring Shearwater to find a ruined nyad temple. A horde of **SARPATHI REAVERS** (L4-G) attacks Hightail Sally's crew soon after this is discovered.

FRISKY WHISKERS BISTRO

The finest dining and a hotspot for the who's who of Muckland Harbor. There's a line out the door pretty much every day, but locals contest that it's worth the wait for a taste of their famous Frisky Fileted Waterhog.

Menu Specialties

Silver

- Frisky Fileted Waterhog: Made from locally sourced, organic, and all natural waterhog meat, this local favorite is considered the best in the Scalawag Strand. Replenish 1 Quest Point.
- Shocking Confit: Slow-cooked lightning eel glands on a bed of pickled kelp, swimming in a pool of squidgeon roe. Gain +1 Charm for the session.
- Boggle Butternoogan: A favorite dessert amongst boggles throughout the Mucklands, this butternoogan is extra sweet and comes with a side of squid ink jelly. Heal 2 Courage.

NANDUCKET NOODER



As grand proprietor of Frisky Whiskers Bistro, the **FINFOLK** is considered one of the best chefs in the Mucklands. Nanducket wholeheartedly agrees with the assessment and is obsessed with perfection. Despite the delicious food, he is rather unpleasant and can often be heard chewing out his chefs over little mistakes.

- **Traits:** Stuck-up, perfectionist, has yelling fits.
- **Motivation:** Create the finest culinary experience in the Muckland at all costs.



MISS GINNY WHATZIT

A regular customer of the Frisky Whiskers who conducts official Mucklands Trading Co. business over lunch. Ginny also has a tendency to overdo it with the rascal cider and can be loose-lipped about certain Mucklands Trading Co. rumors. In fact, she secretly works for the Pirate Court.

- **Traits:** Sloppy, gossiper, well-connected.
- **Motivation:** Gather as much Mucklands Trading Co. intel as possible for the Pirate Court.

QUESTS

WATERHOGGING

Nanducket Nooder is looking to hire some **MERCENARIES** for a perilous mission, one of utmost importance. Waterhogs are going missing and it's almost impossible to fish for them these days. Fishermen report the hotspot between Hornswoggle Port and Terror Island is almost entirely devoid of them. Find a new fishing spot for waterhogs—docile, beefy, hoglike fish with pink scales and a distinct snout.

- Frogwaddle the Geezer, Barnacle Bill's best friend, found out that Nooder has been buying up the shearwater bay barnacle stock to drive Bill out of business. Knowing that Bill wouldn't take revenge, Frogwaddle hired his old **PIRATE** buddies to overfish the waterhogs in kind.
- The Cyclops **PIRATES** scour the waters for waterhogs while attacking fishing vessels for fun. Easy pickings, they call it.

LOOSE LIPS AT LUNCH

As you're eating a meal minding your own business, you can't help but overhear the conversation in the next booth. A tipsy goblin in a power suit, wearing the trademark tricorn hat of the Mucklands Trading Co., blabs about what seems like a very big secret. She reveals to her seedy friend, an unshaven boggart with a glass eye, that "the Trade Governor is on thin ice. He just received a letter from High Magistrate Kreech informing him he has 3 months to win the war against piracy or he'll be replaced! He's getting ready to send a whole fleet to lay waste to Hornswoggle Port as we speak!" The boggart retorts with a snicker, "Hah! He can try. They'll be caught in a pincer maneuver!"

- Not informing the Trade Governor of the trap, all but ensures Wygg is replaced. The next Trade Governor will rule with an iron fist.
- If the PCs inform Wygg, he'll want them involved in the assault, joining Commodore Waldorf Moody himself on the Golden Snoot.

MUCKLANDS TRADING CO.

The tallest, most secure tower in Muckland Harbor. Company **GUARDS** keep watch over Harbor Heights and the coast from here with huge, brass spyglasses.

RUMORS

- Trade Governor Garburt Wygg is dangerously close to losing his position to a new appointee. He must find and end the Daggerheart Pirates!
- Sailors in the Mucklands Trading Co. blockade are on the verge of mutiny.
- Trade Governor Wygg steals from his masters, but no one can prove it.
- A powerful cannon capable of sinking a galleon in one shot, called a shrym bombard, was recently stolen from Waldorf Moody's flagship, *Golden Snoot*, by the Daggerheart Pirates.

TRADE GOVERNOR GARBURT WYGG

The newly elected boggart aristocrat. Wygg was appointed by High Magistrate Orvul Kreech and the Big Three to manage the Mucklands Trading Co. in Muckland Harbor. Despite an outwardly foppish appearance of painted cheeks and a powdered wig, the trade governor is a ruthlessly efficient tyrant.

- **Traits:** High-and-mighty, desperate for power, lies through his teeth.
- **Motivation:** Profit, expand, and annihilate the pirates harassing his plans for wealth and power.





"THE COMMODORE" WALDORF MOODY

An old, decorated privateer and the current supreme commander of the Navy responsible for eradicating piracy in Scalawag Strand. Upon his flagship, the *Golden Snoot*, so named for the giant golden goblin nose on the bow, the Commodore launches campaign after campaign against the countless outlaw crews. Easily recognizable in his purple dress uniform, heavy with medals and ribbons. The Commodore has grown quite old and lacks a bit of his edge, but he is no less honorable for it.

- **Traits:** Professional and traditional, poised, frequently aloof.
- **Motivation:** Find a suitable replacement to protect the waters of the Scalawag Strand from pirates so he can retire.

QUESTS

TO THE GALLOWS

Trade Governor Wygg hasn't any more time to spare. If piracy in Scalawag Strand isn't dealt with soon, the High Magistrate and his Copperhats will converge upon Muckland Harbor and have him strung up by the neck! Since the Commodore is useless, find the Dread Pirate Daggerheart's stronghold and bring the coordinates to Muckland Harbor. Should you succeed, a whole crate of crafting Materials and Components, and a shopping spree in Muckland Harbor's *Magnificent* armory will be yours.

- The Daggerheart hideout is on Lookout Island (p325), and a complete secret.
- Commodore Moody catches wind of Wygg going behind his back and sends his Navy to stop the PCs from meddling in official Navy affairs.
- Meanwhile, the Pirate Court is also desperate to take down the Daggerhearts (see quest **An End to the Daggerhearts** p294).
- If the PCs please Wygg, he gifts them 1d20+10 Materials and 5 random Components. And each PC can pick two items of their choice with a random *Magnificent* trait.

THE COMMODORE'S HAT

Waldorf Moody has been a loyal and good servant to corporate seafaring interests for decades, but feels that he is no longer wanted. However, per his code of service, he cannot retire, nor leave his post until his final breath. The thing is, Muckland Harbor and especially Trade Governor Wygg need a new leader to end the pirate threat in Scalawag Strand. Find a replacement that the Commodore may finally remove his hat and rest. Just be warned, the Commodore's requirements are strict.

- First Requirement: A master seafarer, as if born from the brine.
- Second Requirement: A proven leader, respected by all who serve.
- Third Requirement: An honorable sort with a heart that knows not cruelty or greed.

MIDTOWN GALLEON

A massive, dry docked galleon, partitioned into several businesses at the center of Muckland Harbor. A big aquarium runs through the walls that folks can enjoy through glass portholes. Expect music, dancing, hot food, and trade as Midtown Galleon is always busy, day or night.

LOCATIONS

- Wally's Waffles and Weorgs Express (p286)
- Barnacle Bill's Charter (p288)

SIGHTS AND SOUNDS

1. A beardy old boggle sells the Muckland Harbor Gazette from the top of a mailbox.
2. A boggart shovels barnacles from a wagon into barrels marked with Barnacle Bill's logo.
3. An ancient goblin sailor with two wooden feet, a wooden nose, and wooden fingers regales a crowd with tales of a deadly sea serpent.
4. A shrym engineer fusses with a huge clock mounted on a landlocked galleon that's been repurposed as a bunch of tiny shops.
5. A local devours a to-go plate of waffles and weorgs, then asks the PCs if they've tried out the new Wally's Waffles and Weorgs Express.
6. A welkin worm seller twiddles her thumbs as two goblins decide which individual worms they'd like to purchase for their fishing expedition.

WALLY'S WAFFLES AND WEORGS EXPRESS

Located on the starboard quarter of the Midtown Galleon is the small sister location to Wally's Waffles and Weorgs of the Used T'Be Forest. The quaint little food bar hosts bar seating only, and an express pickup line so patrons can enjoy fluffy waffles and savory **WEORG** meat on the go.

RUMORS

- There is a vast treasure hidden on Terror Island. Some say it's where Wally Dunkwhiffle stashed his legendary Felmog haul.
- Judy Lavendar, co-owner at Wally's Waffles and Weorgs Express, has a shady past.
- Goldie the Fish in Muckland Harbor is beloved, but quite strange for a fish.

KEEF LAVENDAR

Manager at Wally's Waffles and Weorgs Express, and the son of Wally's former partner Leef Lavendar (may he rest in peace). Wally promised Leef that he'd look out for his son, and made good by putting Keef in charge of the new location. Keef idolizes the pirate life but was forbidden from ever participating.

- **Traits:** Personable, unsure of himself, full of untapped wanderlust.
- **Motivation:** Steer adventure seekers away from the legend of Wally's treasure for his wife's sake.





JUDY LAVENDAR

Keef's wife and co-manager. She's responsible for most of the business operations, and is well known in Muckland Harbor. After her shift, she plays a game of Huzzah with the poise and perilous skill of a River Baroness. Thing is, Judy has a secret. Her name is actually Juditha of House Ulfrex, and her father is the infamous Felmog Count who lost the legendary treasure.

- **Traits:** Business-minded, biting wit, derides Keef for being foolish and weak.
- **Motivation:** Learn the exact location of Wally's treasure.

GOLDIE THE FISH



A kind of a mascot around Midtown Galleon. Goldie is an oversized gold fish that swims through the aquarium walls connecting all of the galleon businesses together. However, Goldie is **CURSED** and actually a boggart! She prefers to hang around Wally's because there's always a crowd and she hopes one day she'll be able to communicate her plight.

- **Traits:** Good listener, memory like a steel trap, screaming for attention.
- **Motivation:** Lift the curse that's been placed upon her.

QUESTS

THE RESTLESS LAVENDAR

Lately, Keef Lavendar has become more and more restless as a restaurant manager. He grew up wanting to be a sailor, like his father. Don't get him wrong, he's grateful for the opportunity to run Wally's, but there's more to life isn't there? You're adventurers—you know what he's talking about. Besides, Keef's wife Judy has been prodding him to go on an adventure. He's been going through some of his dad's old stuff and found some notes on Terror Island. Perhaps you'd like to help Keef put together an expedition?

- In fact, Judy has been trying to persuade Keef to find out where Wally's treasure is hidden. After all, half that treasure belonged to Keef's father before Ulfrex slew him. So it belongs to Keef!
  - Judy is really out to reclaim the treasure for her own father, Ulfrex.
- Keef is unsure about the whole thing, but Judy is very persuasive. His father's old notes reveal that Leef and Wally had scouted the place looking for great hiding spots years before his father died.
- The notes indicate 3 possible locations, but none of them hide the actual treasure of Ulfrex.
  - In the depths of Mount Terror (p327).
    - No treasure, but a clue left by Wally that reads: "Not here, stupid. Keep going deeper until it becomes unbearably hot. Then turn left."
  - In the jungles of Hex 7.36.
    - Ulfrex's treasure isn't here, but there is an Old Hoard (+2). Keef is happy to take this loot home and call it a day, much to Judy's chagrin.
  - On the shores of Hex 6.32.
    - Ulfrex's treasure isn't here, but there is a clutch of baby **TERRORPIN** eggs.

IF FISHES COULD TALK

Most folks don't really think about it, but Goldie the Fish has been swimming around the Midtown Galleon tube network for decades. They like her because she often seems like she's trying to talk to the patrons. Lately she's been staring at Keef, like her eyes are looking deep into his soul. Talk about creepy!

- If a Gnome PC is present, Goldie speaks to them in fish.
- Turns out Goldie isn't really a fish: she's a **CURSED** boggart! Goldie was transformed after she stole money from a **CURSED** treasure chest from a sea hag's cave on Shipwreck Island in Hex 21.31. She pleads to find the cure!
- She was eating at Barnacle Bill's and counting her stacks of gold when she turned into a fish right on the floor. The Old Barnacle Bill threw her into the aquarium and set out to cure her curse. But he never returned, and no one remembered Goldie.
- The cave on Shipwreck Island is home to a pair of hostile **KRABRAKS** that recently ate the sea hag. Now, they're furiously debating how to decorate the place and make it cozy. A gold, ornate chest is actually the centerpiece of the room, and they don't want to part with it.
  - A tiny engraving on the chest reads: "Ye who opens the chest without uttering the magic phrase shall swim with the fishes for a hundred years!"
  - Lore Check: Below that, magic runes read: "I'm not a fish, I'm not a guppie. Gold and silver, open this puppy!" Uttering these words with the chest in hand will transform anyone present back into their natural state.
- When Goldie is cured, she turns into a beautiful boggart woman with golden hair. And she reveals one more thing: Judy Lavendar's true identity! She overheard her talking to a Felmog agent about their plan to extract the location of Ulfrex's treasure from Keef.
- **HEROIC TITLE ACHIEVEMENT:** Cure Goldie of her curse.
  - ***Cursebreaker*** ♔. Goldie (Attack:+1, Dread:1d6, Defense:-1, Courage:14, Mettle:+0) feels so indebted to the PC that she joins them as an ally.

BARNACLE BILL'S CHARTER

Until recently, Barnacle Bill's, located on the stern of Midtown Galleon, was a happy hot spot for delicious Shearwater Bay barnacle shooters. But when the Shearwater barnacles became too hard to acquire, Barnacle Bill lost customers and fell into a depression. Now Barnacle Bill's is a sad, low traffic restaurant with an equally grumpy, sad owner.

Menu Specialties

- Shearwater Bay Barnacle Shooters: A briny, raw, and surprisingly tender barnacle with a sprig of tadwilly kelp and lemon. Just eating one is enough to bolster your strength for a time. Gain +1 Might and Mettle for the session. CURRENTLY UNAVAILABLE, BRAVE FISHERS WANTED. Copper.

RUMORS

- A sea beast of some sort has the local population panicked. Many sailors won't set sail for fear of the creature sinking their ships.
- Frogwaddle the Geezer may have gotten himself in over his head with the Cyclops Pirates.
- Barnacle Bill is looking for adventurers to hunt for rare barnacles near Terror Island.
- Old Barnacle Bill, the current one's father, put Goldie the Fish into the Midtown Galleon aquarium.
- There's a treasure in Barnacle Bill's attic and legend says it belongs to someone very close to Barnacle Bill?

BARNACLE BILL

The son of Old Barnacle Bill, the original founder. Bill is famous for his Shearwater Bay barnacle shooters, but hasn't been able to buy barnacles for months because they're just not available anymore. Barnacle Bill, despite his depression, is a well-liked, delightful fellow.

- **Traits:** Depressed, a bit dopey, loves bards.
- **Motivation:** Get his restaurant back on track.





FROGWADDLE THE GEEZER

An old bogril who never leaves Barnacle Bill's patio seating area and essentially hangs out with Bill all day. Frogwaddle was once a fisherman, or rather a whisker scratcher, spoiling Old Bill and New Bill alike with fresh catches of Shearwater Bay barnacles, hand scratched from the whiskery chins of whales. But, as the years took their toll, Frogwaddle retired.

- **Traits:** Know-it-all, expert seafarer, will talk your ear off.
- **Motivation:** Make friends with everyone, and cheer up his friend Barnacle Bill.

QUESTS

THE GEEZER'S GUILTY CONSCIENCE

Frogwaddle has a problem that not even Barnacle Bill can know about—he'll get too mad! But it was never supposed to come to this. Frogwaddle just wanted to get revenge on Nooder at Frisky Whiskers Bistro for sabotaging Bill's business. That nasty "gourmet chef" bought up all the Shearwater barnacles to kill Bill's restaurant. Naturally, Frogwaddle hired his old Cyclops **PIRATE** contacts to overfish the waterhogs in kind, Nooder's favorite fish, but now the Cyclopses are terrorizing Shearwater fishing communities. Something must be done!

- Three Cyclops **PIRATE** galleons roam the waters fishing all the waterhogs and stealing catches from fishing boats all along the coast.
- The worst of them all is led by Hardnose Willy, a boggart **PIRATE** (L5-C) with a wooden nose.

THE VOLCANIC BARNACLES OF TERROR ISLAND

Barnacle Bill hasn't been able to buy Shearwater barnacles for months and it's really hurt his business. However, after a tip from Jinny Tymbar, Bill found out about a rare kind of barnacle, one that is apparently super delicious, and even located here in Scalawag Strand! Only trouble is, it's on the shores of Terror Island, so no fishers are keen on catching them.

- The barnacles grow around volcanic vents surrounding Terror Island (p321). Though tough to fish, they are delicious and taste like nothing else in Eem.
- Old Sinker the **SEA CHIMERA** (L8-C) patrols the very same area that the barnacles grow, even warming its monstrous form near the vents.



Anchorbottom

Hex 42.26. Anchorbottom, or the Skeleton Yard as many locals call it, is made of **PIRATE** galleons and Felmog carracks that were either hauled from the ocean floor, or left to rot under the sun. Few inhabitants live in Anchorbottom, save a number of sailors and adventurers that commune in the only watering hole, a little place called Triumph Tavern.

SIGHTS AND SOUNDS

1. Seals bathe in the sunlight, barking at a group of seabirds that have congregated around the hull of a half dismantled galleon.
2. A goblin, poorly hidden in a pile of stinky kelp, looks around the beach with a handheld telescope.
3. A bunch of waterlogged rats swim to shore and collapse with exhaustion when they reach the beach.
4. A whalen hammers a wooden peg into a ship and the hull splits. The whalen curses loudly.
5. A quortle rests on a rock near a tide pool, feet dangling in the water.
6. A tiny boggle child wearing a straw hat collects seashells in a pail with a dog at his side.

RUMORS

- Unassailable Co. goons want to get their hands on Automatic Dan.
- A **GHOST** ship was seen drifting aimlessly in Anchorbottom Bay. No flags, livery, or any markings that anyone knows of either.
- Smiley Malarkey of the Nackadonkee Hamlet Malarkeys hangs out in Anchorbottom.

CAPTAIN BETTY'S JETTY

Anyone worth their salt water knows Captain Betty has the best ships, repairs, and modifications to really make their shanties sing.

Ships For Sale

Buy a ship at Betty's and the first repairs are free.

Sloop
- Ancient
- Hull: 20
- Artillery Slots: 2
- Minimum Crew: 2

Galleon
- Ancient ×4
- Hull: 50
- Artillery Slots: 30
- Minimum Crew: 20

Schooner
- Ancient ×2
- Hull: 35
- Artillery Slots: 8
- Minimum Crew: 6

Ship Repairs

Restores Hull to full. Sloop costs Silver ; Schooner costs Gold ; Galleon costs Gold ×2.

Ship Upgrades

Gold ×2
- Armored Hull: +10 to maximum Hull.
- Drakewing Sails: Advantage on Checks to maneuver the ship.
- Shrym Sputter Power: Travel an additional Hex every day.
- Brig: Add a brig to a sloop or schooner, or expand a galleon's brig.
- Gun Deck Expansion: +3 Artillery Slots.
- Sputter-Crewmate: A competent sailor with half the personality and none of the emotional baggage.



SMILEY MALARKEY

Loafs about Anchorbottom looking for opportunities for a quick coin so he can outdo his brother, a burglar named Shuke. Doesn't matter that he has no idea where Shuke is, just that Shuke's out there, winning.

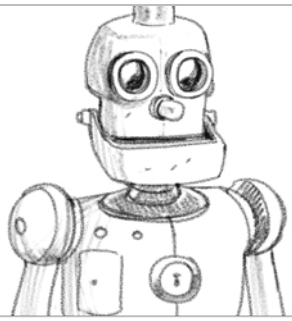
- **Traits:** Upbeat, opportunistic, not above double-crossing.
- **Motivation:** Become a renowned thief and go down in knavery history.

BETTY THE SHIPWRIGHT



A boggart ship builder who made her living salvaging wrecks, buying used boats and fixing them up in her famed shop, Captain Betty's Jetty. Betty is a master builder and is often hired to help repair busted up ships from the Muckland Harbor's Navy. She seems to know everyone that sails Scalawag Strand, but spends most of her time with her mechanical shipbuilding assistant, Automatic Dan.

- **Traits:** Plainspoken, hunky, treats Automatic Dan like a puppy.
- **Motivation:** Be her own boss and make sure every ship is shipshape.



AUTOMATIC DAN

A sputtering shrym automaton that operates on a kind of rail system throughout Anchorbottom. Automatic Dan is the servant of Betty the Shipwright, and answers Yes or No questions 100% truthfully. A marvel of technology, not even Betty knows how the sputtering person operates.

- **Traits:** Painfully direct, a wealth of knowledge, robotic voice.
- **Motivation:** Bring Betty's ship building operation to 100% efficiency and take care of her.

QUESTS

THE KIDNAPPING OF AUTOMATIC DAN

Betty the Shipwright is beside herself. Her assistant, and dare she say only friend, Automatic Dan, has been kidnapped and she's certain it was those goons from Unassailable Co. She believes they intend to experiment on Automatic Dan at their headquarters in the Used T'Be forest. Find him and bring him home safely!

- Automatic Dan is on a secret vessel, *Silent Stalker*, an Unassailable Co. vault ship filled with guards, traps, and obstacles—a **RANDOM DUNGEON**.
- Once on shore, Unassailable Co. transports Automatic Dan in an armored war wagon to their fortress headquarters, where breaking in is nigh impossible.

THE GHOST SHIP

There's a spooky rumor going around that a **GHOST** ship sails the waters around Anchorbottom and southern Quagmash. No one knows if it's abandoned or haunted, but Betty will pay a handsome price to anyone who sails it into Anchorbottom for salvage.

- A ghostly crew lives aboard the ship called the Foam Rider. They only let the PCs sail the ship if their deaths are avenged.
- The crew, wispy green specters, were once Felmog Mariners from faraway Kreeth. The crew sailed to the Scalawag Strand with a mighty fortune meant to build a castle and set roots in the Mucklands, but **PIRATES** led by a short fellow called Wally the Freebooter stole it! The Felmogs attempted to steal back the fortune, but were too late. Their master had arrived and was furious. The **GHOSTS** maintain that they were loyal, honorable sailors, but their lord didn't care. Ulfrex the Cruel did not get his name for being kind, after all. He executed the crew, and they have sailed the Strand ever since.
- The **GHOSTS** want revenge against Ulfrex, their former master. Revenge against Wally the Freebooter would suffice though.
- Ulfrex the Cruel has not been seen for many years, however it is said that a black ship with an iron bow is anchored at Terror Island, packed to the gills with **FELMOG KNIGHTS**.
- If the PCs defeat Ulfrex or bring Wally to justice, the **GHOSTS** grant them ownership of the *Foam Rider*.
- **HEROIC TITLE ACHIEVEMENT:** Defeat Ulfrex the Cruel or capture Wally the Freebooter and see him brought to justice.
  - ***Captain of the Foam Rider*** ♔. PC is the new captain of a galleon with an armored hull and drakewing sails (see Captain Betty's Jetty p289).

MAKE SOME CLAMS

Smiley Malarkey has found the next big money making scheme, and he'll let you in on it. All you have to do is go to the tidepools around Jelly Key and find what's called a calculation clam, a marvel of nature that crunches probabilities. The things are worth a fortune to the right buyers, and Smiley has a buyer already lined up.

- Calculation clams are valuable to engineers and scientists throughout all of Eem.
- The clams are difficult to find, and the Daggerheart Pirates poach them for their own nefarious purposes. Captain Daggerheart is convinced that a staff of calculation clams would hone his decision making and lead to extreme profit and prosperity.
- Smiley's buyer is actually the Daggerhearts.

Hornswoggle Port

Hex 16.26. A den of thieves not for the faint of heart, crawling with **PIRATES**, freebooters, and scalawags. Every sailor worth their salt celebrates their booty hauls in Hornswoggle Port's seaside swill-houses.

Despite the long reach of the Mucklands Trading Co., Hornswoggle has remained untouched by maritime authority, mostly due to the precarious waters of the Shipwreck Straits guarding its shores, and a longstanding stalemate between the megacorporation and the most powerful pirate crews. The port, a collection of winding wooden piers, is sprinkled with a few buildings, but the main attractions are the countless docked pirate ships and the impressive array of mounted cannons, which clearly suggest, "outsiders not welcome."

LOCATIONS

- The Evil Eye (p292)
- Four Sheets To The Wind (p293)
- The Pine Box (p294)
- The Sea Weasel (p295)

WHAT'S GOING ON

- The Dread Pirate Daggerheart is so successful that his rivals have formed the Mucklands Pirate Court.
- The Court and their allies are forming a grand alliance to destroy the Daggerheart's fleet of ships, so they can divvy up the spoils and reclaim their proper place as feared freebooters. At which point, the alliance shall be dissolved.
- **SARPATHI REAVERS** are competing for the loot stolen from merchant ships out of Muckland Harbor. **PIRATES** may not be honest, but they certainly aren't as ruthless as the sarpathi.

SIGHTS AND SOUNDS

1. **PIRATES** scowl at each other around a rickety table playing Rascal Rummy.
2. A parrot squawks "Landlubbers! Landlubbers!" as the PCs approach.
3. A one-eyed pelikin ruffles their feathers as a monkey runs off with his coin purse.
4. A shabby looking freelancer snatches a wanted poster from a bulletin board that shares an eerily similar likeness to themself.
5. Cheery **PIRATES** sing a sea shanty together as they disembark their ship with oodles of booty.
6. Boggles with red bandanas strain and shout "Heave! HO! Heave! HO!" as they utterly fail to lift a bronze cannon into a boat. The thing doesn't even budge.

RUMORS

- Hook Rat Holiday is hiring mercenaries for his Cyclops Pirate crew to track down the Dread Pirate Daggerheart.
- Nothing Silvertooth Sammy says can be taken for absolute truth, but he claims he served with the Dread Pirate Daggerheart himself.
- Captain Verma stole a treasure map from the Felmog Outriders and keeps it located in an iron box beneath her bed on the *Pine Box*. No one knows where the map leads, but it has been surmised that it leads to an Eye of Ehk.
- Four Sheets To The Wind is the most raucous, dangerous tavern in all the Mucklands.

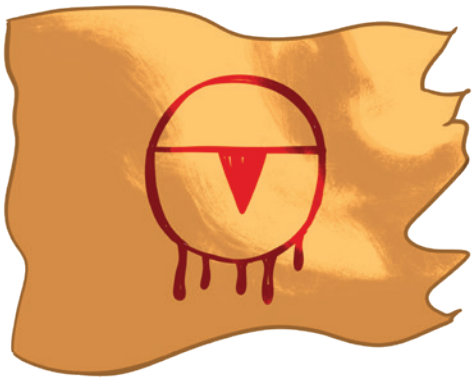
OUTBOUND RUMORS

- No one knows where the Dread Pirate Daggerheart lays anchor but Silvertooth Sammy has an idea.
- Landlubber Lowry's famed ship the *Barking Butcher* was scuttled somewhere near Shipwreck Island, and many speculate that treasure went down with it.



THE EVIL EYE

Flagship of the Cyclops Pirates. *The Evil Eye* is a massive galleon and the biggest ship in Hornswoggle Port with the biggest **PIRATE** crew in Scalawag Strand. However, quantity doesn't always mean quality. The Cyclops are known for their numbers but not necessarily their cunning or skill. But try telling that to Hook Rat Holiday.



HOOK RAT HOLIDAY



PIRATE captain of the largest vessel in Hornswoggle, *The Evil Eye*, and arguably the most powerful member of the Pirate Court. Hook Rat has a vocal hatred for the Dread Pirate Daggerheart, as well as the marauding sarpathi. And he has has aspirations to be the most feared scoundrel in all the Scalawag Strand.

- **Traits:** Vicious, wicked grin, suffers no fools.
- **Motivation:** Destroy the Daggerhearts and take over the Scalawag Strand as a Pirate King.

QUESTS

THE SMUGGLER'S GAMBIT

Hook Rat Holiday needs a hapless—ahem, a daring adventurer—to run the Muckland Bay blockade. Your ship will be loaded up with lots of stolen loot: mostly salvaged Mucklands Trading Co. armaments and shrym tech (no peeking!). This stuff is hot and if you're boarded by an inspection crew, you'll be put in prison for a century. That's why two Cyclops ships will be launching a full scale attack on the Mucklands Trading Co. Navy as a distraction. While the battle rages, slip through the blockade undetected and make it to the harbor.

- The PCs' ship is actually a second decoy; none of the valuable goods are loaded onto it. The crates are filled with straw and debris.
- The real cargo ship is trailing the PCs, as Holiday fully expects the Navy to pursue the PCs even with an assault underway.

THE BLASTING POWDER HEIST

Hook Rat Holiday is a wily old **PIRATE** looking for a few wily privateers to pull a heist and steal a shipment of shrym explosives from a Subterranean Pits and Liars, LLC transport ship. The SPL ship, *GS Wozinski*, is heavily guarded with **MERCENARIES**, and is leaving Muckland Harbor tomorrow night! There's no time to dilly-dally.

- The deck is guarded by eight **MERCENARIES** (6×L4-G, 2×L6-B).
- Down two levels is the cargo hold, but one must pass the galley and mess hall levels where SPL is having an "office" party, celebrating the fiscal year.
- The explosives are packed into six large barrels in the cargo hold of the ship, and are highly volatile: the littlest spark or a significant disturbance will set off a massive explosion. Two **MERCENARIES** (L6-B) protect the cargo hold.
- There are other goods such as food and water stored in similar barrels, except without DANGER written all over them.

FOUR SHEETS TO THE WIND

The tavern hub of Hornswoggle Port where **PIRATE** folk come to take a load off and get plastered. The place is always packed with rowdy, drunken scalawags, singing sea shanties, throwing darts, and inevitably having knockdown dragout fights.

Menu

- Cheap Glog: It'll put hair on your butt. Gain +1 Mettle for 1d4 hours. Copper.
- Fancy Glog: The good stuff. Gain +1 Mettle and Charm for 1d4 hours. Silver.
- Pickled Cacklefruit: Eggs plucked from the nest of a cackletrice. Heal 2 Courage. Copper.

DUNGBIE WEATHERS

A surly old **PIRATE** who smells like brine. Dungbie is the barkeep of Four Sheets To The Wind. He speaks in raspy grunts that everyone seems to understand except for outsiders. Notoriously, when a bar fight goes down on his watch, old Dungbie pulls out his blunderbuss and starts firing willy-nilly.

- **Traits:** Unintelligible, crotchety, trigger happy.
- **Motivation:** Keep the pirates full of glog and squelch any mutinous behavior.





SILVERTOOTH SAMMY

A boggart aristocrat with beetles in his powdered wig, Sammy is a well-known liar and exaggerator, and the best Huzzah player this side of the Middle-Route Run. He claims to be a former member of the Dread Pirate Daggerheart's crew.

- **Traits:** Liar, cheat, proper and courteous.
- **Motivation:** Make himself relevant and useful to the Pirate Court, so he doesn't mysteriously disappear at sea.

QUESTS

THE PRICE OF A TOOTH THESE DAYS

Silvertooth Sammy might be a great Huzzah player, but sometimes his gambles come up stink-eyes. He's gotten word that he has a price on his head, more specifically, a price on his silver tooth. Now **BOUNTY HUNTERS** and cutthroats are after him. So, naturally, Sammy wants to fake his own death in spectacular fashion, with a funeral and everything. Pull it off and trick everyone, and Sammy will tell you where to find the Daggerheart base.

- Sammy believes the Dread Pirate Daggerheart is to blame for the bounty, but isn't sure if that's true. After all, he didn't steal THAT much from Daggerheart, did he?
- Sammy knows the Daggerheart base is on Lookout Island, but he has no idea how to get inside.

PIRATE GAMES

There's always a game to be played at Four Sheets To The Wind whether it's cards, darts, or arm rasslin'. If you win a round of all three games without losing in one night, well that's called a Triple Tricorn Trifecta. Anyone who could pull off such a feat would surely gain the respect of Hornswoggle **PIRATES**.

- Pirate Peeknuckle: Roll 2d10 with the goal of getting closest to 19 without going over; players can keep rolling 1d10 until they exceed 19. No one remembers why "pee" and "knuckles" are involved.
- Dart Throwin': PCs face off against a maximum of 3 opponents until bested. Players must get exactly 19 points to win (if they would go over 19, they score nothing that turn). Players can earn and use a meta currency called Finishing Points to help themselves hit 19 points exactly. Each turn, make a Nimbleness Check:

1–2	0 points
3–5	1 point
6–8	2 points
9–11	3 points
12+	5 points. Earn 1 Finishing Point.

- Arm Rasslin': PCs face off against a maximum of 3 opponents until bested. Each turn, roll opposed Might Checks, best 2 out of 3 wins.
- **HEROIC TITLE ACHIEVEMENT:** Win all three games for a Triple Tricorn Trifecta.
  - ***Triple Tricorn Trifecta Champ*** ♔. Non-hostile **PIRATES** have an attitude of respect toward the PC.

THE PINE BOX

The flagship of the Woodenfoot Pirates. *The Pine Box* is a boxy galleon with an abnormally tall forecastle mounted with a mega cannon. Captain Verma runs a tight ship of efficient and ruthless **PIRATES** that you'd never mistake for lily-livers.



CAPTAIN VERMA "WOODENFOOT"



The one-legged, goblin matriarch of the infamous Woodenfoots, a band of **PIRATES** that terrorize Shearwater Bay. She can be found aboard her ship *The Pine Box*. A member of the Pirate Court, Verma is closely allied with "Hook Rat" Holiday, but has reservations about outright war with the Dread Pirate Daggerheart.

- **Traits:** Strategic, penetrating glare, menacing cackle.
- **Motivation:** Recruit the largest crew of pirates to work her growing fleet of Woodenfoot ships.

QUESTS

AN END TO THE DAGGERHEARTS

The Pirate Court will stop at nothing to bring down the Daggerhearts, who have a stranglehold on piracy in the Mucklands. If only the Pirate Court knew where the Daggerhearts' secret hideout was, they could launch an attack with the might of the Woodenfoot, Barking Butcher, and Cyclops crews. If you ever find the Daggerheart base in your travels, tell no one and head straight to the Pirate Court!

- If the PCs return with information about the Daggerheart base (p325), Verma Woodenfoot offers the PCs a ship in her fleet. The Pirate Court immediately sets out to launch a full scale attack on Lookout Island.
- A naval battle ensues, but the Daggerhearts are always prepared for a siege, and ships lie in wait, hiding behind the rocks near the island, ready to flank any incoming attackers.
- **HEROIC TITLE ACHIEVEMENT:** Find the Daggerheart base, report back to the Pirate Court, and participate in the battle.
  - ***Daggerheart Breaker*** ♔. PC gains renown and Advantage on Intimidate Checks against **PIRATES** and sailors.

AVAST YE, WOODENFOOTS

Captain Verma Woodenfoot is recruiting a crew for her new ship the *Stubby Plank*. Not just any rapscallion will do, though. You must complete three trials to join the crew, no more, no less. Should you succeed, the ship is yours to sail under the official Woodenfoot Flag.

- **Trial the First:** Slap a **GATOR** on the snout and look it in the eye before you pluck out one of its teeth, for no Woodenfoots be cowards or slow.
- **Trial the Second:** Pluck a river baron's whiskers, for there is no lower fiend than one who pilfers a pauper's pocket.
- **Trial the Third:** Pluck a **SKROKWING'S** feather, and kiss the peak of Skroknest Mountain, bidding the land below farewell, for a life at sea be the future for ye.

THE SEA WEASEL

Flagship of the Barking Butchers. The *Sea Weasel* is a fast brigantine outfitted with drakewing sails and copper plating to make it really soar in the water. The Barking Butchers are a rambunctious bunch, especially since their captain, Landlubber Lowry, became bedridden. But Lowry still goes out on raids every now and then, barking orders from his quarters. He still intends to retrieve his pride and joy, the *Barking Butcher*, that was lost at sea.



LANDLUBBER LOWRY



A bedridden, bogril **PIRATE** lord with a poor constitution, but a rich network of seadog allies throughout Scalawag Strand. Lowry was formerly captain of the carrack *The Barking Butcher*. He is a proud member of the Pirate Court, though his ship was scuttled and his crew mostly engages in small raids on civilian ships out of Muckland Harbor.

- **Traits:** Ailing, backstabber, tyrannical to his servants.
- **Motivation:** Navigate the politics of the Pirate Court and ally himself with the victor.

QUESTS

THE BARKING BUTCHER

Landlubber Lowry, confined to his bed, croaks and coughs about his lost ship, the *Barking Butcher*. It was a stormy night when everything went wrong, and the crew had to scuttle the ship to prevent the Daggerhearts from stealing their precious booty. Now Lowry will pay handsomely for the ship to be found and the booty retrieved. The *Barking Butcher* was last seen off the coast of Shipwreck Island.

- Much of the wreck is underwater where **LIGER SHARKS** (L4-B) and **CONQUEROR CRABS** roam. One **LIGER SHARK** (L10-B) in particular, known as Deadeyes, has munched many overboard **PIRATES**.
- Dragging out the actual *Barking Butcher* requires a tugboat which can be commissioned in Muckland Harbor (p275) and Anchorbottom (p289), or a dredge, which can be found on Conquered Key (p264).
- Lowry's booty is a locked chest, an Old Hoard (+2) that also contains a skeleton key to any door at Unassailable Co. Headquarters—absurdly valuable.

A PARTY FOR PIRATES

The Barking Butchers are a rowdy bunch of party animals. But no one's organized enough to throw a proper shindig for Captain Landlubber Lowry's seventy-seventh birthday. His first mate, Orange Lungbutter, will pay Ancient Coins to throw the party (you keep whatever you don't spend). Since Lowry can't exactly get out of bed these days, Lungbutter wants to bring the fun to him. Design and plan a party with a theme that showcases each region of the Mucklands. Really make it feel like Lowry is traveling and pirating like the old days. Oh, and if Lowry doesn't like it, you're dead meat.

- Landlubber Lowry is difficult to please if you don't know what he likes. And what he likes is callous humor, ruthlessness, and melodramatic soap operas.
- He wants to feel the thrill of the old days, but anyone who treats him like a doddering old man or patronizes him is in for some trouble.
- The other **PIRATES** (L7-G) attending are happy if there are glog and party games involved. Otherwise they get antsy and are liable to start an all-out brawl.

Ligerhead Beach

Hex 49.28. A favorite vacation destination for well-to-do Muckland tycoons and their families, Ligerhead Beach is known for its beautiful vistas, sandy white beaches, serene coves, and tasty tunnel cakes.

LOCATIONS

- Billke's Bites & Sailor Depot

RUMORS

- A massive increase in lethal **LIGER SHARK** attacks has the locals of Ligerhead Beach terrified for their lives and livelihoods.
- They say a **SELKIE** named Clint is the best **LIGER SHARK** hunter in the realm.
- The mayor of Ligerhead Beach only cares about raking in cash from tourists, rather than anyone's safety.

SIGHTS AND SOUNDS

1. Three boggart kids paint on the face of a sleeping lifeguard.
2. A **SEA GULLIATH** swoops in and steals a child's funnel cake.
3. A huge wave destroys the beautiful sand castle that a whalen artist was working on.
4. Beachgoers scream and flee from the water. Moments later, a goblin with a shark fin on his head emerges from the water and cackles.
5. A huge tentacle reaches out of the water and waves, then submerges again.
6. A ball hits a PC in the head, and a team of muscle bound jocks challenge the party to a "friendly" game of beachball.

MAYOR ANCHORBLAZER

The elected leader of Ligerhead Beach as well as the town's activities director. Mayor Anchorblazer is an over-eager boggart who lives for his town, specifically promoting the beautiful beaches to tourists from the mainland.

- **Traits:** Delusional, reluctant to change, all about the bottom line.
- **Motivation:** Take care of local businesses and families by maximizing the tourism season. He'll do anything to keep the beaches open and the coins flowing.





CLINT

A loner, hard-nosed, **SELKIE** fisherman with a checkered past. Clint has a vendetta against **LIGER SHARKS** for eating his crew, so nowadays, he earns a hard living as a freelance harpooner and captain of his own ship, *The Porpoise's Purpose*. But Clint spends much of his time locked in his cabin with a bottle of rascal rum and a deck of cards.

- **Traits:** Obsessive, surly, would die for you.
- **Motivation:** Rid Ligerhead Beach of the Rogue and all man-eating sharks.

DOCTOR GRIPPENDWERF

A **DWEORG** sea scientist who has traveled to the far reaches of the Scalawag Strand to study and catalog the most dangerous beasts in the ocean. Grippendwerf believes the most gargantuan monsters in Eem live beneath the waves and aims to prove it.

- **Traits:** Analytical, endless enthusiasm, mutters "yup" all the time.
- **Motivation:** Learn everything there is to know about the local wildlife, especially the Rogue.



QUESTS

THE ROGUE SHARK

Ligerhead Beach is in a state of turmoil because of the recent **LIGER SHARK** attacks, but Mayor Anchorblazer is proceeding as planned with the tourism season kicking into high gear. The Mayor will pay 3 pouches of Gold Coins to put this whole thing to rest and get on with the festivities. Join the good doctor Grippendwerf and local **LIGER SHARK** hunter, Clint, to catch the beast.

- The Rogue **LIGER SHARK** (L10-C, *Huge*) dwells in Dustwall Bay.
- Traveling in Dustwall Bay is perilous until the shark is caught: -2 Travel Checks and any encounters include the Rogue harassing the crew.
- Each passing day that the Rogue isn't defeated, another tourist is gobbled up. If 5 tourists are gobbled, chaos ensues. A mob of locals led by Jill Billke has it out for Mayor Anchorblazer and intend to throw him out to sea.
- **HEROIC TITLE ACHIEVEMENT:** Defeat the Rogue before 5 tourists are eaten.
  - ***The Shark Slayer*** ♔. PC is a local celebrity on the beaches and settlements of Scalawag Strand with all the advantages and disadvantages therein.

LOST IN LIGERHEAD COVE

A group of vacationing teens went down to Ligerhead Cove last night and haven't returned. Their parents fear the worst. Mayor Anchorblazer, always worried about PR, wants you to find the little rats and put an end to the hysteria.

- There is a hidden cave entrance in Ligerhead Cove that leads to a **RANDOM DUNGEON**, full of Blood **REEF NYADS**.
- The kids are held captive by the **REEF NYADS** who plan to collect ransom. They despise the beachgoers for throwing trash onto the shore and in the sea.

BILLKE'S BITES & SAILOR DEPOT

Owned by Jill Billke, the shop is located at the mouth of a cave that's been converted into a food stall and surplus adventure gear warehouse. The thatched roof of palm fronds, dangling streamers, and shark-shaped paper lanterns sway with the wind creating a pleasant ambiance.

Menu

Copper

- Billke's Tunnel Cake: A delightfully light funnel cake powdered with crab flakes. Gain +1 Charm, -1 Athletics for the session.
- Traditional Selkie Stroodle Noodles: Made from seaweed and petrified brine, baked into a cube and served hot in a broth of clam sweat. Heal 3 Courage.

Silver

- Wedged Hotbread Weiner: A wedge of hot bread infused with chili peppers and mung butter, with a mixed meat-boil weiner. Goes great with rat mustard or wungalope custard, your pick of both or either! Vegetarian option available. Replenish 1 Quest Point.
- Garlic Junk Bag: A mix of shellfish, sausage, fried kelp, all glazed with garlic, butter, and candied urchin squirt. -1 Defense for the next Combat.

Surplus Shop

- Deep Sea Fishing Gear: Allows for fishing while traveling underwater. Copper .
- Diving Suit: A tight-fitting diving suit with a refillable air pocket great for short dives of 2 hours. Copper .
- Shrym Aquanaut Suit: A heavy suit and brass helmet with a refillable air tube that allows for 12 hour dives. Movement Checks (except Swimming) suffer Disadvantage. Gold .
- Anti-Sea Monster Cage: An Unassailable Co. brand anti-sea monster cage. Can absorb 40 Dread from an attacking sea Adversary. Gold .
- Harpoon: A harpoon attached to a spool of cable to make hauling in beasties a lot easier. Silver .

JILL BILLKE

The **SELKIE** owner and operator of Billke's Bites & Sailor Depot, a combination of carnival food and adventure gear.

- **Traits:** Pushy, worrywort, loves compliments.
- **Motivation:** Get her name in *Dungeoneer Magazine* in the Top 5 Muckland Eats for her legendary tunnel cake.



Theca Key

Hex 35.34. Legend has it that the coral spires of Theca Key emerged long ago from the ocean after a cataclysmic, deep water earthquake. Great volcanic peaks broke through the ocean floor like the teeth of a titan, raising an island of coral to the surface. Today, Theca Key is home to a well-traveled, if not well-known, pit stop on the high seas, built out of the giant colorful coral. The main attraction is Noey's Place, where sailors stop to rest and stretch their legs after weeks on deck.

LOCATIONS

- The Scurvy Assassin (p298)
- The Marlin's Quick Fix (p299)
- Noey's Place (p300)

SIGHTS AND SOUNDS

1. A cat with an eye patch hisses at the PCs.
2. Drunken scoundrels put their arms around the PCs and yell, "Party time!"
3. A boggle orders a drink the size of a small barrel. Instead of sipping with a straw she jumps in like a bathtub.
4. Everyone starts square dancing and pulls in the PCs to join.
5. A whalen in a hammock snores loudly. He rolls over, falls out of the hammock, and continues to sleep.
6. Two finfolk play a game of four finger filet. One of them stabs himself in the hand and howls.

RUMORS

- A shipwright named The Marlin on Theca Key can patch a ship up real quick.
- The best place for rest and relaxation on the high seas is Noey's Place on Theca Key.
- A con artist cleaned out Noey Sundatch's savings.

THE SCURVY ASSASSIN

The only place to restock supplies at Theca Key. They've got an impressive selection of fruit, mostly imported from Jelly Key and Mushmash. Run by the pelikin Cherry Swoopwright, she takes great pride in making delicious options for fruit-starved ship crews.

Menu

- Jelly Fruit Smoothie Dispenser (Gourmet Rations): A huge dispenser that squirts out delicious, pink jelly fruit smoothies. Provides food for the entire ship: after 5 sessions, start rolling 1d10 Usage Die. Ancient .
- Crate of Bongo Fruit (Gourmet Rations): Can't go wrong with the sweet, stringy, stone fruit that can be eaten straight or dehydrated like jerky. Gold .
- Coconut Pies (Quality Rations): Award winning pies packed for travel and taste like a sunny holiday. Made from coconut, mung jelly, and a pinch of salmon sugar, these pies are becoming popular throughout the Mucklands. Silver .
- Scurvy Slayer Shot: Guaranteed to stave off scurvy, this concentrated potion of local fruit and proprietary blended ingredients has been known to eliminate scurvy, cure Poison, and kick an illness in 24 hours. Copper .

Gear for Sale

- Shrym Aquanaut Suit: A heavy suit and brass helmet with a refillable air tube that allows for 12 hour dives. Movement Checks (except Swimming) suffer Disadvantage. Gold .

CHERRY SWOOPWRIGHT

Proprietor of The Scurvy Assassin, a supply depot that's most famous for its fruit stand. Cherry and Noey go way back and decided together to make Theca their home.

- **Traits:** Eavesdropper, health nut, chatterbox.
- **Motivation:** Corner the Jelly Key produce market by laying claim to the key for herself.



THE MARLIN'S QUICK FIX

Narlon Chonker the whalen won't lie to you: the best place to get boat repairs in the Scalawag Strand is Anchorbottom. But on the Swirling Sea, you've got to make do, and that's what Narlon does. He doesn't have the crew or the parts to make lasting repairs, but he can plug a leak or two to get you where you need to go—probably.

The Marlin's Repairs

Repairs last for 2 sessions or until the ship is damaged again.

- Sloop: Copper.
- Schooner: Silver.
- Galleon: Gold.

NARLON "THE MARLIN" CHONKER

Proprietor of the only place to get repairs on the cheap in The Keys. Narlon can take care of most any leak or busted hull, but is also very vocal about his repairs being temporary. After all, this isn't the mainland! Also, Narlon loves being called "The Marlin" because he beat one in a swimming contest twelve years ago.

- **Traits:** Easily impressed, avid reader, doesn't pick up on sarcasm.
- **Motivation:** Keep ships in ship-shape and relax on the side.



QUESTS

THE CHAMELEON THIEF

First a con artist dupes Noey, and now a thief steals Narlon's collection of *Dungeoneer Magazines*. "I guess it's not called Scalawag Strand for nothin'." He suspects it was a strange little fellow, a boggle, who came snooping around and flipped through his magazines. Said his name was Guy. Help Narlon recover his stolen magazines that were kept in a watertight chest, including the latest *Dungeoneer Magazine* Annual Special. It was a beautiful issue too—had a **USED T'BE TIGER** on the cover—he didn't even get to read it. Succeed and Narlon will give you free repairs!

- Various patrons of Noey's have conflicting information about Guy. Some say he was a goblin, others say he was human, more say he was a finfolk or quortle. It doesn't add up, because they all seem to be telling the truth.
- Cherry Swoopwright at the Scurvy Assassin recalls meeting a boggart woman named Guy. When she added some salt to Guy's order of a Scurvy Destroyer Fruit Smoothie, the lady went ballistic and bolted like the cup was filled with acid. Last she saw, Guy was headed to The Marlin's Quick Fix.
- The con artist is actually a unique creature called a cuttleslug, a deep sea being that can shapeshift into anything and fears only one substance in the world: refined salt.
- The cuttleslug went to Jelly Key. If the PCs get close, they are attacked by a **USED T'BE TIGER**, a rare sight in Scalawag Strand. The tiger (L5-B) is, of course, the shape-shifted cuttleslug.
- If the PCs successfully Parley, the cuttleslug reveals that they are sorry to trick and steal, but after being disturbed by the **NYADS** of Deep Chasm, they fled the Abyss. The cuttleslug doesn't understand culture, money, right or wrong, but rather is looking to travel far from the Deep Chasm nyads who are disturbing the natural order of things (p310).



NOEY'S PLACE

An island nightclub and motel for sailors looking to relax and take a load off. Run by Noey Sundatch, a gregarious, fun-loving **FINFOLK**, the place is decked out with glowing lanterns and plays music well into the wee hours.

Noey's Place is so relaxing and such a good time, PCs can complete Downtime activities here in a single day.

Menu

Copper

- The Flotsam: A mixed, fruity drink made from kelp, moss, and a citrusy algae that locals call oinge-bloom. Served with a tiny umbrella and a wedge of melon. Heal 1 Courage.
- The Heartburner: Spicy clams, oysters, and barbecuda roe smothered in a briny chili sauce and kicked up a notch by a molten layer of cheddar cheese that's been infused with hot peppers. Gain +1 Charm, -1 Vitality for the session.
- Cucumber Salad: Containing no cucumbers at all, this salad is actually made from medallions of sea cucumber served on a bed of pickled seaweed. Heal 2 Courage.
- Noey's Mug: A milky, thick mead containing carrot juice, whale milk, brine, and a mystery spirit, always served hot, with a dried sardine as a mixing stick. Gain +1 Mettle for the session.

NOEY SUNDATCH



The **FINFOLK** nightclub owner that seems to get along with everyone. Noey's Place is a famous watering hole and motel for sailors and adventurers looking for some R&R. Not even **PIRATES** give Noey a hard time, because Noey, is well, Noey.

- **Traits:** Gregarious, music lover, a great matchmaker.
- **Motivation:** Be the master of his own kingdom and have a ton of fun doing it.

QUESTS

THE SHEER CON

Noey's Place has always been a sanctuary for just about anybody from any walk of life and any side of the law, but recently things have gone haywire. A few days ago, a woman calling herself Reeda offered Noey a chance to open up a second nightclub in Muckland Harbor. She went over the business model, showed him the official request from the Mucklands Trading Co. and happily took a down payment for a piece of prime real estate to the tune of 12 pouches of Gold. The only problem? It was all a con! Noey's Sloop is missing and Reeda is gone without a trace. Noey will pay his last 3 pouches of Gold to get his money back.

- A few patrons corroborate that Reeda bamboozled them out of some money playing cards on the way over to Theca Key.
- Reeda is actually Porsha Battenlash, a former Mucklands Trading Co. official who was caught taking bribes from pirates and smugglers. Almost taken into custody, she escaped on a passenger boat that stopped in Theca Key. Now she's headed up the Keys to Quagmash on Noey's stolen sloop.
- The sloop is abandoned on the coast of Quagmash in Hex 32.30. A torn pouch of Gold can be recovered just before the swamp begins. Looks like Reeda got into a scuffle with something.
- Ultimately, Reeda is heading for Camp Mudbank (p149) to buy **MERCENARY** protection to get to Rascalton (p211).

THE SENTIENT CRAB FEED

There's a big Crab Feed coming up at Noey's Place, but someone has stolen all of the fresh crabs! Now Noey's in a panic because the public excitement around the event has reached a crescendo. People are expecting their crabs! Noey will pay you 2 pouches of Silver Coins, not to mention all the crabs they can eat, if they find the stolen catch.

- The first clue about the missing crabs is a single crab skittering around the back entrance, around the trash cans. When the crab sees the PCs, it bolts, running towards the ocean.
- When confronted, the crab suddenly speaks, pleading for its life! The crab, who calls themself Clikker Clack, is one of many that are hiding around the island after suddenly becoming sentient. Apparently, they all ate the carcass of a giant, magic shrimp that suddenly gave them sentience and the ability to communicate with folk.
- Clikker Clack pleads with the PCs to find an alternative dish for Noey's Crab Feed. Noey, on the other hand, has promised crab and invested in crab decorations. He'll need convincing to come up with an alternative. In the end, it's all about the spectacle for Noey.
- Clikker Clack recommends liger shark steaks: they're delicious, but obviously hard to catch. Clikker Clack knows of a local shark that terrorizes all of the crabs in the water.
- The **LIGER SHARK** (L5-B), as it turns out, also ate some of the magic shrimp, as did many other of the local fish and wildlife surrounding Theca Key. The **LIGER SHARK** calls itself Underbite and is a mean, surly creature, intent on eating Clikker Clack and the PCs; however, Underbite has Parley 1.

Points of Interest

Ruin Key

Hex 30.30. Named for the strange ruins that speckle the island, overgrown with trees and vines. No one remembers who or what used to live on the key in the distant past, but secretive **TROGGLES** dwell inside the ruins. In truth, the ruins belong to the ancient city of Waylore, which once was completely submerged beneath the ocean.

WHAT'S THERE

THE OLD RUINS

Broken sandstone pillars, overgrown with flora speckle the small forested island. It seems rather bare, and anything of value has already been picked clean, but the architecture is curious. Everything—the buildings, doorways, windows—seems to be purposefully sideways.

- **TROGGLES** inhabit the ruins now, and they fear outsiders, hiding if approached. However, if the PCs traipse into their territory, a group of **TROGGLES** (L3-G, 1×6-B) ambush.
- They clearly fear a ravenous creature that swims in the waters surrounding the island. They call it Threetooth, a **SEA CHIMERA** (L5-C) that eats spearfishing **TROGGLES**.
  - The **TROGGLES** aid anyone that attempts to slay the deadly Threetooth.
- When the tide recedes on the far eastern end of the key, a few broken pillars lie on the shore. Following them leads to more of the strange architecture overgrown by the coral reef: The Ruined Palace.



THE RUINED PALACE

In the waters beneath the key, a lost whalen kingdom, the city of Waylore, remains partially intact but hidden behind a dense coral reef.

- Within, pillars made of sandstone and pearl stand strong, creating an underwater entrance into a palace hall.
- A huge, pearlescent dome glints in the dim light, and on it, scrimshaw etchings depict thousands of whalens gathering seaweed and placing it at the mouth of a giant clam.
- Old statues, vases, and shimmering, silver nets lay half buried under the sand outside of a deeper hole, the entrance to an underwater **RANDOM DUNGEON**.
- For each hour spent searching the ruins, PCs make Treasure Hunting Checks as if scavenging an Old Hoard. On a 1 or 2, they encounter Threetooth the **SEA CHIMERA** (L5-C). If a *Magic* item is recovered, roll 1d4:

1	*True Path*: A compass that grants +1 to one Travel check each session.
2	*Toothrake*: A trident fashioned from the teeth of a sea chimera. Grants +1 Attack and +2 Dread against sea **CREATURES** and **CRITTERS**.
3	*Baleen Plate Armor*: Grants -1 Defense and +3 Block against sea **CREATURES** and **CRITTERS**.
4	*Aquarina*: An underwater ocarina. Inspire Check: Once every session, pacify a sea **CRITTER**.

RUMORS

- An island in the Quagmash Keys is home to ruins inhabited by **TROGGLES**.
- A monstrous **SEA CHIMERA** terrorizes Ruin Key.
- Some believe a lost city lies somewhere off the coast of the Quagmash.

Conquered Key

Hex 29.33. Several years ago, the island was a staging area for Subterranean Pits and Lairs to launch their first oceanic oil rigging operation. That ended when a mega colony of **CONQUEROR CRABS** attacked the island, and the survivors fled for their lives, abandoning everything. The island, which used to be called Compass Key for its star-like shape, was henceforth known as Conquered Key. To this day, the entire key is covered in the black tar crabs, who have taken over the abandoned equipment as their own personal hotels.

EXPLORING CONQUERED KEY

While on the island, PCs suffer -2 Nimbleness and Athletics from the overpopulation of sticky **CONQUEROR CRABS** and tar pits.

WHAT'S THERE

THE ABANDONED MEGA RIG

Built on a platform attached to the western portion of the island, is a mountain of Shrym-built pipes, tubes, drums, and pumps all created for Subterranean Pits and Lairs LLC to pump oil from the rich reserves beneath the Quagmash Keys and beyond. The rig creaks and moans in the wind and has been entirely overrun by **CONQUEROR CRABS**.

- A **HYDREEL** lives below the platform, periodically feeding on the crabs. It has grown exceedingly large and lazy.

THE COMPASS KEY HOTEL

Once a bustling hotel for SPL workers, the staff of the Compass Key Hotel patiently waited for help that never came. SPL promised they would send a rescue team, but unbeknownst to the staff, budget cuts nixed that idea. Paint peels from the walls, and crabs gum up the plumbing, but the loyal staff never gave up hope that the rig will return to its former industrial glory.

THE DREDGER

A grab dredger with a huge mechanical claw that can descend up to 500 feet. The boat can excavate lost material from the ocean and is currently moored on the eastern side of the island and covered in **CONQUEROR CRABS**.

- The machine needs lots of repair, but could be a useful tool in salvaging shipwrecks.

STICKY TAR CAUSEWAY

- Once the Conquered Key's harbor, the causeway consists of shipping vessels gummed up by tar and glued together. Now derelict, the ships drift on the water, linked together like a long, sticky pier.
  - The GS *Forward Profitability* is gunked under by tar at the farthest end of the causeway.

RUMORS

- Conquered Key, off the coast of Quagmash, was overtaken by **CONQUEROR CRABS**.
- There are stranded folks on Conquered Key but SPL won't do anything about it.

BELOISA EARNWELL

Owner of the derelict Compass Key Hotel. Beloisa spent the last several years in a futile attempt to keep the hotel up and running despite the lack of visitors. In fact, it's a daily struggle to survive the constant onslaught of crabs, as the crew waits for a savior who's never coming. Unmotivated now, she usually just sips a cocktail and watches the waves.

- **Traits:** In denial, disheveled, longs for the old days.
- **Motivation:** Get through the day in hopes that a savior arrives.





BARNEY THE BELLHOP

An earnest employee of Compass Key Hotel who spends his days in a hazmat suit, shoveling tar crabs off the hotel building into buckets and tossing them back into the sea. Though it's a fool's errand, Beloisa appreciates the boggle's undying dedication.

- **Traits:** True-believer, loyal, naive.
- **Motivation:** Clean up the Conquered Key and get the hotel running again.

CAPTAIN COOKIE BUNWERFER

Former goblin captain of the *GS Forward Profitability*. Captain Cookie has languished in Compass Key Hotel ever since the tar crabs clogged up the works in Conquered Key. Unfortunately for her, she slept through the whole attack and was unable to escape.

- **Traits:** Hopeless, disgruntled, looking for romance.
- **Motivation:** Get off the stinking island, which should be any day now.



QUESTS

RESTORING PROFITABILITY

After years of neglect and a plague of tar crabs, Captain Cookie Bunwerfer's ship couldn't possibly sail unless it was cleaned up. Believe her, she's made a few doomed efforts over the years to get to the ship and get it working but to no avail. Clean up the ship for Captain Cookie and she'll sail the PCs anywhere in the Scalawag Strand.

- **CONQUEROR CRABS** have completely infested the ship and getting rid of them will take some creative ingenuity, especially considering the tar.
- The ship itself needs repairs, including a new sail. Unfortunately for Cookie, it's in her contract that she's 100% responsible for the condition of her ship. So she needs it repaired before going back to SPL.
- Ultimately the Captain is interested in being assigned a new, fancy SPL vessel that she believes she's owed after this whole ordeal. If so, she'll sell the GS *Forward Profitability* to the PCs at a *very* fair price. If SPL refuses, she defects to Krog & Sons Inc.

GUESS WHO'S COMING TO DINNER?

Beloisa Earnwell begs you to contact authorities at Mucklands Trading Co. in Muckland Harbor (p285) and send an SPL clean up crew to restore the island to working order. You're the last chance for the Compass Key Hotel.

- If informed, Mucklands Trading Co. says they'll send a high-ranking SPL bigwig in a week to assess the damage and consider a clean up, but no promises. It should be made clear that if the PCs aren't involved, it won't work out for the Compass Key Hotel.
- If the PCs return to the island, Barney the Bellhop and Beloisa are overjoyed. They hope to win over the SPL official with a special dinner, but they'll need help.
- Beloisa suggests serving a three course meal of fish from the Scalawag Strand. PCs need to catch three different types of fish and prepare them beautifully with a salad of jelly fruits from Jelly Key.
- Barney the Bellhop wants to clean up the presidential suite, but the place is overrun by **CONQUEROR CRABS** and a **KRABRAK** (L2-C) squatter.
- Beloisa won't serve the dinner with anything less than her finest cutlery. She requests the PCs check the flooded basement for a little silver box. Worse, six **BUBBLEGEESE** live down there (4×L2-G, 2×L2-B).
- In a week, a Mucklands Trading Co. flotilla arrives to deliver Madam Mov Wozinski herself, Chief Execution Officer of SPL (p349). During the dinner, roll twice on the following random disaster table:

1	Wozinski is allergic to fish.
2	The krabrak squatter returns and demands a place setting.
3	Captain Cookie Bunwerfer gets drunk and belligerent.
4	Barney burns his fingers in the oven and needs the PCs to wait on Wozinski and company for the evening.

- If the PCs can't avert disaster at the dinner party, Wozinski packs up and forgets the whole project.
- Wozinski can be convinced in a number of creative ways, including the promise of more business opportunities associated with the Quagmash Keys.



Jelly Key

Hex 34.32. It is unknown if the gigantic jelly creature that forms the island is alive or dead, but that hasn't stopped adventurous folk from exploring the squishy land mass. Perhaps one of the most curious things about Jelly Key is the unique jelly fruit that it produces.

WHAT'S THERE

THE PLUMES

A dense forest of stinging tentacles surrounding the island, sprouting from the jelly landscape like gelatin feathers. They must be passed through in order to reach the Bell Flats and Wriggling Vortex.

- Nimbleness Check to avoid the tentacle stingers, or else become **WEAKENED** and **POISONED**.
- **SEA GULLIATHS** on Jelly Key are especially drawn to **POISONED** prey.

THE BELL FLATS

A vast, desolate stretch of an enormous jellyfish bell, home to a variety of parasitic organisms and nomadic gatherers harvesting the natural resources.

- Walking on the Bell Flats is like walking on a trampoline. Characters can jump high, but must be careful not to lose their balance.
- Unassailable Co. surveyors roam the Bell Flats. Some ran afoul of **HYDREELS** and **KRABRAKS**.
- Jelly fruit grows on stalks, but much of it has already been harvested, and the Unassailable Co. dungeoneers are cutting the stalks instead of plucking the fruit.
- Eating a jelly fruit heals 1 Courage.

THE WRIGGLING VORTEX

At the center of Jelly Key is a wide, gelatinous hole where a whirling vortex rumbles with angry seawater swallowing anything that falls into it. Some believe the vortex is the ravenous maw of the great jelly creature, while others believe it is a gateway to a mysterious part of the island.

- Swimming Checks suffer Disadvantage inside the vortex, and PCs need a diving suit or Potion of Water Breathing to survive.

RUMORS

- Jelly Key is known to produce a tasty jelly fruit, but Unassailable Co. is overharvesting.
- Unassailable Co. surveyors are harvesting the Jelly Key for its secrets and intend to establish a base.
- No one knows if the gelatinous island of Jelly Key is alive or not.
- A pair of **SHARKUNI** hunters tracked a great **EXAJELLY** to Jelly Key.

NORRY THE NOMAC

A member of the **KRABRAK** clan called the Nomacs. Norry is a lookout in the Plumes, responsible for identifying danger. The Nomacs consider themselves preservers of Jelly Key.

- **Traits:** Eager to learn customs, protective of his people, very perceptive.
- **Motivation:** Live off Jelly Key in a symbiotic relationship and protect their home from exploitive intruders.





MR. NOBODY

A wug corporate field officer of Unassailable Co. Mr. Nobody runs the survey team responsible for collecting samples of Jelly Key's nutrient rich jelly fruits. He also must determine if the island is suitable for a new company location to establish a foothold in the region.

- **Traits:** Humorless, overly precise, uncaring of the environment.
- **Motivation:** Scout out Jelly Key, and bring the perfect sample to Unassailable Co. headquarters to synthesize the substance with alchemy.

CAPTAIN DACK

A filthy, skinny boggart **PIRATE** with an unkempt beard and tattered rag clothing. Captain Dack is the former master of the Dancing Dood, swept onto the Bell Flats by a hurricane nine years ago.

- **Traits:** A bit odd, happy for company, talks about themself in the third person.
- **Motivation:** Reclaim stolen Mucklands Trading Co. loot from a decades old heist.





THAK ROKA "THUNDER BITE" AND THE IMPERVIOUS SHRIMP

A pair of **SHARKUNI** super hunters. Thak Roka stands ten feet tall with a toothy mouth so large he could swallow an adult human whole. The Impervious Shrimp wears an armored diving suit, and is about as tall as a boggle. They've worked together for years and were tracking an infamous **EXAJELLY** through the Scalawag Strand until losing it beneath Jelly Key. Now they're biding their time until the beast shows up again.

- **Traits:** Impatient, proud, swaggering.
- **Motivation:** Bag the great exajelly and get their names in *Dungeoneer Magazine*.

QUESTS

NOBODY'S BUSINESS

Norry the Nomac is concerned that Unassailable Co. and its cronies are responsible for the recent decline in the Jelly Key ecosystem. From the reduced number of jelly fruits to the sudden increase in attacks on locals by wildlife, Norry is certain it has to do with this Mr. Nobody character and needs help to scare Unassailable Co. off the island. He'll part with a crate of jelly fruit (1d12 Usage Die).

- Mr. Nobody and his crew have set up camp where they intend to build an Unassailable Co. stronghold for business in the Scalawag Strand.
- Dozens and dozens of Unassailable surveyors venture out into the wilderness each day to gather jelly fruit, and they've amassed quite a store.
- Unassailable Co. is very aware of the fate of Conquered Key and is especially wary of swarms of wildlife or coordinated attacks by island natives.

BAGGIN' THE BIG'N

Thak Roka "Thunder Bite" and the Impervious Shrimp pace back and forth, arguing about which was responsible for losing the great **EXAJELLY'S** trail. Having talked themselves up as the greatest hunters in Scalawag Strand, now they can't return home until they've bagged the gigantic beast. Perhaps you could help them find the sea creature's location in exchange for a *Magic* item neither of them care for. Jelly Key is thought to be hollow, so it's possible that the **EXAJELLY** swam beneath it somehow and never left. But the only way under the island is through the Wriggling Vortex. Just make sure you're a great swimmer.

- The great **EXAJELLY** is a rare, super creature rumored to sink entire fleets. In fact, it has come to mate with the island of Jelly Key (which is also a super **EXAJELLY** and still very much alive) and lay a huge clutch of eggs within the Wriggling Vortex.
- The great **EXAJELLY** is asleep, guarding their eggs. Disturbing the eggs will hatch them or wake up the **EXAJELLY**.
- Once found, Thak Roka "Thunder Bite" and the Impervious Shrimp want to defeat the beast, but are drastically outmatched—not only by their quarry but by the island itself causing a major island earthquake. If things get really out of control, Jelly Key starts moving and becomes a drifting island.
- A successful Parley prevents Thak and the Shrimp from attacking.

LOST TREASURE OF THE DANCING DOOD

Captain Dack has been stranded on Jelly Key for years, nearly a decade. Caught in a storm after robbing a Mucklands Trading Co. cargo ship, Captain Dack's ship, the *Dancing Dood*, wrecked within the Wriggling Vortex at the center of the island. Ever since, Captain Dack has been trying to convince adventurers to help him retrieve the treasure stowed away in the ship's hold. Captain Dack hopes that you'll accompany him to his ship inside the Wriggling Vortex for a fair share of the treasure.

- The *Dancing Dood* is broken in two and the murky shape of one of its halves peeks out from the edge of the Wriggling Vortex.
- Searching for the treasure in the first half is extremely difficult; bungling a Search Check causes the ship's half to spin down the vortex.
  - There's no treasure chest, but there is a *Magic* harpoon called *The Fisher King*. On a ranged Hit, the target is **ENTANGLED**, and the wielder gains Advantage on Might Checks to pull the line.
- A gigantic **EXAJELLY** coiled inside the vortex sleeps with a clutch of giant eggs attached to the second half of the *Dancing Dood*. The treasure chest lies within, an Ancient Hoard (+2).
- The water surrounding the **EXAJELLY** is thick with jelly tentacles. Athletics Check to avoid getting stung for 5 Dread. Waking the **EXAJELLY** or disturbing the eggs triggers an earthquake on the island.



Zones

The Coral Forest

Beneath the waves in the middle of the sea grows a beautiful, colorful marvel of nature. Coral colonies the size of castles reach towards the sunlight, filled with ocean life and crustaceans the likes of which the overworld has never seen.

MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

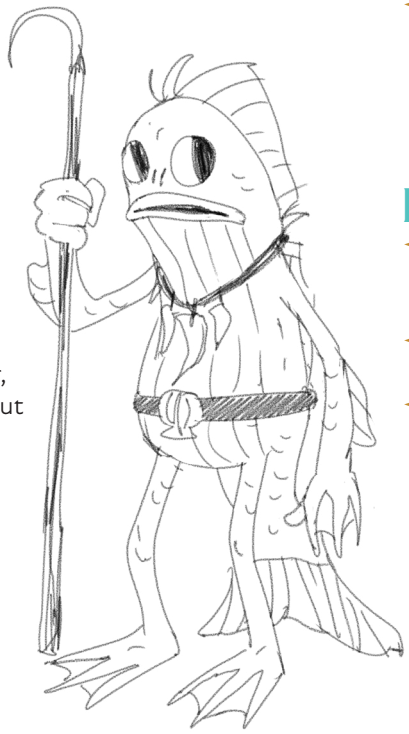
WANDERING INTRUDERS

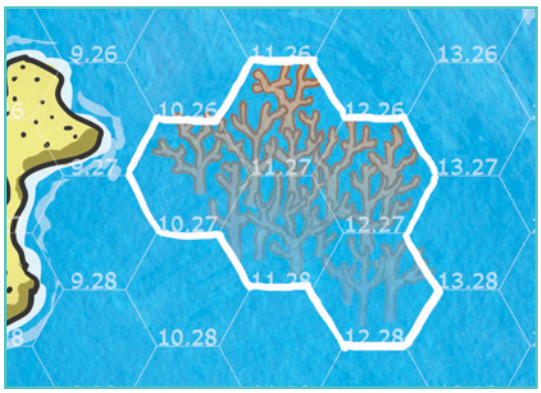
THE CORAL FOREST	
1	Reef Nyads
2	Krabraks
3	Finfolk
4	Liger Sharks
5	Sarpathi Reavers
6	Kraken

WHAT'S THERE

THE CORAL KEEP

Once the grand castle of tritons, or so the legends say, Coral Keep is now home to a plethora of underwater life. Small communities of **FINFOLK** and **REEF NYADS** live separately from each other, competing for resources, but rarely skirmishing.





RAINBOW REEF

A large swath of the Coral Forest with acres of multicolored coral that dazzle the eye. But the beautiful reef hides a terrible monster, a vicious **KRAKEN** (L7-C) called Murkeye dwells beneath a mountainous coral covered rock called the *Tuning Stone* by locals.

- The *Tuning Stone* is a triton *Relic*, which they used to tame creatures of the sea. The **KRAKEN** is under the sway of the magic, and could be controlled if one could read the hidden runes (Lore Check with Disadvantage).

RUMORS

- A **KRAKEN** lives under a mountainous rock called the *Tuning Stone* devouring anyone or anything that comes too close.
- A **REEF NYAD** called Emur discovered a forgotten sarpathi temple in the Coral Forest.
- A **PIRATE** lives inside a jar at the bottom of the Coral Forest.

EMUR

A reef nyad that patrols the Coral Forest and lives off its bounty. Emur spends their days exploring lost ruins swallowed by the sea ages ago.

- **Traits:** Curious, distrusting, followed by fishes.
- **Motivation:** Unearth lost things and preserve their history.





QUIN

A boggle pirate who creatively escaped the Cyclops Pirates by jumping into a jar and plunging into the deep. Quin is trapped in the huge jar at the bottom of Rainbow Reef, hanging on to a map fragment that could lead to treasure.

- **Traits:** Panicked, grateful, pirate loremaster.
- **Motivation:** Escape the deep and get back to the surface.

QUESTS

A JARRING ESCAPE

Quin the **PIRATE** is trapped in a jar and running out of air. Even worse, hungry sea creatures have started to take notice of him. Rescue Quin and he'll tell you anything you want to know about the **PIRATE** factions, as well as the location of a buried treasure on Ruin Key.

- Quin is a portly boggle, and it's a wonder he fit in the jar in the first place. If the jar breaks, Quin needs a method to breathe to reach the surface.
- A group of **LIGER SHARKS** (L2-B) patiently circle the area, and Murkeye the **KRAKEN** (L7-C) lies in wait beneath the *Tuning Stone* nearby.
- To get the buried treasure, Quin first needs to follow the map he stole from the Cyclops Pirates and go to Theca Key where another map is hidden. The second map leads to a ring of palm trees on Ruin Key, where a Mythic Hoard (+1) is buried.
- The island is swarming with **PIRATES** from all factions feverishly searching for the hoard.

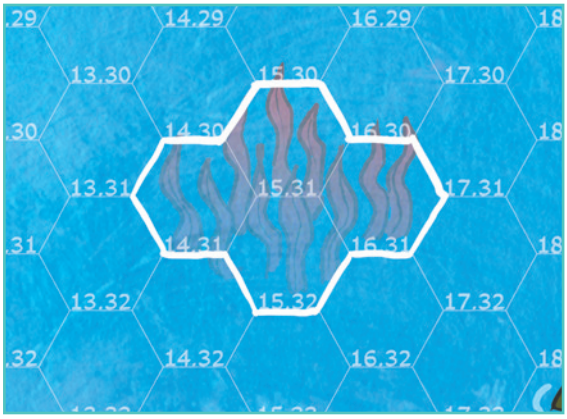
SEA OF SNAKES

Emur the **REEF NYAD** has made a tremendous discovery inside the ruins of an ancient sarpathi temple with an enormous hidden chamber and a pyramid inside. They only narrowly escaped a school of strange sea snakes that took up residence there. Help Emur explore the ruins and they'll be happy to share what's found there.

- The horde of sea snakes (actually *aquatic* **SARVANG** L4-G) patrol the pyramid's exterior, but they are not alone. A **SARPATHI REAVER** (L8-B), breathing through gills, directs them like trained falcons.
- The temple-pyramid is old and the interior has been eroded. Many of the rooms have been untouched for centuries. It's clear however, that the sarpathi have only just discovered the temple themselves. Unstable chunks of stone fall if disturbed. The many glyphs and inscriptions are difficult to discern. Lore Check to discern one door that reads "Treasury."
- Within the treasury room a single, undead sarpathi **SKELETON** (L2-B) attempts to pry open a chest. It ignores the PCs unless disturbed. The chest contains Silver and Gold Coins, and a random *Magnificent* item. There is also a strange shimmering, silver goblet shaped like a coiled serpent opening its mouth.
  - This is the *Thirst of Ehk*, a **CURSED** *Magic* item. In ancient times it was used in rituals to communicate with Ehk by drinking the blood of wizards. The holder of this cup is compelled to drink from it, which grants +1 Perception and Lore for a session. However, the first time it's used, the nearest **SARPATHI HIEROPHANT** detects the use and embarks on a quest to claim it.
- If the PCs take the goblet, the patrolling **SAPATHI REAVER** (L8-B) and their horde of **SARVANGS** (L4-G) attack, having followed the PC's trail.

Crimson Curl

Named for its blood red kelp forests, where a large contingent of the nomadic Blood Reef clan dwells. Pocked with volcanic craters and thriving with all manner of sea life, Crimson Curl is also hunting ground for liger sharks, specifically an old, legendary shark called Bloodgill, said to be over a hundred years old.



MODIFIERS

- -2 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

THE CORAL FOREST	
1	Reef Nyads
2	Zombie Barnacles
3	Liger Sharks
4	Sea Chimera
5	Lightning Eels
6	Finfolk



WHAT'S THERE

THE BLOOD REEF DENS

Amidst the red kelp and volcanic rock, the Blood Reef Clan keeps their culture mostly secret, preferring to keep on the move, much like the **LIGER SHARKS** they hold in high esteem. The sheer amount of **LIGER SHARKS** swimming in the area is striking and clearly unnatural; none of them fight each other or the nyads.

- Blood **REEF NYADS** hide within the dormant volcanic craters, and if spotted they become aggressive.
- With the aid of a *Magic* rod, the ruler of the Blood Reefs, Symar, is amassing a legion of **LIGER SHARKS** to wreak havoc upon the seas.

THE KELP FOREST

Traversing the dense, blood red kelp forest of Crimson Curl is like navigating a jungle. Despite the danger of sea predators lying in wait, the kelp grows highly nutritious blood pods that underwater denizens harvest throughout the year.

- PCs can forage for blood pods (Pick Herbs) by spending a Travel Turn. Blood pods grant +5 Temporary Courage.

RUMORS

- Some say increased **LIGER SHARK** attacks across the region are the result of the Blood Reef Clan training an armada of them.
- A shipwreck in the Crimson Curl contains strange stone tablets from a lost **TROGGLE** civilization.
- The ruler of the Blood Reef Clan often dwells in the Coral Forest.
- Tharn the Trident is a strange, peaceful Blood **REEF NYAD** that swims with sharks.

SYMAR

The ruler of the Blood Reef Clan. A proud warrior, Symar the **REEF NYAD** believes the Blood Reef are the destined rulers of the seas and has vowed to spread his people across the Strand, destroying all who would oppose them. This includes the city of Conch, its misguided queen, and the Ebon Reef Clan.

- **Traits:** Vehement, vainglorious, guttural voice.
- **Motivation:** Reclaim the Scalawag Strand as the Kingdom of the Nyads, specifically the Blood Reef Clan.





THARN THE TRIDENT

Once the greatest Blood Reef warrior of his beloved people. However, long wars and conflict have made this brawny **REEF NYAD** weary. Abandoning a life of violence, Tharn seeks peace and enlightenment amongst the noble liger sharks, and swims with them in the Crimson Curl as if he were one of them.

- **Traits:** Monastic, stubborn, disillusioned.
- **Motivation:** Find peace and serenity after a lifetime of battle.

QUESTS

THE SHARK ARMADA

The Blood Reef clan holds a powerful *Relic* called *Raka's Rod*, which can catch any sea beast, and command them to do one's bidding. With such power at his fingertips, Symar is causing havoc all over the Scalawag Strand.

- Symar the **REEF NYAD** (L6-C) is gathering hundreds of sharks and intends to launch a full scale attack upon Conch, then Ebon Key, and finally Deep Chasm.
- If left to gather sharks unabated, Symar attacks Conch in 2 months.

THE LOST TABLETS

The wreck of an archeological ship from Shrym is sunken at the bottom of the Crimson Curl in the thick kelp forest. Many have searched for the ship, but none have found it.

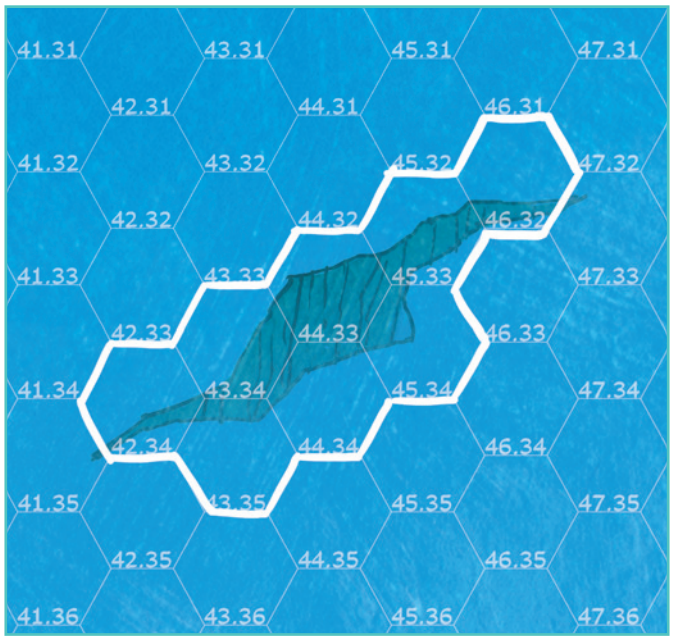
- Symar, the Blood Reef ruler, knows its location but isn't interested in the precious cargo: the stone tablets that hold the key to something called the Obelisk of Zar (p40). He is, however, interested in bartering to further his goal to destroy Conch.
  - Symar is canny enough not to reveal his plans, but he will trade the tablets' location for secret information about Conch or the Ebon Reef clan, or barring that, if the PCs persuade Tharn the Trident to fight once more.
- If the PCs disregard Symar's negotiations, he'll ambush them at the ship, which is also inhabited by a horde of roaming **LIGER SHARKS** (L3-B).
- The stone tablets inside the shipwreck depict ancient **TROGGLES** resurrecting dead kin, and a map that leads to a cave in the Highwilds. The tablets bear instructions to use the Obelisk's power (see quest **The Resurrection** p40).

THE SEARCH FOR PEACE

Tharn the Trident, greatest warrior of the Blood Reef clan, asks that you convince Symar to let him retire from war. Tharn has learned nothing can be gained from constant battle. But Symar is stuck in his ways and will only allow Tharn to retire if the ongoing conflict finally ends, or if a challenger bests him and takes his place. Tharn doesn't see either of those happening any time soon.

Deep Chasm

The last known ancestral place of the **DEEP NYADS**. Deep Chasm is a massive ravine at the bottom of Scalawag Strand, and the lowest point of the ocean's floor above the Abyss itself. Unreachable by normal means, the Chasm is home to a city built of marvelous black stone. Whereas most **DEEP NYADS** throughout the Mucklands seas either live in tiny communities or alone, the nyads of Deep Chasm remained together, sequestered from all others.



MODIFIERS

- -3 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

DEEP CHASM	
1	Deep Nyads
2	Zombie Barnacles
3	Kraken
4	Sea Chimera
5	Frost Jellies
6	Exajelly

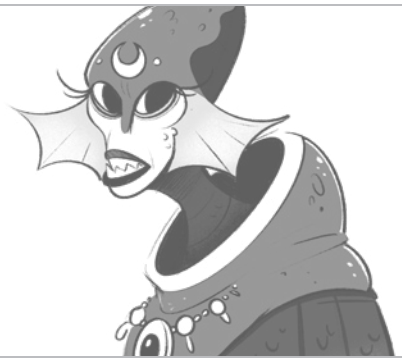
RUMORS

- Deep Chasm is unreachable without the aid of science or sorcery.
- Unassailable Co. operates a metal fish that sails beneath the waves to barter with **DEEP NYADS**.
- Ze'Leesha the Deep Sister still lives, and the Deep Empire persists under her leadership.
- Shadowy **REEF NYADS** riding black sharks travel back and forth from Ebon Reef to Deep Chasm.

ZE'LEESHA THE DEEP SISTER

Considered a sorceress by many, she was once a princess of the Deep Empire, before her secret betrayal of her people and all of Scalawag Strand when she caused the Great Quake. Now, Ze'Leesha dwells in a sunken castle made of Triton Stones, the key to her evil plot. Her few loyal subjects know nothing of her treachery, and despite her cruelty, she has persuaded her people that their isolation is for the best.

- **Traits:** Egotistical, austere, adores attention.
- **Motivation:** To destroy seafolk civilization and crumble the city of Conch.





KYRA'THAN THE GATEKEEPER

The keeper of Deep Gate, the entrance to the Abyss. As punishment for threatening to reveal her plot, Ze'Leesha chained him to the sleeping **LEVIATHAN** at the edge of the Abyss.

- **Traits:** Somber, noble, voice like thunder.
- **Motivation:** Return the Triton Stones to their rightful place.

QUESTS

THE TRITON STONES, PART 1

Preceded by **The Traitor** (p324), and **The Triton Stones, Prologue** (p266). Kyra'than the Gatekeeper, chained to the **LEVIATHAN** beyond the Deep Gate, believes that Ze'Leesha the Deep Sister should atone for causing the Great Quake. Now, she and her Ebon Reef allies have stolen more Triton Stones from the triton city in the Abyss. If the Stones are not returned soon, there will surely be another devastating cataclysm! Go!

- Ze'Leesha has built the entire city of Deep Chasm out of the Triton Stones, strong enough to withstand the first Great Quake. Within her castle, her Ebon Reef allies—Zoren, Lorsha, and their Obsidian Wardens (**REEF NYADS** L5-C)— protect her and help orchestrate the upcoming cataclysm.
  - The Triton Stones are large, volcanic, black pumice stones that exude magical energy. Individually they are surprisingly light. When stacked together they create incredibly durable structures that cannot be destroyed or knocked over by conventional means.
- Ze'Leesha (**DEEP NYAD** L8-C) caused the first Great Quake by stealing the Triton Stones because she couldn't bear to watch the Deep Empire erode year after year: their morals, standards, values. To her, their culture was tainted by mingling and trading with false allies like the **FINFOLK**, whalen, and worst of all, the land dwelling boggarts. Something had to be done.
- But her plan backfired. The people of the sea rallied together and formed the City of Conch, led by her own flesh and blood, Ny'Dea. She believes that the only thing left to do is trigger another giant underwater earthquake, one that will destroy all the settlements of Scalawag Strand.
- Ze'Leesha, as Ny'Dea's sister, can be reasoned with and convinced to spare the innocents of the Strand. Though she still holds her extreme convictions, she has become isolated and depressed, and there is part of her that feels shame and guilt for her deeds; it is Zoren and Lorsha that have goaded her.
- If Ze'Leesha decides to relinquish the Triton Stones, Zoren and Lorsha betray and kill her, then attempt to flee with the Stones on their liger shark chariot.

THE TRITON STONES, PART 2

Before the PCs can return the Triton Stones to Kyra'than (or chase after Zoren and Lorsha), they are waylaid by Unassailable Co., led by a **RIVAL DUNGEONEER** (L5-C) named Captain Murdok Vang. Bent on obtaining the Triton Stones for themselves, they attack with their metal fish submarine, the *Brass Salmon,* armed with a saw blade and mechanical claws that grab and pinch.

- The submarine has a moon pool and can be boarded, filled with six Unassailable Co. **RIVAL DUNGEONEERS** (L5-G) ready to capture the PCs.
- If captured, the PCs are thrown in the brig, and the Triton Stones go to Captain Murdock Vang. Another Great Quake occurs unless Vang is convinced to help (see Part 3).
  - If pressed, Vang reveals Unassailable Co.'s dealings with the sarpathi. They intended to sell the Triton Stones, not even really knowing what they do.
- *The Brass Salmon* contains: shrym aquanaut suits, food, water, a cannon, and a shrym torpedo bay for underwater battles (both inflict 1d12 Dread).

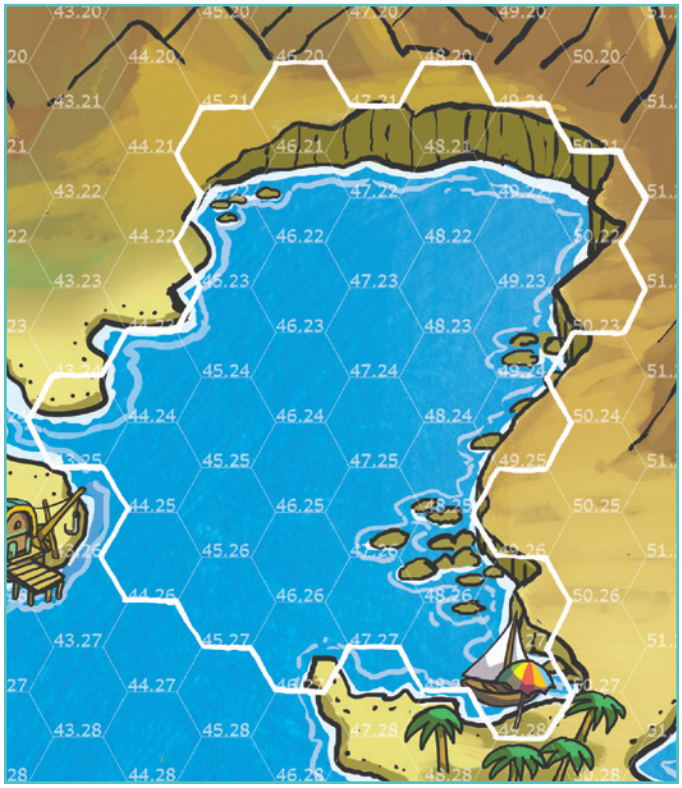
THE TRITON STONES, PART 3

Kyra'than cannot leave the Deep Gate. You must travel into the Abyss, beyond the Deep Gate and return the Triton Stones to the mythical tritons before another cataclysm occurs.

- The PCs must travel for three days into the Abyss.
- At the end of the three day journey, the PCs find the tritons, gigantic merfolk at the gates of a black stone city. Behind it, a massive backdrop of a subterranean mountain glows with red, volcanic lava. Stacked around the volcano like bricks is a fortified wall of Triton Stones.
- Without enough Stones, the volcanic prison is collapsing. It imprisons a great evil: the **OGRE**, Oomek the Sea Drinker, who once nearly drank the oceans dry.
  - The last time the Stones were taken from the city, Oomek woke and nearly broke free of the volcano, causing the Great Quake that destroyed the original nyad kingdoms.
- The volcanic wall behind the city starts to rumble. Lava bursts from the mountain side, spilling into the black stone city. Oomek wakes! The tritons command the PCs to help reset the stones into the great seal on the side of the mountain.
- The PCs must set 12 stones very close to where Oomek's limbs are breaking free of the prison. His eye peers through the cracks, as the mountain shifts and Oomek's giant tendrils lash out of the crumbling rock.
  - The PCs must fend against the tendrils (as **CREEPERS**, Attack:+0, Dread:1d12) while avoiding lava and rock raining down all around them each round (Nimbleness Checks).
- Once all the Stones are placed, the mountain settles as Oomek is lulled to sleep and the powerful magic resets the mountain.
- As a reward, the tritons give each PC a stone called *Mark of the Tritons,* a Relic that enables a PC to breathe underwater.
- **HEROIC TITLE ACHIEVEMENT:** Prevent Ze'Leesha's plot and Oomek the Sea Drinker from escaping.
  - ***Hero of the Tritons*** ♔. PC gains +3 Courage.

Dustwall Bay

Situated south of the Dustwall Mountains, the bay is home to Anchorbottom and Ligerhead Beach. But it is also known for the Forbidden Caves, so named for the legends surrounding their dangerous nature. The sheer cliffs stretch for miles across the shoreline with some precipices reaching up to two miles high. A multitude of caves pock the heights looming over the water and loose rocks threaten to fall on anyone trying to climb the crags.



MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

DUSTWALL BAY	
1	Reef Nyads
2	Troggles
3	Sarpathi Reavers
4	Sea Gulliaths
5	Pirates
6	Finfolk

WHAT'S THERE

DEATH'S HEAD PASS

A secret trail cut out of the side of the cliff allows travelers to hike partway down the cliff in Hex 46.21. It's said that **TROGGLES** forged the path as well as many of the caves dug into the side of the cliffs. Death's Head gets its name from the 20-foot tall, dark red, demonic-looking troggle head painted on the side of the cliff in dark red. While still relatively dangerous, the path is the safest way to the cave of the Whisker Mystic. Unfortunately, time and the punishing seaspray of crashing waves has eroded the rest of the pass and it doesn't connect to any of the Forbidden Caves.

THE FORBIDDEN CAVES

It is unknown exactly how many caves, both natural and carved, speckle the cliffs of Dustwall Bay, but some speculate in the thousands.

Long ago, the caves were **TROGGLE** dens evident by the cave drawings in many of them.

Exploring the Caves

Each time the PCs climb the cliffs to a new cave, they alternate making Athletics Checks. On a Failure, everyone suffers 1d4 Dread. On a Success, roll on the Random Caves table.

1D10	RANDOM CAVES
1	Dry, firelit, hushed high-pitched voices further in. A group of **SARPATHI REAVERS** (L5-G) chatter in their language around a fire as several sailors peer from wooden cages with concern.
2	Ancient, rudimentary markings on the cave wall depict something difficult to understand. It looks to be **TROGGLES** fighting a monster. Lore Check to discern that the cave painting depicts a **HYDREEL**, revealing the critter's weakness: its long necks get twisted up in knots as it's attacked from all sides.
3	A wooden treasure chest (Old Hoard +1) sits in a small, dripping cave. Opening it causes the loose floor to give way, dropping everyone into a **HYDREEL** nest (see Cave 5).
4	A tourist seeking spiritual guidance came to see the Whisker Mystic but got lost, and now they need help finding their way back. Apparently there's a **HYDREEL** in one of these caves.

5	Dank, dark, snoring sounds further in. PCs find skeletons clutching at a treasure chest (Old Hoard +1). The snoring comes from a slumbering **HYDREEL** (L6-C) in the dark that wakes if the PCs make too much noise.
6	The body of a **DWEORG** mountaineer lies on the wet cave floor. It appears as if he had been mining the walls when he was attacked by something. The notes in his pack reveal that he is from Yr'ghgrg on an expedition to gather **ROGGLE ROCKS**, and he has three in his pack.
7	A group of sopping wet **PIRATES** struggle to light a fire. They're startled when the PCs arrive, expecting to be caught by Daggerhearts. They need to hurry up and find the cave where they hid their booty before the Daggerhearts find them.
8	Quiet screeching echoes. A **SEA GULLIATH** nest made of sticks and shells fills the cave, as six large baby birds (L1-G) scream for food. Just then, a mother **SEA GULLIATH** (L4-C) arrives with a wriggling **SLURPWORM** (L1-B) in her mouth.
9	A **TROGGLE** (L2-B) family (mother, father, and three babies) huddles around a dwindling fire. The parents grab their sharpened sticks and point them at the intruding PCs.
10	A dry, empty cave with parts of a broken flying machine beyond repair. A shrym skeleton clutches a small, bronze box blinking with a yellow light. A very faint, crackling voice from the box says: "S-s-S-s-Sunday, Sunday, Sunday! And Sunday only! Stop on by Captain Snood's Aeronautic Emporium to get half price on all your Sky Adventure needs! That's Captain Snood's on 2099 Wheel Street in Spark City, Shrym!" The radio cuts out, then cuts back in "Is y-y-y-your house plagued by a Cyclops? We've all been there! But don't fret with Kyro's Electric Cyclops Net! Wave old one-eye goodbye! Stop by Kyro's Home & Office Defense on 3001 Cog Street in Spark City, Shrym!" It's apparent the mystic voices appear to be coming from some kind of radio broadcasts from a land far away. The knob on the radio can be turned louder, which summons the group of **SARPATHI REAVERS** from Cave 1 to investigate the noise.

RUMORS

- There are many things to discover in the Forbidden Caves—even treasure!
- Folks travel great distances to meet the Whisker Mystic, an old **FINFOLK** that dispenses great wisdom.

WISDOM FOR SALE

The Whisker Mystic fortune tells for Copper, providing useful insight about a PC's Personal Quest or a Relationship.

THE WHISKER MYSTIC

The wise **FINFOLK** elder has long lived within a cave at the base of the cliffs. For years sea dwelling travelers have sought out the mystic to peer into their futures, provide spiritual guidance, and to get his autograph. The Whisker Mystic believes that the Forbidden Caves are the home of spirits and entities who share cryptic wisdom.

- **Traits:** Talks in circles, full of pithy phrases, smug smile.
- **Motivation:** Offer insights into the lives of folk searching for meaning.





CHUMELLA THE SHARKUNI

Apprentice to the Whisker Mystic, Chumella the **SHARKUNI** cares for the Whisker Mystic and organizes his agenda with visitors, who are more frequent by the day. And they're really starting to get on her nerves.

- **Traits:** Overly protective, annoyed by tourists, about to blow her top.
- **Motivation:** Look after the Whisker Mystic.

QUESTS

MYSTIC WISDOM OF THE FORBIDDEN CAVES

The strange voices of the Forbidden Caves that the Whisker Mystic communes with have gone silent and Chumella wants someone to investigate for the old elder's sake. Suddenly, he is openly telling every visitor that the end times have come. As you can imagine this is very off-putting!

- Cave 10 is the one emitting a radio broadcast from Shrym that the Whisker Mystic believes are voices from another world (see Random Caves table).
- Sharing this directly with the Whisker Mystic makes him disillusioned. For the first time in years he stands up and walks out of the cave, leaving a line of tourists confused.
- If the PCs only tell Chumella, she nods, but does not tell the Whisker Mystic.

Muckland Bay

The waters outside of Muckland Harbor are guarded tightly by Mucklands Trading Co. naval patrols. Due to increased piracy, the Trade Governor ordered a strict trade blockade that requires ships to be inspected before entering the waters near Mucklands Harbor, let alone the port itself. Any ship coming or going must submit to inspection by a Navy vessel. This is logistically impossible: the Navy lacks enough ships and personnel, but they try their darndest. And any legitimate merchant wouldn't want to risk losing access to the harbor.



MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

MUCKLAND BAY	
1	Guards (Mucklands Trading Co.)
2	Pirates
3	Liger Sharks
4	Bubblegeese
5	Lightning Eels
6	Conqueror Crabs

REAR ADMIRAL GANDYMEAD THREEF



A fastidious officer with a regal air, Threef prides himself on thoroughly inspecting each ship he encounters in the bay. He takes his job so seriously that he has personally thrown subordinates off his vessel, *Vigilance*, for failing to inspect crates that ultimately held no contraband.

- **Traits:** Extremely thorough, harsh, looks down his nose at everyone.
- **Motivation:** Punish smuggler and pirate scum, and keep the waters safe for taxpaying merchants.



INSPECTION CAPTAIN HALYA ZOONY

A crafty inspector that is open to "negotiation," as she calls bribes. Her ship, the *Watchful Eye*, is full of handpicked officers that won't rat her out to the Rear Admiral.

- **Traits:** Unscrupulous, unruly, chews on a toothpick.
- **Motivation:** Make what she's owed and retire to Theca Key. Her salary certainly isn't worth the lifestyle.

Running the Blockade

Passing through the trade blockade without inspection is known as "running the blockade." The best smugglers sail through known blindspots at odd hours, using decoy ships, and even engaging in ship to ship battles. Pirates tend not to care if their ships are identified as fugitive vessels, but professional smugglers would prefer to keep a clean slate.

The captain of the ship must make a Sneak Check (-2) to run the blockade. Account for the following modifiers:

- +1 during nighttime.
- +1 with up-to-date patrol information.
- +1 if using a decoy ship to draw attention.
- -1 if vessel is fugitive.
- -1 during daytime.

Shearwater Bay

A foggy inlet where waves crash beneath jagged cliffs looming over rocky beaches for miles. Monolithic stones with huge runic symbols of unknown origin sink slowly into the sand throughout the area. For hundreds of years fishers and seafarers lived off the bounty of the bay, untouched by the surge of the Dungeon Era industry tarnishing the Mucklands. Now, the bay is disturbed by hungry **PIRATES**, marauding **REEF NYADS**, and **SARPATHI REAVERS**, looking for treasures untold.



MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

SHEARWATER BAY	
1	Reef Nyads
2	Sea Gulliaths
3	Pirates
4	Ryzophants
5	Liger Sharks
6	Barbecudas

RUMORS

- Blood **REEF NYADS** are searching for an ancient **DEEP NYAD** temple, said to contain the *Nya'Mor*, a gemstone capable of creating tidal waves.
- **SARPATHI REAVERS** are attacking fishers and peasants that live off the bountiful schools of fish in the bay.
- An old hermit has gone missing, and some folks fear that sarpathi may have abducted him.
- An infestation of **SEA GULLIATHS** has decimated the food stores of a local village, and with winter coming, that could spell serious trouble.

ZAAN

A **SARPATHI REAVER** and herald, chained to a stone and left for dead. Zaan came to make alliances before his cruel capture by the Blood Reef Clan. He would rather die than return and admit failure to his superiors.

- **Traits:** Obsequious, resigned to his fate, regretful.
- **Motivation:** Die with dignity.



YOLANDAR

A boggart leader of a flotilla village and former pirate. Yolandar struggles with a flock of **SEA GULLIATHS** threatening the lives of her community. Not normally one to ask for help, she's become desperate.

- **Traits:** Proud, made of stern stuff, potty mouth.
- **Motivation:** Keep her village safe from the many threats of the region.



QUESTS

THE NYA'MOR

A wounded **SARPATHI REAVER** called Zaan has been left to perish, chained to a stone as the tide rolls in. Nothing can save him from death now, but he pleads for help, as he shares that he was tasked with forming an alliance with the Blood Reef Clan. However, he discovered that the Blood Reefs found the long lost **DEEP NYAD** Temple of the Fathomless Deep beneath the waves of Shearwater Bay. The temple was destroyed long ago by a terrible cataclysm said to have been caused by the magic of a gemstone called Nya'Mor. Of course, before he could share this knowledge with his comrades, the Blood Reef Clan caught him.

Zaan, despite being a sarpathi and enemy to the Mucklands, begs you to find the Blood Reef and stop them from acquiring the Nya'Mor, which has the power to create tidal waves that could drown the Mucklands, wiping it from the face of Eem.

- Zaan will share nothing of the Eyes of Ehk, but tells the PCs where he hid his *Magnificent* trident [beastly] before he was attacked, not far from here.
- The Blood Reef clan is searching through the ruins of the lost temple, and will find Nya'Mor in 2 days if they aren't stopped.
- The Nya'Mor is actually an Eye of Ehk (The Storming Eye). The sarpathi are fully aware of this, but the Bloof Reef clan isn't.
- The temple ruins—beneath the waves of Hex 5.26—are a **RANDOM DUNGEON**. Given that it's all underwater, replace the random Adversaries with *Aquatic* ones.

THE VILLAGE VERSUS GULLIATHS

A village of boggarts living peacefully on flotilla boats lost their year's catch of squid to a local infestation of **SEA GULLIATHS**. They attack at night from the western cliffs of Shearwater Bay. The village leader, an elder named Yolandar, begs for aid and offers you 1 pouch of Gold Coins to get rid of them.

- The **SEA GULLIATHS** (L2-B) dwell in a sea cave—a **RANDOM MAZE**—where they are hatching impossibly fast.
- Deep in the cave, a **KOBOLD** (L5-B) called Rotten Rex, is breeding hordes of **SEA GULLIATHS** with magic. Rotten Rex has one goal, unleash the critters on the denizens of the bay, specifically the **PIRATES** that stole his boat!
- Rotten Rex will lay off using the **SEA GULLIATHS** if the PCs agree to steal back his boat from the Daggerhearts, currently anchored in Hex 3.26. A horde of **PIRATES** (L3-G) on the shore, putter about the deck (when they're not actively pirating).
- The boat contains Rotten Rex's hidden book of potions. As a reward, he shares the recipes for Shadow Walk Potion and Ghost Speech Potion (see Alchemy Recipes table in Core Rulebook).

THE MISSING HERMIT

A tiny hermit crab creeps up the leg of one of the PCs bearing a note written in blood: "HELP CAVE IN GULLIATH RIDGE"

- The note was written by an old hermit named Zagg who went missing weeks ago. He was picking herbs in the coves when he stumbled upon a treasure trove, but a horde of **SARPATHI REAVERS** found him. Zagg ran and blew his horn for help, only for the thunderous noise to cause a cave-in. He's been sending out hermit crabs with notes attached ever since.
- He's pretty sure the sarpathi were killed by the falling rocks. He even managed to steal one of their maps, which says something about an "Eye of Ehk" near here, below Shearwater Bay (see above quest **The Nya'Mor**).
- Removing the rubble takes a day's work. Any longer and five **SARPATHI REAVERS** (4×L5-G, 1×L7-B) return to the cove to retrieve their treasure.



Shipwreck Island

The inevitable destination of those unfortunate enough to sink in the Shipwreck Straits, but fortunate enough to survive. No one is keeping track, but hundreds of vessels have crashed into the jagged rocks that circle the desert island. The island itself is an untamed place, home to **TROGGLES**, **KRABRAKS**, and **PIRATE** hideouts. Scavengers from the mainland scour the wrecked ships for supplies, loot, or other resources that could be taken and repurposed.



MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

SHIPWRECK ISLAND	
1	Troggles
2	Sea Gulliaths
3	Pirates
4	Krabraks
5	Ghosts
6	Singe Vipers

WHAT'S THERE

THE ROCKY SHORES

Treacherous, jagged rocks surround the shores of Shipwreck Island. Flotsam and jetsam riddles the beaches: rotten wood, soggy rigging, waterlogged personal effects. The tide pools are like little loot boxes, many containing lost treasures from old wrecks.

- Scavenging the shore and tide pools for loot is an Exploration Check. On a Discovery result, the PC finds a Loot Pile (+0).

SHIPWRECKED JUNGLE

Mostly home to **TROGGLES** and **KRABRAKS**, the tropical forest jungle of the island is wet and humid. **SKEETERS** buzz about and **SINGE VIPERS** slither through the underbrush. Some think the **GHOSTS** of sunken sailors haunt the island, while others suggest that it's not ghosts, but a community of castaways who live like **TROGGLES** do. In actuality, it's a little bit of both.

RUMORS

- Shipwreck Island is haunted by the **GHOSTS** of shipwrecked sailors who suck the soul right out of your chest.
- An evil cult of **TROGGLES** capture anyone who enters the jungle.
- Landlubber Lowry is offering a huge reward to anyone that finds the wreckage of his ship, the *Barking Butcher*.
- The *GS Indomitable*, warship of Mucklands Trading Co., was shattered on shore during a lightning storm. Scavengers stole all the contents of the ship, which are said to have included a flying machine.
- A bogril called Scully sells salvaged cargo on Shipwreck Island. Apparently Scully deals in information as well.
- Schools of **LIGER SHARKS** circle the island, making it almost impossible to leave easily, even on a ship.
- Several months ago, the *Sandy Rascal*, a merchant vessel carrying bars of starfell steel, never made it out of the Shipwreck Straits.
- A giant hermit crab wears the hull of a wrecked ship called the *Sandy Rascal*.

THE LONELY HERMIT



Something of an aberration, the Lonely Hermit is a massive, ornery crab that wanders the small islands and rocks of Shipwreck Island. Known for being incessantly hungry and greedy, they often take the first pick of downed vessels, eating their food, and sometimes, their passengers. Lately, they wear an actual ship like a shell.

- **Traits:** Covetous, grabby, anti-social.
- **Motivation:** Hoard junk be on the lookout for a bigger shell.



SCULLY THE SCAVENGER

A scalawag who moves salvaged goods that he's "rescued" from shipwrecks all over the island. He circles the perimeter of the island but never stays in one place for too long, constantly on the lookout for **GHOSTS**, **TROGGLES**, and nasty **PIRATES** who'd rather steal from him than pay a fair price.

- **Traits:** Survivalist, paranoid, always has another interesting item to show off.
- **Motivation:** Find lost treasures and trinkets without attracting attention.

UNAR BLUB



The **SELKIE** captain of the shipwrecked Sandy Rascal. Unar is trying to recover his treasure and missing crewmates, and has fashioned tools and weapons to survive on the island alone for months.

- **Traits:** Very resourceful, loyal to the end, hoarse.
- **Motivation:** Never leave until he's recovered his crew and fixed his ship.

QUESTS

THE HERMIT HEIST

Unar Blub, the **SELKIE** captain of the shipwrecked *Sandy Rascal*, is searching for the Lonely Hermit. After crashing into the giant crab, the creature took the remains of his ship for a new shell. Not only is Unar stranded, but the ship contained a trove of starfell steel bars, worth a fortune to blacksmiths. Help Unar retrieve his cargo and he'll part with a starfell bar (worth 5 **STARFELL SHARDS**).

- The Lonely Hermit (as **KRABRAK** L8-C, *Huge*) that wanders the rocky crags of Shipwreck Island hunting for food.
- There are several holes in the hull of the *Sandy Rascal* for the PCs to climb inside, but that requires avoiding the notice of the Lonely Hermit.
- A colony of **CONQUEROR CRABS** has taken up residence inside the ship, and they're crawling all over the cargo of 20 starfell bars (each one is 5 Slots).

THE MISSING CREW

Unar Blub is worried about his crew, who were scattered to the waves during the Lonely Hermit's attack. Help Unar round up the surviving members. If you can rescue at least eight crew members, Unar will part with a starfell bar (worth 5 **STARFELL SHARDS**).

- There are ten missing crew members to find. For each Hex, make an Exploration Check. If PCs find a crew member, roll on the Random NPC table.

1–2	PC finds a perished crew member.
3–5	PC finds the trail of a crew member in mortal danger against a group of goon **TROGGLES**, **KRABRAKS**, **GHOSTS**, or castaway **PIRATES**.
6–8	PC finds a crew member but they're in trouble. Roll a Dangerous Encounter.
9–11	PC finds a crew member.
12+	PC finds two crew members.

SCAVENGER HUNT

Scully the Scavenger is on the run from **PIRATES**. He must have recovered something worth a fortune, but he's not sure what. You're not one of them, are you? Good. Can you help Scully avoid the **PIRATES** and figure out what exactly they want? If you do, Scully will let you each pick from his Old Hoard (+2).

- The Daggerhearts are after a locked scroll case that Scully scavenged from a recent shipwreck, containing a map to Lookout Island (the secret Daggerheart hideout). It also holds a *Magic* scroll that causes any volcano to erupt.
- Leading the group of **PIRATES** (L2-G, 1×L4-B) is the Boatswine, an orch **PIRATE** (L5-C) with a blunderbuss for a hand.

Shipwreck Straits

A perilous stretch of jagged rocks and small islands, spanning from Hornswoggle Port, circling Shipwreck Island, all the way to Lookout Island. Countless ships have met their demise over the years, resulting in an incredible amount of flotsam and jetsam washing up on the shores of Shipwreck Island.



MODIFIERS

- -3 Travel Checks
- +3 Wandering Intruder Chance

WANDERING INTRUDERS

SHIPWRECK STRAITS	
1	Pirates
2	Frost Jellies
3	Guards (Mucklands Trading Co.)
4	Liger Sharks
5	Zombie Barnacles
6	Squidgeons

RUMORS

- Many unfortunate ships have sunk in the Shipwreck Straits where the thick fog conceals jagged rocks.
- The Shipwreck Straits are treacherous, but are popular among **PIRATES** outrunning Trading Co. vessels.

QUESTS

LIGHT BENEATH THE LIGHTHOUSE

Locals tell stories about a haunted lighthouse on a lonely rock in the northern Shipwreck Straits that glows with light at midnight although no one operates it. Rumor has it that vengeful specters wail and curse, devouring the soul of anyone foolish enough to disturb them. **PIRATES** in Hornswoggle Port would surely respect anyone that ventures inside.

- Sounds of rattling bones echo from the lighthouse, emanating from a basement hatch. The sound only gets louder the deeper the PCs go.
- A winding set of wet stairs leads into a dark chamber where a dozen pairs of colorful shoes sit in front of a locked door. Bypassing the door leads into a huge, dark tunnel, drippy, musty, and old.
- A hundred yards away, at the far end of the tunnel is a pinhole of light. The tunnel teems with **CONQUEROR CRABS** and **BLINKING CAVE-INCHERS** squirming in the mud. Along the walls there are two rooms.
  - Room 1: A **SKELETON** (L7-B), dressed like a sailor, is chained to a wall and trying to break free. If released, the **SKELETON** ignores the PCs and wanders off aimlessly, but attacks if attacked.
  - Room 2: A ghostly monkey chitters as it laces a colorful shoe. Approach the monkey and it disappears. Once it does, the sound of rattling bones intensifies.
- At the end of the tunnel is another locked door with light pouring through the frame. The door is difficult to unlock (9+), and knocking or making a racket summons a pirate **GHOST** (L4-C) who slides open a security slot and peers through. Unless the PCs wear the shoes they found, the **GHOST** demands to know why the PCs haven't changed their shoes.
- If the PCs all change their shoes, the **GHOST** softens up, introducing himself as Bird Brain Barney. He invites them to go bowling. The rattle of bones sounds were actually a group of ghostly pirates bowling. If the PCs break in without wearing the shoes, the group of **GHOSTS** (L4-G, 2×L3-B) attack.
- Either way, they insist the PCs bowl with them for the fate of their souls (best 5 out of 7 Athletics Checks).
  - If the PCs win, Bird Brain says they can rummage through the Old Hoard (+1). He also reveals that he and the others died in a shipwreck and went to the wrong lighthouse, but they're stuck here for all time. He really misses his best mate, a bird named Tweeters.
  - If the PCs lose, they are **CURSED** with ghostly chains. The PCs feel like their limbs are shackled, suffering Disadvantage on Athletics and Nimbleness Checks.

The Swirling Sea

South of Quagmash, from eastern Shipwreck Island to Ebon Key, the oceans are bombarded year round by tropical cyclones and stormy weather, making for hazardous sailing conditions that could strike at any time.

MODIFIERS

- -2 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

THE SWIRLING SEA	
1	Kraken
2	Exajelly
3	Sea Chimera
4	Sea Serpent
5	Deep Nyads
6	Liger Sharks

WEATHER OF THE SWIRLING SEA

On a result of Bump in the Road, instead roll 1d4:

1	Monsoon Rains: -2 to the next Travel Check.
2	Hurricane: Ship moves 1 Hex in a random direction, and -2 to the next Travel Check.
3	Massive Waves: Lose food, cargo, or a random NPC crew member.
4	Swirling Vortex: Ship suffers 2d6 Dread. The ship must retreat backwards 1 Hex to avoid the vortex, or else perish.

RUMORS

- The Swirling Sea is an ocean vexed by extreme weather conditions, including a vortex that swallows ships into the depths.
- A whalen captain named Saganewt patrols the seas searching for the legendary **LEVIATHAN**.

QUESTS

THE NEVERENDING SEARCH

The *SS Esoterica* has been sailing the Swirling Sea for three years, searching for the **LEVIATHAN**. The whalen Captain Saganewt has endured endless hardship from stormy weather, **PIRATE** attacks, critter encounters, not to mention countless quitting crew members. But how can he blame them? Not all sailors are created equal—they lacked the inner fortitude to withstand the harsh open sea. Do you have what it takes? Will you join the *SS Esoterica* to find the mythic **LEVIATHAN** and learn its ancient secrets? It pays in room and board, but the real payment is obviously adventure!

- Consider offering this quest at Theca Key (p298) while the *SS Esoterica* is docked.
- The *SS Esoterica* has unique shrym sensor equipment for scanning the oceans below the ship. Every Travel Check made aboard the ship grants a 1-in-20 chance that Saganewt spots the **LEVIATHAN**.
- He keeps this a secret, but Captain Saganewt fully intends for his ship to be swallowed so he can explore the creature's insides (see Bestiary Vol. 1).
- **HEROIC TITLE ACHIEVEMENT:** Find **THE LEVIATHAN** and survive exploring its depths.
  - ***Conqueror of the Leviathan*** ♔. All PCs can reroll Defy Death against *Huge* adversaries.



Terror Island

So named for its abundance of **TERRORSAURS**—ferocious flying predator lizards—Terror Island is an inhospitable, otherworldly landscape of jagged cliffs and dense jungle, filled with vicious beasts and perilous dangers. An ancient volcano, said to have emerged from the seas after a cataclysmic eruption, looms over the island like a dark tower.

Legends tell of volcanic creatures that live within the molten heat at the island's boiling core, awaiting the time when the mountain will erupt again and free them. These days, Terror Island is only traveled by bold adventurers in search of a tremendous treasure that was hidden some years ago by a **PIRATE**. The treasure is rumored to rival "the shimmer of a king's coffer" or so the buccaneers of Scalawag Strand say. Yet, despite many attempts, few sailors ever return from Terror Island, and those that do? Well, they often carry with them a harrowing tale of monsters, magma, and an angry island that just wants to be left alone.

MODIFIERS

- -3 Travel Checks
- +3 Wandering Intruder Chance

WANDERING INTRUDERS

TERROR ISLAND	
1	Terrorsaur
2	Volcanoids
3	Troggles
4	Skeeters
5	Dracopillars
6	Terrorpins

WHAT'S THERE

THE JUNGLE OF TERROR

A dense, hot jungle with little visibility, difficult terrain, incessant insects, and terrible predators. So many pirates and hapless explorers have perished in the jungle that there's a saying among the pirates of the Strand: "Ye could raise a mast to the moon with all the blood, sweat and tears in that jungle."

THE TERROR MOUNTAINS

Home of some of the deadliest creatures in Eem: the dreaded **TERRORSAURS**. Their nests riddle the entire mountain range, and their bloodcurdling screeches can be heard for miles. Mount Terror is the highest peak, an active volcano where **VOLCANOIDS** dwell (p327).

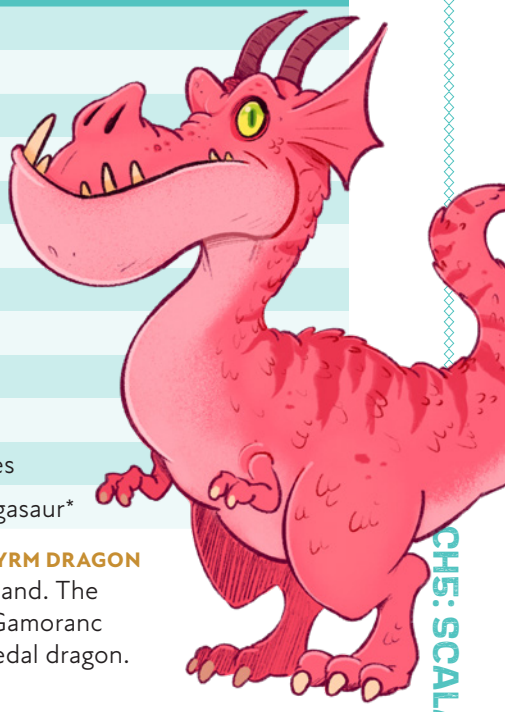


PERILOUS ENCOUNTERS

Terror Island has its own Perilous Encounter table. All encounters are hostile.

TERROR ISLAND: PERILOUS ENCOUNTERS	
1	Troggles
2	Terrorpins
3	Bogsnaps
4	Volcanoids
5	Dracopillars
6	Skeeters
7	Blynx
8	Terrorsaur
9	Felmog Knights
10	Blood Reef Nyads
11	Daggerheart Pirates
12	Gamoranc the Megasaur*

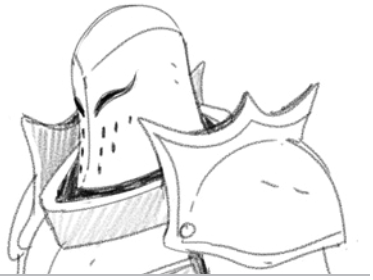
*A unique creature (as **WYRM DRAGON** L10-C), roaming Terror Island. The ultimate apex predator, Gamoranc resembles a massive, bipedal dragon.



RUMORS

- Lord Ulfrex the Cruel sailed his ship, *Scimitar*, to the Scalawag Strand looking for what remains of his stolen treasure.
- Magma falls are erupting from the southside of the mountain, releasing lava beasts onto the surface world.
- **TERRORSAURS** fly in murderous flocks, demolishing ships throughout Scalawag Strand.
- A scarred **SEA CHIMERA** named Old Sinker patrols the shores of Terror Island, looking to capsize ships.

LORD ULFREX THE CRUEL



A Felmog noble who serves the Order of the Black Candle. Lord Ulfrex is a seafaring conqueror that has been searching for a treasure stolen from him by Wally Dunkwhiffle. For years, Ulfrex scoured the Scalawag Strand, until he finally learned that the lion's share of the treasure was stashed away on Terror Island.

- **Traits:** Pitiless, frightening presence, speaks in a growl.
- **Motivation:** Stop at nothing to reclaim his stolen treasure hoard and return to his home in the city of Kreeth, far in the northwest of Eem.



MARBLES GUTTERBY

A young boggle dungeoneer working on her final thesis at Dungeoneer Academy. Marbles is studying the **VOLCANOIDS** and their unique magma structures. She really thinks if she can pull this off, she's totally going to get an A, maybe even an A+.

- **Traits:** Nerdy, risk-taking, has a lisp.
- **Motivation:** Discover the secrets of the volcanoid society as well as their motivations for creating magma structures.

QUESTS

BEASTS OF FIRE AND STONE

On the southside of the island, where the magma falls hiss into the saltwater, a mass of volcanic rock arches over the ocean like a bridge. It curves around the island for nearly a mile. At the end of the partially built rock bridge, a boggle student-scientist named Marbles Gutterby, studies this remarkable structure from a small boat.

She observes **VOLCANOIDS** as part of her graduate thesis at Dungeoneer Academy, discovering that they are slowly assembling a bridge made of hardened magma, under the supervision of a massive **VOLCANOID** that she dubs the Prime Mordial. Marbles suspects the **VOLCANOIDS** are migrating from Terror Island, but is not sure to what ends. After all, if their bodies touch the water, they solidify to the point of being inert. Since she doesn't have a proper team, would you help her discover what the **VOLCANOIDS** are doing? She bought a 6-pack of lava proof suits, so there's extra.

- Venturing into Mount Terror is treacherous and dangerously hot (p327). The lava proof suits provide +3 Block against lava, and Advantage against resisting lava effects.

THE TREASURE OF ULFREX THE CRUEL

The search is on for Lord Ulfrex's lost treasure, hidden on Terror Island by Wally Dunkwhiffle (owner of Wally's Waffles and Weorgs) before he left the pirate life. But not only Ulfrex is after the hoard, Daggerhearts, Blood **REEF NYADS**, and maybe even Keef and Judy Lavendar (p286), want in on the action too. Find the treasure and bring it back to Wally.

- The journey to either of the volcano's entrances is harrowing. **TERRORSAUR** attacks are frequent, stirred up by the factions' efforts to sabotage each other.
- The treasure is in Area 4 of Mount Terror (p327), hidden within the labyrinthine Lava Tunnels. Search Check with Disadvantage to locate the treasure: three heavy chests filled to the brim with a Mythic Hoard (+2), Ancient Hoard (+2), and Old Hoard (+2), respectively.
  - The trove was so heavy that Wally opted to hide it and come back for it later. He never expected he would settle down and lose the spark for adventure.
- Unless dealt with, there's a 6-in-12 chance that Lord Ulfrex finds the treasure first, or else finds the PCs with the treasure in tow during their Travel Checks.
- Lord Ulfrex the Cruel (**FELMOG KNIGHT** L10-C), wields a *Magic* sword called *Woehand*. Grants +3 Dread. On a 9+ Hit, the target becomes **WEAKENED** (Vitality Check to resist).
- Ulfrex is flanked by two **FELMOG KNIGHTS** (L7-B): Bagra the Blanched, and The Risen.
- **HEROIC TITLE ACHIEVEMENT:** Recover the lost treasure of Ulfrex the Cruel.
  - ***Freebooter of Terror Island*** ♔. **FELMOG KNIGHTS** detest the PC, but the PC gains Advantage on Attacks against them.



Lairs

Ebon Key

Hex 37.32. As the new stronghold of the Ebon Reef clan (who were displaced by the Great Quake), the perimeter of the atoll island is treacherous to approach. The coral reef surrounding the key acts as a perfect defensive wall that makes docking a ship nearly impossible. The community of **REEF NYADS** dwell in the lagoon between, in an underwater central stronghold called Ebon Keep.

RUMORS

- An Ebon Reef traitor defected with dangerous secrets that put the royal family at risk.
- Ebon Key is surrounded by a well guarded coral wall.
- The royalty of Ebon Reef often travel back and forth to the deepest part of the oceans.

ZOREN

Protector of the Ebon Reef and secretly a loyal vassal of Ze'Leesha the Deep Sister. His is a family with long ties to the deep and believes that current affairs in the Mucklands are a travesty—land dwellers mingling with sea dwellers, pirates and trading companies, and worst of all, the diluted city of Conch and their vision for a unified Strand. Although he is a **REEF NYAD**, Zoren believes that the deep nyads of Deep Chasm are the true masters of the sea that will shepherd the region to glory.

- **Traits:** Zealous, condescending, grim worldview.
- **Motivation:** Return the Scalawag Strand to its former glory.





LORSHA

An Obsidian Warden and Zoren's second-in-command, acting as both captain of the royal guard and master of assassins. Lorsha is Zoren's most trusted and deadly servant and it is well known that she has spies all over the Scalawag Strand. She even has a few land dwellers in her service.

- **Traits:** Emotionless, always prepared, truly merciless.
- **Motivation:** Destroy usurpers and defectors, and find Lucky No-Eyes.

KORFA THE VIZIER

Representative of the royals of Ebon Reef. Korfa is a sycophantic noble who compels those around him to best serve his interests. Despite this, he is not ambitious and prefers to avoid the responsibilities heaped upon the royals and Obsidian Wardens.

- **Traits:** Pompous, cowardly, outwardly agrees with his superiors.
- **Motivation:** Combine casual power with the easy living of the rich royals that live in isolation within Ebon Key.

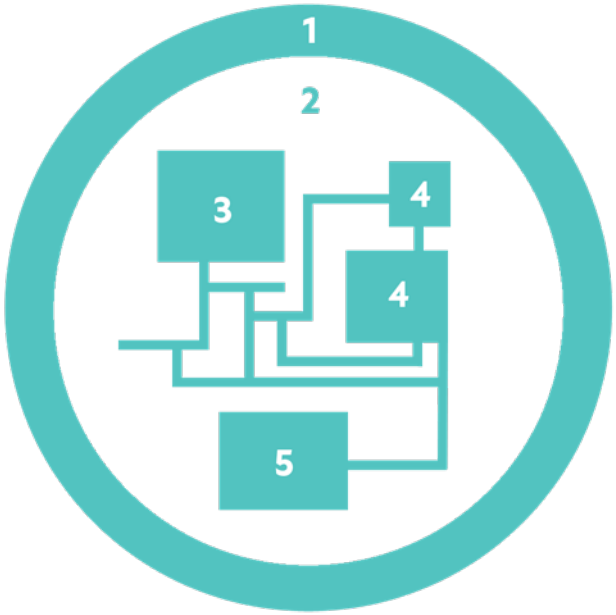


QUESTS

THE TRAITOR

One of Lorsha's agents, a **REEF NYAD** named Goza, defected from the Obsidian Wardens. He must be stopped from divulging royal secrets. Lorsha is hiring bounty hunters to find the traitor and bring him to Ebon Key, dead or alive. In addition to 1 pouch of Ancient Coins, anyone that completes the job will certainly gain the favor of the Ebon Reef.

- Goza was last seen in Muckland Harbor, but is presumed to be on his way to Conch.
- In Conch, locals reveal that Goza was at the Deep Dive Bar and Krill. Goza flees the PCs by making for the Coral Forest.
- Once captured, Goza reveals that he's discovered Zoren is loyal to Ze'Leesha the Deep Sister who still lives and resides in Deep Chasm. There is a plot unfolding that would have dire consequences for the Scalawag Strand, involving objects called the Triton Stones. He tried to gain an audience with Ny'Dea, but King Kroo turned him away for being an Ebon Reef nyad.
- Goza knows that Ny'Dea of Conch must be told, for she is a Deep Sister as well. This leads to the quest **The Triton Stones, Prologue** (p266).



LAIR LAYOUT

AREA 1: THE CORAL WALL

A magnificent reef of coral rises like a castle wall out of the water, surrounding the entire island. A species of black, thorny coral—native to the Ebon Reef clan's former home—fortifies the colorful wall.

- Pairs of Ebon **REEF NYADS** (L5-B) line the perimeter of the Coral Wall. Sneak Checks suffer Disadvantage. Each sentry carries a conch horn to alert others of intruders.
- Sentries tell visitors to turn back or suffer the wrath of the Ebon Reef before attacking. They can be Parleyed with, but anyone entering Ebon Key with permission is brought in with a large escort.

AREA 2: THE LAGOON

A serene lagoon full of natural wildlife. Ebon Key clan members dwell within, among the coral and seaweed.

- Nyads go about their daily lives, tending to fields of swaying seaweed and clam farms.
- Obsidian Warden guards patrol the lagoon with trained **LIGHTNING EELS**.

AREA 3: GATES OF EBON KEEP

Carved into the sunken island is Ebon Keep. Black coral grows in beautiful patterns on the rocks, creating an illustrious gate.

- Several Obsidian Wardens stand guard at the gates, while trained **LIGER SHARKS** patrol the waters above.
- Glass windows speckle Ebon Keep's outer wall, a possible alternate entrance.

AREA 4: EBON KEEP INNER SANCTUM

The home and court of the Ebon Reef royalty. Pillars of black and gold coral line dark hallways only lit by bioluminescent snails.

- Winding hallways lead to the war room, throne room, and the Clam Vault (Area 5).
- In the war room, Lorsha and a retinue of Ebon Reef Obsidian Wardens discuss their plans, outlining attacks all across the region in a constant struggle against the factions of Scalawag Strand.
- In the throne room, Zoren and his personal guards hear the concerns and disputes of their people. Every day, lawbreakers are put to death in front of the royal family.

AREA 5: THE CLAM VAULT

A gigantic clam houses the royal treasury: a fortune of gold and artifacts collected over centuries of conflict.

- The clam can easily be opened with the passphrase "Ee thaw zin du wa" (meaning "Sow the seas, reap the vortex" in nyadese) only known by the Zoren, Lorsha, and Korfa the Vizier. Otherwise it takes a feat of engineering or supernatural strength.
- Inside is a Mythic Hoard (+2) and the Deep Shell (see quest **Relic of the Deep** p266).

Lookout Island

Hex 19.34. An altogether unremarkable island, abandoned for decades ever since a tidal wave leveled the small fishing settlement once there. Only an old lighthouse remains, but the lantern has been dark for years and no sailors venture here, believing the entire island to be cursed. Cold winds, whispers and rattles—the place is eerie and forsaken, or at least that is what the hidden denizens would like you to believe.

In fact, the Abandoned Lighthouse is the hidden Daggerheart stronghold, and home of Captain Daggerheart himself, the dreaded cutthroat that has the whole Scalawag Strand trembling in fear.

RUMORS

- Lookout Island was once a thriving fishing village until it was slammed by a tidal wave.
- A **KRAKEN** lives near Lookout Island.
- One of Wally Dunkwhiffle's former crewmates, Nancy the Cutlass, disappeared near Lookout Island.

CAPTAIN DAGGERHEART

A mystery wrapped in a riddle, no one outside his closest circle knows the true face of the Dread Pirate Daggerheart. But in fact, the real Dread Pirate Daggerheart is a parrot, the former pet of the original Dread Pirate, now sitting on the shoulder of a weathered old man.

- **Traits:** Devastatingly clever, power hungry, surprisingly goofy.
- **Motivation:** Keep his identity secret and take over the Scalawag Strand.





FIRST MATE MOLLY

A muscular, broad shouldered **SHARKUNI** with an eyepatch and harpoon hook for a hand. Molly keeps the scum in line for Daggerheart and manages the books as well. She is also responsible for collecting tithes from the many crews of Daggerheart's growing fleet.

- **Traits:** Dour, attentive to the captain, has serious trust issues.
- **Motivation:** Protect the integrity of the Daggerheart brand and make sure the money keeps rolling in.

LAIR LAYOUT

AREA 1: THE LIGHTHOUSE

A sturdy but unremarkable lighthouse in disrepair. No trace of a fishing village remains on the island.

- Rickety stairs wind up to the top of the lighthouse to the lantern room, where the glass is cracked and broken. The lamp and rotation device could be repaired with proper time and materials.
- Dust and cobwebs cover the inside of the lighthouse. But there are fairly fresh footprints in the dust.
- A keen eye can follow the footprints through the sand outside. But they stop directly in front of the outside wall of the lighthouse.

AREA 2: THE SECRET ENTRANCE

The lighthouse is unremarkable, with no clearly visible entrance, but several footprints from different angles terminate near the east, outer wall of the building.

- There is a secret door, practically invisible to the naked eye. It opens with the passphrase: "Cross my heart and hope to die."
- During the day, only a 12+ Search Check can spot the door. At night, the outline of the door is slightly more visible, requiring a 9+ Search Check. The door must be pried open without the passphrase.

AREA 3: THE TRAPPED STAIRS

Inside the secret door, slick, dripping stairs wind downward into darkness. Words written in blood on the wall read "Turn Back!"

- The stairs are rigged with two successive traps.
  - Poison darts launch from holes on either side of the tunnel when a pressure plate on the floor is triggered (Perception Check to notice).
  - The slippery stairs with a rickety railing need a Nimbleness Check to climb. If a PC attempts to steady themselves on the railing, the stairs flatten

into a slide, leading hapless intruders into a row of buzzsaws that inflict 1d8 Dread.
- A vaguely skull-shaped stone on the wall at the top of the stairs can be pressed to shut off the traps for long enough to run down the stairs.
- At the bottom of the stairs is a locked door to Area 4.

AREA 4: THE CATWALK

A circuitous wooden walkway leads from the Trapped Stairs to the Hidden Cove.

- Three **PIRATES** (L3-G) with cutlasses patrol the catwalk. They often get bored, however, and sleep on the job or read comics.
- A zip line goes from the top of the catwalk to a well-armed **PIRATE** ship called the *Grinning Fish*.

AREA 5: DAGGERHEART COVE

Below the catwalk lies a beautiful hidden cove beneath the rocky island. Clear blue but shadowed waters house a fleet of twelve **PIRATE** ships.

- **PIRATES** load up ships with supplies and rigging for new adventures and raids.
- Yet even more unload their ships with booty and spoils, throwing them into piles to be sorted and stored in the Treasury as First Mate Molly barks orders.
- Karl the **KRAKEN** (L9-B) lurks in the water—the Daggerheart's custom alarm system and guard creature. Sometimes Karl gets hungry and devours an unsuspecting **PIRATE**, but only sometimes.
- The largest docked ship, a red galleon with silver trim, is Captain Daggerheart's famed vessel, *Dread Star*.

AREA 6: DREAD STAR

- An old, hard-nosed human, with leathery wrinkles and hooped earrings of gold, squints from a throne of whalebones tied to an anchor of steel. On his shoulder, a yellow and green parrot scowls. The **PIRATE** welcomes visitors and nods. Then the parrot introduces itself as the one and only, Dread Pirate Daggerheart.
  - The parrot, who's real name was Tweeters, was the pet of the first Dread Pirate Daggerheart. After his demise (which some suspect Tweeters orchestrated) the parrot took control and the Daggerhearts quickly became a force to be reckoned with.
- The Dread Pirate Daggerheart desires to kick Mucklands Trading Co. out of the Scalawag Strand and show all the other **PIRATES** who the real Pirate King should be. He offers an ultimatum: help the Daggerhearts take over Scalawag Strand and rule the Pirate Court, or perish.

QUESTS

THE GRAND THEFT OF THE GOLDEN SNOOT

Help Captain Daggerheart with the biggest heist of all time: steal the Mucklands Trading Co. Flagship, the *Golden Snoot*, captained by Commodore Waldorf Moody. With this ship, Captain Daggerheart would become the undisputed ruler of the Scalawag Strand! And you, well, you would become bonafide Daggerheart Pirates, which comes with many perks, not least of which are respect and fear.

- The *Golden Snoot* is protected by a series of alarm bells. If any are sounded, a horde of Mucklands Trading Co. sailors (as **PIRATES** L3-G) flood from below decks and attempt to capture the PCs to try them for crimes against Mucklands Trading Co. The punishment is to walk the plank into shark infested waters.
- Two patrols protect the ship: A Team and B Team. A Team is made up of five hardened **GUARDS** (L5-B) who fight to the bitter end. B Team is five goof-off **GUARDS** (LG-1) who attempt to sound the alarm, but flee from danger. Flip a coin to determine which team the PCs first encounter.
- The deck of the ship has a pair of sleeping **DOGGARTS** (L3-B). PCs can quietly avoid, divert them with food, or wake them at which point they'll bark and summon more Mucklands Trading Co. sailors.
- A monkey called Mister Marbles (as **TROGGLE** L1-B) wearing a sailor's vest and hat, mans one of the ship's cannons and attempts to blast the PCs if he spots them. However, each blast damages the ship's deck severely and summons more sailors to capture the PCs.
- There's a 3-in-6 that Commodore Moody is in his captain's quarters writing a want ad for a new captain for the *Golden Snoot*, otherwise he is in his office in Harbor Heights. He poses no physical threat, but should Moody escape or discover their identity, PCs will be tracked by a **BOUNTY HUNTER** (L5-C) in the future.
- In case the PCs are pursued by naval ships when they steal the *Golden Snoot*, three Daggerheart vessels wait to intercept them in a great battle. If victorious, Captain Daggerheart makes the Golden Snoot his flagship.
- **HEROIC TITLE ACHIEVEMENT:** Steal the Golden Snoot for Captain Daggerheart.
  - ***Daggerheart Pirate*** ♔. Should they accept, all PCs gain the title and become official Daggerheart Pirates. They are given a pirate galleon (see **PIRATES** in Bestiary Vol. 1) to sail in the name of Daggerheart. PCs are reviled throughout Scalawag Strand, and gain Advantage on Intimidate Checks against other **PIRATES** and Mucklands Trading Co. employees. But they must donate quality loot to the Captain each month or lose the above privileges.

Mount Terror

Hex 8.32. The largest mountain on Terror Island and an active volcano, full of **VOLCANOIDS**. Few have ever ventured into its depths, not only because of the hostile creatures, but fear of the scorching heat, spewing gas, and the bubbling magma that could erupt at any moment.

RUMORS

- Mount Terror is due to erupt any time now.
- **VOLCANOIDS** inhabit the mountain, and some believe a giant **VOLCANOID** dwells at the core.

LAIR LAYOUT

AREA 1: THE CRATER

The central eruption point of the volcano and the most obvious entrance inside. Magma seeps through cracks in the black and charred rocks, waiting to blast open. A central caldera births a baby **VOLCANOID** (L5-G) each day.

- **VOLCANOIDS** are literally born as they emerge from the caldera into the Crater. Their rocky carapaces begin to cool and shape. 1d12 of them passively roam the area; these **VOLCANOID** "babies" are non-hostile unless disturbed.
- The Magma Throat (Area 3) can be accessed through the caldera, a central pit full of lava. PCs must climb down 20 feet to reach the lava.
- A cavernous entrance near the lava leads to the Lava Tunnels (Area 4).

AREA 2: THE VENT TUNNEL

A dormant vent at the base of the volcano that still emits putrid gas, this is a less obvious entrance into the bowels of Mt. Terror. Entering the vent leads into a tunnel full of tiny vents spouting black ash and gas.

- No lava runs through the vent tunnel, but the gas is harsh on the lungs. Vitality Check or suffer **WEAKENED**.
- 1d4 hostile **VOLCANOIDS** (L5-B) patrol the tunnels.
- Search Check to find the Lava Tunnels (Area 4).

AREA 3: THE MAGMA THROAT

A column of lava spanning the height of the volcano. It periodically rises and falls in a bubbly torrent like a slow, shaky elevator.

- Riding the lava "elevator" requires a lava-proof raft, and eventually goes down directly to the Magma Chamber.
- The heat is immense. Vitality Check or suffer 1d12 Dread, even with proper equipment.

AREA 4: THE LAVA TUNNELS

A series of tunnels that run tandem to rivers of lava flowing from the magma chamber.

- The network of interconnecting tunnels is a **RANDOM MAZE** to find Ulfrex's treasure or the Magma Chamber.
  - On a Maze Hazard roll of 1, a **VOLCANOID** (L5-B) pursues the party.
  - On a Maze Hazard roll of 4 (Dead End), the heat is sweltering. Vitality Check or suffer 1d6 Dread.
- Wally Dunkwhiffle hid the treasure within these tunnels (see quest **The Treasure of Ulfrex the Cruel** p322).

AREA 5: THE MAGMA CHAMBER

The source of Mount Terror's roiling magma, and the throne room of the Prime Mordial, a *Huge* **VOLCANOID** that commands the others.

- The Prime Mordial (**VOLCANOID** L10-C, *Huge*), a gargantuan mass of molten rock with a single burning eye, commands the other **VOLCANOIDS** to focus their power and build a bridge that leads out of the Chamber.
- To construct the bridge, a procession of **VOLCANOIDS**, hundreds of them, dutifully work in a line, passing molten rock down a tunnel that leads out of the volcano and eventually to the mainland.
- The Prime Mordial communes with a humanoid figure in a red cloak. Holding a red orb, the **SORCERER** controls The Prime Mordial, commanding it to create the massive land bridge.
- When confronted, the **SORCERER** (L7-B), a middle-aged human woman called Galgedra, reveals she has captured the will of the **VOLCANOIDS** with her *Magic* orb to release their destructive might upon the Mucklands.
- Galgedra believes she must bring an end to the industry, pollution, and cruelty of the Dungeon Era and return the Mucklands to a primordial state, so that civilization can start over.
- Decades ago, Galgedra's village was destroyed by a massive sinkhole caused by corporate undermining. The corporations made a mistake, destroying her home and taking the lives of many people. The fools tried to rebuild, but they could never bring the dead back to life. Only sorcery can do that. Galgedra discovered the *Orb of Fire and Stone* in an abandoned sarpathi temple. She can control fire, and with it, the souls of the **VOLCANOIDS**.
- Galgedra is determined, but can be reasoned with by appealing to her sorrow and empathy for her own people. If the PCs share real stories about themselves and other folk trying to do good in the world, for example, it weakens her resolve. The more real, sympathetic stories PCs tell, the less likely she is to go through with her plan.
- However, should Galgedra be convinced to stop, the **VOLCANOIDS** continue building the bridge under the command of the Prime Mordial. Galgedra realizes she can no longer control them, and the only chance the world has is to defeat the Prime Mordial and shatter its hold on the **VOLCANOIDS**.

CHAPTER 6

USED T'BE FOREST



THE USED T'BE FOREST

The Used T'be Forest, well, used to be a forest. Now it's nothing more than a wide expanse of sad and rotting stumps, stretching from Fleabag County to Grimly Wood. Most of the felled forest's wildlife has either perished or retreated since a host of tycoons and dungeoneers ushered in the Dungeon Era, an age of unchecked industry. In just a few short years there was nothing left; every leaf and trunk turned into the cities and dungeons of the Mucklands.

Such an unforgiving, blasted environment makes for hard and dangerous travel. And without trees, the winds make traversing the dusty road of the Great Slog just as treacherous. It's not unheard of for a man-eating **SKROKWING** to swoop down from the sky and carry away an unsuspecting wayfarer, or a rabble of **BANDITS** to chase a lone merchant through the barren countryside.

But even though the lingering smell of death and decay suffocates the once fragrant and flower-speckled earth, on rare occasions, when no one's about, one may find gnomes planting daffodil seeds and acorns with their tiny thumbs.

CENTRAL CONFLICTS

- The most powerful corporate empires, the Big Three, have their headquarters in the Used T'Be Forest: the ever-expanding Subterranean Pits and Lairs LLC, the ruthless and greedy Krog & Sons Inc., and the mercilessly efficient Unassailable Co. All are eager to assert their dominance and widen their influence across the Mucklands, caring little for the people of Eem.
- The Used T'Be Forest is a lawless, wild wasteland rife with **BANDITS** and **GANGSTERS** vying for the scraps left behind by the Big Three. **WEORGS** and other vicious beasts run rampant.
- The only folk brave enough to stand up to the soulless tycoons and the marauders are small vigilante groups like the Green Gallivanters who work tirelessly to replant the forest, and the Bulwarks who do their best to protect the common folk, refusing to be bribed or look the other way. But these are tiny victories in a system rigged against the peoples of Eem.
- The corporate tycoons deny the existence of the snake people, the sarpathi, but there is no denying that the locals are frightened, and business is not nearly as good as it used to be.

SETTLEMENTS
- Firedamp (p332)
- Griefwood (p336)
- Marshgate (p338)

SITES
- Bogwatch (p341)
- Fort Bulwark (p343)
- Krogland (p346)
- SPL Headquarters (p349)
- The Stone (p354)
- Unassailable Co. Headquarters (p357)
- Wally's Waffles and Weorgs (p359)

POINTS OF INTEREST
- Boiling Lake (p362)
- Chief Chopper's Mill (p363)
- Ettin Horn (p364)
- Helgroathe Mine (p365)
- The Last Tree (p366)
- Ruins of Ryloch (p368)
- The Sporg Factory (p370)

ZONES
- The Blunder Bluffs (p371)
- The Crack (p374)
- Dirtnap Dunes (p377)
- The Great Slog (p378)
- Skroknest Mountain (p379)
- Sounder Hills (p380)
- Trollridge (p382)

LAIRS
- Castle Klengwyr (p384)
- Knucklebone Barrow (p387)
- The Moldy Cave (p388)
- Pitchwing's Roost (p390)
- The Stump (p391)




Firedamp
1. Firedamp Loans
2. Boomtown Saloon
3. SPL Field Office
4. Firedamp Mines
4
3


1
2

Settlements

Firedamp

Hex 22.9. A bustling mining town with a large itinerant population of workers. Originally an independently operated camp located near a mine, Subterranean Pits and Lairs LLC acquired and rebuilt it after a "fortuitous" gas explosion. The little town quickly filled with cabins, stores, smelters, mills, and a whole slew of opportunists looking to make their fortunes.

LOCATIONS

- Firedamp Loans (p333)
- Boomtown Saloon (p334)
- SPL Field Office (p335)

WHAT'S GOING ON

- Subterranean Pits and Lairs LLC is aggressively rebuilding Firedamp after a flammable gas explosion in the mine beneath the town.
- Folks are setting up shops at an explosive rate, but a criminal element is starting to emerge—the Tricky Toe Gang.
- The Tricky Toe Gang is recruiting the kids of Firedamp into the gang as couriers, or what Slick the boggle calls "penny runners," to run stolen goods to bosses in Fleabag County.
- Jericor, an injured Felmog Outrider, is recuperating from a broken leg in his tent and is looking to hire adventurers.



SIGHTS AND SOUNDS

1. A group of rowdy out of work miners play rummy rascal in the dirt road.
2. A town drunk stumbles through the streets singing a bard's song.
3. Romo the town crier swears he saw **WEORG** in town but no one believes him.
4. A dungeoneer recruiter barks at passers by, "opportunity waits for no one!"
5. Soot-covered dungeoneers bump into you and sully your clothes. They offer no apology.
6. A group of boggles lug a massive silver chest through the streets.

RUMORS

- No one ever found out what caused the gas explosion under Firedamp, but that's because the corporations covered it up!
- A mysterious **GHOST** terrifies people in Firedamp at the stroke of midnight.
- Two children were kidnapped in Firedamp by a walking bear!
- Jericor the Felmog Outrider is desperate to relay a message to his superior Captain Nemic about an impending danger.

OUTBOUND RUMORS

- Wally Dunkwhiffle at Wally's Waffles and Weorgs used to be a notorious pirate.
- A pack of **WEORGS**, led by Ulgos the Blackmane, are terrorizing the eastern Used T'Be Forest.
- A collapse in a nearby mine has trapped a group of shrym miners and they're running out of time! To make it worse, the collapse has disturbed an **INKPOT SPIDER** nest.

FIREDAMP LOANS

Also run by Overseer Gurt Gonnergan, SPL offers loans to enterprising dungeoneers, merchants and families looking to start a business or purchase a home. The only catch is they charge an extremely high interest rate, buried in fine print. Because he's strapped for time and resources, Gonnergan outsourced debt collection to the Tricky Toe Gang namely, Noodletooth Cheddermun and his cronies.

Loans

PCs can take out a loan with SPL; up to 3 pouches of Ancient Coins. But SPL expects double in return within 3 sessions. If they don't get it, they hire **BOUNTY HUNTERS** to collect.

OPIE "NOODLETOOTH" CHEDDERMUN

The local Tricky Toe Gang underboss who runs the gang in Firedamp. Opie's a hard case with a penchant for eating Nork's Noodles and beating up shopkeepers that don't pay their "fair share" to the gang.

- **Traits:** Loudmouth, bully, laugh sounds like "hur hur!"
- **Motivation:** Take over the town before SPL does.





SLICK

A slinky boggle **GANGSTER** with a friendly wit, he's a well known recruiter for the Tricky Toe Gang. Slick is also Opie Cheddermun's enforcer.

- **Traits:** Overly familiar, deceptively strong, cagey.
- **Motivation:** Get promoted to the Tricky Toe rank of Twotoe.

QUESTS

THE LOST RUNNERS

Slick sent a group of "penny runners," new Tricky Toe recruits, down the Great Slog to Crickstop, but apparently they never made it. Penny runners are a penny a dozen, forget them. What Slick needs is the cargo they were carrying: a sack of valuable candy gems intended for Boss Dwog Chumbree in Bogtown (p79).

If the Boss doesn't get those rare gems, there will be hell to pay.

- The penny runners, two teens named Pilmo and Peet, were waylaid by Knucklebone **BANDITS**. Realizing they're a couple of gang orphans with no potential for ransom, the **BANDITS** plan to use them as feed for their **WEORG** mounts.
- The **BANDITS** will fence the gems to the Sootfinger Gang in Thurf (p113) before long.

BOOMTOWN SALOON

A barebones, drinks-only bar full of weary miners looking to unwind after long days of work.

Boomtown Saloon Menu

- Cheap Glog: It'll put hair on your butt. Gain +1 Mettle for 1d4 hours. Copper.
- Sasspurrilla: A sweet bubbly drink made from sticky wickle vine water and cattypillar spit. Heal 2 Courage. Copper.
- Wungalope Milk: A thick, orangey-white milk that goes down real smooth. Gain +1 Vitality for the session. Silver.

MAYOR LYDIA SNARLZ



The elected leader of Firedamp is doing her best to help the town bounce back from disaster. Mayor Snarlz is no fan of Subterranean Pits and Lairs LLC and despite their help rebuilding, she wants them out of Firedamp as soon as the town's debts are repaid. She had to give up her office for SPL to move in, so now she works out of the Boomtown Saloon.

- **Traits:** Go-getter, frazzled, always shuffling papers.
- **Motivation:** Repair Firedamp and make the town safe again without becoming a peon town for Subterranean Pits and Lairs LLC.



JERICOR

A Felmog Outrider hard on his luck. Not only did he recently break his leg, he fell deeply in love with the Felmog Countess Feoria while visiting The Stone. She does not share his affections.

- **Traits:** Lovesick, humorless, restless for adventure.
- **Motivation:** Win the Countess Feoria's love by achieving a great victory in the name of Felmog.

QUESTS

GHOSTED

The **GHOST** of Jug Nubber is harassing Firedamp, even scaring a resident into a catatonic state. Lydia Snarlz will reward anyone who drives the **GHOST** away.

- Jug Nubber was a miner who died in the Firedamp catastrophe. When confronted, he reveals that he yearns for revenge against a fellow miner named Marley Skrood who betrayed him, and suspiciously left the mine right before the explosion.
- Folks in town know that Marley Skrood works at Krogland.
  - Marley Skrood was paid off by Vice Punisher Dastina Brenk of SPL to be lax with safety protocol, leading to the mine's destruction.

A TRICKY SITUATION

Mayor Snarlz wants another nuisance out of Firedamp: Noodletooth Cheddarmun. But the crime boss and his goons work for SPL's local overseer, Gurt Gonnergan. If something isn't done soon, the Tricky Toe Gang could take over the town, or worse, get official support from SPL headquarters. Run Cheddarmun and his goons, or better yet, convince SPL to fire the overseer and the Tricky Toe Gang with him.

THE OUTRIDER'S TASKS

Jericor, the Felmog Outrider, wants your help and is willing to pay for it. Plus, it would be in your best interest to ally with the Felmog Outriders. After all, Felmog will rule the Mucklands one day.

- Before breaking his leg, he was searching the Moldy Cave (p388) for a rare mushroom called mildewdrop that **KOBOLDS** frequently use to make ensorcelling potions.
  - Mildewdrop only grows in the back of the cave (see Area 4 of the Moldy Cave).
- Jericor also needs someone to deliver a report to Captain Nemic who is camped near the Ruins of Ryloch (p368).
  - The message reads: "No Eye of Ehk in Ryloch. Must find some secret temple in Used T'Be" (see *Temple of the Sarpathi* adventure module).

SPL FIELD OFFICE

Ever since they swooped in to rebuild the town, SPL has assumed more and more control from the people, especially the mayor. Overseer Gonnergan even took over the mayor's office to conduct business, hire dungeoneers and miners, and give out high-interest loans.

OVERSEER GURT GONNERGAN



Appointed by SPL to oversee the reconstruction and day to day operations of Firedamp. Overseer Gonnergan is hellbent on running Firedamp entirely, but also has his eye on Wally's Waffles and Woergs just up the road. Gurt and Mayor Snarlz are always at each other's throats.

- **Traits:** Conceited, driven, glad-hander.
- **Motivation:** Take over Firedamp and turn it into a company town. Maybe even elect himself Overseer-Mayor.

QUESTS

FLAMMABLE FIREDAMP

Overseer Gonnergan needs some capable dungeoneers to solve the persistent flammable gas problems in the local mines. He's been following protocol to the tee, but still the gas readings are at dangerous levels. Figure out a solution before Firedamp goes up in flames again!

- Gonnergan gives the PCs some equipment to share: a handheld gas meter, a pickaxe, and a shovel.
- The mine is a **RANDOM MAZE**, and lighting a torch or lantern is a recipe for disaster, so the PCs might have to bumble through the dark.
  - Random **CREEPERS**: 1: **BLINKING CAVE-INCHERS**, 2: **STALAG MITES**, 3: **MUCKLAND BATS**, 4: **ISHWICKS**.
- The gas meter is difficult to read, frequently going haywire. A resourceful PC could Tinker with it to work properly and lead them to the source of the gas.
- A tiny foot-long fissure seems to be emitting the flammable gas at regular, powerful intervals. It almost sounds like...snoring?
- Hidden below the coal mine proper and the fissure is an elderly **DRAGON** called Gognarax the Bent, deep in slumber. Turns out they were the source of gas the whole time.
- Fighting the old, grumpy Gognarax (L10-C) is likely out of the question, but he agrees to leave if the PCs fetch a **SKROKWING** egg. That would be a tasty treat!

THE KIDNAPPER

A hulking creature kidnapped a pair of children from town. Needless to say it's a real PR nightmare, so Gonnergan needs it taken care of quickly. Witnesses report the kidnapper was wider than two well-built men, and that it dashed off into the night like a spry bear out toward the Moldy Cave.

- The kidnapper is a misunderstood **BLEMMY** living in the Moldy Cave (p388).

THE TRAPPED MINERS

A nearby mine collapsed, trapping a group of shrym miners. It's already been a few days so they're running out of air. To make matters worse, the collapse has disturbed an **INKPOT SPIDER** nest.

- The entrance to the mine is entirely blocked off by rubble, except for an **INKPOT SPIDER** tunnel, but no one is tough enough to get through four of those spiders (L4-B)!

Griefwood

Hex 16.14. A small community of diverse folk whose ancestors once dwelled in the old forest before it was felled. A melancholy mood hangs over the people; poor dirt farmers and hunters hold close the tragedy of their lost forest. Besieged on all sides by **BANDITS** and **SARPATHI REAVERS**, the town recently turned to the mysterious King Klengwyr for aid.

SIGHTS AND SOUNDS

1. A bedraggled **CENTAUR** pulls a plow in a field of dirt.
2. Two boggart kids chase a flock of escaped chickens.
3. Concerned villagers examine the lifeless body of a **PUNKIN** gangster, just a rotten pumpkin and pile of sticks now.
4. A weathered farmer sells their measly harvest: a few sad, withered vegetables.
5. A **CENTAUR** rings the town bell for a community meeting.
6. Villagers shut the windows to the quaint homes as the PCs walk through town.

RUMORS

- **PUNKINS** are poisoning the tuber crops in Griefwood for some evil ritual.
- Knucklebone **BANDITS** prey on the town and steal food from the mouths of people in Griefwood.
- Rosha Grobberdee in Griefwood hasn't heard from her brother in months.
- Someone is kidnapping farmers! At least two people swear they saw sarpathi whisk them away into the Trollridge Mountains near Castle Klengwyr.

GEEDRA DANDYHOOF



Most **CENTAURS** fled to the far corners of the Mucklands during the Great Felling, but Geedra's family stayed behind and became the original founders of Griefwood. Geedra holds out hope that the Used T'Be Forest will flourish once more.

- **Traits:** Loyal, sees the good in folks, nervously clicks her hooves.
- **Motivation:** See to it that trees grow once more in the region, and communities prosper.



MANIFRED MUMPWORTH

A **TROLL** dirt farmer with emerald green fur that stands in stark contrast to the dusty town and his drab root tubers. He is wary of trusting King Klengwyr and wishes the folks of Griefwood would rise up to defend themselves.

- **Traits:** Diligent, nostalgic, sighs a lot.
- **Motivation:** Convince Geedra and Rosha that Griefwood must defend itself.

ROSHA GROBBERDEE



She and her brother Hankle are the only humans in Griefwood. Rosha is a fine hunter, having killed several weorgs in her day. Recently, she's been worried about her brother who works as a groundskeeper at Castle Klengwyr.

- **Traits:** Distrustful, sees the worst in people, bullseyes archery targets.
- **Motivation:** Find out what happened to her brother.

QUESTS

KNUCKLEBONE LOOTERS

BANDITS loot Griefwood's precious food stores and demand taxes from local farmers. Manifred Mumpworth can't wait for help to arrive from far off castles like Klengwyr, and he doesn't have much faith that the Bogril Bulwarks will ride in as the cavalry at the eleventh hour. Manifred offers 1 pouch of Gold Coins, his life savings, if you chase the Knucklebones out of their local hideout.

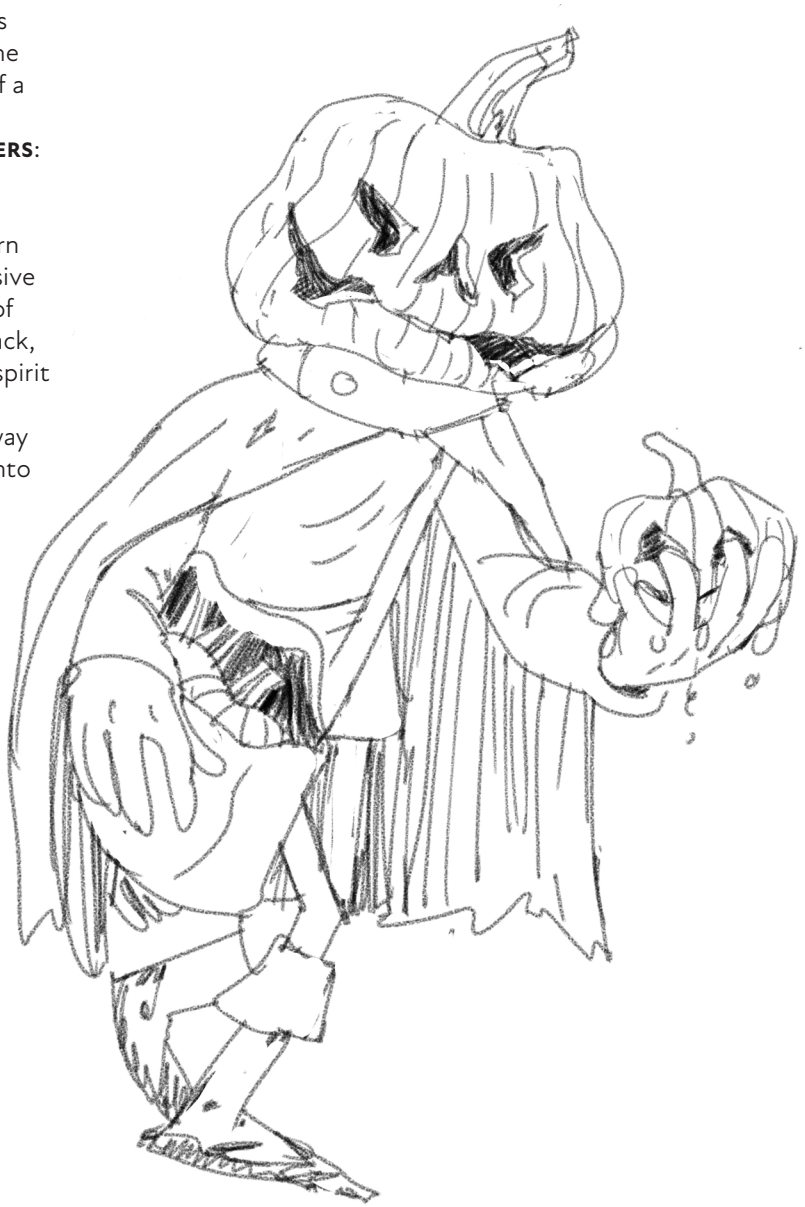
POISON FIELDS

Geedra Dandyhoof believes the **PUNKINS** poison the crops to drive folk from their town and take over, but she can't fathom why exactly. Whatever their reason, she just wants the fiends run out of Griefwood. She offers you 20 Materials gathered by the town as payment.

- No one knows where the **PUNKIN** Gang hideout is because they have carved out tunnels beneath the mainstreet. The entrance is hidden in the cellar of a nearby barn.
- The tunnels are a **RANDOM MAZE**. Random **CREEPERS**: 1: **SINKWORMS**, 2: **KROWLS**, 3: **BANDY CLAMS**, 4: **SLAGMUNCHERS**.
- The **PUNKINS** dwell below in a hollowed out cavern lit by torches. They sing and dance around a massive black and rotten pumpkin growing in the center of the cavern. They refer to the pumpkin as Nick Nack, the twice removed reincarnation of their patron spirit Old King Nack (p134).
- The **PUNKINS** are poisoning the earth to chase away the townsfolk, and nurture the spirit's evil back into the world.
- Nick Nack perishes if its vines are severed before the ritual completes in 1 day. Otherwise, Nick Nack takes corporeal form (L6-C) and leads the **PUNKINS** to attack Griefwood en masse.
- If the pumpkin (or Nick Nack) dies, a ghastly spirit reaches out to grab the PCs but vanishes the moment it makes contact.

SNAKES IN THE MOUNTAINS

Someone is kidnapping farmers from the outskirts of Griefwood. At first, Rosha Grobberdee thought **WEORGS** might be the culprits, but rumors persist that **SARPATHI REAVERS** are to blame. Rosha has a brother who works at Castle Klengwyr in the Trollridge Mountains and he confirmed in a recent letter that the notorious snake folk are everywhere. Rosha, worried for her neighbors and for her brother, has joined the call for Griefwood to form an alliance with Castle Klengwyr and formally ask for aid. She cannot leave the town undefended, but is willing to sponsor your journey. Seek an audience with the King of Klengwyr and ask for help against the sarpathi.



Marshgate

Hex 27.17. A wet, moldy town that, only a few years ago, was largely unremarkable until the enigmatic inventor Crazy Urny built his laboratory mansion in Marshgate as the testing ground for all his new traps. Three years later and the Big Three are still vying for an exclusive contract with Crazy Urny, knowing full well that having the mad genius on their side would be an incredible coup. In the meantime, all three companies use Marshgate as a staging area for operations in the swamp, a largely untapped market.

Aside from a handful of folk that lived there before Urny arrived, the town is mostly populated by personnel from Subterranean Pits and Lairs LLC, Krog & Sons Inc., and Unassailable Co. Somehow they've refrained from killing each other.

WHAT'S THERE

KROG & SONS KIOSK

Krog & Sons Inc. operate out of a simple kiosk building, clearly the smallest amount of real estate among the Big Three in Marshgate.

MARSHGATE MANSION

Crazy Urny's seven story, sprawling brick complex at the edge of town, blocked off by iron fences and signs that say Keep Out.

- Marshgate Mansion is a **RANDOM DUNGEON**, but treat rolls of 1–2 as a Trap, instead of an Adversary (see Random Dungeons in Core Rulebook).

SPL FIELD OFFICE

A cookie-cutter SPL field office run by Taskmaster Dundoon, understaffed and overflowing with reams of paperwork.

THE SPUTTER-CASINO

The main attraction in town, especially among bored dungeoneers. Run by Marty Mittermouse, his team of employees are exclusively sputter-servants that he maintains himself. Not only can you while away the time playing cards, but the joint is also a decent restaurant and bar.

UNASSAILABLE CO. TOWER

Built near the center of town, the tower is the most structurally sturdy building in the entire town, and overlooks everything. Vera the Mathemagician often stares ponderously at Marshgate Mansion, as if to will Crazy Urny into joining her company by focus alone.

WHAT'S GOING ON

- There's a cold war for control going on at Marshgate. A battle of political and social supremacy between the Big Three corporations.
- Crazy Urny of Crazy Urny's Custom Traps is in the middle of said cold war and every faction wants his eccentric brilliance on their side. "If we can just get Crazy Urny to back us, we'll be unstoppable!" is said in almost every meeting, by every faction.
- Crazy Urny has actually been kidnapped by the sarpathi Cult of Ehk, who also want to use his genius.
- Dundoon wants Vera out of the picture, so he can take over Marshgate and earn back the respect of SPL Vice Punisher, Dastina Brenk.

SIGHTS AND SOUNDS

1. Workers on scaffolding eat lunch and heckle you from above.
2. An SPL and Unassailable Co. dungeoneer fistfight in the street as a crowd gathers.
3. Three **DRATCH** hunters mosey into town carrying a **CLUNCH DRAGON** skeleton.
4. A sweaty goblin in a tattered suit approaches passersby selling them life insurance.
5. A drove of restless sailors and lumberjacks roll into town with the month's new shipments.
6. A boggart covered in mouse traps runs from the mansion at the edge of town.

RUMORS

- Crazy Urny's Marshgate Mansion is a fun (horrifying) house of traps. Rumor has it he's working on the greatest trap ever conceived.
- **MUCKMEN** are besieging Marshgate and the authorities need help.
- Taskmaster Dundoon and Pedra Teef are secretly in love.
- Vera the Mathemagician was run out of the Drippy Downs by a rival **TROLL** Toll Teller, and she'll pay handsomely to find out who.
- SPL HQ personnel have no idea that Taskmaster Dundoon hasn't yet taken total control of Marshgate but he sends false updates every month.

OUTBOUND RUMORS

- Sarpathi spies were observing Marshgate, but retreated west when confronted.
- The rising threat of the **MUCKMEN** is the work of a witch living deep in the heart of the Quagmash.
- A gaggle of gelatinous goos fled the Crack, pursued by a team of **DWEORG** hunters.



VERA THE MATHEMAGICIAN

The **TROLL** in charge of Marshgate. Officially, she is an Unassailable Co. mathemagician—probability testers skilled at identifying a strategy's likely success (usually applied to death traps and mazes, but also adversaries). Vera has been the leader of Marshgate for a decade and every attempt from her rivals at Subterranean Pits and Lairs LLC or Krog & Sons Inc. to dethrone her has failed utterly.

- **Traits:** Brilliant tactician, thinks she's wasting her talents, rubs her chin in thought.
- **Motivation:** Prevent her rivals from taking over Marshgate permanently.

TASKMASTER DUNDOON

A goblin taskmaster for Subterranean Pits and Lairs LLC, who was banished from Orfong's dungeon because a disastrous sarpathi attack happened under his watch. Now he's forced to work what is widely considered the worst gig for middle management in the entire company.

- **Traits:** Covetous, unhappy, impatiently sucks his teeth.
- **Motivation:** Earn back his place back at Subterranean Pits and Lairs LLC. That or find something a whole lot better.





BRANCH MANAGER PEDRA TEEF

An over-eager Krog & Sons Inc. company woman. Pedra Teef hopes to snake supremacy of Marshgate from Vera the Mathemagician and Taskmaster Dundoon by convincing Crazy Urny to back an equally famous goblin, Krog.

- **Traits:** Over-eager, conniving, fake smiles.
- **Motivation:** Convince Crazy Urny to work for Krog.

CRAZY URNY

The famous tycoon and founder of Crazy Urny's Custom Traps. An eccentric huckster who could sell a trap to a mouse, Crazy Urny has an astounding talent for making mechanical puzzles and traps that put even Unassailable Co. to shame. But he's a bit of a bumbling savant, most famous across the Mucklands for his series of goofy advertisement campaigns with slogans like: "Hurry down to Crazy Urny's or else!" and "Avoid the gurney, buy from Urny!" and "If you don't buy a custom trap from me, I'll stab ya with a carrot!"

- **Traits:** Tortured genius, extremely disorganized, charisma of a used wagon salesman.
- **Motivation:** Push the boundaries of conventional trap making.





MARTY MITTERMOUSE

When the dungeoneers rolled into town, Marty expanded his modest bar into a full-fledged casino. Most thought Marty would have used his considerable intellect to change the world, but the shrym really just wants to be a tycoon.

- **Traits:** Inventive, sneaky, definitely wasting his talents.
- **Motivation:** Develop a technology to tilt the odds in his favor and ensure profits forevermore.

QUESTS

CONVINCING THE KING

Vera the Mathemagician, Taskmaster Dundoon and Branch Manager Pedra Teef all want Crazy Urny on their side, but he hasn't left Marshgate Mansion in two months. Go in there and convince Crazy Urny to back one of the Big Three. Be careful though, he's not called the Floor Trap King for nothing.

- Crazy Urny isn't in Marshgate Mansion because he's been kidnapped by the sarpathi. If the PCs make it deep inside his mansion, they find a hastily scrawled riddle on a torn piece of paper: "Got no legs but ain't a broken chair. Got sharp teeth, but ain't got no hair. Down, down to a temple near the sea? Someone come and help little ol' me!"
  - The sarpathi are already well on their way to the Forgotten City in the Drippy Downs (p54). They want Urny to fortify their places of power.

THE COUGH

Workers from all three factions are falling ill with some sort of cough and aren't getting better. Locals call it the Witchbreath cough, and say it comes from the strange, thick fog that rolls in from south Quagmash. Vera asks you to investigate what's really going on, and help find a cure.

- Lore Check: Historically, Witchbreath is the colloquial term for the Old Fog—which is another name for the remnant **GLOOM** of the Gloom King. Long ago, the Gloom King was defeated and his **GLOOM** scattered across the world.
- A **WITCH** named Shadewand in the Quagmash (p182) has made it her life's work to harness the power of the Gloom King's vestiges and spread it across the land.

DON'T CHEAT A CHEAT

Taskmaster Dundoon spends a lot of time gambling because, frankly, there's not much else to do. Lately he's been on a losing streak and suspects something fishy is going on at Marty's Marshgate Gambling Hall. Find out how Marty Mittermouse is cheating and report back to Dundoon.

- Marty's sputter-waiters spy on players' hands and report them to Marty through a high-tech earpiece crafted by shrym tinkers.

REPORT FROM THE SWAMP

An SPL Taskmaster, Duck MuckDonahee, is supposed to be leading an operation in Tarmurk in Quagmash but it's been several weeks since their last report (p173). Pedra Teef wants you to go check on them and make sure everything's up and running.

THE DEFENSE OF MARSHGATE

An army of **MUCKMEN** has descended upon the town! Each of the Big Three defends Marshgate with their own forces. Whose force do you help defend the town of Marshgate: Vera the Mathemagician's, Taskmaster Dundoon's, or Pedra Teef's?

- Three groups of **MUCKMEN** attack from the south in three directions. SPL, Krog & Sons, and Unassailable Co. form their own groups to fight off the threat. The PCs must choose which faction they actively help.
- Make a Check (-1) for the other two factions to determine how they each fare in battle.
- Depending on the results of the battle, Marshgate could be overrun with **MUCKMEN** and/or have a prolonged conflict.
- Whichever faction the PCs help is very grateful and helpful thereafter (as long as the town isn't overrun).





Bogwatch

Hex 22.18. Bogwatch is a Bulwark outpost on the borderlands. The tower keeps watch over Quagmash and helps prevent **ORCHES** and **BANDITS** from raiding in the Used T'Be Forest.

Although Bogwatch is run by the same Bulwarks famed for defending the Great Slog, being placed on Bogwatch duty is often considered a demotion or punishment. The sticky, swampy air and remote nature of the tower makes life a bit uncomfortable, not to mention the frequent skirmishes with **ORCHES** and other bog critters.

WHAT'S GOING ON

- Bogwatch is woefully understaffed and unmotivated.
- The **ORCHES** attack frequently but have yet to coordinate their attacks into a real threat.
- Bogwatch tower is slowly sinking and the basement is almost entirely flooded with mud, muck and quag-slime.
- A strange gloom billows from the Quagmash at night, obscuring Bogwatch and the surrounding area, making travel at night more perilous.

SIGHTS AND SOUNDS

1. Two muddy, miserable Bulwarks mix a pitiful stew of muddy water and turnip tops.
2. A garishly painted jester juggles nervously for a group of Big Fame Hunters.
3. Two **ORCHES** survey the tower from a distance and, when noticed, stumble into each other before running away.
4. A pushy merchant sells repellent and warns of a big **SKEETER** called Horsefly.
5. A beardy, old **DWEORG** adventurer saddles up a **BOGRILLIAN TORTOISE** and whistles for their wug bodyguard, "Hurry up, slug! Daylight's a waistin'!"
6. A **GUARD** falls asleep in a chair and drops their spear, before jolting to attention again.

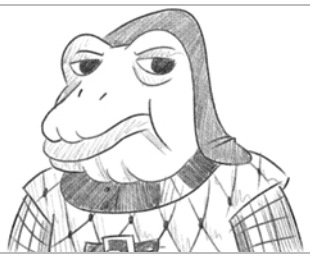
RUMORS

- Bogwatch is sinking so fast it might collapse in less than a year.
- Bogwatch is full of Bulwarks who can't cut it elsewhere.
- Torch the Orch is too big to be a regular **ORCH**. Usually big **ORCHES** are considered Quagmash royalty, but only the **ORCHES** of Orchmire would know for sure.
- The Quagmash **ORCHES** are gathering power for an offensive against Bogwatch.

OUTBOUND RUMORS

- The Witchbreath coming from the Quagmash might be related to the mysterious **GLOOM**.
- The Witchbreath is most concentrated in Gatormaze.

COMMANDER TRUNGAL



The wizened bogril leader of Bogwatch, and good friend of Captimus Creeb. Trungal is very pale for a bogril, which she attributes to living near the cloudy, dreary Quagmash. Trungal does her best to manage the crumbling tower, but is getting old and worries that without a successor, her efforts will be in vain.

- **Traits:** Highly principled, tired of the grind, puts on a brave face.
- **Motivation:** Find a successor to lead the Bulwarks into a new age.



PALADIN PONDERWOLD

A gruff boggart paladin who keeps to himself and his pet chicken Claudia. Ponderwold is being punished with Bogwatch duty for causing a ruckus in Krogland, after he accused the staff of stealing his other pet chicken, Naudia.

- **Traits:** Irritable, preoccupied, animal lover.
- **Motivation:** Find his pet chicken, Naudia, lost somewhere in Krogland.

TORCH THE ORCH

An orphan **ORCH** that Commander Trungal found on an expedition into the Quagmash. The little **ORCH**, who is actually quite large, was found abandoned in Tarmurk, and has lived at Bogwatch ever since training to be a Bulwark paladin. Torch never learned to speak orch and talks in a high-pitched drawl punctuated by oinks. He got his name by accompanying expeditions (holding onto his trusty torch) through the gloomy Quagmash. He refers to Commander Trungal as Mama Trungal.

- **Traits:** Naive, explorer in training, huge for a child.
- **Motivation:** Learn where he came from and become a Bulwark to make Mama Trungal proud.





PALADIN MAMSY

The daughter Jinchin the guildmonger in Capstan (p199). Mamsy loathes her corrupt mother and has chosen to join the Bulwarks to make a name for herself in the Bogwatch as a lawful official.

- **Traits:** Driven, believes in the Bulwarks' mission, loves a good pun.
- **Motivation:** Become a Bulwark of the highest order and prove to the world that her family isn't all bad.

QUESTS

SINKING IN SOLITUDE

The rumors are true, Bogwatch Tower is sinking. Within the year it will likely collapse, leaving the Used T'Be Forest defenseless against the **BANDITS** and **ORCHES** in Quagmash. Commander Trungal asks that you find a way to stabilize it.

- Unbeknownst to the Bulwarks, the tower is sinking because the sarpathi built a tunnel that runs beneath its foundations making the earth considerably unstable. The tunnel leads from the Quagmash all the way to the Drippy Downs.
- The secret entrance to the tunnel is hidden 1 Hex away, along a path riddled with sinkholes.
- Not only does the building need to be structurally reinforced, but a horde of **SARPATHI REAVERS** (15×L2-G, 1×L5-C) must be driven back or blocked off.

THE ORCH PRINCE

Torch the Orch has always loved Commander Trungal as a mother, but would love to learn where he came from. Found in Tarmurk covered in oily mud, Torch is the only **ORCH** in Bogwatch and wants to learn his past. Find the **ORCHES** of the Quagmash and learn Torch's heritage.

- Torch was born to the Bright Orch tribe (p168). He was a big baby—so big that word of his size spread throughout the tribes. Big Orch of Orch Sty feared a challenger to his size, so he ordered Torch be taken and thrown into Tarmurk.
- Torch's parents, named Ponch and Molla, were so angry they stormed Orch Sty only to be put to death by Big Orch personally.
- If Big Orch finds out Torch lives, he sends six **ORCHES** (L6-B) to finish the job.

THE ANIMAL THIEF

Paladin Ponderwold believes a cruel, disgruntled Krog & Sons Inc. employee in Krogland is kidnapping pets, but doesn't have proof or a motive. Find evidence and capture the animal thief.

- The Krogland culprit is a Villy Hargar, Krog's chef (p347). Hargar delights in cooking rare creatures and critters for his boss, who has developed quite eclectic tastes.
- Naudia managed to escape Villy Hargar, and is living under one of the rides at Krogland. Not only is she wary of Hargar, but there's a **WEREWOLF** on the loose at the theme park!

BRIDGE TROLLING

Groups of unruly **TROLL** youths have been vandalizing the bridges leading from the Used T'Be Forest to the Drippy Downs. Bogwatch is under a lot of pressure by the Toll Tellers in Dunk to stop the vandals. Investigate the bridge vandalizations that read: "Down with the Toll Tellers!"

- Shrugga the Stomper, who runs the Drippy Drop Bridge near Dunk (p36), thinks the vandals operate out of Trollridge.
- The vandals, tired of the Toll Tellers rules, want to pursue more in life than just bridge trolling. Vandalizing bridges is their way of getting the attention of their elders. They agree to stop if the PCs get Grendy Frumbly elected for mayor.

Fort Bulwark

Hex 21.11. Fort Bulwark is the homebase of the armored paladins known as the Bulwarks. Mostly composed of bogrils, the Bulwarks consider it their mission to protect the Great Slog from brigands and troublemakers. They generally patrol in groups of three riding their signature **BOGRILLIAN WAR TORTOISES** and can be encountered anywhere along the road from the Middle-Route Runoff, all the way to the Crossroads. In the absence of any sort of official law enforcement in the Used T'Be Forest, the Bulwarks are the only justice that exists.

Fort Bulwark itself is a well-guarded, stone compound with anti-siege equipment, a barracks, and a jail for criminals. It usually houses 1d6+1 Bulwarks (as **WARRIORS**) at a time, while the rest are out on patrols.

WHAT'S GOING ON

- The Bulwarks are recruiting new paladins as best they can, but their numbers have dwindled greatly over the years.
- The dungeoneer industrialists, who care nothing for the Bulwarks' noble ways, are pushy about making sure their caravans and shipments are protected from bandits on the Great Slog.
- **BANDIT** gangs terrorize the Great Slog. In fact, they are terrorizing much of the Used T'Be Forest and the Bulwarks can't keep up.
- Paladin Mong is as corrupt as they come, and is rotting the Bulwarks' moral core from the inside, all unbeknownst to Captimus Creeb and the rest of the paladins.

SIGHTS AND SOUNDS

1. **BOGRILLIAN TORTOISES** bathe in a huge trough as a boggle hoses them down.
2. A signpost that reads "We're Here to Serve You" has almost entirely sunk into the mud.
3. A wandering pilgrim tips her cap and checks out the job board.
4. A battle-worn Bulwark rides defeatedly into the fort.
5. Two Bulwarks shout from the ramparts throwing rocks at a scurrying **BANDIT**.
6. An old, hunched bogril Bulwark repairs the crumbling stone walls.

RUMORS

- The Bulwarks desperately need new blood. Raids from **BANDITS** and beasts have made life in the Used T'Be Forest dangerous for regular folk.
- There's a one of a kind talking **DORGON** who lives at Fort Bulwark.

OUTBOUND RUMORS

- Lady Shareen of the Soot Finger Gang in Crickstop has put a price on Captimus Creeb's head.
- The **BOGRILLIAN TORTOISES** of Crickstop, the prime breeding ground for the famous Bulwark mounts, are getting sick and no one seems to have a cure.
- There's a rumor that Doomnozzle, a cave in the Sounder Hills, is once again home to a **GWARGLEBEAST**, a stain on the Bogwatch's honor.

CAPTIMUS CREEB



One tough, tortoise-riding, frog feller. Sworn in by the previous Captimus, Meebee Mandee (she retired at the ripe old age of a hundred and fifty five), Creeb is the master of ceremonies and keeper of the Big Book of Bulwarks. Creeb polishes all of the tortoise shells every Moondee after tea and toodles and he's always trying to recruit potential newbies with a seminar held every Sundee at Fort Bulwark, to no avail.

- **Traits:** Cheerful, extremely dedicated, talks with a whistle.
- **Motivation:** Organize the last Bulwarks (by his count about twelve) into a fighting force so fearsome that the Great Slog will be safe on reputation alone.



ELRIK THE DORGON

The famed Hound of Bulwark, renowned not only for his ability to speak several languages perfectly, but also for just being one heck of a loyal pooch. Elrik is the groundskeeper at Fort Bulwark and always seems to be up to speed on Fort Bulwark rumors. Probably because people tend to have loose lips around "pets."

- **Traits:** Has a nose for the truth, fiercely loyal, whines when nervous.
- **Motivation:** Be a good boy.

PALADIN RORK

The skinny rookie is also a disgraced noble, banished from Munch after being framed for murder by Slek Slorgood. She ran away, changed her name, and joined the Bulwarks. Though innocent, Rork works hard to redeem herself and always volunteers for dangerous assignments.

- **Traits:** Overeager, angsty, pure heart
- **Motivation:** Prove her worth and restore her good name.





PALADIN MONG

A boisterous Bulwark with a tremendous track record for eliminating crime along the Great Slog. Paladin Mong is quick to point out the failings of his Bulwark brothers and sisters, and is of the opinion that they should be, in his words, "hard as hail on all them bandit scums."

- **Traits:** Outspoken, hard to work with, secretly crooked.
- **Motivation:** Bleed the Bulwarks dry by taking cuts from the local **BANDITS** and **THIEVES** until he's set for life.

PALADIN GARYMANDERER

An old paladin known as the Used T'Be Hero for his gallant deeds, not least of which was slaying the Gwarglebeast of Doomnozzle. But the title is also an insult: the Bulwarks are seen as nothing more than relics of another era, of what used to be, much like the mighty forest that was.

- **Traits:** Old timey, courageous, waxes poetic.
- **Motivation:** Find a final noble quest, now that he is aging and no longer as swift and strong as he once was.



QUESTS

WHO WATCHES THE BOGWATCH?

Captimus Creeb has troubling news from Bogwatch, which is no news at all. The Bulwark hopefuls recruited there have stopped corresponding with Fort Bulwark. Investigate what's happened there and re-establish correspondence.

- Nothing is wrong at Bogwatch, but **BANDITS** keep intercepting the monthly reports.
- It's normally Paladin Ponderwold's duty to send the reports, but he unwittingly outsourced that job to a Juncher **GANGSTER** from Camp Mudbank (p149). Why? Because Ponderwold spends all of his time obsessively investigating Krogland where his other pet chicken went missing (see quest **The Animal Thief** p342).

HOW TO HOLD UP A HEIST

Paladin Mong needs to know the Subterranean Pits and Lairs LLC caravan schedules so that he can make sure the Soot Finger Gang doesn't get the upper hand. Find out the SPL trade schedules at SPL HQ and report back to Mong.

- Mong is actually feeding the information to the Soot Fingers to orchestrate heists along the Great Slog (p378).

THE BEAST RETURNS

Paladin Garymanderer heard that a **GWARGLEBEAST** returned to Doomnozzle and is terrorizing the Sounder Hills (p380). Even though the beast mostly eats **ETTINS** and **BANDITS**, the right thing to do is stop it. After all, it will only get stronger and more dangerous. But time has taken its toll on the old Bulwark, and he doesn't think he can take on a **GWARGLEBEAST** by himself anymore.

- Paladin Garymanderer (Attack:+2, Dread:1d10, Defense:-2, Courage:15, Block:1, Mettle:+2).

✦ **HEROIC TITLE ACHIEVEMENT:** Slay the **GWARGLEBEAST** or banish it back to the Underlands.

- ***Hero of the Used T'Be Forest*** ♔. Charm Check: Once every session, deeply impress a **WARRIOR** or fighter type.

ELRIK'S QUEST

Elrik the **DORGON** has overheard things. Incriminating things. He suspects that Paladin Mong is in league with the Soot Finger Gang. He wants you to follow him, track his movements, and catch him in the act.

✦ Paladin Mong is traveling the Great Slog to discuss business with the Soot Finger leader Lady Shareen in Crickstop (p232).

✦ Lady Shareen (**GANGSTER** L6-C) is accompanied by 2d6 Soot Finger **THIEVES** (L3-G) who are all disguised as traders.



BULWARK BOUNTIES

Captimus Creeb is deputizing adventurers willing to brave the Used T'Be Forest to catch **BANDITS**. Turn in an arrested **BANDIT** to receive 1 pouch of Silver Coins from the Bulwarks.

✦ **Slice Nolgar:** Human Knucklebone **BANDIT** (L8-C), wanted for murder in every region of the Mucklands. Last seen around Ettin Horn (p364).

✦ **Ulawar Hangrip:** Bugbear Soot Finger **THIEF** (L3-B), wanted for a heist of a Subterranean Pits and Lairs LLC caravan. Last seen around the Dirtnap Dunes (p377).

✦ **Fitz Neebo:** Shrym Tricky Toe **GANGSTER** (L10-G), wanted for counterfeiting almost a million Krog Bucks in Krogland. Last seen around Blackrill bridge (p129).

✦ **Ty Ty Donavor:** A **TROLL** (L4-B) robber of the Red Boots, wanted for robbing merchant caravans along the Great Slog (p378).

TAKE THE OATH

Anyone willing, capable, and in good-standing can take the Bulwark Oath to always protect the innocent and stand up for justice. Sometimes you will be called upon to complete a quest for the Bulwarks which takes first priority above all other pursuits. In return, you wear the signature spiked bronze helm of the Bulwarks, gain access to Fort Bulwark's resources, and a title.

✦ **HEROIC TITLE ACHIEVEMENT:** Take and uphold the Bulwark Oath.

- ***Bulwark Paladin*** ♔. Inflict +1 Dread and gain Advantage on Intimidate Checks against **BANDITS**, **GANGSTERS** and **THIEVES**.

Krogland

Hex 27.14. Theme park and headquarters, Krogland immortalizes the site where the goblin tycoon Krog first struck it rich. Known far and wide for its wild rides, fun houses, carnival games, and an emporium of Krog Brand merchandise, Krogland is *the* tourist destination for folks throughout the Mucklands. Just turn in your gold for some Krog Bucks and spend to your heart's delight while celebrating the brilliant, beautiful, and gallant Mr. Krog.

WHAT'S GOING ON

- Krogland is in a state of terrible disrepair.
- No one is allowed inside Krog Tower unless they have explicit, written permission from Krog himself.
- Krog & Sons Inc. is recruiting the most nefarious dungeoneers in the business to do lots of dirty work.

SIGHTS AND SOUNDS

1. A cotton candy vendor hands sugary green clouds to laughing goblin children.
2. A kid stumbles dizzily away from a ride and ralphs rainbow colored vomit into a trash can.
3. A Nackadonkee tubesteak cart clatters to the ground as the vendor shoos away **GUTTERSNAILS**.
4. A performer dressed in a giant exaggerated Krog mask makes balloon creatures.
5. A pair of Krog & Sons Inc. employees clean graffiti off a wall that reads: "Down with Krog!"
6. A rogue animatronic sputterbot stumbles haphazardly through the crowd frightening children.

RUMORS

- Krogland isn't safe anymore due to disrepair, but they pretend everything's fine.
- The Dungeon Ball finals are being held at Krogland and Krog's sons are holding open tryouts.
- Word is, **THIEVES** from Beezelburf stole a prized **ZOZO BIRD** from Krogland and Krog wants it back.
- A **WEREWOLF** is mauling the patrons of Krogland, but Krog and his staff are trying to keep it hush-hush.

OUTBOUND RUMORS

- Peero Bandernathy of Krogland desperately needs the engineering help of Crazy Urny of Crazy Urny's Custom Traps. But Urny disappeared from the town of Marshgate.
- Krog wants to meet the Dread Pirate Daggerheart, or at least hire the legendary **PIRATE** to make life miserable for Unassailable Co. in the Scalawag Strand.

KROG THE TYCOON



The founder, owner, and operator (if in name only) of Krog & Sons Inc. Krog is a notorious tycoon, stupendously wealthy, and devious beyond all belief. Krog is legendary at making deals, but just as legendary for going back on them if they don't meet his expectations.

- **Traits:** Smug, hedonistic, extreme mood swings.
- **Motivation:** Seeking fortune and fame.



ROG AND TOG, THE SONS OF KROG

Heirs to the Krog empire, though both are disappointments to their old man. Despite their feeble standing with their father, the rest of the Krog empire treats them like royalty and their orders are followed without question.

- **Traits:** Spoiled, inconsiderate, slow on the uptake.
- **Motivation:** Live in opulence and avoid responsibility.

SHEESH THE FIXER



Krog's right-hand shrym. Sheesh is a slimy, but effective fixer for Krog. Sheesh is even believed to have had dealings with the Tricky Toe Gang, but covers his tracks so well, no one can be sure. And that's why Krog keeps him on the payroll.

- **Traits:** Sly, deviously competent, always snacking on candy bars.
- **Motivation:** Manipulate his masters and establish himself as a tycoon.

PEERO BANDERNATHY



The imaginative mastermind behind the illustrious Krogland. Peero is a clever, creative fellow, touted as Krog's biggest fan—which is true. Peero Bandernathy knows more about Krog than Krog knows about himself, down to his dirty secrets and uncertain past. Peero built Krogland as a massive, immersive theme park, and even commissioned Crazy Urny of Crazy Urny's Custom Traps to design some of the most amazing attractions.

- **Traits:** Clever, obsessed with Krog, distracted by wild ideas for attractions.
- **Motivation:** Create a park experience worthy of the gallant Mr. Krog.



VILLY HARGAR

Head cook at Krogland and personal chef to Krog while he's on site, Hargar toils away in the kitchen of the park restaurant, Krog's Villa, experimenting to create new tasty dishes. Unfortunately, Hargar is a sadistic butcher who delights in acquiring rare critters to mince and purée, all to sate Krog's hedonistic tastes.

- **Traits:** Cruel, culinary genius, gluttonous.
- **Motivation:** Create a dish from the rarest critters and creatures so good it brings Krog to tears.

KROG BUCKS

Krog Bucks: Flimsy green paper stamped with Krog's grinning mug.

- 1 pouch of Copper Coins = 3 Krog Bucks
- 1 pouch of Silver Coins = 10 Krog Bucks
- 1 pouch of Gold Coins = 30 Krog Bucks
- 1 pouch of Ancient Coins = 100 Krog Bucks

Admission to the park costs 5 Krog Bucks.



RIDES AND ATTRACTIONS

2 Krog Bucks

- The Demon: A sputter-coaster with corkscrews and inversions. Definitely not for the faint of heart. Mettle Check to avoid throwing up.
- Krog's Claim: A boat tour through the life of the great and wonderful Krog, detailing his rise to fame. Acted out by animatronic sputter-bots. Lore Check to ace the quiz afterwards.
- Runaway Minecart: Steep inclines and tight turns galore. It really is just a runaway minecart though so it's up to you to avoid hazards. Athletics Check or suffer 1d8 Dread.
- Ettin Toss: An **ETTIN** picks you up and tosses you into a pit full of mattresses. Might Check or suffer 1d12 Dread.
- The Funhouse: A funhouse dungeon full of scares, tricks, and riddles. Guests must sign a legal waiver before entering in the event they die inside. The Funhouse is a **RANDOM DUNGEON** that requires 2 Keys to get out.
- **HEROIC TITLE ACHIEVEMENT:** Complete every ride and attraction at Krogland without throwing up or getting hurt.
  - ***Krogland Survivor*** ♔. PC gets a shirt that says "I Survived Krogland." Gain Advantage on Parley with children and Krog & Sons Inc. employees.

GAMES

2 Krog Bucks

All Checks suffer Disadvantage. Prizes are a random *Mundane* item.

- Blunderbuss Shooter: Hit 3 targets within five shots to win a prize.
- Garobaldy the Guesser: The boggart guesses your age and if he's wrong, you win a prize (Trickery Check).
- Whack-A-Dwerf: Bonk the **DWERF** before it hides back in its hole to win a prize (Might Check).
- Fishbowler: Throw a ball into a fishbowl to win a random Fish Component (Nimbleness Check).
- Handsome Carriage: Take a romantic tour through the sites of Krogland. Pass the quiz about Krogland's history and founder to win a prize (Lore Check).

KROGLAND FOOD STALL MENU

2 Krog Bucks

Krogland is packed with food stalls selling an assortment of snacks and treats, all managed by a surly goblin cook named Villy Hargar.

- Crunchy Munchy Cheese Eels: A bag of delicious, freeze-dried lightning eel segments dusted with Unassailable Co.'s patented no-cheese neon cheese dust. Gain +1 Vitality for the session.

- Gristle Sticks: A tube of assorted rat tails coated with sweet yogurt and sprinkled with Blunder Bluff mountain salt. Gain +1 Nimbleness for the session.
- Orch Rinds: Light, yet indulgently savory, crispy snacks made from **GATOR** fat and molded into the shape of pig snouts. Heal 2 Courage.
- Tunnel Cakes: Subterranean baked sugar bread, twisted into pretzels and powdered with a light dandruff of dehydrated Fizzy Wiz cola crystals. Gain +1 Charm for the session.
- Cotton Bandy Clams: Sour, puffed clam-foam wrapped round an edible horn of twice-baked waffle bread. Heal 1d4 Courage.
- Road Apple Ice Cream: A tasty frozen treat made fresh daily by the Handsome Carriage horses. Heal Courage with Advantage for the session.
- Villy Hargar's Super Special Spectacular Tubesteak: Smells pretty good, tastes okay. Not bad considering. Better with mustard. Gain +1 Temporary Courage.

QUESTS

THE DUNGEON BOWL

The Mucklands Regional Dungeon Ball championship, the Dungeon Bowl, takes place in Krogland every year. This year, it's Krog's Cronies vs. five year reigning champions, the Unassailables. Unfortunately, Krog's Cronies are down several players due to a plate of bad clams. Rog and Tog are holding emergency tryouts for replacement players. They want the Cronies to win this year by any means necessary, if for no other reason than to cheer up their dad who recently lost a fortune. Do you have what it takes to make the team?

- Dungeon Ball is a convoluted kickball game where the field of play is a rectangular, knee-high maze that directs the ball in random directions like live-action pinball. If the ball happens to hit various trigger points on the field, gouts of flame and smoke blast from the ground making it harder to play. Each team consists of two goalies and six kickers.
- The Rules of Dungeon Ball: No armor, weapons, or gear. First team to score 11 points wins. Roll 1d6 for both sides to determine which side goes first (highest wins, re-roll ties).
  - Each kicker on a team is assigned a jersey number 6–11. Goalies are 1 and 2.
  - Make an Athletics Check to kick the ball:

1–2	The ball ricochets back to a goalie teammate who must defend.
3	Gouts of flame and smoke! Everyone on the kicker's team suffers -1 Athletics until the next goal is scored. The ball is kicked to a random opponent.
4	Facial ricochet! Suffer 1d6 Dread and the ball is kicked to a random opponent.
5	The ball is kicked to a random opponent.
6–11	The ball is kicked to the teammate with the same jersey number as the result. If the ball is kicked to yourself, that's a facial ricochet: suffer 1d6 Dread and kick again.
12+	The kicker scores a goal.

  - On a 9+ Athletics Check, a goalie successfully defends a ricochet and kicks the ball to a chosen teammate. Otherwise the opposing team scores.
  - A defeated kicker gets removed from play with no substitutions. Kick results that match the kicker's jersey number go to the opposing team.
- **HEROIC TITLE ACHIEVEMENT:** Win the Dungeon Bowl and score the most goals.
  - ***Dungeon Bowl MVP*** 👑. Common folk treat the PC like a celebrity and want their autograph with all the benefits and problems therein.

THE WILD RIDE

Krog's Claim, the ride where patrons slowly ride through scenes of Krog's illustrious life, has gone haywire. The animatronic sputterbots have become sentient and taken some vacationers hostage. Help Peero clean up this mess before it gets back to Krog!

- The sputterbots have uprooted from their control rigs and retreated to the bowels of Krog's Claim, where they demand emancipation from the horrible drudgery of Krogland.
- Krog paid for discount sputterbots that already had a history of malfunctioning and "going rogue."

THE WEREWOLF'S PLAYGROUND

Recently, a **WEREWOLF** fiend has been preying on hapless fun-lovers and vacationers visiting Krogland. Eye witnesses report seeing a shadowy creature or hearing horrible screams of victims being dragged away. Krog, however, refuses to shut the park down, doing his best to silence all the rumors, but it's gotten so bad for business that the park is practically empty. Find the **WEREWOLF** and bring it down!

- The **WEREWOLF** (L4-C) is a former employee of Krog's named Vero Welligan.
  - Several years ago, during a different **WEREWOLF** attack, Krog pushed Vero down so that he could scramble away into his armored carriage. Vero was mauled, and by some stroke of luck, bad or good, Vero survived. Now **CURSED** with lycanthropy, Vero wants revenge against Krog.

SPL Headquarters

Hex 25.11. Also known as Lord Orfong's Dungeon. The entrance to the central command location for all Subterranean Pits and Lairs LLC (SPL) activities throughout the Land of Eem sits within an unassuming rock mound, west of the Dirtnap Dunes. Below is a massive dungeon, boasting the largest and most centralized monster populations outside of the Underlands itself.

Despite their grand reach, SPL is struggling from bloat and lack of oversight. Due to massive debt and corporate sabotage, SPL is on the brink of collapse. Largely, they believe the self-made tycoon Krog is to blame, but perhaps the real threat comes from Unassailable Co., a profoundly secretive organization known for making unsavory alliances and advancing spectacular dungeon trap and maze technologies.

WHAT'S GOING ON

- Orfong's Dungeon is in terrible disrepair and barely has the resources to fix itself because their focus is spread so thin across the Land of Eem.
- Vice Punisher Dastina Brenk is muscling in on Madam Wozinski's control of the SPL empire and plans to cut down Grimly Wood to cement her takeover.
- Lord Orfong is dead but only Madam Wozinski, her admin Frow Naydee, and the hapless stand-in Elmo Ratling know the truth.

SIGHTS AND SOUNDS

1. Kelly the Centipede makes the rounds delivering mail to the Underlord offices.
2. A man in a three-piece suit and horned helmet zooms by carrying a heavy briefcase.
3. A boggart janitor unceremoniously sweeps a blob of pink goo into a grate.
4. The sounds of wailing and moaning echo through the halls from some dark dungeon.
5. Lord Orfong strides menacingly through the halls but bumps his head on a door frame. No one dares laugh.
6. The door to a supply closet is open and no one seems to be around.

RUMORS

- Lord Orfong, arguably the most powerful dungeoneering tycoon, goes missing for months at a time, without a word.
- Vice Punisher Dastina Brenk is planning to cut down the Last Tree in the Used T'Be Forest.
- The treasure hoard in SPL HQ is empty and the executives are scrambling to refill it before their debts are called in.
- Sarpathi are kidnapping SPL dungeoneers by the dozen.
- There's a huge deal going down with a big, secret client that could assure that Subterranean Pits and Lairs LLC are the true masters of the Dungeon Era.

OUTBOUND RUMORS

- Firedamp is about to go up in flames again unless someone finds the source of explosive gas.
- A precious shipment of gold was raided on its way down the Great Slog but the bogrils of Fort Bulwark aren't doing anything about it.
- The Green Gallivanters sabotaged the biggest mill in the Used T'Be Forrest, right under Chief Chopper's nose.

MADAM MOV WOZINSKI



The Chief Execution Officer of SPL. Due to a lucrative business partnership that has taken her offsite, Orfong's Dungeon is lacking the leadership and oversight it once had. Every day that goes by she risks someone discovering Elmo.

- **Traits:** Ruthlessly efficient, no nonsense, loyal to the company.
- **Motivation:** Exploit the legend of Lord Orfong to grow the company and remain at the top of the corporate food chain.



VICE PUNISHER DASTINA BRENK

A rising star at SPL and a real mover and shaker. Brenk is ambitious and eager to show her worth to Lord Orfong to become his right hand. Her bold secret plan is to fell the entire haunted forest of Grimly Wood and use the resources therein to strengthen the company's infrastructure, simultaneously paving the way into western expansion.

- **Traits:** Incredibly ambitious, cunning to the last, eyes like daggers.
- **Motivation:** Usurp legendary Chief Execution Officer Madam Mov Wozinski.



KURG NORRY

Overseear of Goblinoid Resources. The end-all for hiring (and firing) talent at SPL and a great contact if you're looking for a job. But just remember, those "jobs" are more like harrowing quests filled with dungeoneering, cavern exploration, maze navigation, and an (un)healthy amount of deathtraps.

- **Traits:** Unimpressed, always busy, disinterested in details.
- **Motivation:** Hire the most ready, willing, eager, and foolish contractors.

FROW NAYDEE

The infamous Madam Mov Wozinski's executive assistant and a well-known gossip. Loose lips like hers would normally be punished severely, but Frow is more than what she seems—in fact, rumor has it she also acts as Madam Wozinski's spy and is up to speed on more rumors than you'd believe.

- **Traits:** Chatty, wickedly shrewd, susceptible to flattery.
- **Motivation:** Keep Wozinski's secrets (and calendar up to date) without breaking too much of a sweat herself.





RAL MARKOON

Resident WITCH at SPL HQ, Ral's official title is Fortunes and Forecasting Analyst. His duties include casting bones to predict the business's future production and financial condition, and casting hexes to impede their competitors' future operations.

- **Traits:** Cryptic, obsequious, chuckles ominously.
- **Motivation:** Master the foul arts on the company dime and gain the skills needed to eventually take over the world.

LORD ORFONG

A pioneer of the Dungeon Era, and founder of Subterranean Pits and Lairs LLC, Orfong rules from behind the curtains, pulling strings and watching plans unfold over long years and decades. Or at least, he was until he died of old age. The current Lord Orfong is just Elmo Ratling, an actor in a suit, the truth known only to Madam Mov Wozinski.

- **Traits:** Silent, intimidating, physically imposing.
- **Motivation:** Presumably, expand the company across all of Eem, but he never speaks.





ELMO RATLING

The boggart inside Lord Orfong's suit, Elmo is a tall, lanky peon with no business being in his position. In fact, it was a complete accident that he got the job in the first place. Originally a janitor, Elmo walked in on the previous Orfong actor taking off the suit. Wozinski immediately fired (executed) the previous actor and made Elmo swear an oath of secrecy. The only reason she didn't "fire" Elmo on the spot was due to his height—a perfect match for Lord Orfong's imposing stature.

- **Traits:** Hapless, confused, voice always cracks.
- **Motivation:** Don't screw up long enough to get out of this gig!

QUESTS

ALWAYS HIRING

Overseer of Goblinoid Resources, Kurg Norry has several jobs for freelance dungeoneers and is paying 1 pouch of Copper Coins for each one.

- **Job 1:** Clear out the clog in the Sewers (2nd Level, Area 6).
- **Job 2:** Get the black tar machine outside of the Ruins of Ryloch (p368) operational again and drive it back to SPL HQ.
- **Job 3:** Reset the floor traps on the 3rd Level (see Random Dungeon Traps and Obstacles table in Core Rulebook).
- **Job 4:** Head into the Tunnels (2nd Level, Area 2), find out where the sarpathi are coming from, and block off the route so there are no more employee kidnappings.
- **Job 5:** A shipment of vending machine snacks was supposed to come in, but went missing on the way from Beezelburf (p64). Go get 'em.
  - The caravan was attacked by **WEORGS** in Hex 29.10. The food is still intact, but the wagon is in shambles and the driver is missing.

MILLING ABOUT

Chief Chopper's Mill has been sabotaged, severely gumming up the mechanical saw. Dastina Brenk wants you to find out who is responsible and put an end to their nonsense, and maybe even get the saw working again.

- The Green Gallivanters are behind the sabotage, and they make a compelling case for halting industry in the Used T'Be Forest.

THE TREASURE MOLE

Frow Naydee suspects pencil pusher Keef Bartlug is selling secret treasure hoard locations to Sheesh the Fixer in Krogland. Travel to Krogland incognito and look for Sheesh. If you find the maps, bring them right back!

- It turns out Keef Bartlug is working under the orders of Dastina Brenk herself who is funding her secret project by nefarious means.

SCRAMBLED DRAKE

A baby red **DRAKE** hatched from an egg when Wozinski's favorite cook tried to scramble it for breakfast. Capture and release the **DRAKE** into the 3rd Level before it gets too big to handle.

- The **DRAKE** is currently terrorizing the Cubicles. Each time the PCs fail to capture it, the baby moves: first it climbs through the vents into the Breakroom, then leaps into the Fishpool, then down into the Sewers, and if still not caught by then, it scampers up to the Executive Office restrooms.

ON THE BRENK OF DISASTER

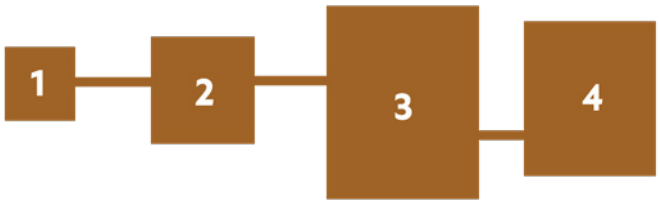
You receive a missive from Madam Mov Wozinski who implores you to investigate something for her in her absence away from HQ. She can't trust anyone at Orfong's Dungeon to do the job. Uncover the plans of Vice Punisher Dastina Brenk and stop whatever top secret project she's orchestrating behind Madam Wozinski's back. Contact her trusted assistant, Frow Naydee, if you need anything.

- Brenk's secret business plan is locked away in her office safe on the 2nd Level in Area 4.
- Dastina Brenk's plan is to cut down Grimly Wood, so she's pouring tons of resources into constructing a fleet of shrym treefellers. This is all against the recommendation of Ral Markoon, the Fortunes and Forecasting Analyst who has determined that cutting down Grimly Wood would be, as he puts it, "magically very bad," due to the haunted, magical nature of the forest.
- With Wozinski out in the field on a months-long operation, Brenk has practically taken control of the company.
- Once the PCs gather enough intel, Frow Naydee suggests that one of them dons the Lord Orfong suit and fires Brenk in front of everyone. Elmo would do it, but he's got a voice about as commanding as wet paper.



LAIR LAYOUT

1ST LEVEL



Area 1: Employee Entrance

A thick wooden door adorned with a gold goblin head and a sign that reads Employees Only built squarely in the middle of an inconspicuous rocky mound.

- There's no lock to pick. A sleeping **GUARD** (L5-G) sits behind the door ready to allow or deny entry. As long as the PCs have a reasonable request, they should be allowed inside.
- The entrance leads down a winding flight of stone stairs to Area 2.

Area 2: The Lobby

A waiting room full of chairs, lobby planters, and a large desk stamped with the SPL logo. A secretary signs in visitors and schedules meetings.

- Without an appointment PCs wait for hours, and the secretary acts extremely disturbed when asked any questions. The company won't schedule a meeting with an executive unless there's a compelling reason.
- Eventually, Kurg Norry appears to conduct an interview, whether or not the PCs are looking for work, hand waving any objections (see quest **Always Hiring** p351).

Area 3: The Cubicles

A fleet of white collar workers push their pencils, fill out forms in triplicate, and file reports. Rows and rows of cubicles as far as the eye can see.

- Practically everyone is miserable and tired. Few pay attention to anything happening around them.
- They keep basic SPL files and documents in a sprawling wall of huge gray file cabinets—but nothing top secret.

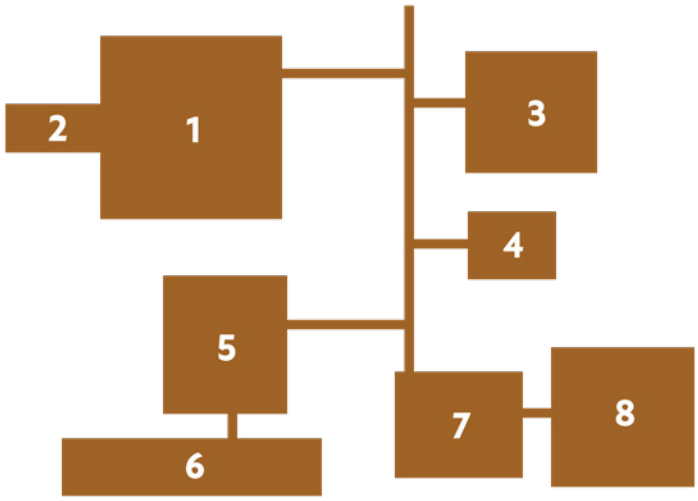
Area 4: The Executive Offices

Locked behind an iron door, non-executives need an access slip to gain entry, usually only given so they can get fired.

There are several notable offices in this area:

- **Lord Orfong's Office:** Strictly forbidden. In fact, Lord Orfong is dead, but no one knows this except Wozinksi, Frow Naydee and Elmo Ratling. Elmo periodically saunters through the office and silently attends meetings in his Orfong costume.
  - The office is filled with dreadful paintings of a powerful Dark Lord in black armor, as well as awards and artifacts: a severed **UNICORN'S** horn, a sword with a blade made of bone, a skeletal **DRAGON** head, and a photorealistic painting of the 1st Subterranean Pits and Lairs LLC Dungeon ribbon cutting ceremony.
- **Madam Mov Wozinski's Office:** Where everyone goes to get fired. It has its own lobby run by admin Frow Naydee. Wozinksi also has a desk wug named Zam who spends most of the day napping.
- **Dastina Brenk's Office:** Always bustling with cronies doing this or that for the ambitious upstart. Brenk's safe is highly secure (Disadvantage on lockpicking) thanks to a lock manufactured by Unassailable Co. This is where she keeps her business plan for taking over the company.
- **The Conference Room:** Periodically packed with all the executives for company meetings, in which Wozinski frequently butts heads with Brenk. But Wozinski has the fake Orfong on her side, and no one has the courage to question the Dark Lord.

2ND LEVEL



Area 1: The Hangar

A vast high-ceilinged cavern full of workers, mining vehicles and equipment.

- Countless mechanics work on a fleet of cave-eaters. There are crates of explosives, and tons of new-fangled shrym devices, the kind that cost a small fortune in Beezelburf.
- A giant crane loads lumber onto a sputter-truck.
- Unless they are dressed in finery like executives, the PCs are mistaken for workers and yelled at for standing around like idiots.
- Workers and vehicles come and go through a tunnel exit to Area 2.

Area 2: Tunnel Access

The exit leads to an incredibly expansive Underlands tunnel network stretching out beneath the Mucklands.

- Almost impossible to navigate without a map, the

untamed Underlands is highly dangerous. SPL loses workers every day to monster attacks.
- The tunnels are not particularly useful to anyone except SPL, but they go on for miles and miles, even outside the Mucklands (under Grimly Wood, up through the western Middle-Route Run).

Area 3: The Breakroom

A small room where the menial laborers eat their meals and take a load off. This is a great place to hear SPL, Krog & Sons Inc. (p346), and Unassailable Co. (p357) rumors.
- Eddie the **MANTICORE** often hogs the best table scowling at anyone that makes eye contact.
- The coffee is surprisingly decent, granting +1 Perception for the session.
- A trove of dog-eared *Dungeoneer Magazines*.
- Snack machine for getting food on the go.

Snack Machine Menu

Copper .
- Whim Bim: According to the packaging, this highly processed stick of mystery meat is great to "snap into," should you be willing to take a chance on it. Gain +1 Charm, -1 Vitality for the session.
- Gummy Morbs: Chewy gelatin cubes with assorted flavors like peach, doohagenberry, melon, and road apple. Heal 2 Courage.
- Gator Water: Pulled from backwater bogs of Quagmash, this milky green **GATOR** infused shake has the hearty consistency of all-weather paint and is 100% guaranteed to hydrate. Replenish 1 Quest Point.
- Chunch Masterson's Wungalope Chili Shooters: Handy, on the go cups of no-bean **WUNGALOPE** chili that packs in the protein and knocks out hunger. Heal with Advantage for the session.
- Snark Bar: Chocolate, nougat, and crunchy. Juicy beetle abdomens guaranteed in every bite. Gain +1 Mettle for the session.

Area 4: The Supply Closet

A closet full of cleaning supplies and a smattering of gear.
- An array of industrial cleaning supplies that not only make surfaces spick and span, they inflict double Dread to **MUCKMEN**.
- A suit of heavy armor, a large shield, and a mace.
- Several hazmat suits for cleaning really awful messes.
- A long hallway around the corner leads to Area 7.

Area 5: The Fishpool

A *Huge* **BRAYING SABREFISH** (L5-C) swims in a disgusting murky pool some 30 feet below a stone walkway near the Supply Closet.
- The fish is usually fed adventurer parts, and is always looking at the surface to be fed.
- It's not unheard of for especially negligent workers to be thrown in the pool as fish food.
- Traveling through a disgusting sewage grate that empties into the pool leads to the Sewers.

Area 6: The Sewers

Muck-filled, slimy sewer tunnels that rarely ever get cleaned out. All the janitors avoid sewer duty like the plague (after all, you can catch the plague in the sewers).
- Vitality Check when traveling in the sewers without a hazmat suit. On a 5-, become **WEAKENED**.
- The tunnels are circuitous and poorly maintained. **MUCKMEN** and **MUNG** populate the sewers unchecked.
- 3 mucky vertical tunnel pipes (with ladder rungs for climbing) each lead to:
  - The restrooms in The Executive Offices on Level 1.
  - The Torture Chamber on Level 2.
  - The restrooms next to the Breakroom on Level 2.

Area 7: The Torture Chamber

A nefarious room full of creative ways to torture: an ancient iron maiden, the Rack 5000, and the Spilt-A-Whirl, among other gnarly devices.
- Horrible screams and groans echo from inside.
- This is where PCs are brought if SPL wants to extract information.
- A janitor named Gabe hoses off slime from the Split-A-Whirl. Gabe complains that the job is thankless, and understands why the last guy, some wannabe bard named Rickety Stitch, quit.

Area 8: The Dungeon

A wing of dungeon cells to keep prisoners that management doesn't know what to do with, as well as unruly creatures that are put on timeout.
- Two burly **GUARDS** (L4-B) stand at the entrance.
- The cells are full of a menagerie of creatures including: a **CHIMERA**, a **CURDLE SNAIL**, a **BLEMMY**, two **CHROMADYTES**, and more.
- Prisoner 40, a mysterious captive, has been locked in the dungeon for decades. No one is exactly sure what for, but they suspect he's an enemy of Lord Orfong.
  - Prisoner 40 is a knight of the Order of the Ember who has been wrongfully imprisoned.
- There is an exit to the 3rd Level Dungeon.

3RD LEVEL

The Gauntlet

There is an obvious surface level entrance to the 3rd Level that ironically warns against intruders. But really, SPL wants hapless adventurers to enter the massive level of traps and terrible monsters. This is an example of Lord Orfong's revolutionary business diversification. All the valuables of dead adventurers go straight into the SPL coffers!
- The 3rd Level is a **RANDOM DUNGEON** rigged for adventurers to fail: it's impossible to find any treasure hoard better than a Loot Pile. It is possible, however, to find the way up to Area 8 on the 2nd Level by spending 5 Keys.

The Stone

Hex 25.7. The largest Felmog Outrider outpost in the Mucklands, built directly into the Blunder Bluff Mountains. Outside the large gates are tents festooned with heraldic banners. A constant train of horses and wagons come and go from journeys across the Mucklands.

Inside is a mess hall and living quarters for itinerant Outriders, first come first serve. Felmog Outriders of every order mingle and compete with each other for glory and riches. A grand audience chamber and throne serves as a venue for Countess Feoria to conduct trade negotiations and settle Outrider disputes. The Stone also houses a tower within the mountain belonging to the Felmog **SORCERER**, Zhal'dir.

WHAT'S GOING ON

- The Felmog Outriders from the Black Candle, Iron Sun and Cloven Tongue have strained relationships. Their respective Orders are at odds with each other in their distant homeland and sometimes the tensions lead to feuds, jousts, and duels.
- The Outriders have strong ties with Subterranean Pits and Lairs LLC, often employing them for construction projects.
- The **SORCERER** Zhal'dir, advisor to Countess Feoria, openly supports the Gloom King from within the Felmog Outriders. This allegiance is highly controversial. The Black Candle, in particular, believe the Gloom King to be an ally of convenience for a better Felmog, while others reject the notion as despicable.

SIGHTS AND SOUNDS

1. A black armored **FELMOG KNIGHT** nods at the PCs as they pass.
2. A blacksmith yelps after accidentally hammering their thumb while making a horseshoe.
3. An elderly merchant woman hollers, "Wungalope pies are half off until sundown."
4. Two **FELMOG KNIGHTS** thunder into the square on steeds laden with chests and bundles.
5. A portly fortune teller welcomes a gathering crowd as she promises fortunes and foretellings for Silver Coins.
6. A bugbear unloads a wagon of Nork's Noodles for a boggle yelling at him to be careful.

RUMORS

- Countess Feoria claims she lost her ability to walk in a jousting accident, but some whisper she actually survived an assassination by a rival Black Candle knight called Ulfrex the Cruel.
- A rogue knight is searching for priceless artifacts stolen from Countess Feoria.
- Iron Fall is coming up, a Felmog holiday that celebrates the first meteor that brought starfell to Eem. The Stone is sure to be bustling with festivities.
- Zhal'dir the Wise can restore power to dormant *Magic* items, imbuing them with new life.

OUTBOUND RUMORS

- The Felmog Outriders are in league with the River Watch in River Country. Together, they smuggle priceless *Relics* out of the Mucklands via the Middle-Route Runoff.
- A Felmog Outrider is said to be hiding out at The Old Place, but no one knows.

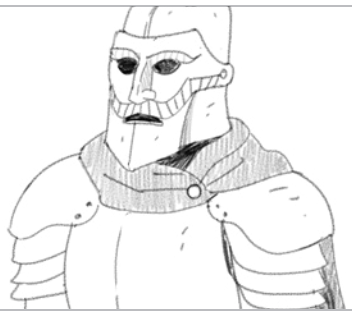
COUNTESS FEORIA

The highest ranking Felmog Outrider, and a member of the Order of the Black Candle. She answers only to Count Khasadar in far away Felmog, and to a lesser extent, the leaders of the other two orders, Iron Sun and Cloven Tongue. Feoria, bound to a wheelchair after being injured in a failed assassination attempt, is a brilliant tactician, well-versed in the cultures of the Mucklands, and holds an official Felmog court at The Stone. She is famous for her adherence to the Alderway, a kind of chivalric code adopted by quest knights from Felmog.

- **Traits:** Bound to tradition, honorable, short fuse.
- **Motivation:** Expand Felmog's influence in the Mucklands, and maintain peaceful relations between the three (often opposing) Orders of Felmog.



VELMAR ELDRAD



A proud Iron Sun Watch Captain at the Stone, responsible for the security of Countess Feoria, as well as intelligence for the Felmog Outriders throughout the Mucklands. Velmar is a large, imposing **FELMOG KNIGHT** wearing a distinct silver-steel helmet with a visor made from the deathmask of his grandfather Kelmar Eldrad.

- **Traits:** Guileful, imposing, man of few words.
- **Motivation:** Get rid of Feoria and install the Iron Sun as leaders of the Felmog Outriders in the Mucklands.



TANWAITH THE SCHOLAR

An elderly Cloven Tongue record keeper. He collects the tales of Outrider accomplishments in large, heavy tomes. Outriders strive to be mentioned in his books, for only those in his books are chosen to compete in the Grand Tournament of Champions, an annual competition held in Felmog.

- **Traits:** Scholarly, curmudgeonly, detests riffraff.
- **Motivation:** Record a tale to rival the grand quest knights of old.

ZHAL'DIR THE WISE



Living in a tower all to himself is Zhal'dir the Wise, a Felmog **SORCERER** feared by all at the Stone, except for the Countess who keeps the eccentric mage as a confidant and advisor. Zhal'dir is well versed in divination and enchantments. Outriders tend to avoid his company for he is known to fly off the handle if insulted—a common occurrence among arrogant Outriders. Zhal'dir makes no qualms about his allegiance to the Gloom King.

- **Traits:** Volatile, brooding, raspy voice.
- **Motivation:** Serve the Gloom King above all else, by attaining more and more arcane knowledge and power.

QUESTS

THE QUEST KNIGHT

Countess Feoria and Tanwaith the Scholar have growing concerns over a rogue quest knight called Hada, who is searching the Mucklands for ancient artifacts that belonged to the Countess. If they fall into the wrong hands, there would be grave consequences. Outriders are on the lookout for Hada, but it would be useful to have another set of eyes out in the field. Ones that the rogue knight would never expect.

- The Countess and Tanwaith really play it up that Hada is a dangerous threat and a thief.
- The Countess is coy about the nature of the *Relics*, only that they belong to her.
- The Countess is lying, of course. The *Relics* don't belong to her, but the Order of the Ember—an exiled order who holds the corrupt Felmog in contempt.
- Hada was last seen by a gnome called G. Willa Whillakers in the Thoadstool Thicket (see quest **The Stolen Relic** p175).

THE SORCERER'S TASKS

Zhal'dir the Wise is perhaps the greatest **SORCERER** in the Mucklands. A prolific enchanter, he can forge, imbue, or recharge *Magic* items. But his price is often steep, like journeying into harrowing places for rare reagents and ingredients. Zhal'dir is looking for:

- A **SKROKWING** egg from the top of Skroknest Mountain (p379).
- A **RIVERSAUR** tail from River Country.
- The teeth of a **SEA CHIMERA** from Scalawag Strand.
- A splinter from the heartwood of the Last Tree in the Used T'Be Forest (p366).
- Dust from the Faerie Queen's wing found in the Riddle Spinney of the Drippy Downs (p48).

THE IRON FALL MURDERS

It is Iron Fall, an ancient celebration of the Iron Sun of Maax, the fallen meteor said to have brought the first starfell steel to Felmog. The Stone is bustling with festival preparations, tents, and merchants. Countess Feoria sends Captain Velmar Eldrad to fetch the PCs for a secret meeting at midnight in her illustrious tent. Feoria shares that the festival will attract just about every Outrider in the Mucklands, and she expects Ulfrex the Cruel and his minions to make another attempt on her life. Work with Captain Eldrad to watch over the festival and stop the assassination. In return, Feoria will grant one of two rewards: a treasure map (**RANDOM DUNGEON**), or a personal favor from the Outriders.

- Just as Feoria sees the PCs out of the tent, a crossbow bolt narrowly misses her. The assailant is nowhere to be found.
  - Captain Eldrad and his knights are the culprits. He plans to frame Ulfrex to further Black Candle infighting while his own order, the Iron Sun, moves to rule the Outriders and eventually all of Felmog.
- There's no shortage of suspicious activity at the festival. Black hooded figures skulk about and stare at the PCs. Outriders of different orders scream at each other, slam fists on tables, and duel—a lot. Captain Eldrad didn't plan on the PCs presence and so dismisses what they have to say in the hopes that they quit.
- Two hours into the festival, one of Feoria's attendants, Boshwik, dies, clearly from poison! It's a decoy murder setup by Captain Eldrad.
  - An empty bottle with black residue floats in the cauldron of carrot stew. If the PCs can't identify it, one of Eldrad's knights "recognizes" it as a rare **KOBOLD** poison called skullwynch. Onlookers begin to mutter it must have come from a **KOBOLD** merchant named Leech.
  - Further investigation reveals a hooded black cloak abandoned near the stew, and several sets of footprints fleeing the camp, too big to be a kobold's.
  - Regardless, Eldrad insists that Leech is the culprit, dismissing all other theories or reservations out of hand, and moves to arrest and execute Leech. He promises the PCs will still get their reward if they assist in the capture.
- After Leech's arrest, Eldrad amends his promise, saying they'll get their reward, but must leave town before Iron Fall's celebration feast, and come back afterward. Though he appreciates their help, they are not of Felmog and it is inappropriate that they attend tonight.
- Three cloaked assassins (**MERCENARIES** L5-B) take positions at the dinner to assassinate Feoria with poison blow darts.
  - The first assassin moves around the curtain to shoot Feoria with a poison dart while she gives the speech of honor.
  - The second assassin waits for Feoria to retreat to her tent and shoot her as she comes in.
  - The third assassin eliminates Feoria if she tries to flee, and anyone who tries to protect her.
  - Captured assassins give up Eldrad immediately before Feoria's wrath.
- If the PCs save Feoria she declares them staunch allies of Felmog. She awards them with a treasure map *and* the favor from the Felmog Outriders. Eldrad is clapped in irons and taken by wagon to Felmog's highest court.
- **HEROIC TITLE ACHIEVEMENT:** Prevent Captain Eldrad from murdering Countess Feoria.
  - ***Ally of the Outriders*** ♔. PC gains Advantage on Charm and Inspire with Black Candle Felmog Outriders, but suffer Disadvantage with Iron Sun and Cloven Tongue.



Unassailable Co. Headquarters

Hex 19.14. Unassailable Co. is a company best known for how well it keeps secrets. That, and its unassailable mazes and dungeon complexes that guard those secrets and treasures. Their main headquarters is accessible from the Used T'Be Forest by means of an above ground office complex mounted with a massive, high-powered cannon. The inner sanctum of the headquarters is entirely underground, a highly-guarded dungeon compound rife with deadly traps. Only those with security clearance can freely bypass the gauntlet of death that protects the company's inner sanctum and their clients' treasures.

WHAT'S GOING ON

- Unassailable Co. has quickly ascended as one of the top corporations in all the Mucklands in just a few short years.
- Their Founder and Chief Strategist, Mr. Pring, is incredibly reclusive and only makes public appearances during new product unveilings.
- Unassailable has secured their future by making a secret alliance with the sarpathi. In exchange for wealth and resources, the sarpathi relentlessly attack Unassailable Co.'s business competition and sow chaos in the world. All the better to bring clients to their doors for protection.

SIGHTS AND SOUNDS

1. Three employees in suits walk stone faced out of a door and make no eye contact with the PCs.
2. A klaxon sounds and flashing red lights go off in the hallways as a group of employees run down the far corridor.
3. A huge wug with singed eyebrows and smoking skin nonchalantly asks for help to pull out the arrows and darts from his back.
4. A goblin opens a door to a room full of commandos sword training, and shuts it saying, "Oops. Wrong room."
5. Two goons drag a **MUTANT** away as it babbles incoherently.
6. You spot a roguish looking scamp in the shadows. They make eye contact and put a finger up to their lips, "Shhh..."

RUMORS

- Ood the Invulnerable might actually be more than invincible, but also immortal. It's all part of Mr. Pring's plan to capture the wug's essence for himself!
- **DWEORGS** ransacked an Unassailable Co. vault in Fleabag County, stealing a rare stone egg that may or may not be one of the last dragon eggs in Eem.
- Unassailable Co. has aligned with nefarious entities to get a leg up in the race for dungeoneering supremacy.
- The company hires "testers" to overcome their insane dungeons. The pay is great, assuming you make it to the end in one piece.
- Unassailable Co. has a secret vault filled with riches and wonders beyond anyone's wildest dreams.

MR. PRING

The unchallenged master of Unassailable Co., a mysterious first-nameless goblin with "a face that tells-no-tales," as his minions would share. Pring is a soft-spoken, gaunt tycoon with a reputation for meticulousness.

- **Traits:** Unflappable, humorless, impossible to read.
- **Motivation:** Total control of all industry in the Mucklands.



MS. EZMARELD HAGULA



An ancient kobold **WITCH** responsible for all of hex and blood magic associated with Unassailable Co.'s most expensive services. Her lab resides deep in their Underlands headquarters, where she remains most of the time, except for rare trips to Crazy Urny's testing labs, where she purchases deathtrap components.

- **Traits:** Curious, self-interested, highly impatient.
- **Motivation:** Create the perfect blend of machine and magic devices.



OOD THE INVULNERABLE

The official Unassailable Co. test subject. Ood is a wug of improved intelligence and stamina, who is by all accounts entirely indestructible. Unfortunately, Ms. Hagula has never been able to recreate the experimental hex and potion combination that blessed the wug with such gifts. Ood is a prize at Unassailable Co. and lives a life surrounded by bards, jesters, books, and the best food treasure can buy.

- **Traits:** Aloof, spoiled, bored with his strict routine.
- **Motivation:** Despite having every comfort, he'd like to get out and see the world.

QUESTS

HAZARD PAY

Ood the Invulnerable hasn't been feeling himself lately, so the company is hiring freelancers to test out a brand new dungeon. If you survive, you'll be paid 2 pouches of Gold Coins.

- The PC must complete a **RANDOM DUNGEON**.

THE RUNNERS

Mr. Pring needs a group of discreet delivery people to carry an item across the Mucklands, all the way to an Unassailable Co. agent in Anchorbottom in Scalawag Strand (p289). Under no circumstances are you to open the case!

- If the PCs open the case, they recognize the shimmering dark red crystal as an Eye of Ehk. With a successful Lore Check, the PC can tell it's a fake.
- As the PCs travel across the land, a whole host of factions attack, all having received intel that this fake Eye of Ehk is the real thing.
  - Group of **SARPATHI REAVERS** (L6-G) and a **SARPATHI HIEROPHANT** (L7-C).
  - **FELMOG KNIGHTS** (3×L5-B).
  - The Stump Witch's **MERCENARIES** (4×L4-G, 1×L4-C).
- Meanwhile, Unassailable Co. sent a group of **RIVAL DUNGEONEERS** (L5-B) to deliver the real Eye of Ehk (The Gazing Eye) to the sarpathi at the Snake Shrine in the Drippy Downs (p37). They arrive there in 6 days.

SECRET DOORS

Apparently, Crazy Urny has developed a Secret Door Locator, capable of identifying the location of any Nearby secret door. Hagula wants the device for herself and to prevent competitors from finding the multitude of Unassailable Co. secret doors. She offers a random *Magic* item for it.

- Crazy Urny was last seen within Marshgate Mansion, but he's been kidnapped by sarpathi (see quest **Convincing the King** p340). The Secret Door Locator has also been stolen.
- The Secret Door Locator doesn't work exactly as intended. It identifies secret doors, but then a random person comes out of the door, transported from who knows where.
  - Roll 1d12 and the following creatures or characters pass through the door:

1–5	Random **CREATURE**.
6–11	Random NPC.
12+	Evil clone (possibly with a goatee) of a random PC.

Wally's Waffles and Weorgs

Hex 24.9. Just off the Great Slog, Wally's Waffles & Weorgs has been serving high quality, home-pressed waffles and freshly slaughtered weorg meat since '82.

Founded by Wally Purvis Dunkwhiffle, the retired human **PIRATE**, the restaurant is an icon in brigand, rascal, and ne'er-do-well underculture. **THIEVES** convene to plan their heists, robbers split their takes, and seafaring freebooters, mostly from Scalawag Strand, traverse the Used T'be Forest in caravans to sell and barter their booty. Even with twelve waffle presses and two industrial fryers churning out tasty eats for hungry knaves, there's still a line out the door on Chimney-chunga® Night.

While it's true that Wally's is a rough-and-tumble place, the joint is known for daily performers and hosted Amateur Nights. Wally insists that it's a family restaurant; as such, a standing "rapscallion's agreement" to refrain from brandishing blades indoors limits the number of patron deaths to only two or three per week.

Wally's Menu

Copper

- Two Piece Haunch: Two big weorg thigh pieces. Mix and match with a Waffle Stack or another dish. Heal 1d4 Courage.
- Waffle Stack: Wally's crispy, fluffy waffles drenched in your choice of syrup: mungjelly, boffleberry, or drippy sap. Heal 1 Courage.
- The Leaf Lavender: A side salad. Heal 1 Courage.
- Rascal Cider: The old classic. Really hits the spot. Gain +3 Temporary Courage, but suffer -1 Nimbleness for the session.
- Wungalope Milk: A thick, orangey-white milk that goes down real smooth. Gain +1 Vitality for the session.
- Kitten Pot Pie: Pulled koogra meat, mashed taters, carrots, and weorg gravy baked into hand-sized pies (Normal Rations).

Silver

- The Wafflestomp: A noodles and sausage sandwich, lathered with wungalope butter and stomped with a waffle iron for a hot minute. Gain +1 Might for the session.
- The Dusty Nuttergoose: Tender, roasted humongoose meat nestled between two fluffy waffles, slathered generously with Dungeoneer Brand chunky peanut butter, and sprinkled with cruelty-free, carbonated, freeze-dried pixie dust. Locally sourced from the haunted forests of the Grimdingle, like Grimly Wood. Gain +1 Vitality for the session.
- The Chimney Chunga: Ground thunderhorn meat fried with bandy clam oil and baked in a chainmail tubesock to perfection. Gain immunity to the next Poison effect.
- The Slammin' Waffle Pounder: A four-pound cut of fried weorg meat served on a short stack of waffles and garnished with a pickled herring. Gain +1 Dread for the session.
- Grease Fried Tater Fingers: Measured by ettin finger standards, the GFTF is four whole potatoes fried in weorg grease and sprinkled with moonrat whiskers for texture. Gain +2 to Healing rolls for the session.
- Pitcher of Glog: Warsh it all down with a pitcher of frothing glog. Tastes like pain but does the trick. All PCs gain +3 Temporary Courage, but suffer -1 Nimbleness for the session.
- Wally's Howling Hot Challenge: Eat an entire flaming hot, chili-hexed haunch of weorg meat on a bed of forty waffles. Time limit is 1 hour, no napkins, no drinks. Generally, the entire crowd watches and roots for the challenger. 12+ Vitality Check with Disadvantage. Anything less, and you're hitting the restroom.
- **HEROIC TITLE ACHIEVEMENT:** Complete Wally's challenge without puking.
  - ***Woe of the Waffles*** ♔. The PC's name is immortalized on the wall of Wally's, earning them free Two Piece Haunches for life.

LIVE ENTERTAINMENT AT WALLY'S

Wally's is known for their live entertainment: bards, comedians, and novelty acts performing just about every night. Every second Sunday, Wally's hosts Amateur Night for brand new acts looking for exposure. With Wally's permission, Bard PCs can perform on stage. Use the Downtime rules for performing (see Core Rulebook).

RANDOM ACTS OF ENTERTAINMENT	
1	Sven the Yodeling Troll
2	Scram Diddlywink, Insult Comic
3	The Tuba Kings
4	Galagor the Pumpkin Smasher
5	Mimi Slagger, Prop Comic
6	Budders the Clown

WHAT'S GOING ON

- Wally's has been under fire lately from Subterranean Pits and Lairs officials in the town of Firedamp. They aim to shut down the tavern and claim the land for themselves; and they're trying every underhanded tactic to make that happen.

SIGHTS AND SOUNDS

1. Two burly patrons toss a belligerent goblin out through the saloon doors.
2. Wally lights a sparkling candle on a cake and sings, "Happy happy birthday! Happy happy day! Munch a haunch and eat some cake the Wally's way!" The cake explodes in everyone's faces at the table to much laughter.
3. A great musician is booed off the stage for being too "mushy."
4. A bugbear finishes the Howling Hot Challenge believing they've won, but a moment later they projectile vomit all over the place.
5. The crowd cheers wildly for a hacky prop comic who was objectively unfunny.
6. A pair of SPL workers eye the PCs from the dark corner of the room.

RUMORS

- Wally is on the verge of losing his business forever. Subterranean Pits and Lairs LLC claim they own it now that they own Firedamp, but can't prove it without the deed.
- Ulfrex the Cruel of Felmog put a price on Wally's head, claiming Wally stole a vast fortune from him and hid it on Terror Island.
- Desperate for cash, Wally has launched an Amateur Night to draw in new customers and he is offering the winner a real *Magic* item.
- Wally might not be selling real **WEORG** meat anymore...

OUTBOUND RUMORS

- A pair of children from the town of Firedamp were recently kidnapped by a hulking creature from just outside of town.
- A **FELMOG KNIGHT** with a broken leg in Firedamp needs to get a message to his superior.
- **BOGRILLIAN WAR TORTOISES** are sick and dying in Crickstop and no one knows why.
- The Bulwarks of Fort Bulwark are desperate to recruit new members, and are holding tryouts.

WALLY DUNKWHIFFLE



Owner and operator, Wally is a burly, scruff little guy and former **PIRATE**. Though standing just 4 foot 1 inch, his mirth and melancholy are gigantic. A beloved local figure, Wally is friends with everyone. Well, almost everyone. He's made more than his fair share of enemies too.

- **Traits:** Friendly, boisterous, deceptively tough.
- **Motivation:** Enjoy a long, uneventful retirement, passing on his restaurant to someone like himself.



SHUMWISE THE SHRYM

Always on the lookout for the next big money-making scheme, Shumwise is a never-ending source of questionable leads and sketchy rumors. He claims to know a guy for anything you might need, and it's probably true; except the guy he knows usually hates him for double-crossing them in the past. For Copper, he provides information or a random rumor from another location.

- **Traits:** Gossipy, fidgety, laughs nervously.
- **Motivation:** Make fast friends so he can inundate them with schemes, conspiracy theories, and rumors.

SALLY "MEATFIST" MULDOON



Sally "Meatfist" Muldoon is a tough customer, perhaps the toughest to frequent Wally's. She regularly wins arm wrestling contests, not to mention bar fights, and she's well-known for her pit-fighting career across the Mucklands.

- **Traits:** Hates braggarts, lets her fists do the talking, heart of gold.
- **Motivation:** Celebrate every victory as if it were her last.

HAPPY DUNSTON



The quintessential barfly, Happy generally only leaves his stool at the bar to hit the can. He's a generous spirit, and well-liked by just about everybody, being the only patron to ever finish Wally's Howling Hot Challenge without whistling beef.

- **Traits:** Cheerful, welcoming, competitive.
- **Motivation:** Make friends and knock back some rascal cider.



ALISTAIR JADLY

A merchant who has had a little too much to drink lately. Holed up in Wally's, Jadly lost a huge fortune when his wagon was snatched up by the biggest SKROKWING he's ever seen. He can't return home to face his wife and family after losing everything, but can't afford to keep drinking.

- **Traits:** Distraught, tipsy, smells like glog.
- **Motivation:** Find some way to rescue his lost goods or recoup his losses.

QUESTS

WEORG SLAYERS

A health inspector from Fleabag County named Sedrick Funch is coming and Wally needs a supply of freshly butchered WEORG meat fast! Go out into the wilderness, slay some WEORGS, and drag their carcasses back. The Dirtnap Dunes (p377) are full of the beasts if you're willing to brave that hellish place. Do Wally this favor, and he'll rustle up something nice for you from his personal trophy collection.

- For 1 WEORG, Wally gives a *Magnificent* item. 2 WEORGS: a *Magic* item. 3+ WEORGS: both.

THE CAST IRON STOMACH

Happy Dunston, the reigning Howling Hot Challenge champion, is in a bit of a pickle. He tells you in confidence that he struck a deal with a WITCH to give him a cast iron stomach so he could win the challenge. But now his hand has turned to iron! And his foot! "You have to help me!" he pleads.

- The WITCH Walda Hetchrankle, who lives 6 Hexes away (in any direction), aims to turn Happy Dunston into an iron GOLEM. After all, she needs help winning her lair back. An ETTIN kicked her out of her cave, and now she lives in a pitiful hovel in the same Hex. Somehow the ETTIN was immune to her hexes and curses. Walda will undo Happy's **CURSE** if the PCs can get rid of the ETTIN.

JADLY'S LOST CARGO

A merchant named Alistair Jadly desperately needs his cargo recovered from Pitchwing's roost or he's finished. The massive SKROKWING known as Pitchwing soars the skies above the Used T'Be Forest and is thought to roost on Skroknest Mountain to the north.

ARM RASSLIN'

Sally Muldoon injured her arm and can't enter the Big Arm Wrestling Tourney to win money for her sick grandmother. But she's got a great idea: she'll train one of you to enter the tournament, and if you win, you'll split the reward money.

- Sally's rival, a muscular wug Tricky Toe GANGSTER called Nob, is favored to win the contest.
- The Tricky Toe Gang is using dirty tactics, trying to sabotage the other contestants so Nob can win.
  - Using tickle powder (see Alchemy Recipes in Core Rulebook) to throw the PC off.
  - Setting a trap on their Nackadonkee tubesteak to break the PC's fingers.
  - Using a *spell scroll of Noodle Arms* right before the match.

THE SECRET STASH

Shumwise ran afoul of some loan sharks in Firedamp and needs you to find a stash he hid somewhere near the Crack. He'd do it himself, but that place is lousy with YOWLJACKS.

- It's not actually Shumwise's stash. It belongs to the loan shark Noodletooth Cheddermun in Firedamp. Shumwise is trying to use the Tricky Toe gangster's own stash to pay him back.
- If the PCs retrieve the stash conspicuously, word spreads quickly and Cheddermun comes looking for them.

PIE BEARERS

Sally Muldoon has a friend named Snarly Redmaw who's stuck in the slammer—the SPL HQ dungeon, that is. It's Snarly's birthday coming up, and Sally knows he loves Wally's kitten pot pies. Do you think you could sneak in and deliver some to her old friend?

- The pie is hiding lockpicks to help Snarly, a YOWLJACK, escape from prison in the SPL dungeons.
- If the PCs go through with it, Snarly unfortunately "escapes" into the 3rd Level of SPL HQ. Unaided, he perishes down there within a week.

Points of Interest

Boiling Lake

Hexes 22.20, 22.21, 23.21. A miserable, bubbling-hot lake, obscured by a yellow vapor rising from the water. Were it not for the precious crystals that form at the bottom of the lake, which are used as fuel for some sputter inventions, no one would dare explore it.

WHAT'S THERE

THE BUBBLING SURFACE

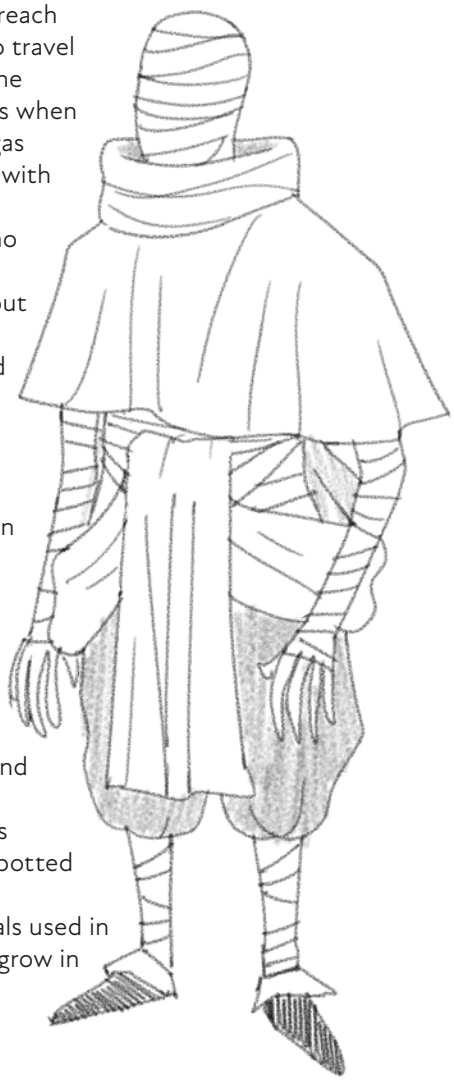
Yellow, putrid smelling gas clouds the lake, obscuring any clear view into the water. The temperature of the surface is bearable, like a hot springs.

- The gas is acrid and thick. Without a gas mask, Vitality Check every ten minutes or become **WEAKENED**.
- The bubbling water has healing properties, although it's toxic when consumed in large quantities (1d4 Dread). If added to the recipe of a Courage Potion, it heals +2 Courage.
- A Felmog **SORCERER** of the Broken Circle, concealed in bandages and dark robes, patrols the lake, ostensibly examining the area. If watched from afar, he repeatedly conjures a magic shield on himself and floats into the water, coming back up to land several minutes later.
  - Zhadazat is a **SORCERER** (L7-C) of mysterious origin. Some say he is not a man, but a construct. Those in his presence feel a menacing chill, even though he does not speak. Zhadazat believes the Boiling Lake is magical in nature, not a geologic phenomenon, and suspects a powerful **DRAGON** is afoot. One that Zhadazat could control in the name of the Gloom King.
- A **CLUNCH DRAGON** lives in the lake, the son of Urmatha at the Stump (p391). It mostly stays just below the surface, but dives deep to munch on the crystals as its main food source.

THE SCALDING DEPTHS

The crystals (called ignition crystals by shrym inventors) grow at the bottom of the lake, but an adventurer would quickly scald to death without some kind of heat protection.

- Each cluster of ignition crystals yields 1d6 crystals. They are used as a heat source in sputter technology.
- A massive fish of a yet unnamed species (as **BRAYING SABERFISH** L8-B) dwells at the bottom of the lake. It feeds on the gas spewing from the underwater vents, sucking it down like fish food.
- Buried in the silt is an Eye of Ehk (The Quaking Eye) that looks like a huge, fractured volcanic stone.
- Unknown to anyone but Zhadazat, the lake is actually superheated by an ancient **DRAGON** (L10-C), slumbering below the lake bed for centuries.
  - The only way to reach the **DRAGON** is to travel through one of the underwater vents when it's not blasting gas (Athletics Check with Disadvantage).
  - The **DRAGON**, who has forgotten its own name, was put under a spell by an ancient wizard to remain in a deep slumber. If woken up, the creature would wreak havoc upon the Mucklands.



RUMORS

- A tinker in Beezelburf makes lava proof suits, which could withstand the heat of the lake.
- A bandaged, faceless magician has been spotted near Boiling Lake.
- Rare, valuable crystals used in sputter technology grow in Boiling Lake.

Chief Chopper's Mill

Hex 17.7. One of the last Subterranean Pits and Lairs LLC lumber mills operating in the region. Chief Chopper's Mill has seen a new resurgence in activity as the company scrambles to harvest lumber for their neverending expansion into the northern reaches of Eem. But with the flatlands of the Used T'Be Forest all but completely felled, SPL has turned to the dangerous mountains of the Blunder Bluffs, and rumor has it, even the haunted forest of Grimly Wood.

WHAT'S GOING ON

- Vice Punisher Dastina Brenk is siphoning massive funds into a secret project called Operation Grimly Wood. The mill is thrumming with workers building a fleet of Shrym tree cutting machines. The model, called the SPL Tree-Feller 9000, is a massive tank armed with gigantic mechanical saws based on the design of Graag Gargoon's first mechanical saw that felled the forests, at the start of the Dungeon Era.
- Green Gallivanters are a constant nuisance, sabotaging the logging operation every chance they get. Vice Punisher Brenk has ordered an assault on the Last Tree to destroy the meddlers and test out the SPL Tree-Feller 9000.
- Regular attacks against SPL's lumberjacks from **HARPIES** and **HUMONGEESE** are slowing down production.

RUMORS

- Chief Chopper's Mill is buzzing with activity after years of dormancy. Something big is going down.
- Lumberjacks have gone missing in the Blunder Buffs, and Chief Chopper fears the worst.

NUD "CHIEF CHOPPER" BRANAGOR



An old, grizzled lumberjack who has worked for SPL since the days when swaths of green forest still covered the landscape. The last decade or so has been quiet at the lumber mill, but overseeing a new, secret project is keeping the old man quite busy lately. He answers directly to Vice Punisher Dastina Brenk, who everyone knows butts heads with Chief Execution Officer Wozinski. As it happens, Chief Chopper used to have a thing with Wozinski (who broke his heart), so he's happy for some payback.

- **Traits:** Ornery, bitter about the past, old man strength.
- **Motivation:** Cut down all the trees in Grimly Wood and knock Wozinski down a peg in the process.



TASKMASTER RHONDALIN SNORF

Architect of the new SPL Tree-Feller 9000, Snorf's job is to oversee the production of dozens and dozens of the machines to eventually unleash upon Grimly Wood. She is fastidious and often frustrated by her lack of skilled help, which is a result of the project being so hush-hush that Brenk won't supply enough workers.

- **Traits:** Bossy, true genius, exasperated with the help.
- **Motivation:** Build a fleet of machines the likes of which have never been seen.

QUESTS

THE LOST LUMBERJACKS

Chief Chopper is concerned that a team of lumberjacks hasn't been heard from in days. He suspects they must have run afoul of some horrible creatures or critters in the Blunder Bluffs. Check the logging camp up north and discover their fate.

- The logging camp is in shambles. The roof of the mess hall is smashed, and stacks of flapjacks are still on the tables.
  - Huge bird tracks, as wide as a wagon, are outside in the mud. A **HUMONGOOSE**!
- Humanoid tracks split off every which way, some clearly pursued by the **HUMONGOOSE**. Those lead back to the beast's nest.
  - The **HUMONGOOSE** (L5-C) is warming a clutch of eggs nearly ready to hatch. She buried some of the lumberjacks in the ground to feed her chicks later: they're still alive.
- The rest of the lumberjack tracks veer deeper into the woods for a mile until they disappear suddenly in the same place.
  - The lumberjacks were taken by **HARPIES** and brought to Hagra the Harpy Queen in The Blunder Bluffs (p371).

Ettin Horn

Hex 12.11. Countless **ETTINS** gather upon the craggy, windswept peak, vying for power and influence, and hashing out disputes. Most of these gatherings devolve into all-out wrestling matches, accompanied by great howls, hoots, and hollers as the ettins cheer on their strongest troop members' struggle for dominance.

RUMORS

- **ETTINS** are notorious people eaters, but one in particular ate a magician and is paying for it.
- The winner of an **ETTIN** wrestling contest gains complete control of the sounder for at least one full cycle of the moon.
- If you absolutely must venture to Ettin Horn, bring a few chickens to trade. The **ETTINS** might just decide to eat the chickens instead of you.
- Only one outsider has ever won an **ETTIN** wrestling contest at Howling Hill—the legendary gnome P. Gandy Gandermun.

YARG THE ETTIN

Living as a pariah on the northern side of Ettin Horn, all but banished for his recent food allergy. Having discovered and eaten a magician, Yarg is **CURSED** with hiccups of a spectacular sort and will do anything to cure them before they do him in.

- **Traits:** Anxious, hiccuping incessantly, speaks with a lisp.
- **Motivation:** Remove the **CURSE** without hiccuping himself into oblivion.





WURGA THE WITCH

Living in a cave with her son, Vrak, practicing the arts of witchcraft and alchemy as the de facto leader of the **ETTINS** of the Horn. Wurga is said to be well over a hundred years old, but lately she's been distracted by her stubborn son. Other ettins pester her constantly for guidance, and her patience is running low.

- **Traits:** Progressive, wise, tired of telling other ettins what to do.
- **Motivation:** To spend her remaining good years raising her son in peace, and for the others to think more for themselves and be less brutish.

QUESTS

THE ETTIN WRESTLING CONTEST

In celebration of the full moon, a sounder of **ETTINS** prepares for a wrestling contest. Their hoots and hollers carry on the night air, as does a scream: a plea for aid, clearly not an **ETTIN'S** voice.

- As a prize for the winner of the contest, the **ETTINS** kidnapped an entire troupe of bards who were on their way to Wally's Waffles and Weorgs for Amateur Night.
- A puppeteer named Wilbus is the most vocal bard, he pleads for help before being silenced.
- The wrestling contest consists of two single elimination rounds and a championship round. In Round 1, the opponent has +1 Might, and in Round 2, the opponent has +2 Might. If a PC makes it to Round 3, they face Bugga the Brick who has +3 Might.
- **HEROIC TITLE ACHIEVEMENT:** Win the contest.
  - ***King of the Sounder*** ♔. PC is king of Ettin Horn for a full month with all the advantages therein. After that, they gain Advantage on Intimidate Checks against **ETTINS**.

THE HEXED HICCUPS

An **ETTIN** called Yarg ate a magician and now has horrendous hiccups, causing chaos all over Ettin Horn. Help Yarg get rid of his hiccups before chaos reigns supreme. Wurga the **WITCH** prescribes a drink from the Boiling Lake, but Yarg doesn't want to go alone.

- Every Travel Turn spent with Yarg, roll 1d6 for what happens when he hiccups.

1	Summon a random **CREATURE**.
2	Yarg and PCs double in size.
3	Yarg and PCs shrink to half size.
4	Yarg turns into a toad.
5	A PC turns into a toad.
6	6 Yarg turns to stone.

- Once Yarg drinks the water from Boiling Lake, all of the random effects dissipate, as he regurgitates the living magician (**SORCERER** L1-C) whose first instinct is to attack everyone.

Helgroathe Mine

Hex 21.15. Once a promising coal mine, that fell on hard times. Or perhaps, tripped, face first. The Azimuth Corporation, at one time a major dungeoneering outfit in the Mucklands, suffered a multitude of disasters. Terrible accidents, cave-ins, even black powder explosions. Eventually, the worst accident in the history of the Dungeon Era trapped a thousand miners deep below the surface, where they were never heard from again.

Today, people avoid the derelict mine, considering it cursed or haunted.

RUMORS

- Helgroathe mine is haunted. If you listen close, you can hear the clink of pickaxes, despite the mine being abandoned for years.
- Helgroathe mine is likely to collapse completely.
- An old boggart lives outside of Helgroathe Mine claiming Lord Orfong the Defiler, founder of Subterranean Pits and Lairs LLC, is responsible for the sabotage of the mine.

OLD NOGGIN

A shabby, long-bearded goblin hermit. Old Noggin has a case of amnesia and can't seem to remember his own name after an accident in the mine. One thing he does remember is that he's no fan of Lord Orfong and Subterranean Pits and Lairs LLC.

- **Traits:** Kooky, forgetful, nothing if not persistent.
- **Motivation:** Exact his revenge on Lord Orfong.



QUESTS

THE NAMELESS HERMIT, PART 1

Not far from the mine, a shabby goblin clings to the past and lives like a hermit. Folks call the goblin Old Noggin, because he can't remember his own name (a knock to the noggin from a cave-in made sure of that). One thing Old Noggin does remember is that Lord Orfong—founder of Subterranean Pits and Lairs LLC—is responsible for the ruin of the mine, though Old Noggin doesn't have proof. Accompany Old Noggin into the mine to look for clues that prove that Lord Orfong and Subterranean Pits and Lairs LLC is responsible.

- When the PCs travel some time in the mine, they find a lone **SKELETON** (L4-G) picking away.
  - The **SKELETON** does not respond to commands, unless from a fellow skeleton.
  - The **SKELETON** attacks if its work is impeded. When it attacks, a group of **SKELETONS** (L4-G) emerge from the walls, presumably buried miners.
- The mine is also haunted by the **GHOST** (L3-B) of Harga, a dead miner Harga who roams the back of the mine. She seems very concerned that "the man in black is here."
  - Harga is referring to Lord Orfong who she saw come to the mine before it was destroyed.
- A **TOMMYKNACKER** (L5-B) called Agrivein insists that they aren't responsible for the cave-in, though he wishes he were. That would have been fun. Agrivein wears a fine set of cufflinks inscribed with the name T. Orfong that he found in the rubble.

THE NAMELESS HERMIT, PART 2

Old Noggin accompanies the PCs to investigate the cufflinks at SPL HQ, and prove definitively that Lord Orfong was there at the scene of the crime.

- The proof is in Lord Orfong's locked office at SPL HQ (p352).
  - Orfong's office looks like it hasn't been used in a while. Snooping through the file cabinets reveals that Lord Orfong's first name is Tim. Tim Orfong, Founder and Head of Sales. There are old notes detailing Orfong's desire to bring down the Azimuth Corporation and destroy Helgroathe Mine.
  - There's also mention of Azimuth CEO Lumply Pendergoose. Old Noggin instantly remembers: "That's me! I'm Lumply Pendergoose!"
- When Lumply remembers his past, a figure in grand armor walks in the office and sighs, removing his helmet to reveal a sweaty, nerdy-looking boggart in his early twenties, who says: "Oh boy, are my dogs barkin'!" before panicking at the sight of the PCs.
  - He introduces himself as Elmo, a lowly employee, paid by SPL Chief Execution Officer, Madam Wozinski to pretend to be Orfong and keep people from knowing Orfong is dead, "You know, to keep up appearances and whatnot."
  - No one outside of this room can know, and Elmo offers, as Orfong, to reach a settlement with the Azimuth Corporation. Everyone will have to sign a non-disclosure agreement.
  - Elmo glibly offers Lumply a thousand pouches of Gold Coins and he readily accepts. As thanks, he hands over the rights to Helgroathe Mine to the PCs, encouraging them to build a dungeon or base of their very own.

The Last Tree

Hex 15.13. The Last Tree is the last ancient wurlwood tree of the old forest that once proliferated before the Dungeon Era. Despite many attempts to cut it down, the Last Tree has somehow remained. Some say the tree is magical, while others surmise the wurlwood has petrified and become hard as stone. But anyone with a heart must appreciate the sheer resilience of this magnificent, massive tree that stands like a beacon of hope in a blasted land.

These days, the Last Tree has become a sort of gathering hub for the Green Gallivanters. Several tents, lawn chairs, and an oven are set up near the tree, where the activists plan and discuss the future of their efforts to replant the forest. It is a wholesome, friendly vibe at the Last Tree, often full of song and cheer.

RUMORS

- A hub of Green Gallivanters have gathered around the Last Tree.
- The Last Tree is dying, and the Green Gallivanters are desperate for a way to save it.
- The Green Gallivanters don't just let anyone into their ranks. New recruits must prove their bravery and compassion.
- Vice Punisher Dastina Brenk of Subterranean Pits and Lais LLC is devising a way to fell the Last Tree once and for all.

C. CONSTANCE CANDERBANDY

Leader of the Green Gallivanters, affectionately known as the Clockwork-Bane of the Used T'Be Forest. She earned her reputation as the gnome that unmade the Under King Graag Gargoon's legendary mega-saw that felled much of the forest. Constance is short even for a gnome, but as most folk know, gnome height is no measure of their mettle.

- **Traits:** Inspirational, unfailingly optimistic, casually talks about harrowing adventures.
- **Motivation:** Inspire the folk of the realm to care for the environment.





J. SPANKY NABBERNUTTY

Perhaps the most famous Green Gallivanter. Nabbernutty is irrepressibly kind and upbeat, and often approaches travelers on the roads hoping to convert them to the Gallivanter cause and giving them seeds to plant. If he has one weakness it's that he always assumes the best in people, even fiends.

- **Traits:** Disarmingly kind, deeply passionate, incredibly gullible.
- **Motivation:** Preserve the Last Tree and find a way to replant the forest.

SGT. MAJOR WINK WHISTLEBEE

Companion of J. Spanky Nabbernutty, **FAERIE** guardian of the Last Tree, and former Sergeant Major of the Rainbow Brigade in Dingledell. As a Green Gallivanter, Wink's job is to train new recruits by sending them on dangerous missions to prepare them for the cause.

- **Traits:** Slow to trust, gruff voice, tough love enthusiast.
- **Motivation:** Train enough Green Gallivanters to save the remaining forests and wetlands of the Mucklands.



QUESTS

JOIN THE GALLIVANTERS

Wink Whistlebee is looking for Green Gallivanters, but not just any adventurer will do. It's hard work that requires dedication and courage. The world isn't going to save itself, after all! If you're looking to make a difference, you'll need to prove yourself by completing Wink's three trials.

- **Mission 1, The Great Dwerf Migration:** Swaths of wurlwood seedlings, recently planted by fellow Gallivanters, are under siege by a giant herd of **DWERFS** migrating from the Drippy Downs into the Used T'Be Forest. Hundreds of the little buggers are devouring the seedlings and need to be rerouted to a more sustainable vegetarian food source. They are harmless in small numbers but are an ecological disaster when they gather together.
- **Mission 2, Drilling for Bandy Clam Oil:** **BANDY CLAMS**, if you don't know, are very oily. So much so that Krog & Sons Inc. has started drilling for **BANDY CLAM** oil north of Boiling Lake, threatening one of their largest habitats. To make matters worse, they've displaced several families of **THUNDERHORNS** by the installation of Krog's heavy equipment. Do what you can to sabotage the drilling machines before anyone else gets hurt.
- **Mission 3: Investigating The Mill:** Chief Chopper's Mill has been very busy lately. Not only are they felling more trees in the Blunder Bluffs, their facility is locked down tight by high security. Something fishy is going on. Go investigate and get your hands on hard evidence like SPL reports, plans or ledgers.
- **HEROIC TITLE ACHIEVEMENT:** Complete all of Sgt. Major Wink's missions.
  - ***Green Gallivanter First Class*** ♔. Green Gallivanters provide the PC aid on missions in line with the Gallivanter cause.

SAVE THE LAST TREE, PART 1

The Last Tree is dying from a mysterious illness, and the Green Gallivanters aren't sure what to do. J. Spanky Nabbernutty wants you to fetch some nutrient-rich water from the Boiling Lake (p362). He believes it will keep the tree alive and buy the Green Gallivanters time to find a true cure.

- When the tree is given water, it staves off the Last Tree's sickness for a month's time.

SAVE THE LAST TREE, PART 2

Ironically, the powerful magician known as the Stump Witch (p391) might be the only person who can help save the Last Tree, but she despises the Green Gallivanters, so someone else will need to ask for her help. Persuade her to part with a **DRYAD** heart, the magic properties of which could save the Last Tree.

- Alternatively, there is a rumor that a **DRYAD** has become ill in the Riddle Spinney in Drippy Downs (p49), and its heart might be of use. But the Gallivanters would never suggest such a grisly deed.

SAVE THE LAST TREE, PART 3

Delve into the rotted hole of the Last Tree, find the source of the rot, and use the **DRYAD** heart to cure it.

- Level 1: A **RANDOM MAZE** of roots.
  - Maze Hazard result of 2: Tarry, oil slick, **MUCKMEN**-like (L5-B) creatures, or evil, corrupted **SHRUBLINGS** (L3-B).
- Level 2: A corrupted **SHRUBLING** (L7-C), the embodiment of the death and corruption of the land, dwells within.
  - Only once the **SHRUBLING** is defeated, can the PCs use the **DRYAD** heart to heal the withered and corrupted roots of the Last Tree. The black rot dries to dust, and new roots immediately begin to take shape.
- **HEROIC TITLE ACHIEVEMENT:** Cleanse the Last Tree of its blight.
  - ***Protector of the Last Tree*** ♔. PC is immune to disease and blight.

DEFEND THE LAST TREE

Vice Punisher Dastina Brenk of SPL has ordered the Last Tree to be cut down once for all. Gallivanter scouts report that a huge machine, outfitted with a massive mechanical saw, is rumbling across the land and will arrive at any moment. Stop it from felling the Last Tree!

- A team of 4 shrym and goblin **RIVAL DUNGEONEERS** (L5-B) operate the SPL Tree-Feller 9000. This is its first test mission, and proof of concept for an entire fleet of them being built at Chief Chopper's Mill.
- The vehicle is incredibly sturdy, but there are a few control and fuel panels to sabotage. However, mechanical claws and razor appendages (as **CREEPERS**, Attack:+2, Dread:1d10) emerge from the side of the vehicle to deal with saboteurs.

Ruins of Ryloch

Hex 17.10. The ancient Fisher-City of Ryloch stood on a lake some two thousand years before the present day. Back then the Used T'Be Forest was a lush wood, braided with rivers and waterways that encouraged trade from far and wide, Lake Ryloch was the largest in Eem. No one knows for sure how Ryloch went dry. Some doubt there even was a lake there at all. But the gnomes say a terrible **OGRE** of the old world, Oomek, swallowed the lakes and seas.

Today, Ryloch's mighty foundation blocks look far more like cairn stones. Passersby rarely reflect upon the wonders that may have once stood in the now dusty, prickly-patched landscape, nor do they notice the sheen of fossilized clam shells speckling the rolling dunes of sand and sticker-grass.

UNIQUE CREATURE

GRIMJAW

A **WEORG** (L7-C) named Grimjaw roams the south of the Ruins of Ryloch, terrorizing travelers and settlers alike. He is a fiend of the highest order, killing any creature he comes across. The Bulwarks will pay 3 pouches of Gold Coins for Grimjaw's head.

WHAT'S THERE

THE CAIRN GARDEN

At the center of the Stone Maze is the Cairn Garden, where old stones are piled in seemingly deliberate circles and mounds, but for what purpose no one remembers. In the middle of the Cairn Garden is a huge triumphal arch and green mosaic floor; beneath the arch is an entrance to a **RANDOM DUNGEON**.

THE STONE MAZE

Sunken, ruined stones and pillars of the ancient city Ryloch have created miles of labyrinthine pathways that wind back and forth on each other. The crumbled architecture is still impressive to behold. Some say there are treasures to be found within, but the area is rife with man-eating **BANDY CLAMS** and **CAIRN STINGERS**. The Stone Maze leads to a smaller central area called the Cairn Garden.

- The Stone Maze is a **RANDOM MAZE**. A Maze Hazard roll of 3 results in a group of **BANDY CLAMS** (L2-B).

RUMORS

- The Ruins of Ryloch are home to **CAIRN STINGERS** and **BANDY CLAMS**, and **GHOSTS**. Beware!
- A great army was once marshaled at the Ruins of Ryloch to march north and battle the Gloom King of old.
- A dungeoneer is searching the ruins for his brother.
- Felmog Outriders have set up camp near the Ruins of Ryloch to find lost *Relics*.

CAPTAIN NEMIC

A Felmog Outrider officer on a secretive mission. Nemic is a tall man with eyes like a predatory bird. He works with another Outrider called Jericor to search for an Eye of Ehk in the Ruins of Ryloch.

- **Traits:** Untrusting, battle weary, can sniff out a liar.
- **Motivation:** Find one of the Sarpathi Eyes of Ehk before the sarpathi do.





GED HUMBURG

A young Krog & Sons dungeoneer looking for his lost brother, who worked for rival company Subterranean Pits and Lairs LLC. Ged implored SPL to conduct an investigation but they refused because of his Krog & Sons affiliation. Ged thinks the company is hiding something.

- **Traits:** Dutiful, holding out hope, way out of his depth.
- **Motivation:** Find his lost brother.

ELZABA THE GHOST

A stoic, albeit confused ancient **WARRIOR** now a **GHOST**. Elzaba doesn't recall exactly who they are or remember much of their origins. However, they must be old, because their armor, weapons, and adornments are clearly from another time.

- **Traits:** Aloof, forgetful, itching for a purpose.
- **Motivation:** Discover her origins and finally rest.



QUESTS

THE QUEST OF THE BLACK KNIGHT

A Felmog quest knight named Captain Nemic is searching for a lost treasure in the Ruins of Ryloch, and he must find it before the sarpathi do. The Outriders will compensate you if you help search the ruins or find an Outrider named Jericor who was supposed to arrive weeks ago.

- Nemic is searching for an Eye of Ehk, but won't tell anyone as much unless they prove their worth.
- **SARPATHI REAVERS** (L3-G) scour the Cairn Garden, along with a **SARGOG** (L3-C) called Iros. If defeated, they flee to the sarpathi temple in the Used T'Be Forest (see **The Sarpathi Temple** adventure module).
- Unfortunately for both sides, there is no Eye of Ehk in the ruins. Frustrated, Nemic returns to the Stone.

THE ARMY OF THE GREEN FISH

A perfectly preserved banner with a green fish leans against an old well in the Stone Maze. When you approach, a listless **GHOST** in soldier's armor appears.

- The **GHOST**, Elzaba, has no illuminating answers to the PC's questions. But she is eager for a purpose. She feels as if she should be going somewhere.
- Lore Check: This is a banner of the Grand Army of the Emerald Fish who set forth to fight the Gloom King hundreds of years ago. Some say the army perished horribly and were cursed.
- If a PC holds the banner, they find that Elzaba follows them, along with a whole army of **GHOSTS**. If the banner is brought to the ghostly soldiers of Whisperdale Meadow in the Drippy Downs, it will remind them of their origin (see quest **Soldiers of the Green Fish** p369).

SURE TO BE CLAM FOOD, PART 1

A Krog & Sons dungeoneer named Ged Humburg wandered into a field of **BANDY CLAMS** in the Stone Maze and can't find his way out again. One wrong move and he's a goner! Help him navigate the field and he'll show you something weird.

- In his search for his lost brother Raymund, Ged found an old mine entrance right here in the ruins of Ryloch. He accompanies the PCs inside.

SURE TO BE CLAM FOOD, PART 2

Marked by a ring of stones, an old mine entrance leads to an underground chamber. Much of the mine collapsed, except for three rooms.

- **Room 1**: A dusty, sooty room host to a huge cache of coal in crates marked with the *SPL* logo.
- **Room 2:** A soot-covered iron door locked with a huge, iron padlock. Inside are a miner's quarters, with a troll skeleton slumped over a huge desk, beside a humble bed and bookshelf.
  - One book remains intact: *SPL Operations Manual*.
  - A *Magnificent* sword [slash] hangs above a fireplace.
  - Under the mattress is a Loot Pile (+0).
- **Room 3:** A stairway goes down into a small underground lake with a boat floating in the center about twenty yards into the water. A skeleton sits in the boat, a sarpathi arrow in its back.
- In the skeleton's pockets are a big iron key (unlocks Room 2), and a sealed envelope. The letter inside reads as follows:
  - *URGENT: The snakes are stealing coal. Don't know why. Asked management for help. No response. Send help. R. Humburg*
  - Ged Humburg bursts into tears. R. Humburg, or Raymund, was Ged's missing brother.
- When the boat is disturbed, a **BANDY CLAM** (L4-B) emerges from the water and attacks.

The Sporg Factory

Hex 30.12. Sporg Inc. was a company famed for its miracle food additive called Sporg, and its catchy slogan: "Sporg. It's for food!" The recipe was so secret that few outsiders even knew where the factory was located. Then, all of a sudden, Sporg production ceased completely, which caused quite a stir in Fleabag County when folks couldn't get their jars of tasty, delicious, beloved Sporg! The factory has been shut down and in disrepair for years now, but many people remember Sporg fondly and wish it would return.

RUMORS

- Strange disappearances have been reported near the old Sporg Factory.
- Krog & Sons Inc. is looking to buy the Sporg brand and restart manufacturing.

DOCTOR MAUD



A curious goblin alchemist in rubber boots and a raincoat, Doctor Maud is camped outside of the Sporg Factory on a mission to discover what happened to the company and learn its secret recipe. She is secretly working for Krog & Sons Inc., for which she's slightly ashamed, but Maud needs the money for her real research, studying spores with Ella Skrunch at the Moldy Cave (p388).

- **Traits:** Deadpan, a little frightened, talks herself in analytical circles.
- **Motivation:** Find the secret to the addictive nature of Sporg.

QUESTS

THE SECRET OF SPORG

Doctor Maud is trying to discover the secret of Sporg's deliciously addictive qualities, but she needs more sporg paste to test. She thinks there are more sporg jars deep in the factory, but it's dangerous and filled with **FUNGHOULS**.

- Doctor Maud is actually working for Krog, who wants to make all food in Krogland addictive by stealing the Sporg secret.
- Deep inside the Sporg Factory, there is a horde of hostile **MUSHRUMS** (20xL2-G) and **FUNGHOULS**. Led by a **MUSHRUM** overlord called Zodar'mala'dokus (L3-C), they sabotaged the Sporg factory and shut it down.
  - Zodar'mala'dokus imprisoned the creators of Sporg, the boggle twins Botch and Batch Burgoonie, in family-sized Sporg jars.
- Zodar'mala'dokus plans on destroying every last jar of Sporg in the world. It turns out Sporg is made from sentient **MUSHRUMS** and **FUNGHOULS** and they are not happy about it.
- If Botch and Batch are freed, they reward the PCs with the Sporg secret recipe. They want nothing to do with it anymore. Doctor Maud offers an Old Hoard (+0) in exchange for the recipe.



Zones

The Blunder Bluffs

Surrounding Skroknest Mountain, the Blunder Bluffs are so named because of the many hard to navigate cliffs and paths that wind through the mountain range. Any blunder is cause for death.

MODIFIERS

- -2 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

THE BLUNDER BLUFFS	
1	Harpies
2	Bugbears
3	Wriggling Snarps
4	Scraggles
5	Humongoose
6	Hippopotamoose

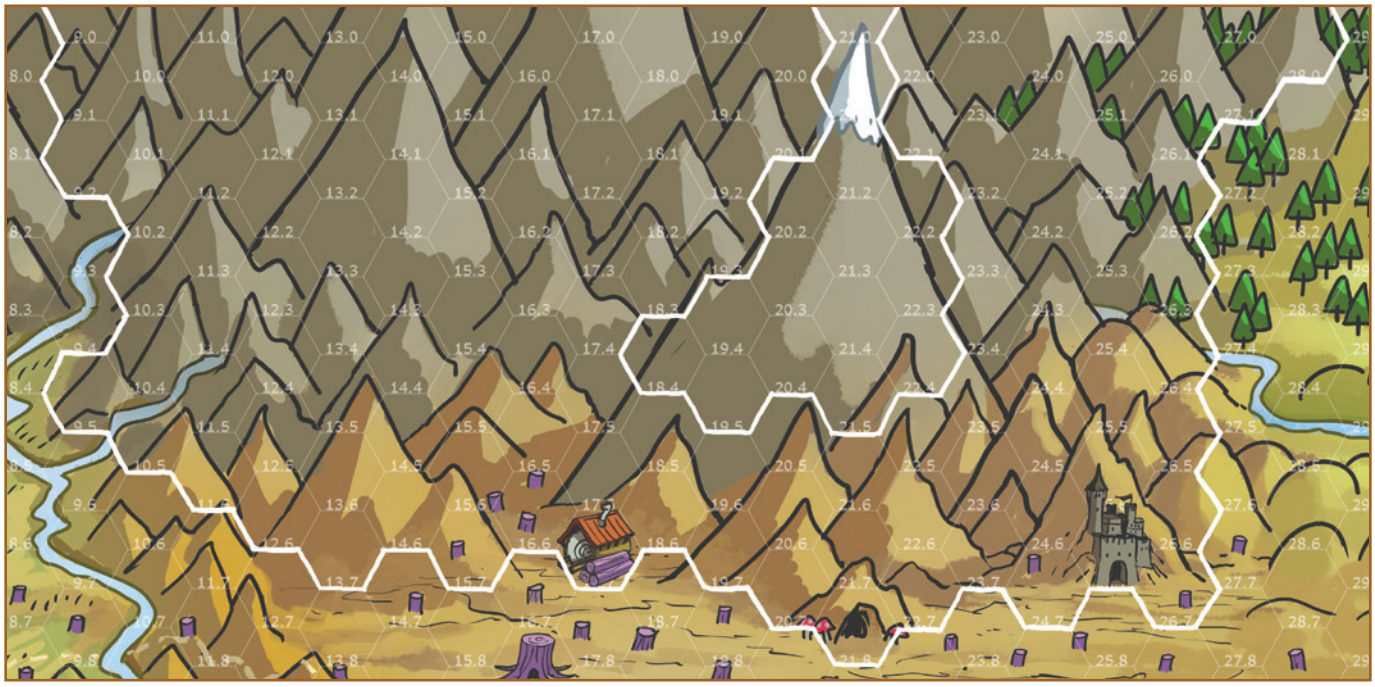
WHAT'S THERE

THE BLUFFS

The extremely steep cliffs make traversing the mountains difficult. There are often no clear paths besides climbing the sheer rock walls. Taking ground vehicles and mounts (besides the Knight-Errant's) is practically impossible, and climbing gear is a necessity. It is believed that many of the mountain roads were cut away specifically to confuse trespassers and protect an old fortress built by a forgotten empire.

BOULDER BLUFF VILLAGE (HEX 18.4)

Home to a hardy group of bugbears, this tiny village has fallen on hard times after constant conflict with **HARPIES**. The bugbears here are especially burly and gruff, but hospitable to strangers despite rare contact with them. Theirs is a tradition of hunters. Young members of the village must pass a hunting trial when they come of age to become full-fledged adults.



THE HARPY NESTS (HEX 17.4)

A series of horrible **HARPY** nests spread out across the bluffs, high above in dead, twisted trees. They make their nests out of bones and twisted metal.

- The smell is repugnant, like boiled rat skin and **ETTIN** vomit—both common reagents in **HARPY** concoctions to summon the spirits of the dead.
- Effigies made of bones and twigs hang from the trees, and hex runes are scrawled on stones surrounding the area.
  - Trespassers must make a Mettle Check:

1–2	PC suffers Disadvantage to all Checks for the rest of the session and 1d6 Dread.
3–5	PC suffers Disadvantage to all Checks for the rest of the day and 1d6 Dread.
6–8	PC suffers -1 Attack against **HARPIES** for the day.
9–11	PC is unaffected.
12+	PC is unaffected by **HARPY** magic for the session.

- 1d12 nests: each home to 1d4 **HARPIES**, cackling, counting curses, and bickering.
- In the highest tree, Hagra the Harpy Queen (L8-C) holds her court in a nest made of rusty swords. An ancient, knobby matriarch, Hagra often entertains herself by kidnapping bards and forcing them to play music, perform plays, and juggle dangerous objects before devouring them.

RUMORS

- The Blunder Bluffs are rife with **HARPIES**, chief among them Hagra the Harpy Queen who leads coordinated raids on mountain villages.
- A lost fortress in the mountains is said to guard a secret treasure.
- Felmog Outriders have been seen mapping the mountain roads, perhaps in an attempt to find the lost fortress.
- A coven of **HARPIES** is ensorceling mountaineers, cursing the hapless explorers to do their bidding for the rest of their lives.

MAGGRAM MOLLER

Leader of Boulder Bluff Village, Maggram is fed up with the **HARPIES** constantly harassing her people. In their most recent attack, they kidnapped several villagers. Maggram is intent on stopping them once and for all.

- **Traits:** Fed up, foolhardy, not the greatest warrior.
- **Motivation:** Defeat the **HARPIES** or at least drive them from the Blunder Bluffs.





SAMANTHIA THE EXPLORER

A lost goblin explorer, Samanthia is a rugged adventurer on the road for decades. She carries rolls of paper and jars of ink to catalog her journeys that have taken her all over the realm.

- **Traits:** Obsessive, haggard, has a story for everything.
- **Motivation:** Find the portal door of Fortress Rau so that she can revisit all the places she's traveled.

THE BLACK BANNERET

A **FELMOG KNIGHT** (L6-C) known for the large Iron Sun banner affixed to her back. She specializes in searching for lost things others believe don't exist. Her latest search is for the Fortress of Rau, and the fabled door within that can take anyone across the world in the blink of an eye.

- **Traits:** Unrelenting, openly spiritual, willing to throw down.
- **Motivation:** Find the portal door of Fortress Rau so that the Iron Sun can use it in their campaigns.



FANGOL

A **GIANT INKPOT SPIDER** dwelling in the mountains, Fangol hid long ago to get some well needed sleep. However, local **HARPIES** are making that impossible with all the racket and carrying on that they do.

- **Traits:** Sleepy, irritable, so very hungry.
- **Motivation:** Peace and quiet.



QUESTS

THE HARPY MENACE

The bugbear village of Boulder Bluff is fed up with the **HARPIES'** constant raids. But they have no one left to defend their homes; they've all been injured, killed or captured. Go to the mountain **HARPY** nest of Hagra the Harpy Queen and deal with them once and for all.

THE ROAD TO RAU

Along the road, a seemingly lost goblin explorer named Samanthia is willing to share a secret if you help her. If you agree, she shares the location of a hidden path marked by glyphs that lead to a hollowed out mountain, wherein lies the Fortress of Rau. But the glyphs are only visible at night.

- The Fortress of Rau is a **RANDOM DUNGEON**. Once completed, a treasure room opens with an Ancient Hoard (+0) inside.
  - Samanthia is looking for a magic door and its key. There is an unlocked door, but no key to be found.
  - The Black Banneret is also searching for the Fortress of Rau, and believes its power belongs to the Iron Sun.
- Samanthia explains the door is a gateway, which transports you to anywhere in the Mucklands, but she isn't sure how it works.
- Entering the door transports the party to one of the following locations. Roll 1d12 for the result, followed by a Perilous Encounter for that region.

1–2	Ruins of Ryloch in the Used T'Be Forest
3–4	Quortlen in River Country
5–6	Terror Island in Scalawag Strand (location of the Key of Rau)
7–8	Darkshroom Tower in the Quagmash
9–10	Spiderfoot Pass in Fleabag County
11–12+	The Serpent Shrine in the Drippy Downs

- After traveling, Samanthia realizes that the key must let the traveler determine the location. Perhaps the key is at one of the locations the door travels to?

THE WEB THAT CATCHES THE FLIES

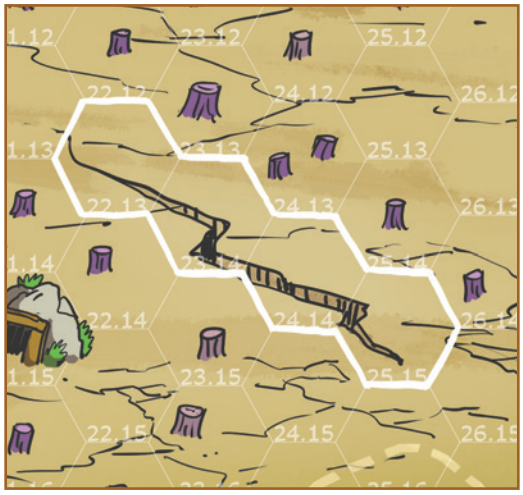
Fangol the **GIANT INKPOT SPIDER** requires some assistance. Every day he can hear the mad cackling of nearby **HARPIES** reverberating through the mountains, and he can't get any sleep. Lure them into his web so he can eat them!

- Fangol offers this task if the PCs bumble into his lair and attempt to Parley out of being eaten.



The Crack

The result of a massive earthquake coupled with a mining disaster. The Crack spans over twenty miles like a scar on the land, leading all the way to the Underlands, which of course, is full of ferocious creatures. But what makes the Crack especially dangerous is the constant competition for resources between **RIVAL DUNGEONEERS**, **YOWLJACKS**, **DWEORGS**, and **BANDITS**.



MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

THE CRACK	
1	Yowljacks
2	Rival Dungeoneers
3	Dweorgs
4	Bandits
5	Slagmunchers
6	Mushrums

RUMORS

- The vicious Redtooth Yowljacks have a hideout somewhere at the bottom of the Crack.
- Gyr'Gar the Beast Snatcher is illegally capturing beasts around the Crack.
- A hideous witch with chicken feet and a pink tutu dwells in the Crack.
- Anyone who dares trespass onto the Chicken-Foot Witch's land is liable to be turned into a toad or cockroach.
- The Lost Garden of the Mushrum King is said to be located deep in the tunnels below the Crack. They say it's filled with mushrooms, toadstools, plants, and herbs precious to alchemy.

YIP

A **YOWLJACK** Redtooth cast out from his clan by Ash-Ash the Ribsplitter. Yip is small and thin and hardly looks like an intimidating warrior, though he maintains that he is formidable.

- **Traits:** Yippy, fibber, laughs nervously.
- **Motivation:** Flee from the Redtooths with a secret stolen artifact.





ASH-ASH THE RIBSPITTER

A mighty, bulky **YOWLJACK** and leader of the Redtooths. Ash-Ash has a vendetta against Yip for stealing a precious bit of loot.

- **Traits:** Harsh, volatile, respects strength.
- **Motivation:** Find Yip and make them pay!

GYR'GAR THE BEAST SNATCHER



A deadly hunter known for pursuing the most dangerous predators, Gyr'Gar is a heavy, broad **DWEORG** with a hook hand, adorned in furs and animal hides. He broke the heart of a troll witch named Catarina in Dunk (p24), so now he wears a *Magic* pendant that blocks her scrying attempts.

- **Traits:** Restless for thrills, grim, very grunty.
- **Motivation:** Find prey that's really worth hunting.



TYKO'MORGA'MEGALOMUNGUS

Referred to as Tyko by the denizens of the Crack, the **MUSHRUM** explorer followed a series of rumors to find the Lost Garden of the bygone Mushroom King. Though not common knowledge, Tyko is actually a distant relative of Mushrum King Muko'morga'megalomungus.

- **Traits:** Curious mind, melancholy, dignified as if royalty.
- **Motivation:** Find a rare mushroom called The Willow, believed to have only ever grown in the long lost garden of the Mushroom King.

QUESTS

THE HUNTER'S GAME

Gyr'Gar, the hook-handed beast master has grown bored hunting beasts for profit. The thrill of the hunt is no longer thrilling. Fortunately enough, adventurers have come to the Crack. Gyr'Gar welcomes you to a feast and to rest easy in safety in return for some stories.

- At dawn, Gyr'Gar the **DWEORG** (L6-C) wakes the PCs, flanked by a dozen heavily armed dweorgs (L1-B) with three chained **KOOGRAS** (L3-B).
- Gyr'Gar gives the PCs a one hour head start before hunting them.

WILD GOOS CHASE

A lonely caged goo in Gyr'Gar's possession quietly pleads for you to not only free them, but help their brethren who fled the Crack after being pursued by a team of Gyr'Gar's **DWEORGS**.

- The goos have managed to flee to Krogland where they were captured by the sadistic goblin cook Villy Hargar who plans to use them in a new recipe.
- The **DWEORGS** are still in hot pursuit and have no qualms getting violent.

THE LOST GARDEN OF THE MUSHRUM KING

The **MUSHRUM** explorer Tyko is in search of a very rare, magical mushroom known only as The Willow. Mushrum legend tells that a lost paradise built by the fabled Mushrum King, Myko'morga'megalomungus, resides in the depths of the Crack, untouched for centuries. However, the garden was buried and forgotten during whatever cataclysm that caused the Crack. Help Tyko find the Lost Garden and you too can reap the rewards of that magical place.

- Tyko is searching for The Willow to harvest its spores and use it to destroy the Darkshroom Tower, a dangerous and mysterious place in the Quagmash.

THE HOWLING RED PAWS

Yip has been cast out of the clan by their leader Ash-Ash the Ribsplitter for cowardice, and is fleeing for their life. Yip requests aid, specifically to find a place safe from the Redtooths.

- Yip hasn't shared the whole truth. He stole a strange black-bladed dagger from the Redtooth clan's recent raid against a group of **SARPATHI REAVERS**.
- Simultaneously the sarpathi are after the black blade, a dagger they call Shadow's Fang, used in their rituals to the god Ehk.



THE LOST GARDEN (DUNGEON)

AREA 1: THE DESOLATE CAVES

A dusty, sandy maze-like network of little explored caves within the Crack.

- This is a **RANDOM MAZE**. A Maze Hazard roll of 3 results in encountering either:
  - Five **YOWLJACKS** (4×L3-G, 1×L4-B), expelled from the Redtooth clan for bad behavior (even amongst Redtooths), roam the caves.
  - Seven **MUSHRUM** cultists (6×L-G4, 1×L6-C) from Darkshroom Tower located in Quagmash are looking for the entrance into the Lost Garden to capture its rare resources for themselves. They'll secretly follow PCs or ambush them depending on the situation.

AREA 2: THE GREEN FALLS

The maze of caves opens up into a huge chasm, ringed with thick bushy moss. Vines weave through the moss sturdy enough to climb down into the chasm.

- The climb down the Green Falls is dangerous and requires a Nimbleness or Athletics Check to avoid falling.
- The green moss is rife with a horde of **CURDLE SNAILS** (L3-B) feeding off the nutrients.
- A **YOWLJACK** skeleton hangs from a snarl of vines connected to a slumbering **BOGSNAP** (L5-B).
- The bottom of the chasm looks like a well, deep and full of albino, eyeless **BARBECUDAS** that have grown accustomed to the dark.

AREA 3: THE WILLOW WELL

Running from the pool of water are long, tendrils of spongy mycelium like giant roots. Surrounding the still pool are muddy, fungal patches that shudder when approached. At the far end of the pool stands a large gate chipped from crystals with ominous pillars standing sentry.

- Countless **FUNGHOULS** blanket the ground, blocking the only passage out of the area.
- Two **CHROMADYTES** (L6-B), disguised as pillars, defend the gate to the Lost Garden.

AREA 4: THE LOST GARDEN

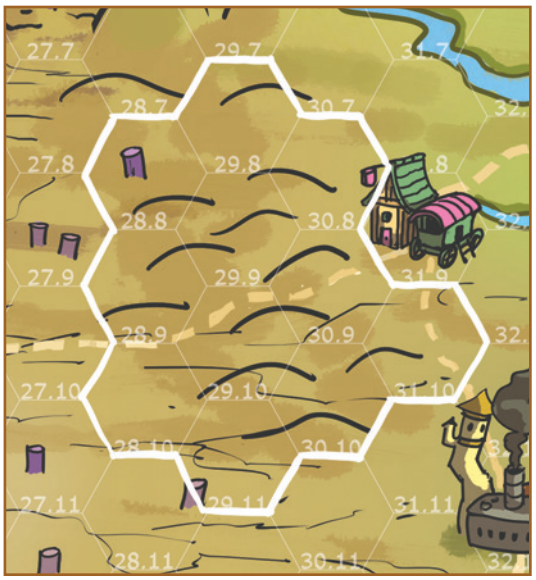
An astoundingly lush and colorful jungle of mushrooms and flora grown over white stone and crystal ruins. A path of blue and yellow toadstools lead to a multi-limbed mushroom tree with snowy white caps that hangs over an obscured statue of the Mushrum King, Myko'morga'megalomungus. Tyko proclaims their search is at an end!

- The Willow, the massive white mushroom tree, is magical, capable of curing diseases, removing **CURSES**, and severing Darkshroom power.
- Darkshroom **CULTISTS** who have followed the party spring into action, attempting to destroy The Willow and its spores.
- Once the **CULTISTS** are dealt with, Tyko reveals that he is a direct descendant of Myko'morga'megalomungus and that he must put an end to the Darkshroom. He asks the PC's to accompany him on his journey to Darkshroom Tower in Quagmash (p176). Then, help him destroy the evil by severing the hive-mind with a branch from The Willow, greatly weakening the cult.
- **HEROIC TITLE ACHIEVEMENT:** Destroy Darkshroom Tower with Tyko.
  - ***Lightbringer*** ♔. Gain Advantage on Parley with **MUSHRUMS**, and inflict +2 Dread against evil fungal Adversaries.



Dirtnap Dunes

A barren, sandy swath of land known for its rolling dusty dunes, teeming with wild flocks of **ZOZO BIRDS** and the **WEORGS** that prey upon them. There are no towns or population centers in the Dirtnap Dunes, however there is a single **ZOZO BIRD** ranch, managed by a shrym named Darley. The name Dirtnap refers to the shifting quicksand pits that make traveling over the dunes treacherous. An uncareful traveler is liable to sink and be buried alive. The **ZOZO BIRDS** thrive in the dunes because of their light step and wide, springy feet that keep them from sinking.



MODIFIERS

- -2 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

DIRTNAP DUNES	
1	Weorgs
2	Werewolf
3	Zozo Birds
4	Krowls
5	Warbling Trapnoodles
6	Moonrats

RUMORS

- A pack of **WEORGS**, led by Ulgos the Blackmane, patrols the Dirtnap Dunes.
- Quicksand has killed more people in the dunes than any beast.
- **ZOZO BIRD** rustlers are harassing Darley's Dune Ranch and stealing her birds.



DARLEY

A shrym who runs Darley's Dune Ranch. Darley lives a hard life chasing off rustlers and weorgs. She spends her days feeding and grooming her glorious zozo birds, which is tricky work, as the birds can be ornery.

- **Traits:** Covered in feathers, wiry, it's always somethin'.
- **Motivation:** Keep her birds safe from predators of the wasteland.

QUESTS

DARLEY'S DUNE RANCH

ZOZO BIRDS have been disappearing. At first, Darley thought it was **WEORGS**, on account of that nasty Ulgos the Blackmane (L10-C). But it turns out bird rustlers have stolen Darley's prized stock. Last Darley saw, the bird rustlers rode away south of the dunes.

- The rustlers are Soot Finger **THIEVES** (L5-G) who answer to the corrupt Paladin Mong at Fort Bulwark (p343) and Lady Shareen in Crickstop (p232).
- The gang is stealing the birds to outrun wagons on their increasingly frequent caravan heists.

The Great Slog

A long road that spans the length of the Used T'Be Forest and the Drippy Downs all the way to Grimdingle. The Great Slog is just one part of the Middle-Route Run, an old trade road that once connected all the Middle-Kingdoms in Eem many, many years ago. Mostly used now by corporate caravans transporting goods in and out of Used T'Be Forest, the Great Slog is not well maintained and is rife with **BANDITS**, **THIEVES**, and **GANGSTERS**. The Bogril Bulwarks do their best to protect it, but their numbers are much too few.



MODIFIERS

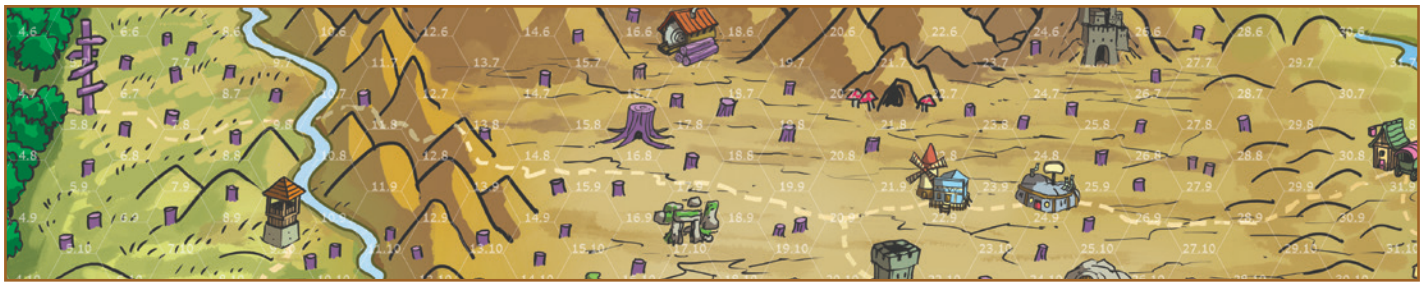
- +1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

THE GREAT SLOG	
1	Bandits
2	Thieves
3	Gangsters
4	Warriors (Bulwarks)
5	Felmog Knights
6	Skrokwing

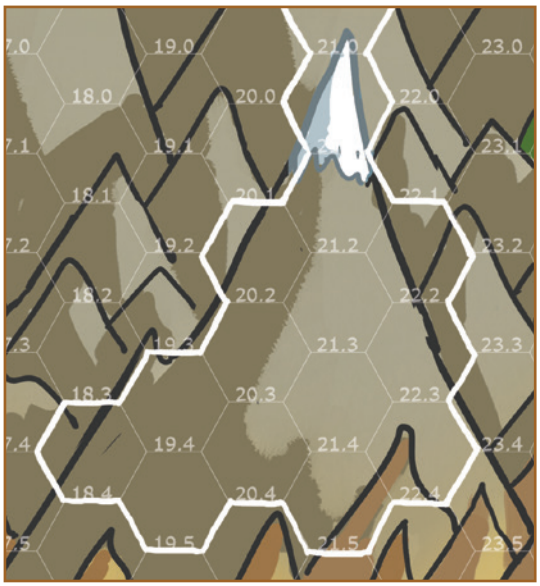
RUMORS

- The **SKROKWING** known as Pitchwing, terror of the The Great Slog, lives at the very top of Skroknest Mountain.
- Wally's Waffles and Weorgs might be going out of business soon. SPL wants to demolish the restaurant and build a mine.
- The Bogril Bulwarks are losing their influence and soon the road will be overrun with **BANDITS**.
- Chief Chopper's Mill has been suspiciously busy lately.
- The road into Grimly Wood is barricaded due to a thick, unnatural fog.



Skroknest Mountain

The tallest peak in the Mucklands, and home to all manner of deadly critters, not least of all are **SKROKWINGS**, the deadliest birds of prey in Eem. However, **SKROKWINGS**, being exceedingly large, tend not to occupy the same territories as one another, so at most there will only be a few on Skroknest Mountain at one time. But numerous nests riddle the ascent up the mountain, most of them now inhabited by other nasty things like **HARPIES**, **INKPOT SPIDERS**, and even **TERRORSAURS**.



MODIFIERS

- -3 Travel Checks
- +3 Wandering Intruder Chance

WANDERING INTRUDERS

SKROKNEST MOUNTAIN	
1	Skrokwing
2	Terrorsaur
3	Humongoose
4	Warsps
5	Inkpot Spiders
6	Harpies

RUMORS

- The **SKROKWING** known as Pitchwing, terror of the The Great Slog, lives at the very top of Skroknest Mountain.
- A vicious **TERRORSAUR** lives within the mountain.
- A tribe of bugbears actually hunts on the mountain despite the immense dangers.

PULGRUB

A strapping, young bugbear initiate from Boulder Bluff village. Pulgrub is on a quest to complete the trials associated with becoming a true hunter of his village.

- **Traits:** Brash, rarin' to go, wet behind the ears.
- **Motivation:** Complete the Hunter's Trial and become a full fledged hunter.



QUESTS

THE LONELY HUNTER

Pulgrub the bugbear has embarked alone on his trial to become a full-fledged hunter of Boulder Bluff village, but he has his work cut out for him. He is charged to slay the **TERRORSAUR** called Firebeak, who has slain many in his village over the years. It is fortuitous that you have arrived, and must be an omen from the gods! Help Pulgrub do the job and you can claim half of Firebeak's hoard.

- Firebeak (**TERRORSAUR** L6-C) hunts the mountains, killing and feeding more than even Pitchwing. She stalks her prey until they are out in the open and swoops down to strike.
- The critter roosts atop a rocky spire and recently laid an egg, indistinguishable from a huge rock.
- If successful, Pulgrub brings the PCs back to Boulder Bluff village to recuperate, celebrate, and divide the Ancient Hoard.

Sounder Hills

The Sounder Hills are not a place to be traveled lightly. Mostly barren or speckled with scrub brush and scattered debris, the hills are home to roving, vicious **ETTINS**. It is not uncommon for local folk to go missing there.

MODIFIERS

- -2 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

SOUNDER HILLS	
1	Ettins
2	Warsps
3	Ramgores
4	Thunderhorns
5	Crag Lizards
6	Gwarglebeast

RUMORS

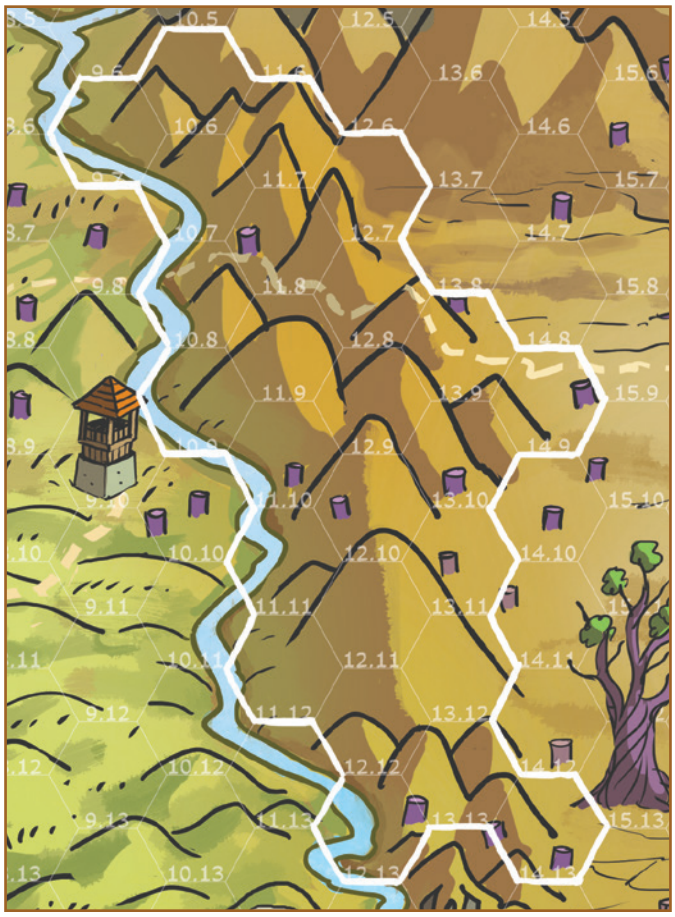
- **ETTINS** are raiding local villages, and kidnapping folk to cook and eat them.
- There is gold in the Sounder Hills, specifically, an ogre's buried golden tooth that's worth 3 pouches of Gold Coins.
- A **GWARGLEBEAST** terrorizes the hillsides, and even the **ETTINS** steer clear.
- There's a talking chicken roaming aimlessly in the Sounder Hills.

WHAT'S THERE

DOOMNOZZLE

Located within a huge cavern, Doomnozzle gets its namesake from an active magma geyser that looks like a giant, bubbling hot sore on the earth. Stalactites of hardened magma hang from the high ceiling above the hole due to the geyser's periodic eruption events. Getting caught in the cavern during an eruption is almost certain death, as the magma explodes and ricochets off the ceiling, knocking old stalactites loose in a rain of lava and rocks. There's a 1-in-12 chance that an eruption happens. Reroll with a +1 whenever there's a commotion.

Deep in the back of the cave is a massive, steaming, rocky hole: a miles and miles long tunnel that leads directly down into the Underlands, to the farthest reaches of the Abyss, practically impassible for explorers due to the volcanic activity. Creatures and critters such as **VOLCANOIDS** and **SLAGMUNCHERS** emerge from Doomnozzle from time to time. But worst of all, is the



dreaded **GWARGLEBEAST**, a rare behemoth capable of mass destruction. Many years ago, the Bulwark Paladin Garymanderer slew a gwarglebeast who made its way out, but now a new gwarglebeast has surfaced, rampaging the Sounder Hills every few days, eating **ETTINS** and **BANDITS**.

- If left unchecked, the **GWARGLEBEAST** (L10-C) expands its territory and hunts across the region, further and further.
- Traveling into the tunnel to traverse the Underlands is folly. Due to its presence near the active volcanic activity, the tunnel is superheated.

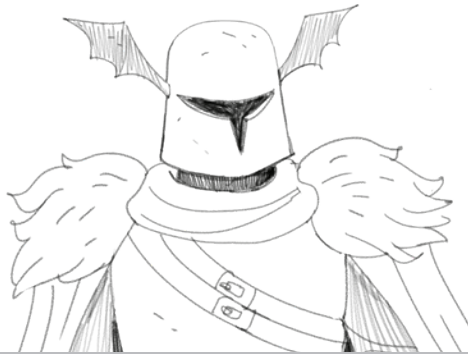
THE ETTIN ROADS

These well-worn paths are carved into the mountain by the lumbering footfalls of **ETTINS**, and they make traveling the treacherous Sounder Hills much faster. PCs can travel north to south (and vice versa) along the range, covering 2 Hexes per Turn instead of 1; however, crossing an **ETTIN** is much more likely, so Travel Checks suffer Disadvantage. Add an **ETTIN** to any Dangerous or Perilous encounter.

KADE THE BOUNTY HUNTER

Arguably the most famous **BOUNTY HUNTER** in the Land of Eem. Kade Kadderan is a formidable fighter and gifted detective who is in the Sounder Hills for a special mission (Kade is normally located in Bogtown p76).

- **Traits:** Relentless, canny, hates bullies.
- **Motivation:** Rescue the villagers kidnapped by Snarbok, and collect on the reward.





SNARBOK THE WAILER

Leader of a band of dangerous people-eater **ETTINS**. Snarbok the Wailer, so called for his tremendous voice, terrorizes small folk for sport, all the better to thrill himself and his group with petty entertainments.

- **Traits:** Bully, ferocious, wicked sense of humor.
- **Motivation:** See villagers driven before him and hear their pitiful lamentations.

GABE THE CHICKEN

Once a boggart **BANDIT** by the same name, Gabe tried to rob the wrong ettin, a witch called Wurga at Ettin Horn. Now Gabe wanders around aimlessly, living a life as a hapless chicken. It takes great focus to muster a coherent thought these days.

- **Traits:** Frustrated, scatterbrained, can't stop clucking.
- **Motivation:** Turn back into a boggart.



QUESTS

EVEN THE BEST NEED A HAND

A local village hired the famous Kade the Bounty Hunter to rescue their loved ones from a sounder of **ETTINS** in the hills. Kade is an exceptional fighter, but ettins are big, and in the Sounder Hills there are a lot of them. He needs help. Kade will split the bounty, leaving you 2 pouches of Silver Coins, should you help him rescue the villagers.

- Five **ETTINS** (L7-B) led by Snarbok the Wailer (L8-C) sit around a campfire arguing about who gets to eat what, as frightened helpless villagers dangle in a cage over a boiling pot.

THE TALKING CHICKEN

A lost, talking chicken named Gabe clucks at you like he's trying to speak.

- If anyone speaks chicken, he's asking for a big favor, otherwise he'll follow the PCs indefinitely. Turns out Gabe was a **BANDIT** turned into a chicken by the **WITCH** Wurga at Ettin Horn (p364), but just wants to get back to the Old Place in the Drippy Downs (p34).
- Wurga **CURSED** Gabe because he tried to steal one of her son Vrak's favorite toys, a man-sized doll made from an antique suit of armor (recently discarded after a messy barbecue). Gabe secretly still wants to steal the armor.
- Wurga will reverse the **CURSE** if the PCs help Vrak with those unruly **ETTINS**, "who eat folks willy-nilly."
- Additionally, Gabe shares that at the Old Place, there's a **KOBOLD** named Gerrick Hexkey that might be able to change him back into a boggart but he'll need some **WITCHWEED** first.

Trollridge

A stretch of mountains filled with ancient, abandoned cities and tombs. In the distant past, the **TROLLS** of southern Eem dwelled in this range, long before the town of Dunk ever was. Today, not many of them still live here; instead all manner of creatures and critters root in the ruins, like **CRAG LIZARDS**, **HARPIES**, and **BLYNX**.

The countless toll bridges make travel less difficult, although you may find one of those bridges is still occupied by a **TROLL**.



MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

TROLLRIDGE	
1	Skeletons
2	Sarpathi Reavers
3	Trolls
4	Harpies
5	Crag Lizards
6	Blynx

RUMORS

- A **VAMPIRE** lives in Castle Klengwyr, lording over the surrounding villages and hamlets.
- **SKELETONS** wander the mountain passes at night.
- There are Treasure Hoards to be found in the old troll tombs.
- A group of rowdy **TROLL** youths meet in the mountains to plan their anti-authoritarian activities.
- A dweorg named Akk left Yrr'ghgrg a while ack to explore the old troll tombs
- An invisible beast called Slinker prowls Trollridge. No hunter has ever come close to killing it.

ELYA THE TROLL

A bridge **TROLL** with a fondness for the Toll Tellers in the Drippy Downs. Elya hasn't had much business passing through lately, but she's been witness to lots of strange sights, like skeletons. She's a bit lonely and looking for folks to talk to.

- **Traits:** Avid reader, gobsmacked by recent events, chatty.
- **Motivation:** Earn enough tolls to get a promotion to a bridge with more activity.





AKK THE DELVER

An old **DWEORG** tomb robber currently making a living by delving into ancient troll tombs. Unsavory as he is, the tombs are so old that Akk considers them fair game to loot and explore.

- **Traits:** Impolite, bit of a know-it-all, master of the "farmer's blow."
- **Motivation:** Find a lost fragment of the Toll Teller Codex, a valuable artifact that the Trolls of Dunk in the Drippy Downs would love to get their hands on.

QUESTS

SKELETONS IN THE NIGHT

Elya the **TROLL** has seen many strange things from under her bridge these past few weeks. First, there are **SKELETONS** patrolling the mountain pass in the dead of night. Where do they come from? Where are they going?

- The **SKELETONS** search the mountains in three groups (L5-G), for victims to bring back to Castle Klengwyr. If they notice the PCs they attack and attempt to capture them.
- Following them stealthily leads the PCs on a circuitous journey throughout the night hours. Roll 1d6 to determine what the **SKELETONS** do:

1–2	They return to Castle Klengwyr.
3–4	They kidnap a traveling villager.
5–6	They attack a small village.

TROLL RADICALS

Second, a group of rowdy **TROLLS** comes to the mountains for clandestine meetings. Find out what they're planning because it likely spells trouble for the Toll Tellers of Dunk.

- The **TROLLS** call themselves the Troll Radicals, and are planning to blow up the Drippy Drop Bridge, in what they call an act of resistance against the authoritarian mayor and his Toll Teller cronies.
- They keep a cache of explosives in the cave where they meet each week.
- A **TROLL** named Wraithwait leads the Radicals. He thinks he's got it all figured out, but he and his followers haven't yet considered all the logistics or repercussions of their plan.

TOMB RAIDERS

An old **DWEORG** named Akk is looking to make his fortune by delving into the troll tombs. But with the recent undead activity, not to mention all the **CRAG LIZARDS** and **HARPIES**, he could use an adventuring party to join him. Help Akk delve into the tomb to find a valuable tome purported to be a lost fragment of the Toll Teller Codex.

- The tombs are a **RANDOM DUNGEON**. Replace random Adversaries with awakened *undead* trolls (as **SKELETONS** L4-C).
- The Codex Fragment is filled with lost rules and regulations of the Toll Tellers, including a passage that suggests the Codex be rewritten every 100 years! This discovery could have massive implications for the town of Dunk.

SLINKER

Akk the **DWEORG** says to beware of Slinker, a wily **BLYNX** who skulks Trollridge. No hunter has ever laid eyes on Slinker for more than a few seconds, and fewer have lived to tell the tale. The Big Fame Hunters would surely respect and reward anyone who took down Slinker.

- Slinker (**BLYNX** L7-C) only hunts at night, and is planning to pick off the Troll Radical members.





Lairs

Castle Klengwyr

Hex 13.15. At the peak of the Trollridge mountain range, Castle Klengwyr looms over the land like a dark cloud. Home to a mysterious king called Klengwyr, it is said that centuries ago a Hamarung warlord built the castle to hold dominion over the southern Mucklands. Now, Klengwyr's influence spreads ever outward among the outlying tiny towns and villages.

WHAT'S GOING ON

- The threat of the sarpathi has made people needy for a leader, someone to guide them during these uncertain times. Klengwyr the **VAMPIRE** seized the opportunity to become such a figurehead, and swayed the malleable folks, extending his dominion further than ever before.
- The people look to Klengwyr for protection from the sarpathi kidnappings, but Klengwyr is just using this as an opportunity to kidnap folk to sate his thirst.
- Klengwyr surrounds himself with a cult-like following of **TROLLS**, **DWEORGS**, and humans.

RUMORS

- King Klengwyr is the most benevolent ruler of Trollridge, and he alone will guide folk to salvation and safety from the sarpathi menace.
- King Klengwyr wears a stylish black fez that he never removes.
- There are strange sound in the castle at night, but the King insists there is nothing to worry about.
- Locals warn that **SARPATHI REAVERS** are kidnapping villagers around Trollridge but there have been few actual sightings.

KING KLENGWYR

A **VAMPIRE** (L6-C) lord beloved by the surrounding villagers on either side of his mountain for his hospitality and patronage. He appears to be an open book, and will aid those in need. But Klengwyr hides a vile secret. He is using the people's trust to kidnap villagers and feed upon them while blaming it on the sarpathi.

- **Traits:** Hospitable, overly gregarious, creepy gleam in his eye.
- **Motivation:** Feed in secrecy and spread his influence among the local villagers.





GHARN THE TROLL

A **TROLL** (L5-B) of few words fiercely loyal to Klengwyr. He protects the castle, the folk, and serves his vampire master in everything. Gharn, however, is not all that he seems, but is actually Klengwyr's familiar. With an enslaved mind, Gharn helps his master kidnap locals to feed his master's thirst.

- **Traits:** Spacey, curt, menacing stare.
- **Motivation:** Serve Klengwyr as a mind-controlled familiar.

THE GHOST

For years, locals have said Klengwyr Castle is haunted. Indeed, it is home to a vampire, but the real haunting is in the ancient dungeon, where a ghost wails at night, angered from being awakened. The **GHOST**, whose name it cannot recall, was sleeping peacefully until, "A pointy-toothed ninny woke up the phantasms and me along with them!" They haunt the halls, complaining.

- **Traits:** Aristocratic, perpetually bothered, smells like death.
- **Motivation:** Would like nothing more than to get back to their eternal sleep.





HANKLE GROBBERDEE

A human groundskeeper who has worked at the castle for the last few months. He doesn't have a bad thing to say about the vampire, but he has noticed some pretty strange things lately that give him the willies.

- **Traits:** Hard worker, just minding his own business, a little creeped out.
- **Motivation:** Good work is hard to find and he'll work hard for good work.

QUESTS

SNAKES IN THE CANYON

Klengwyr explains how the sarpathi menace has caused so much trouble for his people. He provides protection for the nearby mountain villages, but the sarpathi are relentless. Klengwyr suggests embarking on a scouting mission south of the castle. There is a narrow, remote canyon where the sarpathi have been spotted. Help root out the sarpathi in the area and Klengwyr will pay 1 pouch of Ancient Coins.

- Sheer, rocky cliffs make the canyon nearly impossible to climb, meaning PCs must venture south through the canyon floor.
- A group of hooded **BANDITS** (presumably sarpathi) attack with arrows from the high cliffs. They are Klengwyr's **SKELETON** (L5-G) servants in disguise. If they defeat the PCs, they bind them with rope, and at midnight, take them to the Castle Klengwyr Dungeon.

WHAT THE GROUNDSKEEPER SAW

Hankle Grobberdee approaches you with his concerns about recent events. He thinks there might be a **GHOST** below the castle, and he swears he saw Gharn, and two other gaunt looking men, drag several unconscious peasants into the castle at midnight. But when he brings either event up to Klengwyr, he utterly dismisses it.

- Gharn and the two **SKELETON** *minions* were bringing Klengwyr victims to feed upon.
- If the PCs investigate these happenings, and then try to speak to Hankle again, he's nowhere to be found. Everyone at the castle will say he took some days off to return to his home of Griefwood.
  - In fact, Hankle has been killed by Klengwyr for witnessing too much. Hankle's family hasn't seen him since the last time he left.

LAYOUT

AREA 1: THE CASTLE GATES

Two burly guards, a **TROLL** (L3-B) and **DWEORG** (L2-B), stand before a black portcullis (closed during the day, open at night).

- The guards are gruff but grant audience with Klengwyr during evening hours. He is much too busy during the day.
- Several human and boggart peasants happily load supplies onto carts, and cordially bow to the PCs. They have nothing but wonderful things to say about King Klengwyr.

AREA 2: THE COURTYARD

Beautiful, well-kept castle grounds juxtaposed with stark, severe black castle architecture. Attendants cut wood, do laundry, and go about daily castle life.

- Hankle Grobberdee, the groundskeeper, nods to the PCs as he cleans up a huge, grisly bloodstain on the cobblestones.
  - Hank isn't sure what caused the stain, probably butchering pigs for supper.
- Many of the attendants are smiling but their eyes seem vacant.
- **GUARDS** stand watch in the shadows, keeping out of the way of the hustle and bustle. Sneaking past the **GUARDS** can get the PCs access into Area 5.

AREA 3: THE THRONE ROOM

A grand chamber decorated with antique suits of armor and old tapestries depicting the castle's history. At the chamber's center sits a stone throne, the oldest artifact in the castle, believed to have been where the original Hamarung warlord sat to rule over Trollridge.

- Klengwyr rarely leaves the throne room and is attended to by human servants.
- There is a tapestry missing from the eastern wall, between two others. The first depicts the castle being defended from a torch light army in the dead of night. The second depicts Klengwyr addressing a crowd of folk from all over the region.
- An obviously locked door at the far left of the chamber leads to Area 4: The Dungeon.
- An open door at the far right leads to Area 5: The Keep.

AREA 4: THE DUNGEON

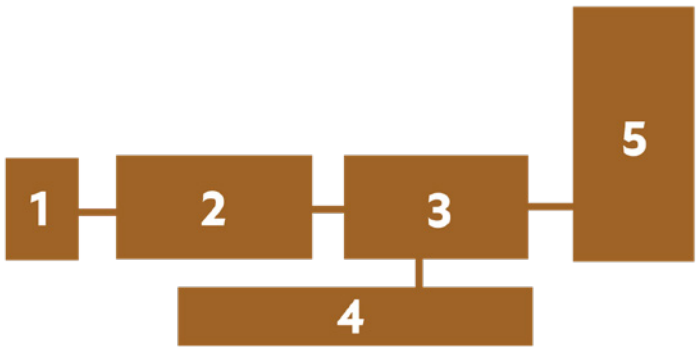
Winding stone steps lead into a completely dark, dank dungeon. Chains clink in the darkness, and a horrible wail pierces the air.

- A restless, irritable **GHOST** (L7-B) who is angry for being awakened from eternal rest, floats through the corridors.
- The **GHOST** wants nothing more than to be put back to rest, but that requires the spell that awoke it to be undone. Luckily, the ghost knows it was Klengwyr who cast the spell to raise **SKELETON** *minions*.
  - Klengwyr wears a *Magic* fez called the *Black Fez*, which grants him necromantic powers to raise the dead as his servants.
- The Dungeon has a second wing locked behind a thick door. Anyone who lives in or around the castle believes that the wing contains dangerous criminals and **SARPATHI REAVERS**. In reality, the wing contains Klengwyr's kidnapped victims throughout the area.
- At night, Klengwyr's horde of **SKELETON** (L5-G) *minions* guard the Dungeon's hallways.

AREA 5: THE KEEP

A dark tower with spiraling stairs leading up to several chambers, mostly living quarters. All of the windows are boarded shut, and there is no torchlight.

- The Keep's chambers are where King Klengwyr and his most trusted servants reside when not in the Throne Room.
- At the top of the Keep is King Klengwyr's royal chamber, locked and guarded by a human servant standing in darkness.
- There is no bed inside the chamber. In fact, there isn't much of anything but a grand, ornate rug and what looks like a stone iron maiden adorned with a ghoulish face. This is Klengwyr's coffin-like place of rest, where he sleeps for most of the daylight hours.
  - There is a Mythic Hoard (+1) hidden in a hatch beneath the rug.
- The other five chambers in the keep are rather nondescript quarters with beds and personal belongings, but each contains a Loot Pile (+2).



Knucklebone Barrow

Hex 16.16. The primary hideout of the Knucklebone Bandits inside an old tomb. The tomb, an old **TROLL** barrow mound, is adorned with troll iconography that's been defaced with scrawls of irreverent sayings and grisly streaks of blood.

WHAT'S GOING ON

- Unknown to most, even among themselves, their leader, Knucklebone Joe, is a sickly, pale **WEREWOLF**. He uses his subordinate commanders to achieve what he cannot after being **CURSED** with a horrible blight that sapped him of his vigor.
- The Knucklebones have been gaining more power and notoriety in the region, and no one has the time or resources to stop them.
- Boss Shryke at Castle Gannish (p52) split off from Knucklebone Joe and now runs his splinter group of Knucklebones. Joe wants him dead, and all of their loot confiscated.

RUMORS

- The Knucklebone Bandits are searching for a cure for the curse that afflicted their boss Knucklebone Joe.
- The Knucklebone Bandits hide in an old tomb near the western mountains.

KNUCKLEBONE JOE

The mastermind of the Knucklebone Bandits, he's only seen in shadow and darkness. A ruthless tactician and manipulator, Joe has an unquenchable thirst for power only tempered by the curse that robbed him of his **WEREWOLF** vitality and virility, leaving him skinny and weakend. Knucklebone Joe was **CURSED** by the Stump Witch for attempting to kill her in cold blood many years ago. The Knucklebone name comes from the fact that he's missing the fingers on his left hand from the second knuckles down—bitten off by the **WITCH'S** pet, Mogo.

- **Traits:** Manipulative, rageful, guttural voice.
- **Motivation:** Spread his influence across the region, and find a way to lift his curse.



LAIR LAYOUT

AREA 1: THE TOMB ENTRANCE

The mouth of this tomb is nestled behind a winding stone trail, hidden from the main path.

- Two **BANDITS** (L3-B) riding **WEORGS** (L6-G) patrol the area, keeping watch on the rocky ledges above the trail and tomb entrance.
- Several **WEORGS** (L6-G) are stabled just inside the entrance, acting as a second line of defense.
  - The weorgs consider themselves equals with the bandits, loyal vassals of Knucklebone Joe. Some foolish bandits treat them like pets. They'll get theirs.

AREA 2: THE BARROW BARRACKS

Torches illuminate old stone walls depicting a procession of trolls walking over the Great World Bridge. A deathly cold hangs in the air, pierced by the hearty, depraved laughter of **BANDITS**. The largest central room of the tomb has been converted to a barracks and dining room, complete with filthy wooden tables and rows of empty stone sarcophagi along the walls, converted into beds.

- There is a horde of **BANDITS** (L2-G, 3×L5-B, 1×L5-C) here, unless on a raid (1-in-6 chance), in which case there are only 1d6 (L2-G).
- A hallway at the far end leads to Area 3 and Area 4.

AREA 3: THE HOARD ROOM

Once the treasure hoard of a troll king, now a storeroom for bandit spoils.

- Crates of stolen food line the room, enough to feed two-dozen mouths for months.
- A cache of *Mundane* weapons, many of them in disrepair, and an Old Hoard (+0).

AREA 4: THE WEREWOLF'S DEN

Completely dark except for a pair of glowing red eyes. A rank, musty stench wafts from the cold room, which once housed the bones of an ancient troll king.

- Knucklebone Joe (**WEREWOLF** L8-C) is frail from the **CURSE** placed upon him, but spry enough for a single fight.
  - Due to his weakened state, he has half Courage, +2 Attack and +1 Defense.
  - Knucklebone Joe is not his true name, of course. It is Olfarak the Render, but that was in another life.
- He spends much of his time reading in the dark, searching through occult texts for a cure that will undo the **CURSE**. A simple cursebreaker potion won't do the trick.

The Moldy Cave

Hex 21.8. A largely unexplored tunnel network north of Firedamp. Many of the strange occurrences around Firedamp and nearby villages are blamed on the Moldy Cave and its vile inhabitants.

Two decades ago, a group of miners working for the now-defunct Azimuth Corporation discovered the Moldy Cave on a routine survey mission. Only one miner lived to tell the tale, and the horrors he described have been told and told again in taverns ever since. Over the years, many brave and foolhardy folks ventured into the cave on a dare or desire to destroy whatever lurks in its depths, but none succeeded. They mostly end up dead, or if they're smart, running home with their tails between their legs.

In recent years, the things that dwell in the Moldy Cave have become more brazen, venturing out into Firedamp and nearby villages at night, causing havoc and mischief.

RUMORS

- Presumably a myth, the Mung Lord is often evoked as a kind of boogie mung to youngins in the Used T'Be forest. As the story goes, the Mung Lord is a titanic slime creature that devours everything in sight.
- Children have been kidnapped recently by a hulking creature, wider than two well-built men, that supposedly dwells in the Moldy Cave.
- The cave is lined with deadly mold spores that can kill a person within days or leave a lasting affliction called the Mold Sickness.
- Aggressive **MUSHRUMS** live in the cave and attack passing travelers.
- Jericor the Felmog Outrider broke his leg exploring the Moldy Cave and narrowly escaped with his life.

ELLA SKRUNCH

A shrym botanist studying a strange green mold associated uniquely with the Moldy Cave. Ella has followed tales of the mold's medicinal properties and hopes to use the substance to synthesize medicine.

- **Traits:** Altruistic, greenthumb, frazzled by visitors.
- **Motivation:** Find a cure for a local shrubling community afflicted with a rare disease.





TUC'TUC

A **MUSHRUM** living within the Moldy Cave. Tuc'tuc developed an alchemical recipe to resist the mold sickness, but Tuc'tuc's colony has become more aggressive under the rule of Mung Lord, and they believe something must be done.

- **Traits:** Forthright, logical, fascinated by humor.
- **Motivation:** Rid the Moldy Cave of the Mung Lord.

ZORB

A **BLEMMY** who kidnapped two children to end his loneliness. Quick to anger and child-like, Zorb is dangerous but is ultimately just seeking friendship.

- **Traits:** Blubbering, awkward, smells like cheese.
- **Motivation:** Find true love from his own kind or at least make a friend.



QUESTS

THE MOLDY SURVEYOR

Ella Skrunch can't get far into the cave without encountering **FUNGHOULS** and hostile **MUSHRUMS**. She believes the mold, which is harmful to folk, might actually have medicinal properties for other creatures and wants to use it to help a community of nearby shrublings ill with root-stoop. Use her hazmat suit and get a mold sample from deep within the cave. In exchange for a good sample, she'll pay 2 pouches of Copper Coins.

LAIR LAYOUT

AREA 1: THE MOLDY ENTRANCE

A haze of green spores obscures the entrance, emanating from furry mold covering the rocks.

- Whenever anyone without a hazmat suit enters a new area of the Moldy Cave, Vitality Check or they become **WEAKENED**.
- Mushrooms cover the ground. They appear harmless, but when approached reveal themselves as attacking **FUNGHOULS**.
- Beyond the **FUNGHOULS** lies a dead weorg, skewered with spears and covered in mold.

AREA 2: THE CENTRAL CAVERN

A huge cavernous chamber, littered with large, mold-covered rocks. The air is warm and oppressive with fungal spores.

- Four **MUSHRUMS** (L3-G) hide behind the rocks, waiting to ambush the PCs.
  - The **MUSHRUMS** of the Moldy Cave cower under the oppression of the Mung Lord that dwells here. They do its bidding and worship it as a god, despite being deathly afraid. They attempt to capture the PCs and bring them to the Mung Lord as tribute, but run away if the battle goes poorly.
- A dark, silent tunnel leads to Area 3.
- A blubbery groaning echoes from a tunnel to Area 4.
- A dark hole near the ceiling of the cavern leads to Area 5. It looks like one could reach it by climbing the rocky wall, but it is covered in mold (Disadvantage).

AREA 3: THE MUSHRUM TUNNELS

A small eastern tunnel winds in circuitous fashion as child-like whispers echo from within.

- Eventually, the PCs find themselves surrounded by a small colony of **MUSHRUMS**. They, too, want to bring the PCs to the Mung Lord as tribute.
- Before things get violent, one called Tuc'tuc addresses the PCs. They admit they know nothing about kidnapped children, but suspect the **BLEMMY** is behind it. They are aware of the mold sickness, in fact, Tuc'tuc collects the green mold and uses it to make a tea that helps **MUSHRUMS** prevent sickness.
- Against the wishes of their people, Tuc'tuc is open to Parley. If the PCs defeat the Mung Lord, Tuc'tuc leads them to the source of the green mold, and the **BLEMMY** in Area 5.

AREA 4: THE MUNG LORD'S HOLLOW

Thick green slime plasters every inch of the cave walls, and a rhythmic gurgling echoes within. Surprisingly, there is no mold here.

- The **MUNG LORD** (L3-C) is the size of a small house. Fat with tribute, and drunk with power, the Lord has no need to leave the hollow since the **MUSHRUMS** bring it food everyday.
  - Anyone **ENGULFED** by the **MUNG LORD** becomes **POISONED**, because within its oozy body is a **CURSED** ring. *Blightfinger:* Make a Vitality Check every day to resist being **POISONED**. On a 6+ melee Hit, the target is **POISONED**.
- The **MUNG LORD** adjusts its considerable girth and leans forward ready to squish towards any intruders to consume them. It rather delights in a chase, but will not leave the Moldy Cave.
  - The **MUNG LORD** sits on a small crevice leading to Area 6. It also sits on an Ancient Hoard (+0) covered in slime, but due to the nature of **MUNG**, everything except *Magic* items have been destroyed.

AREA 5: THE BLEMMY'S DEN

Loose rocks line an apparently hand carved tunnel. A faint light glows up ahead.

- At the end of the tunnel is a broken table, where two children and a **BLEMMY** (L3-B) sit on broken chairs drinking tea from a dirty teapot. The children seem fine, but they're covered in filth.
- The **BLEMMY** called Zorb just wants company, and so kidnapped the children. And although the children like the **BLEMMY**, this Moldy Cave is obviously no place for them.
- Zorb will match force with force. The children tell the PCs not to hurt him. Although aggressive, Zorb can be persuaded, especially if the PCs show him friendship. He would also appreciate a makeover. Deep down, he yearns for companionship from his own kind, but he doesn't know where to find other **BLEMMIES**.
  - There are **BLEMMY** caves in Trollridge.
  - If Zorb joins the PCs, he is prone to eating all the Rations and resorting to violence when insulted. Not many common folks like **BLEMMIES**!

AREA 6: THE GREEN WATERFALL

Beneath the Mung Lord's Hollow through a tight, claustrophobic crack, echoes the sound of running water. Eventually, it opens into a black subterranean lake rife with green mold.

- The petrified husk of a huge, strange looking **BEAMKIN** sits half submerged in the pool. Green mold pours from its agape mouth like a waterfall. This is the source of the mold sickness.
- Tuc'tuc refers to the creature as Oo'Roo of the Life Blood. The **MUSHRUMS** once lived in harmony with the Oo'Roo and drank from its waters. But one day, Oo'Roo fell sick, and rapidly perished. That is when the Mung Lord arrived.
  - The Mung Lord's toxicity killed Oo'Roo and corrupted the **BEAMKIN'S** life force, creating the horrible mold sickness spewing from their heart. In fact, Oo'Roo is still half-alive and will stop producing the mold if put out of their misery.

Pitchwing's Roost

Hex 21.1. At the highest peak of Skroknest Mountain is the nest of the largest **SKROKWING** in the Mucklands—Pitchwing. According to the rumors, Pitchwing is a ravenous critter that swoops down from the sky and snatches people and animals right off the ground. She delights in shiny, sparkly things, amassing quite a hoard of items in her huge nest. All of which is true, but what no one knows is that Pitchwing is actually two birds, a pair of **SKROKWING** mates.

RUMORS

- Pitchwing hunts for days at a time, returning to her nest after catching prey.
- Some think Pitchwing might be pregnant. Which raises the question, where is her mate?
- Someone lost an old beat up flying machine within Pitchwing's Roost.

LAIR LAYOUT

AREA 1: THE CLIMB

A treacherous mountain path leads to a difficult climb up a sheer rock cliff, as wind howls in the frigid air.

- Climbing Checks suffer Disadvantage, and failure might stir the sleeping bird, or birds, if both are present (1-in-6 chance).
- The wind rages so hard that loose items or clothes might fly off the side of the mountain.

AREA 2: THE ROOST

A sprawling, domed nest made of the signature regurgitated orange wax that skrokwings use to roost. Waxy, sticky leaves cover the ground of the large cavernous space, big enough for a giant bird to comfortably ruffle its feathers.

- There is a 1-in-6 chance that both mates are present, otherwise one is out hunting.
- All who gaze upon the Pitchwings (L9-C) make a Mettle Check to avoid fleeing from the nest in fear. Disadvantage if both birds are present.
  - One or both Pitchwings are resting their huge heads curled into the crooks of their downy chests. A Sneak Check is required to move around the nest without disturbing them. Disadvantage if both birds are present.
- The roost is a trove of items scattered around the nest including:
  - A broken flying machine.
  - The splintered wagon of Alistair Jadley, and some of his remaining cargo (p361).
  - An Ancient Hoard (+2).
- If one Pitchwing is present, there is a 1-in-12 chance that the other Pitchwing returns while the PCs are there.



The Stump

Hex 16.8. A multi-room hive of wily creatures, all (mostly) loyal to the old boggart woman known simply as the Stump Witch. It is from this massive rotted stump of an ancient wurlwood tree that the Stump Witch rules over her cronies like a crime boss. She specializes in the evil arts, and the manipulation of weak minds to achieve her wild whims.

RUMORS

- A rival **WITCH** is imprisoned in a cage of roots beneath The Stump, for crimes of embarrassment against her ladyship.
- The Stump Witch's treasure hoard is said to be hidden in the belly of a giant toad.
- The Stump Witch has an affinity for hats and has a private collection rivaling any royal's.
- You better know the password before entering the Stump or you could be in for a world of hurt.



THE STUMP WITCH

Considered by most gnomes and fellow witches to be the most powerful **WITCH** (L9-C) in the Used T'Be Forest, perhaps even all the Mucklands. As she's surrounded by a cadre of familiars and tricksters, it is quite difficult to gain an audience with the Stump Witch, and her power and influence are considerable. Some say she could cure the Mold Sickness if she so desired, or even extinguish the Witchbreath outright.

- **Traits:** Playful, terrifying mean streak, tough negotiator.
- **Motivation:** Acquire curious things and collect *Magic* objects, especially garish hats, to enjoy.

MOGO THE TOAD

An enormously fat **MERGA TOAD** (L5-B) and the most beloved of the Stump Witch's company. She spoils him, dotes on him, and always takes his side. Although "his side" is usually whatever she determines it to be. Mogo is a toad after all.

- **Traits:** Absurdly lazy, loyal, goofy.
- **Motivation:** Live well at the side of his beloved master.





URMATHA THE SPINE

A pale, molting **CLUNCH DRAGON** (L7-B) coiling her enormous bulk around the roots and hollowed out wurlwood hallways of the stump. Her head comfortably rests on a slew of throw pillows, as she carefully eyes those that enter the audience chamber of the Stump Witch.

- **Traits:** Lethargic, cranky, cruel sense of humor.
- **Motivation:** Enjoys watching folks squirm in the presence of her beloved master.

PIGWISH

The **ORCH** (L5-G) bone-reader for the Stump Witch. Oft derided and abused, Pigwish dutifully does his master's bidding, but he secretly foresees a day when the Stump Witch shall be dethroned by a mysterious outsider, and so, he waits.

- **Traits:** Mysterious, worrywart, giggles excitedly.
- **Motivation:** Live to see the foretold usurper dethrone the Stump Witch.



QUESTS

A FAVOR FOR A FEZ

Whatever you may want from the Stump Witch, she'll only do it if you steal a prized hat for her—the Black Fez of Klengwyr the **VAMPIRE**, at his castle in Trollridge. The Black Fez is said to be an ancient artifact of necromantic power! Acquire this hat, and the Stump Witch will do any favor in return.

MAKE NO BONES ABOUT IT

The **ORCH** dwimmercrafter called Pigwish tosses a bag of rat bones onto the floor and consults them. Suddenly, he goes wild, gibbering frantically. The Stump Witch translates the outburst into a weird omen: "Where the moon grins and the air thins, they'll find the winged-woman's crown." Pigwish foretells that you will travel to the Blunder Bluffs and steal the crown of Hagra the Harpy Queen from her head and bring it to the Stump Witch, who will then become the Harpy Queen.

- The bones never lie. So should the PCs refuse, the Stump Witch transforms one of them at random into a talking newt.

URMATHA'S CHILDREN

If you have completed any quests for the Stump Witch, Urmatha sheepishly makes a request. Will you venture south into the swamps for her, check on her children, and give them aid should they need it? She has not seen them in decades. One lives in Orchmire, one in Boiling Lake, and one in Puddlejump. In return, Urmatha will give each PC a *Magic* item.

- The daughter in Orchmire (p168) has been captured by **ORCHES**. She is a shadow of her former self, an emaciated pet.
- The son in Boiling Lake (p362) is cantankerous and unfriendly, ready to attack anyone that approaches.
- The daughter in Puddlejump (p172) is ill with a cough from the Witchbreath.

WOLVES OF THE WASTE

A **WEREWOLF** called Theor enters the Stump. All cower in fear for a moment, save the Stump Witch, but Theor bows and kneels before her. He seeks revenge upon Ulgos the Blackmane, a notorious **WEORG**, for stealing the *Moon of Mardovia*, a *Relic* said to have the power to control the phases of the moon. He would take the artifact back himself, but Theor is **CURSED** to never slay another wolfen creature. He offers 1 pouch of Ancient Coins. The Stump Witch sighs uninterestedly and beckons you to do the werewolf's bidding.

- Ulgos the Blackmane is the deadliest **WEORG** (L10-C) in the Used T'Be Forest, and nearly untouchable, always surrounded by a formidable pack of **WEORGS**. He leads incredibly coordinated attacks on settlements and mining operations, and has drawn the ire of every corporation. Subterranean Pits and Lairs LLC has a bounty on him for 2 pouches of Silver Coins.
- Ulgos the Blackmane was an ally of Theor's, but they had a falling out over the *Moon of Mardovia* as Ulgos coveted its power.
- Named for Mardovia, the wolf matron of a long-dead civilization, the moonstone not only can control the moon phases, it grants +1 Attack, +5 Dread, and +1 Block while under moonlight.

LAIR LAYOUT

AREA 1: THE WURLWOOD DOOR

The seemingly unguarded entrance to the Stump, a natural hole between the massive roots of the old tree.

- The Stump Witch put a hex on the door. A riddle is carved into the tree above the door that reads: "When is a door not a door?"
  - Answer: When it is ajar.
- Anyone who tries to enter without speaking the password is struck by a bolt of electricity (1d8 Dread).

AREA 2: THE HOLLOWED HALLS

Inside the darkened hallways that spiral around the building, a long, molting white critter coils its body like a snake. The bulk of the critter winds through most of the halls.

- The coiled, white critter is Urmatha, a sickly albino **CLUNCH DRAGON**. Stepping over and around her requires a Sneak Check. Urmatha can sense the intentions of anything she touches.
  - If Urmatha determines the PCs have ill intentions, the Audience Chamber goes on high alert.
- The walk is circuitous and confusing. It's easy to get lost down hollowed out roots that lead to nowhere. PCs can hear faint, raucous laughter, but it's hard to tell from where without a Perception Check.
- **MUCKLAND BATS** flap around near the ceiling and **SINGE VIPERS** slither on the ground. Although unsettling, they don't attack unless the Stump Witch commands them.

AREA 3: THE AUDIENCE CHAMBER

A circular chamber with a raised dais where the Stump Witch presides on her comfy, plush throne. Nearly always packed with a rogue's gallery of creatures and critters, they vie for the privelege to impress and entertain her.

- The Stump Witch is usually found reclining on her throne stroking Mogo the Toad, seated beside her.
- Pigwish scrambles to and fro, waiting on the **WITCH**. When he has a moment to himself he consults his rat bones as if rolling them to calculate some unknown fate.
- Urmatha lazily rests her eyes while chaos ensues around her.
- Merrymaking **KOBOLDS**, boggles, **YOWLJACKS**, and **ORCHES** make up the majority of the crowd.
- The grates on the floor can be opened by the Stump Witch with a flick of her wrist. Anyone standing on them falls into the Oubliette (Area 6).

AREA 4: THE LOUNGE

A smoky, palatial room full of pillows and translucent curtains draped all around.

- This is where the Stump Witch escapes prying eyes and cloying tongues to rest or hold clandestine meetings.
- The atmosphere is warm and cozy, magically so, in fact: anyone who falls asleep here will not wake for 1d4 days due to the faerie smoke.
- An assortment of unfamiliar fruits sit in copper bowls.
  - There's a 1-in-6 chance that a fruit causes a random **CURSE** (see Curses table in Core Rulebook), otherwise they heal 1d6 Courage.
- The Stump Witch's hat collection is quite impressive. There are hats of every style and color imaginable and many are *Magic*.

RANDOM HATS	
1	The Toiler's Trouble: A green felt **WITCH** hat that grants Advantage on Alchemy Checks, and every crafted consumable produces double the uses.
2	The Dowager Dandy: A red feathered fedora festooned with crystal beads.
3	Frankie's Place: A pink and purple conical princess hat with a worm named Frankie living inside, running a tiny, divey tavern.
4	Barnaby's Rabbit Dispenser: A blue-gray wizard's hat that always has rabbits in it.
5	Stovepipe Peewee: A tiny, black velvet stovepipe hat once owned by a **FAERIE** prince.
6	Ten Gallon Ted: A tall, tan wide-brimmed hat with the big, loud personality of a **ZOZO BIRD** wrangler.

AREA 5: THE APOTHECARIUM

A workroom adjacent to the Lounge, lined with shelves full of potions and reagents of all kinds.

- Several tables are covered in elaborate winding glass tubes and beakers, alchemical tomes, and jars of Herb Components from all over the Mucklands.
- There is an entire shelf full of spell scrolls.

AREA 6: THE OUBLIETTE

A dark, dank hole beneath the Audience Chamber. Everything is completely quiet—maddeningly quiet. A few dusty skeletons lie crumpled in the dark corners. Fetid food litters the floor.

- The Stump Witch has hexed the Oubliette:
  - All sound is silenced.
  - The stone walls are slippery and Checks to climb out suffer Disadvantage.
- A boggle **WITCH** named Zardruna is trapped in a cage of roots. Zardruna has figured out a way to break the hex of silence, but it only will last 30 minutes.
- A **KOBOLD** named Hammig is attempting to dig a hole out of the Oubliette and has made decent headway. He figures a couple more weeks of digging while the Audience Chamber sleeps and he'll reach the surface.

CHAPTER 7

SPECIAL QUESTS



Rickety Stitch and the Gelatinous Goo

If your players are familiar with our graphic novel *Rickety Stitch and the Gelatinous Goo* they might get a kick out of encountering the dynamic duo in the wild, as well as the hero Epoli. Rickety Stitch and Gooey are on the Road to Epoli, heading west out of the Mucklands along the Great Slog.

QUESTS

ONE BAD SHOW

An angry mob chases Rickety Stitch and the Goo on the road. It's a long story, but they played a show at Wally's Waffles and Weorgs, things turned sideways, and now several disgruntled bar patrons want the skeleton bard dead. Even more dead than he already is!

- The mob is just minutes behind on the road.
- Led by Brunt Manheel (**BANDIT** L3-B), the angry mob wants to destroy Rickety Stitch for being a horrible skeleton—"gloomwork" as they call it. They also don't like how they were subjected to his foofy music either. In fact, they would like a refund (even though they didn't actually pay for anything.)
- Brunt Manheel hates skeletons because he used to be an Unassailable Co. miner but was fired by management and replaced with skeletons (cheap labor). That led him down a path of glog and banditry.

SURE TO BE ETTIN FOOD

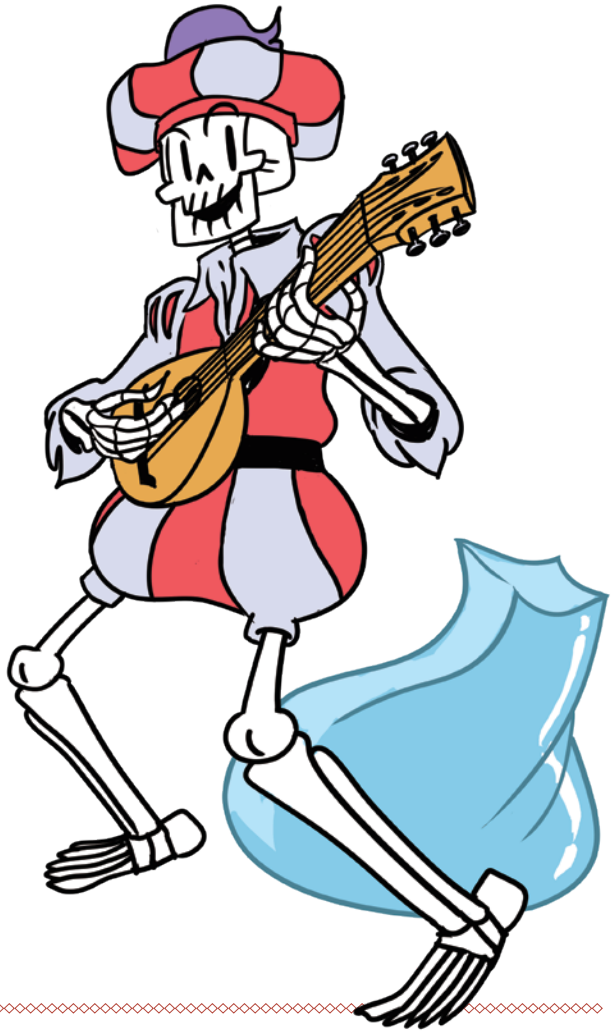
Rickety Stitch and the Goo need help crossing the Sounder Hills (p380) to the Drippy Drop River (p43). The Land of Eem is way more dangerous than they thought. But this is their life now. They've made their choice and there's no turning back. They're men of the road. Anyway, can you be a lamb and escort them?

- Unfortunately, it's an **ETTIN** holiday called Fire Night when they all come out with torches to rustle up trouble and howl at the moon.
  - Staying in one place to camp for the night results in one **ETTIN** encounter after another.

CALL OF THE NECROMANCER

A small gelatinous goo frantically flags you down on the road. It's hard to understand him, but he relays that his friend has gone missing overnight, and his tracks disappear into Whisperdale Meadow (p50). Will you help the Goo find his friend?

- Last night, Rickety Stitch was magically drawn to the necromancer Zagon the Spirit Catcher who dwells in a cave at the foot of the mountains near Whisperdale Meadow (Hex 9.5).
- Gooey is worried sick that Rickety has gotten into big trouble. He's only seen it a few times before, but sometimes the skeleton bard goes into a trance-like state and wanders away.
- At the necromancer's cave, Zagon and Rickety are merely talking over tea. Zagon is very interested in Rickety and how he came to be, which the skeleton finds flattering.
  - In truth, Zagon's magic is what unwittingly summoned Rickety Stitch.
- Eventually, a group of skeletal **GHOSTS** (L5-G) arrive at the cave and attack. They are the restless spirits and minions of an ancient **LICH** that once fought a battle on these grounds (see quest **The Spirit Catcher** p51). Rickety's presence, along with the necromancer's meddling, awakened the **LICH**.



A Hero Named Epoli

QUESTS

HERALD OF THE EMBER

Epoli, a Knight from the Order of the Ember, has traveled across deserts, mountains, and forests to warn the people of Eem of the Gloom King's imminent return. She approaches you on a snorting charger looking for aid. Travel to 3 locations and warn her contacts of the Gloom King's coming. Go to the Last Tree in the Used T'Be Forest and inform C. Constance Canderbandy; Muckland Harbor in Scalawag Strand and inform Jolly Good; southern Drippy Downs and inform the unicorn called Paldar the Thunderhoof. She also says to find an Ember Knight named Hada somewhere in the Mucklands.

- Telling C. Constance Canderbandy at the Last Tree (p366) results in the gnome's immediate understanding. Canderbandy requests the PCs investigate rumors of Gloom, also known as The Old Fog or Witchbreath, permeating around the town of Marshgate. This Gloom is the trademark of the Gloom King and the workers around there have apparently been contracting some kind of strange illness.
- Telling Jolly Good in Muckland Harbor (p279) results in the old sailor having a fright. At first, Jolly Good doesn't want to hear it, but if successfully coaxed, he shares a rumor about a ruined temple in The Coral Forest where sorcery is afoot. Perhaps the Gloom King is involved, perhaps not. Either way, there's evil unchecked, or so he has heard.
- Paldar is in the Riddle Spinney (see quest **Origin of the Ooze** p42). When told, Paldar asks the PCs to investigate Whisperdale Meadow (p50). Rumor has it that the dead are restless there and it could be the work of the Gloom King.

HARRYING THE HAND

Epoli is on a perilous quest to warn the people of Eem of the Gloom King's return. But she has many enemies. She is being pursued by a warband of Felmog Outriders. Led by General Kaldewar, they are called Ulfrex's Hand. Epoli asks you to waylay Ulfrex's Hand, or throw them off of her trail. Beware, they are very dangerous.

- Ulfrex's Hand is composed of 4 **FELMOG KNIGHTS** (L6-B) and their leader, General Kaldewar (L6-C). They are only half a day behind Epoli traveling along the Great Slog.



The Seven Eyes of Ehk

A series of quests in which the sarpathi Cult of Ehk gathers the Seven Eyes to summon their serpent god. See *Adventures in the Mucklands*, a collection of modules containing *Temple of the Sarpathi* and *Eye of the Serpent God*.

THE SEEING EYE

An amber gemstone with a piercing black pupil that focuses on anything in front of it.

- **Adventure Module:** *Temple of the Sarpathi* by Ben Costa and James Parks.
- **Location:** Used T'Be Forest.
- **Ability:** Once every session, may see through a solid barrier or detect when someone is lying.

THE WITHERING EYE

A large, pale stone that is ice cold to the touch.

- **Location:** Orch Sty (p180) by way of Vok's Folly (p160) in the Quagmash.
- **Quest:** The Lost Maps of Vok's Folly (p157).
- **Ability:** Once every session, may decompose an object or Weaken a target.

THE STORMING EYE

A cloudy, gray-blue gemstone with a surface that shifts and flashes brightly at random.

- **Location:** Shearwater Bay in Scalawag Strand (p315).
- **Quests:** The Nya'Mor (p316).
- **Ability:** Once every session, may create a great storm in a Hex cluster.

THE GAZING EYE

A shimmering dark red crystal with a burning light trying to escape it.

- **Location:** En-route from Unnassailable Co. in the Used T'be Forest (p357) to the Snake Shrine in the Drippy Downs (p37).
- **Quests:** The Runners (p358).
- **Ability:** Grants +5 Dread. May ranged attack a target with a radiant beam of death.

THE QUAKING EYE

A huge, fractured, volcanic stone that trembles when touched.

- **Location:** Boiling Lake in Used T'Be Forest (p362).
- **Quests:** Sarpathi Spider Seekers (p125), The SPL 1000 Lbs Double Crank Recurve Whale-Striker (p155).
- **Ability:** Once every session, open a huge crack in the earth. All Close, Nearby, and Faraway targets must Roll+Nimbless or fall into the crack.

THE BLINKING EYE

A glittering topaz gem that vanishes and reappears constantly when held.

- **Location:** The Forgotten City in Drippy Downs (p54).
- **Ability:** Once every session, teleport up to 7 people to a location that the user has been to before (up to 7 Hexes away).

THE LIVING EYE

A living watermelon-sized eyeball with a slit-pupil that wildly dilates and contracts, unable to focus on anything.

- **Adventure Module:** *Eye of the Serpent God* by Luke Gearing.
- **Location:** River Country.
- **Ability:** Once every session, heal someone for 1d12+12 Courage or heal a **WOUND**.

THE SEVEN EYES OF EHK QUESTLINE CONCLUSION

Upon gathering the seven Eyes of Ehk, the sarpathi forces go to the Snake Shrine (p37) to place the Eyes in the shrine's sockets and summon Ehk. Arch Hierophant Zar'Sharaz (L10-C), a group of **HIEROPHANTS** (L10-B) and a horde of **SARPATHI REAVERS** (L10-G) come to bear witness.

However, the Gloom King's agents, the Felmog Outriders, and Unassailable Co. never had any intention of letting the sarpathi complete the ritual. To make sure the sarpathi fail, Ulfrex's Hand (p396), Vaddarak the Witch-Knight (p40), and Zhadazat the Sorcerer (p362) arrive. A great battle ensues!

If the PCs don't intervene: The Gloom King's agents lay waste to the sarpathi, killing the Arch Hierophant and sending the serpents slithering for the hills. The five members of Ulfrex's Hand, Vaddarak, and Zhadazat each take an Eye for themselves. Henceforth, they become known as the Seven Serpent Lords.

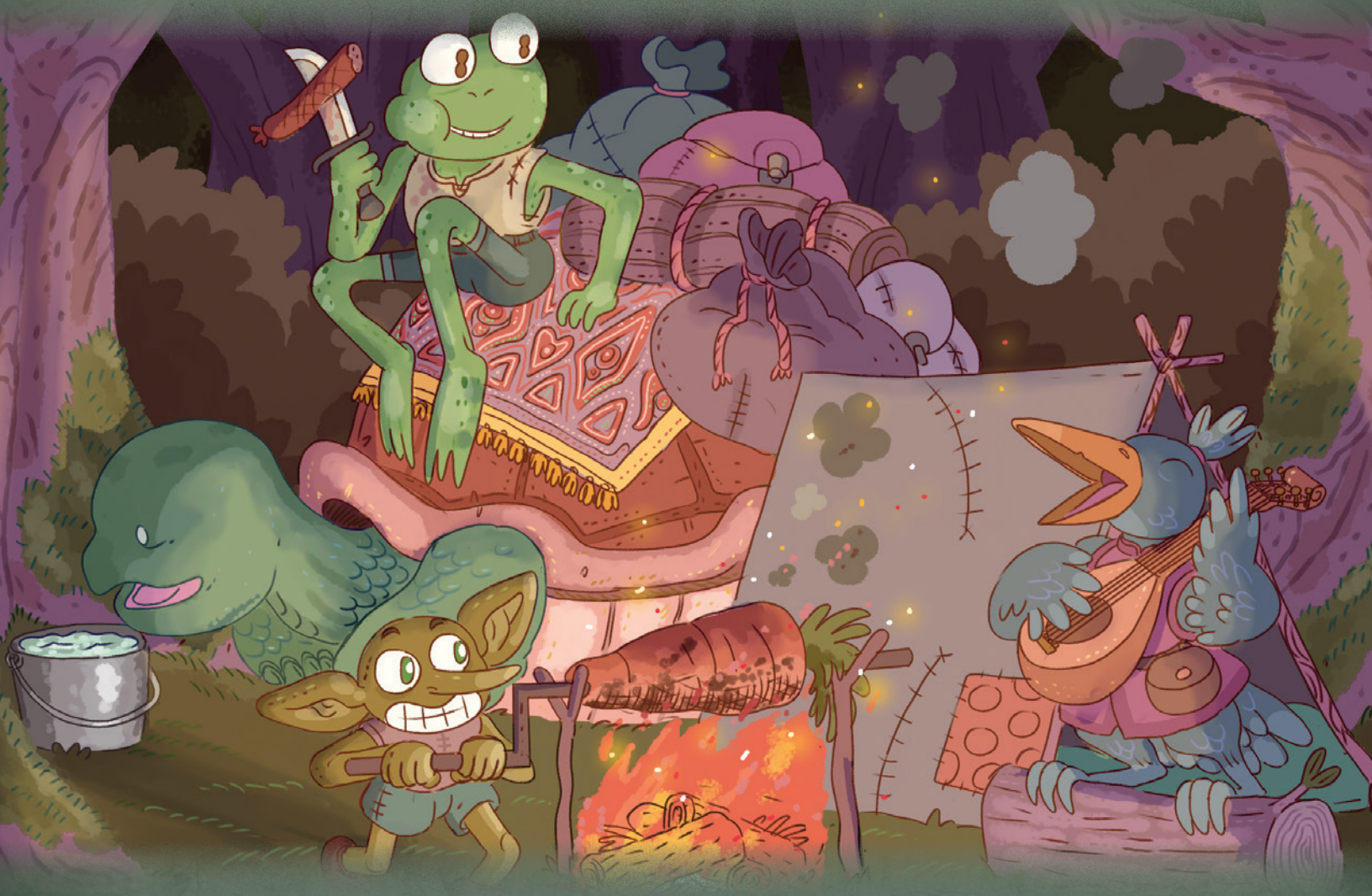
If the PCs acquire and keep some or all of the Eyes: Both the sarpathi and the Gloom King's agents will hunt them down until their own side gathers them all.

Destroying the Eyes of Ehk: The Eyes can be destroyed at the Snake Shrine if placed in the sockets and struck with the *Sword of the Phoenix* (see *Temple of the Sarpathi*), which summons the cosmic avatar of Zuun the Firebird, ancient adversary of Ehk. In a blaze of shimmering light, Zuun draws forth the avatar of Ehk who is not yet fully summoned to this world. The earth shudders beneath the feet of everyone who witnesses the brilliant sky battle. Ehk, no match for Zuun, is incinerated. In the end, the seven sockets are left charred, smoking, and empty. The sarpathi are filled with utter despair and take it as a sign of their doom.

If the sarpathi place the Eyes and complete the ritual: The God Ehk tears open a portal into this reality, utterly shaking and destroying the southern Drippy Downs. The Nameless Lake is swallowed into the earth, and the Forbidden City rises to the heavens on a jagged cliff overlooking the destruction. The town of Dunk crumbles, killing thousands. Only the cooperation of all factions in the Mucklands can hope to stop Ehk (as L10-C **DRAGON** with every Ability).

CHAPTER 8

LORE AND CULTURE





History of Eem

AGE OF SWORDS

BEASTS OF THE WASTE

In the time before time, the Land of Eem had no name. It was a lawless place of uncharted wilderness, ruled by ravenous beasts, pitiless warlords, witches, and dragons. The first of the creatures called folk struggled to survive, living in perpetual fear of who next would ravage, plunder, and demand tribute. Indeed, it was a wasteland and evil things held sway. It was a time of sorcery and swords, cursed by hardship and cruelty.

GORDAK THE PROGENITOR

Spawned into existence from the swell of all the world's misery, the monster Gordak was born of churning, primordial chaos that lurched from the boiling deep of the world's core. A titan of hunger and destruction, Gordak the Progenitor attempted to devour the world by spawning her children. These were the first ogres, the greatest among them: Kurgonn the Mountain Eater, Oomek the Sea Drinker, and Golo the Gargantuan. These monsters nearly destroyed the world. It was not until folk united their numbers and marshaled an army that the reign of Gordak and her children ended.

THE HAMARUNG EMPIRE

Over the course of centuries the world healed. Forests grew tall, rivers ran clean, and villages speckled the countryside. The time of monsters was over, and a new kind of realm emerged. Made up of united clans and villages, common folk banded together under the name Hamarung and built a great kingdom. Structure, order, and dominance over the natural world paved the way for marvels of engineering, monuments, and conquest until an empire was born. Yet despite their great success, the Hamarung Empire left a trail of mortal enemies in their wake as empires do, and in time they would meet their greatest foe: the Serpents of Sarpath.

THE SERPENTS OF SARPATH

The snake-lords known as sarpathi were at first allied with the Hamarung Empire, but some grew jealous of the Empire's prosperity. They believed that the sarpathi, and their god Ehk—the many-headed serpent monster of ages past—should be the inheritors of a new world. A cult devoted to Ehk soon rose in power and influence, eliminating any sarpathi that disagreed with their fanatical belief that the world should be remade in the shadow of their terrible god. Now in control of the entire Sarpath Empire, only one obstacle remained: Hamarung. But Hamarung was mighty, too mighty to overthrow through force of arms. And so, Cult of Ehk zealots set out to destroy the fabled empire from within. Sowing discord and selling promises, the cultists became false allies and spread a secret poison of political discord and corruption. Soon the Hamarung Empire was plagued by political infighting, greed, and misfortune.

SHATTERED KINGDOMS

When it was discovered by Hamarung that the Cult of Ehk had been their secret enemy for over a century, war broke out on a scale not seen for a thousand years. It is said that in the end the sarpathi were outmatched, but did not accept defeat quietly. From the depths of the world, the serpent god Ehk opened their seven eyes and the cities of Hamarung were swallowed by a great chasm. When the eyes of Ehk finally closed, all that remained was a great bridge that stretched over the wound in the earth, known today as the Canyons of Pim. In the end, both the kingdoms of Hamarung and Sarpath were shattered and the scattered fragments of their histories vanished into the annals of myth.

AGE OF STARS

THE FALLING STAR FOLK

Legends tell of lonely stars who fell from the night sky to bring magic to the world. The largest star cut through clouds and impacted the earth with a brilliant flash of light. A dancing fire blazed for days, until all that remained were smoldering embers. But the star's embers would not darken for they were glad, and instead grew brighter and never stopped shining. This light became known by the people as the *eem* of the embers, a gift from the stars that would spark an age of magic and harmony.

WAR OF THE WIZARDS

The new magic brought untold promises. But with so much power to be gained, those who would covet it soon followed. Magic became both a prize and a weapon. Wizards, witches, magicians, and sorcerers hoarded it like gold and used it to build their own oppressive fiefdoms. In time, petty hedge wizards became tyrants. Cataclysmic war consumed the land as wizards fought to rule over each other. It was not until a band of just sorcerers formed an alliance that the most wicked despots were defeated. Only then, and after much strife, was the land made free again.

THE STAR AND FLAME

After the turmoil of the Wizard Wars, the emerging cultures throughout the land—now referred to as Eem—rallied around symbols that represented the promise of a new age. The first leaders adopted banners of Star and Flame to rally people, protect them, and spread a message of cooperation, community, and honor. The stars represented the Falling Stars of legend, while the Flames represented the stars' burning light. These became synonymous with: hope, progress, good magic, and civilization.

THE MIDDLE-KINGDOMS OF EEM

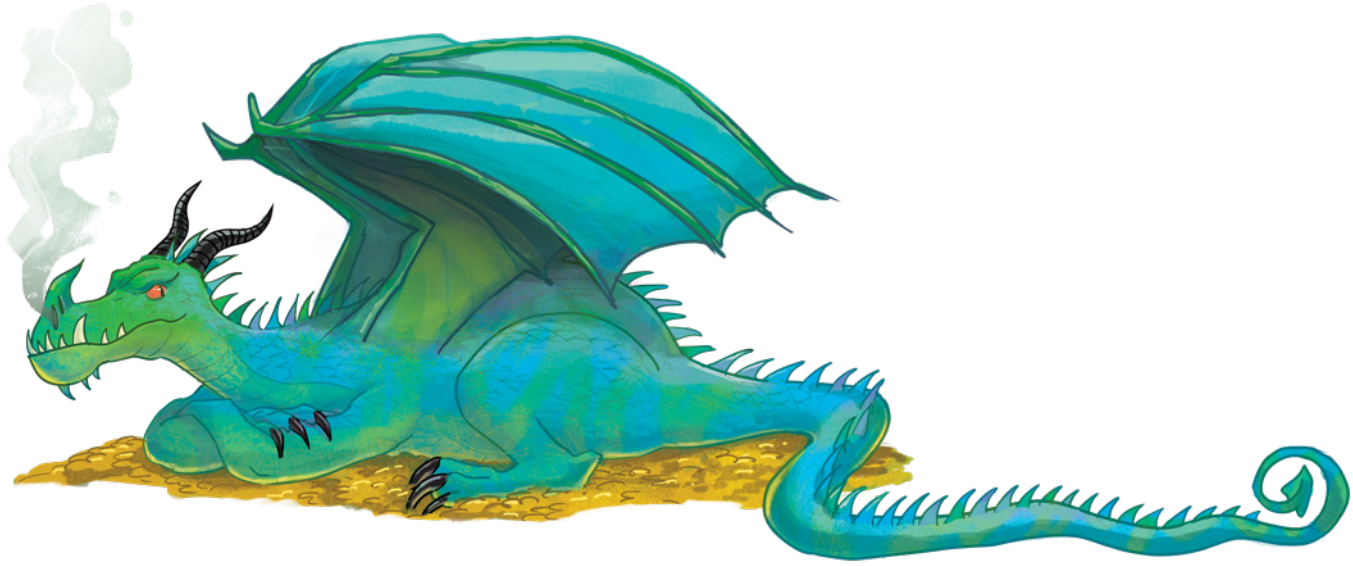
The Land of Eem flourished and the middle-kingdoms thrived. City-states of spectacular beauty rose as beacons of prosperity and peace. Among them were Lionen, the Hidden City, nestled within the embrace of Far Forest. Kril, the City of Stars, where wizards dreamed up marvels of magic and science. And Roog, City of Smiths where the sound hammers on anvils rang for miles. Yet, greatest of all was Epoli, a burgeoning metropolis crowned by golden spires that glittered in the light beside the crashing sea.

THE CITY OF MIRTH

Long ago, in a time immemorial, gnomes lived in harmony with all living things. Yet during dark times, gnomes stood steadfast to guard against threats to the natural world. They toiled, fought, and wandered like protective nomads, bringing harmony to animals and helping things grow. Folk were happy and the wilderness thrived. None took more than they needed, and all gave back more than they took. The eldest gnomes decided that after long centuries of service, gnomes had earned a rest. And so the city of Mirth was built as a sanctuary for gnomes, as well as any other folk who wished to find peace.

THE LAST DRAGONS

The great and terrible dragons of a bygone age found themselves diminishing. With the rise of Epoli, dragons no longer ravaged and extorted lands unchallenged. Heroes took to gilded steeds, while wizards conjured mighty spells. Together they vanquished the cruelest and most destructive dragons. In time their numbers dwindled and those that wished to persist in this new age, returned to the deep to slumber. Many in their cynical minds thought to outlast their enemies in Epoli, waiting for a time when they may return and rule as they did when the world was a wasteland.



AGE OF FLAME

THE HEIGHT OF EPOLI

The influence of Epoli led to the founding of an empire that ruled unchallenged and prosperous for generations. At its height, Epoli was the center of culture, innovation, magic, art, music, and scholarly pursuits. From the golden towers a council of wizards provided guidance to rulers in diplomacy, economy, and war. For though Epoli governed over a peaceful Eem, many threats existed at their borders, including rival kingdoms like Felmog. In all, however, the Golden City reigned over a happy, diverse realm of many folk and cultures who cooperated eagerly and generously to make their world better.

THE LAST EMPRESS

No greater legends surround the fabled city of Epoli than the harrowing tales of the Last Empress. Coming into her crown as a mere child, she was gifted with great natural wisdom and magic ability. Under the tutelage of an immensely powerful Sorcerer, the Empress flourished and Epoli grew in wealth and influence. But a secret burned coldly behind the Sorcerer's eyes; all the Empress's life, he endeavored to manipulate her to serve his own ends. When the truth was finally uncovered, a great arcane battle ensued between the child Empress and the Sorcerer. Outmatched by his own pupil, the Sorcerer was utterly defeated, his physical being destroyed.

THE GLOOM KING COMETH

A fiend without equal crept into the histories of Eem like a whispering shadow. A powerful master of necromancy, the Gloom King rose from obscurity and committed unthinkable acts of witchcraft and foul magic to found a kingdom built on living death. A mysterious gloom, for which its king was named, blanketed the Northlands, its tendrils of mist clawing southward over the forgotten corpse of old Hamarung toward Epoli and the Middle-Kingdoms.

THE FALL OF EPOLI

Fueled by unrelenting hatred, the Gloom King gathered an army in his hidden realm and waged war on Epoli and the Land of Eem. Skeletons shambled under black banners and liches cackled atop black stone palanquins, while fiends held court over conquered cities. Valiant were the defenders of Epoli, but the Gloom King's legions were too many and unrelenting. The city of Epoli was destroyed utterly, leaving behind nothing but a smoldering ruin. Courage gave way to dread and all the world went on to live in a ghost story.

HADO THE HERO

With Epoli lost and the Middle-Kingdoms in peril, the land was cursed, covered in gloom, and filled with monstrous creatures and restless dead. Among the survivors of the calamity was a farmer called Hado, who boldly led a great many people to safety in distant lands, where even the memory of the Gloom King could not yet reach them. There the refugees founded a new, reclusive culture built upon the principles of Epoli.

THE LAST WIZARDS

At the pinnacle of the Gloom King's victory, a heroic band of wizards led by the exiled Empress herself, set forth to seek out and challenge the Gloom King. With the aid of powerful relics over a harrowing journey, the Gloom King was broken and defeated, but not without the brave Empress and her companions sacrificing much to do so. Few know the truth of this tale, fewer still remember the sacrifice.



AGE OF ASHES

THE LOST DAYS

Generations passed and the gloom receded. The evil things that haunted the shadows slowly vanished into myth and the remaining folk began to rebuild their lives. The Lost Days were quiet days, with little history outside of the oral traditions of storytellers like bards. In this time, those that were left behind from Hado's journey lived simply, by the plow and the sword.

THE BOGGARTS OF BOGSWAIN

The common folk of Bogswain were predominantly boggarts. A people known for cultivation and craftsmanship, boggarts were actually the distant cousins of the goblins, but those who specifically chose to live above ground. Preferring rich and bountiful bogs, boggarts developed a parallel culture to goblins, one that thrived by passing down the traditions of hand-trades like farming, carpentry, and tinkering.

THE FELMOG WARS

For generations, both peasant and noble alike lived in a constant state of conflict with the remnants of the Gloom King. This chiseled the Felmog people into hardy folk that thrived in battle and valued hard-living, perseverance, and martial prowess. In time, their culture grew into a structured feudal society of countships that struggled with each other for power. Civil wars between noble houses and orders of knights were commonplace, and alliances were fickle. House Khasadar and the Order of the Black Candle prevailed as the most powerful faction. And though many orders and houses swore fealty to Khasadar, the prime orders of Cloven Tongue and Iron Sun often challenge the Black Candle for control over Felmog to this day.

THE DUNGEON ERA

Despite the chaos gripping the Land of Eem, goblins thrived in the Underlands. One goblin kingdom in particular, ruled by King Graag Gargoon, sought to expand their reach and return to the surface. Offering the promise of progress and prosperity, Gargoon employed thousands of folk in Bogswain to expand his own vision of an industrial future wherein the wild wilderness of Eem would be tamed for the benefit of the king's treasury. But in a span of just a few years, the people of Bogswain took Gargoon's self-aggrandizing vision and turned it on its head. Instead of enriching the coffers of the king, they filled their own pockets, giving rise to a legion of tycoons—goblins, boggarts, boggles, bogrils and wugs alike—all vying to outdo each other in trade and industry. The most ambitious tycoons built huge companies to mine, clearcut, and harvest the land's resources at an alarming rate. And in the process, they unearthed relics and treasures from the previous Ages of Eem. These discoveries created a boom in dungeoneering, a new kind of profession. And while some endeavored to explore the mysteries of lost worlds and preserve history, the great majority followed greedier pursuits like treasure hunting and tomb raiding to fill the coffers of their corporate masters.

RISE OF THE TYCOONS

The beautiful land of Bogswain quickly disappeared, its natural resources devoured by industry and its blue skies clouded by smoke. The Mucklands, as it was now called, became the playground of the wealthiest and most powerful tycoons. The corporations cared little for anything beyond profits, building an entire economy around dungeoneering, mining, deforestation, and the production and sale of cheaply made goods. The Big Three rose to the top of the food chain and have remained ever since: Subterranean Pits and Lairs LLC, Krog & Sons Inc., and Unassailable Co. Common folk lost touch with their roots as craftspeople, and found themselves working long hours in factories for poor wages in polluted towns and cities.

THE SHRYM TECHNOLOGICAL REVOLUTION

Shrym had long been a perilous place. Historically a wasteland lorded over by monsters and plagued by deadly creatures, shrym culture lived in fear, deep underground. This fear and sense of survival sparked a defiant push for innovation. Over time, the shrym of Shrym achieved incredible feats of engineering, inventing mechanical devices of sputter and spark that vastly improved their quality of life. When the tycoons of the Dungeon Era came knocking, the shryms were told to develop new devices and machines for faster and more efficient expansion. Shrym sold to the tycoons without question, and the sudden influx in demand launched the sputter-work revolution, as more and more amazing and autonomous machines developed. These mechanical marvels drove Shrym into the spotlight as the technological center of the world.

THE PRESENT

With most of the world out for its own interests and the Dungeon Era booming, common folk have long forgotten the dire history of Eem's most perilous foe. But the Gloom King has returned, sounding a trumpet for fiends of all kinds to crawl from their shadowy hideaways to pursue wickedness. Yet all is not lost. Amongst the people of Eem there are those that would challenge the darkness, inspired by the deeds of gallant knights and bard's tales of griffon-hearted champions who dare to fight for a better world.

Mucklands Culture

POLITICS

Coin is king. Tycoons, in particular, believe that business and profit supersede all other political considerations, and war is a terrible idea that results in misery and empty pockets. Best to trade, manipulate, and buy out their opponents. There hasn't been a real war in the Mucklands for a hundred years. The handful of fiends and despots who have tried to grab power and take territory away from the corporations find themselves economically iced out, and crumble within a matter of months.

The sarpathi Cult of Ehk has strained this long standing peace, putting pressure on corporations to defend and arm themselves, something they're wildly unequipped to do. The only trained, armed forces in the realm beyond small groups like the Bogril Bulwarks and Felmog Outriders are the High Magistrate's legion of Copperhats, and the naval ships of the Mucklands Trading Co.

MUSIC

Before the Dungeon Era, music thrived among the boggarts. It was commonplace for folks to pluck their banjos, tickle their fiddles, toot their horns, and bang on their drums at holiday celebrations and family gatherings that lasted all day and night. A vibrant traveling bard community emerged across the realm, and bands would go from town to town playing shows called hootenannies for food and coin.

Goblin society, however, is not so fond of bards, who they derisively call "stitches." The reason is simple from their perspective: music is often saccharine and sentimental, and goblins tend to detest mushiness and earnest expression. Besides, music just isn't often a productive way to spend one's time. During the Dungeon Era, many of these goblin ideas trickled down to the common folk throughout the realm. People are busy, tired, and downtrodden. They don't have time to indulge in music. In places like Bogtown, bards and music are literally outlawed. The High Magistrate believes that bards are transgressive ne'er-do-wells and music leads to rabble rousing!

However, when it comes down to it, most folk like music. Governmental restrictions and social taboo have indirectly led to a thriving underground music scene, where traveling bards and bands play secret shows at unlikely venues like basements, and barns, and caravan wagons. A vocal subculture of disillusioned goblins and boggarts alike (and every other folk under the sun), has spurred a proliferation of new musical genres with names like emo-goblin power-pop, orchcore, bog metal, mud rock, and easy listenin'.

POPULAR MUCKLANDS MUSICIANS	
1	**Percival Dante:** The most popular bard in Eem.
2	**The Mud Thumpers:** Post-mud rock, goblincore power trio.
3	**One Shanty, Two Shanty:** The harmonizing pirate brothers.
4	**Flower Goldweather:** Centaur harpist and singer-songwriter.
5	**Gwarglebeast:** Bog metal band, dressed in elaborate monster costumes.
6	**Leeda and the Swillers:** Indie whalen darlings.



ART AND LITERATURE

Not many strides have been made in the areas of art and literature since the dawning of the Dungeon Era. The emphasis on practical pursuits and long hours in mines and factories created a deafening dearth of new writers and artists in the Mucklands.

However, in recent years, the rise of comic books has sparked life into an otherwise anemic literary culture. Coinciding with an influx of non-fiction stories based on the adventures of famous dungeoneers, comic books are the most popular reading material, printed in the likes of local newspapers and publications like the ubiquitous *Dungeoneer Magazine*. Young folks especially are creating comics of all genres through self-published zines: slice-of-life, buddy comedy adventures, southern Mucklands horror, and post-Dungeon faerie tales, just to name a few.

This newfound love has resulted in a resurgence of old classical works from ages past, available to those who go hunting for them. Otherwise looked-over books by famous gnome writers like P. Gandy Gandermun are finally getting their due outside of the Dingledell. And ancient tales from a thousand years ago, such as the dramatic plays *The Tale of Penultimo*, *Orlin's Guess,* and *If the Stars Could Laugh* are reaching new audiences.

ENTERTAINMENT

While music, art and literature are making a bit of a comeback, most Mucklanders enjoy less esoteric forms of entertainment. Sports like muckball, riverball, and dungeon ball are quite popular, as well as jousting and (in more unsavory places) pit fighting.

Gaming is also a favorite pastime, with card and dice games such as Rascal Rummy or Huzzah being the most common. Games can reliably be struck up in any tavern in the Mucklands, usually with money on the line.

Despite few public music concerts, comedy shows are well-regarded. Prop comedy, especially, is considered by goblins to be the pinnacle form of entertainment, with insult comedy routines a close second. The popular comedy puppet shows put on by troupes of traveling puppeteers combine both. Slapstick, crass, and sometimes lewd humor in shows like *Clunch & Dewey* and *The Raggabunch Gang* are local favorites.

NOTABLE MUCKLANDS SPORTS FIGURES	
1	**Chag Drubber:** Washed-up dungeon ball star.
2	**Gareon Lightheart:** Up-and-coming jouster.
3	**Marina Swoot:** Riverball champion.
4	**Corlo Worshem:** Disgraced muckball coach.

NOTABLE MUCKLANDS COMEDIANS	
1	**Jeddy Jort:** Former court jester.
2	**Sharnice Boghopper:** Scathing insult comic.
3	**Fish Head:** Prop comic (sells out huge venues).
4	**Zodar the Clown:** Horror comedian.

RELIGION

For the most part, there are no large organized religions in the Mucklands. Rather, there is a collection of folk traditions and a reverence for dozens of supernatural spirits and figures. The majority of folk (except the most jaded and skeptical) share a belief that the world itself is steeped in magic.

Gods and spirits of the Mucklands tend to be manifestations of nature and the environment, as well as folk who have transcended into spirithood either through great or terrible deeds in life. And while these gods and spirits certainly don't interact with average folk very often, there are innumerable accounts claiming their existence, which the skeptics deride as merely "faerie stories."

PROMINENT FOLK GODS AND SPIRITS

- **The Coldwyrm:** A dragon whose cold breath turns autumn to winter.
- **Ehk:** The primordial serpent God of the sarpathi Cult of Ehk.
- **Ogo The Broad Leaf:** An ancient bogril of legend who wrote great wisdoms.
- **Quort:** A wise turtle god whose life and history are as old as Eem.
- **The Spirit of the Bog:** The most recognized spirit of the Mucklands who brings good and ill fortune.
- **The Stars:** Revered by many, especially humans and Faerie Folk. It is said the legendary Starfolk brought magic to the Land of Eem.

FOLK CULTURES

The following are broad overviews of prominent folk cultures in Eem, offered to provide general context and roleplaying cues. Since cultures and individuals can't realistically be reduced to bullet points, feel free to stray from them during gameplay.

BOGGARTS

The most ubiquitous people in all of Eem, and the original inhabitants of the Mucklands. Boggarts have a storied history in the Mucklands, famous for their craftsmanship with wood and stone. The realm is rich with boggart customs, traditions, and holidays that are celebrated by many other folk.

Core Values & Beliefs

- Diversity of thought.
- Take pride in an honest day's work.
- Never turn away a hungry mouth.

Customs & Practices

- Work hard but celebrate many holidays throughout the year.
- Hobbies and pursuit of arts and crafts are commonplace.

BOGGLES

The diminutive cousins of goblins, boggles have a tendency to be carefree, rambunctious fun-lovers that delight in mischief, which they attribute to living near faeries when they once dwelled in the old forests of Eem. Now many boggles live in the big cities, with large families crammed into tiny apartments. Due to their short stature, they are often employed as workers in dungeons and mines, doing the least glamorous work available, like crawling into tight fissures, and sneaking past dangerous beasts.

Core Values & Beliefs

- Speed and efficiency.
- Three heads are better than one.
- Never turn your back on a fellow boggle.

Customs & Practices

- Tend to work together in cliques.
- Live in houses with multiple families.
- Talk incredibly fast.

BOGRILS

Long ago, bogrils were known for their association with the famed Bulwarks, a faction of protectors dispensing law and order in the Mucklands, but whose numbers have dwindled. Nowadays many bogrils are wanderers who prefer the open road to cramped city living and the hustle and bustle of the modern Dungeon Era.

Core Values & Beliefs

- Travel and adventure enlighten the spirit.
- Share with less fortunates that are living hard on the road.
- One bogril's trash is another bogril's treasure.

Customs & Practices

- Communally soak in water and hot springs.
- Wander far and wide.
- Hoard items for fear of wasting.

BUGBEARS

Culturally bugbears tend to be down to earth people who work the land as farmers and hunters, and enjoy nothing more than a good rasslin' match and a nice tall glass of rascal cider. Just don't get on their bad side—bugbear tempers are legendary.

Core Values & Beliefs

- Eat hearty whenever possible.
- Don't be a loudmouth if you can't back it up.
- Make a name for yourself.

Customs & Practices

- Tend to take risks for glory or reward.
- Many live in small hunter-gatherer communities away from hustle and bustle.
- Will invite anyone to the dinner table, even old rivals.

CULT OF EHK (SARPATHI)

Coming from an ancient culture thought to have been extinct long ago, the sarpathi are serpent folk, many of whom adhere to the Cult of Ehk, which has recently emerged from the Underlands. They are various in their serpentine appearance, their bodies often host to mutations that they deem to be blessings.

Core Values & Beliefs

- Two tongues are deadlier than a blade.
- To sacrifice is to take the path to god-hood.
- There are other worlds beyond understanding.

Customs & Practices

- Worship the God Ehk.
- Assume and prepare for betrayals with complicated plans.
- Spend gold on purchasing influence rather than material goods.

DRATCH

Dratch originally hail from the sandy dunes of Shrym. Many travel in communities called droves, composed of great hunters and elders who lead the younger to value the challenge of acquiring great trophies. Those who go off on their own often work as bounty hunters and mercenaries.

Core Values & Beliefs

- Courage and cunning.
- There's more than one way to skin a bat.
- Always finish a fight.

Customs & Practices

- Bathe in sand to relax and rest.
- Reverence and care are always given to the elderly.
- Gladiatorial games are common during gatherings and celebrations.

DWEORGS

Roaming the Underlands and Overlands alike as nomads, dweorgs live in collectives that ply their trades on the road. They are frequently employed as hunters, traders, and miners. While they speak Folk Tongue, most dweorgs can also communicate with each other with their ancestral language made up of guttural whistles and belly-hollering, which other folk have trouble translating.

Core Values & Beliefs

- An agreement, once codified, cannot be broken.
- A beast is only as loyal as its master is to them.
- Life, just as our travels, are circular.

Customs & Practices

- Capture rare beasts for labor and profit.
- Collect gems, not only for profit, but for luck.
- Never stay in one place for too long.

FINFOLK

Scattered throughout the Land of Eem in lakes, rivers, waterways, and oceans, finfolk are more and more frequently entering society at large. Especially in the Mucklands, finfolk tend to stick together to accomplish their goals and explore their surroundings in safety. Being water-folk, some customs and traditions of other folk are quite new to them.

Core Values & Beliefs

- Don't go it alone if you don't have to.
- When someone offers a worm, make sure there isn't a hook.
- A fish out of water is a dead fish.

Customs & Practices

- Tend to double and triple check things.
- Like to work in big groups.
- Live in or near a body of water to soak.

GELATINOUS GOOS

Native to Eem's core, goos speak their own unique language—Gelatinous Gooese—and can understand Folk Tongue, but cannot speak it. Since they are few and far between, there is no strong gelatinous goo culture to speak of in the Mucklands, but amongst their own kind deep in the Underlands, goo culture thrives.

Core Values & Beliefs

- Friendships are very important.
- Selflessness is a virtue.
- There's always a way out of trouble; sometimes it's a tight squeeze.

Customs & Practices

- Aversion to mung and other more destructive oozes.
- Taking oaths or making promises official in some way.
- Rarely venture out into the wide world.

GNOMES

Little magical beings that protect nature from harm, often dwelling in trees and giant toadstools. Most gnomes come from the Dingledell, the lush forest south of Grimly Wood, but many venture into the world and dedicate their long lives to watching over the land. They tend to have good hearts and a deep appreciation for nature, people, and the comforts of home. Rare is the bitter gnome who holds contempt for a broken world.

Core Values & Beliefs

- Where there's a will there's a way.
- Every creature and critter is a person.
- Folk are inherently good if given the chance to be.

Customs & Practices

- Provide help to those in need, both folk and beast.
- Enthusiastically encourage singing and storytelling.
- At some point in one's life, one must venture into the world to nourish the land.

GOBLINS

Goblins are credited as the primary architects of the Dungeon Era, which has shaped the modern world for better or worse. Many tend to be industrious and enterprising, seeing opportunity for adventure around every corner. They often value education, getting a good job, and spending their hard-earned cash on the finer things in life (fancy clothes, gourmet food and prop comedy shows.)

Core Values & Beliefs

- Goods may be inherited, but authority comes from hard work.
- Don't tell your neighbors the right or wrong way to live their lives.
- Never forget those who wronged you on the way up.

Customs & Practices

- Poetry and paintings are fine and dandy, but "real" art should make you laugh.
- Wealth and material items are a status symbol.
- Promotions or advancement are tremendous accomplishments to be lauded and celebrated.

HUMANS

In a world of boggarts, boggles, goblins and wugs, a human sometimes sticks out like a sore thumb. There just aren't many of them in the Mucklands. Aside from the Felmog Outriders who originally hail from the far north, most dwell in remote communities and pursue modest lives as farmers and hunters. Though many folk in Eem regard humans as unremarkable, legends tell a different story—one of golden kingdoms, gallant heroes, and a lost age of wonder and achievement. But even most humans have forgotten this ancient history.

Core Values & Beliefs

- Better to go unnoticed than be the center of attention.
- Hard truth serves better than soft lies.
- The world was better and kinder long ago.

Customs & Practices

- Being too nosey is very rude.
- Keep to themselves, but share with those who have less.
- Appreciate stories and songs, especially the oldest ones.

IMPS

Imps vary widely in disposition, but many are clever folk, if not knavish, who value freedom and excitement. Often in the employ of the sorcerous fiends who summoned and hatched them, most imps eventually seek to escape and strike out on their own into the big scary world.

Core Values & Beliefs

- Dwimmercraft is a rare gift to be appreciated and respected.
- Listen to authority, but you don't have to like it.
- Always plot an escape.

Customs & Practices

- Collect things that hold sentimental value.
- Tend to be skeptical of other people's intentions.
- Eventually outgrow their superiors and employers, and strive to set out alone.

KOBOLDS

In many ways kobolds are the opposite of gnomes. They frequently live to harass, trick, and play morbid pranks on other denizens of the woods. They delight in introducing disease to plantlife and transmogrification (turning beetles into birds and snakes into bunnies), all for a fleeting, cackling laugh.

Core Values & Beliefs

- Laughter is the most important emotion.
- Life flourishes only in the presence of death.
- Plans are like pollen. They blow away in a stiff wind.

Customs & Practices

- Mischief and pranks are the highest form of entertainment.
- Introduce disease to trees to make their seeds stronger.
- Nothing belongs to anyone, so thievery is a just profession.

KRABRAKS

Dwelling in coastal hives, the remnants of shipwrecks, or even the shells of giant clams, krabraks as a whole tend to keep to their own affairs. They are frequently hard to excite, often living habitual stoic lives that focus on farming kelp, building, and raising thier young. Krabrak communities spend years building and tunneling their hive cities for future generations.

Core Values & Beliefs

- Avoid meddling in the affairs of others.
- Harsh words are harmless.
- Best to hunker down in the eye of the storm.

Customs & Practices

- Farming kelp forests is a noble profession.
- Barnacles are unbecoming and a sign of illness.
- Engage in elaborate dancing and snapping rituals.

MANDRA

Mandra are expert swimmers and rarely travel far from water, as they severely dry out in the sun. They are shy and often avoid others, keeping to their own kind in remote villages. In general, they are fishers and gatherers that wish to live peacefully, away from the hustle and bustle of society. However in recent years, as disparate cultures have rubbed up against each other, more and more mandra have set off to explore beyond the wetlands to find adventure, fortune, and personal truth.

Core Values & Beliefs

- Better to be slippery than sticky; don't get tied down.
- A chronic liar doesn't deserve friendship.
- Good deeds repay themselves tenfold.

Customs & Practices

- Impromptu celebrations are commonplace.
- Avoid other folk on the road.
- Share food and shelter with strangers in need.

MUSHRUMS

Hailing from tight knit colonies where individuals can telepathically share thoughts with each other, they often speak in a high-pitched, lilting monotone. Since they are rarely integrated into society at large, some mushrums have trouble understanding the social cues and humor of other folk, tending to take things very literally.

Core Values & Beliefs

- Cooperation and teamwork.
- Oaths are unbreakable.
- Community above all.

Customs & Practices

- Trade a need for a need. Consider money to be a silly in-between.
- Often take a long while to decide, debating multiple perspectives.
- Engage in what is called "the coo," a ritualized, communal telepathic discussion.

NYADS

Sea folk who live throughout the oceans of Eem, but primarily along the coast of the Scalawag Strand. There are two distinct species of nyads: reef and deep nyads. While they share many cultural similarities and a collective history, they differ physically. Reef nyads are amphibious and bear the bright colors of the coral reefs where they mostly dwell, while deep nyads live entirely underwater, often displaying cooler, darker colors and even flourishes of bioluminescence.

Core Values & Beliefs

- Loyalty and honor.
- All sea life is connected and important.
- Great sea monsters are to be revered.

Customs & Practices

- Seed dead reefs back to vibrant life.
- Avoiding overlanders is taught very young, as they can be dangerous.
- Ride sea critters over large distances as boats are seen as profane.

ORCHES

Orches (rhymes with torches) are superstitious creatures that live deep in the swamps and wetlands of the Mucklands. Orches are known for their ferocity and relentlessness in battle, as well as their hunting skills. They respect physical strength above all other attributes, so much so that their societal structure is based on serving and following the largest orches in a village.

Core Values & Beliefs

- The bigger the orch the better.
- Tough stuff builds character.
- Magic is bad stuff.

Customs & Practices

- Enemies work together against common enemies.
- Leave bones on the doorstep to appease witches.
- Rubbing mud onto skin protects it from bad things.

QUORTLES

Often known for their affinity for alchemy and herbalism, quortles rarely dwell in places without ample greenery. Unfortunately, they have a long history of war with orches, who prey on the peace-loving quortles. But most quortles tend to dislike conflict and discord, instead valuing politeness and hospitality, traits that many would consider few and far between in the Dungeon Era.

Core Values & Beliefs

- Politeness and hospitality.
- Always have something friendly to say, even if it's difficult.
- A good defense is the best offense.

Customs & Practices

- Avoid being too forthcoming with strangers.
- Visit Quortlen at least once in their lives.
- Aversion to orches because of their hostility towards quortles.

SELKIES

Known to be brilliant sailors, these seal folk have gained a reputation for embarking on harrowing expeditions to fish for kraken and other dangerous prey. Dwelling mostly on huge colony ships that traverse the great oceans of the world, more and more selkies have migrated to the Muckland coasts for trade with folk like whalens, finfolk, nyads, and krabraks.

Core Values & Beliefs

- Trade and exchange with other cultures.
- Negotiation is always an option.
- Laughter is the spice of life's long expedition.

Customs & Practices

- Often live with other selkies on colony ships.
- Bark jokes at each other constantly.
- Ghost-proof their ships with special herbs and concoctions.

SHARKUNI

Frequently nomadic, sharkuni prefer to travel and work alone as bounty hunters, hunters, and trappers. Often valuing strength and endurance over other achievements, sharkuni often adhere to and promote a kind of cultural self-reliance.

Core Values & Beliefs

- Feats of strength and athleticism.
- Only hunt game worthy of the effort.
- Always keep moving; home is the path.

Customs & Practices

- Sleeping more than a few hours is a sign of weakness.
- After a hunt, leave a portion of meat behind as tribute to the natural world.
- Cooking is disgusting and wasteful of good meat.

SHRYM

Originally from the eastern deserts of Shrym, a largely inhospitable desert wasteland, many shryms have migrated west to the Mucklands, bringing with them an influx of new, incredible technology. In fact, shryms are responsible for the invention of sputtertech and sparkwork, and their culture frequently produces adept engineers and machinists.

Core Values & Beliefs

- Science and math are just as potent as sorcery.
- Anything can be achieved with ingenuity and dedication.
- There's no such thing as luck.

Customs & Practices

- Schooling and training are highly regarded.
- Enjoy working long hours with little sleep.
- Avoid snakes and giant creatures.

SPITHRA

Hailing from the realm of Shrym, these spider folk are making their way over the mountains into the Mucklands, but few have entered into society at large. Spithra are known by many to be deep thinkers and have great patience. Many are weavers, philosophers, engineers, and bards who are famed for the longest, most detailed stories in Eem.

Core Values & Beliefs

- All things are connected in some way.
- Secrets should not be shared idly.
- Offer a helping hand only after someone has tried their best.

Customs & Practices

- Go out on their own at a young age.
- Become proficient in multiple disciplines.
- Confide only in folk they really trust.

TROLLS

Traditionally, many trolls take residence under bridges, requiring tolls from passing travelers in exchange for keeping the bridge safe and maintained. The Drippy Downs town of Dunk infamous for its rigid traditions and extreme tolling. Older trolls are often fastidious and cantankerous, but a new generation of trolls has adopted the culture of boggarts and goblins.

Core Values & Beliefs

- Tradition and customs are to be respected.
- One must always pay their dues.
- The most valuable things in life are the ones you build.

Customs & Practices

- Taught basic architecture and stone masonry at a young age.
- Luncheon and tea ceremonies are important.
- Tusk and horn maintenance are a sign of good character.

WELKINS

Famed for building the remote, palatial city of Cloudcap north of the Mucklands, welkins tend to be well-traveled and enjoy pursuits in science and the arts. Often being explorers and seers of many sights, they value the experience and the journey over the destination. Many welkins make it a point in their lives to document and journal at least one adventure to pass down to their kin.

Core Values & Beliefs

- Books are more valuable than gold.
- Flight is freedom, so be thankful for it.
- Being a teacher is the noblest profession.

Customs & Practices

- Strong emphasis on schooling and the pursuit of knowledge.
- Keep extensive journals of personal discoveries and thoughts.
- Exploration and sojourns in far off places.

WHALENS

An ocean-faring people that trace their lineage to the lost, ancient kingdom of Waylore. They often work as sailors and explorers aboard ships. While few make it out to regions away from water, many folk are familiar with their beautiful, melancholy singing. In fact, families of whalens are known to sing together each night before bed.

Core Values & Beliefs

- Nothing better for a sorry heart than a change of scenery.
- Don't be a barnacle and overstay your welcome.
- Revere the wisdom of your elders. The oldest clams have the biggest pearls.

Customs & Practices

- Live nomadic, seafaring lives.
- Share everyday news with whales through song.
- Usually don't leave their parents until they are thirty years old.

WUGS

As hardworking heavy lifters and builders, wugs have become the backbone of the Dungeon Era. Historically, wugs leave their homes at a young age and settle down late in life, choosing to live largely independent lives. They tend to be loyal friends, and stubborn, and they possess a silly wit that is sometimes mistaken for simpleness. In truth, wugs are often highly intuitive and hard to fool.

Core Values & Beliefs

- Strength of body and will.
- Make your own way, but lift others up with you.
- Roll with the punches.

Customs & Practices

- Often loners who enjoy silence and solitude.
- Leave everything behind on a whim to wander.
- Settle down late in life.



Calendar & Seasons

In the Land of Eem, the modern day names for the days of the week and months come from a mishmash of cultures, mostly stemming from the gnomish calendar, but also including the customs of humans and boggarts. Many pronounce "day" like "dee" in the Mucklands.

DAYS OF THE WEEK

1. Sunday
2. Munday
3. Twosday
4. Middlewick
5. Friarday
6. Mirthday
7. Boggenday

MONTHS

1. Starfall
2. Aldern
3. Dewleaf
4. Plumdrop
5. Therafreet
6. Bogflower
7. Ogon
8. Moonwax
9. Pelano
10. Windywoot
11. Hearthen
12. Coldwyrm

SEASONS

Spring: Aldern, Dewleaf, Plumdrop

Summer: Therafreet, Bogflower, Ogon

Autumn: Moonwax, Pelano, Windywoot

Winter: Hearthen, Coldwyrm, Starfall

WEATHER

Seasonal weather varies from region to region in the Mucklands. Roll random weather during travel to spice things up and aid narrative description. Extreme weather may hamper travel (penalties to Travel Checks, move only 1 Hex per Travel Turn, etc.).

Drippy Downs: Spring

1. Warm and Pleasant
2. Sunny
3. Clear and Breezy
4. Muggy
5. Foggy
6. Misty
7. Billowing Clouds
8. Overcast and Sprinkling
9. Rainy
10. Heavy Rains
11. Gusty Winds
12. Squall

Drippy Downs: Summer

1. Scorcher
2. Humid and Sticky
3. Warm Winds
4. Pleasantly Sunny
5. Cool and Breezy
6. Muggy
7. Foggy
8. Dense Fog
9. Misty
10. Drizzling
11. Rainy
12. Thunderstorm

Drippy Downs: Autumn

1. Cool Winds
2. Clear and Cool
3. Brisk
4. Gusty Winds
5. Cold and Foggy
6. Dense Fog
7. Ominous Clouds
8. Rainy
9. Wet and Miserable
10. Heavy Rains
11. Thunderstorm
12. Squall

Drippy Downs: Winter

1. Windstorm
2. Biting Cold
3. Cool and Cloudy
4. Sunny and Brisk
5. Frosty and Foggy
6. Foggy and Drizzling
7. Dense Fog and Rain
8. Wet and Miserable
9. Heavy Rains
10. Squall
11. Hail
12. Snowy

Fleabag County: Spring

1. Warm and Pleasant
2. Bright and Sunny
3. Balmy and Breezy
4. Crisp and Cool
5. Overcast
6. Gloomy Sky
7. Billowing Clouds
8. Stiff Winds
9. Rainy
10. Heavy Rains
11. Gusty Winds
12. Thunderstorm

Fleabag County: Summer

1. Scorcher
2. Dusty Heat
3. Glaring Sunshine
4. Hot and Smoggy
5. Warm Winds
6. Pleasantly Sunny
7. Bright and Cloudless
8. Warm and Overcast
9. Humid and Sticky
10. Suffocating Heat
11. Warm Rains
12. Thunderstorm

Fleabag County: Autumn

1. Warm and Pleasant
2. Clear and Sunny
3. Fresh and Breezy
4. Stiff Winds
5. Shifting Winds
6. Gray and Cloudy
7. Ominous Clouds
8. Chilly
9. Gloomy and Drizzling
10. Wet and Miserable
11. Heavy Rains
12. Violent Gale

Fleabag County: Winter

1. Windstorm
2. Bitter Cold
3. Frosty and Foggy
4. Chilly
5. Cool and Cloudy
6. Sunny and Brisk
7. Threatening Clouds
8. Rainy
9. Wet and Miserable
10. Thunderous Downpour
11. Snowy
12. Blizzard

Quagmash: Spring

1. Warm and Pleasant
2. Humid and Sticky
3. Muggy and Thick
4. Misty
5. Warm Breeze
6. Clammy
7. Warm and Rainy
8. Gloomy and Drizzling
9. Stiff Winds
10. Rainy
11. Heavy Rains
12. Thunderstorm

Quagmash: Summer

1. Humid and Sticky
2. Suffocating Heat
3. Muggy and Thick
4. Misty
5. Hot and Unpleasant
6. Warm Stink
7. Steady Rains
8. Pelting Rains
9. Torrential Downpour
10. Thunderstorm
11. Earth-shaking Thunder
12. Typhoon Weather

Quagmash: Autumn

1. Humid and Sticky
2. Muggy and Thick
3. Misty
4. Warm Breeze
5. Clammy
6. Warm and Rainy
7. Gloomy and Drizzling
8. Wet and Miserable
9. Pelting Rains
10. Torrential Downpour
11. Thunderstorm
12. Typhoon Weather

Quagmash: Winter

1. Bitterly Cold
2. Freezing
3. Foggy
4. Cold and Damp
5. Chilly
6. Cool and Brisk
7. Surprisingly Pleasant
8. Clammy
9. Stiff Winds
10. Blustery Winds
11. Rainy
12. Squall

River Country: Spring

1. Warm and Pleasant
2. Bright and Sunny
3. Balmy and Breezy
4. Gentle Sunshine
5. Crisp and Cool
6. Rolling Fog
7. Overcast
8. Billowing Clouds
9. Blustery Winds
10. Damp and Dreary
11. Raining Cats and Dogs
12. Windstorm

River Country: Summer

1. Scorcher
2. Glaring Sunshine
3. Hot and Smoggy
4. Warm Winds
5. Gorgeous Blue Skies
6. Pleasantly Sunny
7. Crisp and Cool
8. Warm and Overcast
9. Billowing Clouds
10. Warm Rains
11. Thunderstorm
12. Tornado

River Country: Autumn

1. Clear and Sunny
2. Fresh and Breezy
3. Gorgeous Blue Skies
4. Stiff Winds
5. Blustery Winds
6. Gray and Cloudy
7. Chilly
8. Gloomy and Drizzling
9. Wet and Miserable
10. Heavy Rains
11. Violent Gale
12. Flash Floods

River Country: Winter

1. Windstorm
2. Bitter Cold
3. Chilly
4. Cool and Cloudy
5. Sunny and Brisk
6. Gloomy and Gray
7. Foggy
8. Threatening Clouds
9. Wet and Miserable
10. Thunderous Downpour
11. Deluge
12. Flash Floods

Scalawag Strand: Spring

1. Gorgeous Blue Skies
2. Bright and Sunny
3. Breezy
4. Gentle Sunshine
5. Crisp and Cool
6. Jacket Weather
7. Overcast
8. Billowing Clouds
9. Blustery Winds
10. Gentle Rains
11. Damp and Dreary
12. Windstorm

Scalawag Strand: Summer

1. Scorcher
2. Glaring Sunshine
3. Gorgeous Blue Skies
4. Pleasantly Sunny
5. Bright and Breezy
6. Blustery Winds
7. Gray and Cloudy
8. Rolling Fog
9. Gentle Rains
10. Violent Gale
11. Thunderstorm
12. Typhoon

Scalawag Strand: Autumn

1. Clear and Sunny
2. Fresh and Breezy
3. Gorgeous Blue Skies
4. Blustery Winds
5. Gray and Cloudy
6. Rolling Fog
7. Jacket Weather
8. Gloomy and Drizzling
9. Heavy Rains
10. Violent Gale
11. Thunderstorm
12. Typhoon

Scalawag Strand: Winter

1. Blustery Winds
2. Bitterly Cold
3. Jacket Weather
4. Cool and Cloudy
5. Fresh and Breezy
6. Gloomy and Gray
7. Dense Fog
8. Damp and Dreary
9. Wet and Miserable
10. Violent Gale
11. Thunderous Downpour
12. Squall

Used T'Be Forest: Spring

1. Warm and Pleasant
2. Bright and Sunny
3. Balmy and Breezy
4. Glaring Sunshine
5. Dusty and Dry
6. Warm and Overcast
7. Billowing Clouds
8. Light Rains
9. Wet and Muddy
10. Dusty Winds
11. Thunderstorm
12. Tornado

Used T'Be Forest: Summer

1. Scorcher
2. Dusty and Dry
3. Blazing Sunshine
4. Hot and Cloudless
5. Pleasantly Sunny
6. Balmy and Breezy
7. Sweltering Heat
8. High Winds
9. Dust Storm
10. Warm Rains
11. Thunderstorm
12. Tornado

Used T'Be Forest: Autumn

1. Warm and Pleasant
2. Fresh and Breezy
3. Cool and Cloudy
4. Overcast
5. Chill Winds
6. Ominous Clouds
7. Gloomy and Drizzling
8. Wet and Muddy
9. Violent Gale
10. Rainstorm
11. Hailstorm
12. Thunderstorm

Used T'Be Forest: Winter

1. Freezing
2. Cold and Cloudy
3. Sunny and Brisk
4. Chill Winds
5. Gloomy and Gray
6. Threatening Clouds
7. Wet and Muddy
8. High Winds
9. Sleet Storm
10. Thunderous Downpour
11. Snowy
12. Blizzard

CHAPTER 9

FACTIONS



Major Factions

BIG FAME HUNTERS

Formed after splintering from the original Puddlejumpers Association, the Big Fame Hunters are an elite group that prides themselves on conquering the untamed wilds and bagging the biggest game in the Mucklands. Renowned for their tracking, stalking and sharpshooting abilities, the group is relatively small, but very influential among social elites. Every hunter from the most seasoned legend to the most wet-behind-the-ears recruit competes fiercely for the next "big one."

Locations

Big Fame Hunter Lodge (p154)

Notable Members

- **Long Johns Magilla:** The finest tracker in the Quagmash (p148).
- **"Din Din" Snaggletoosh:** The finest stalker in the Quagmash (p154).
- **Jeramiah Jonker:** The finest sharpshooter in the Quagmash (p155).

Goals

- Bag the biggest, most legendary beasts in the Mucklands!
- Celebrate the thrill of the hunt and grow into the best hunters in the Land of Eem.
- Tame the Quagmash once and for all.

Threats & Enemies

- **Not So Friendly Competition:** The competitive spirit between every Big Fame Hunter is getting dangerous as the numbers of mythic game dwindles in Quagmash.
- **Puddlejumpers Association:** Believe the hunters are harming the ecosystem and the relationships between the locals and newcomers.
- **Orches of Orchmire:** Ambush hunters who poach gators or wander into Orchmire.
- **Green Gallivanters:** Protect animals and wildlife, often helping them escape from the hunters.

Allies

- **The Big Three:** SPL, Krog & Sons, and Unassailable Co. often hire Big Fame Hunters to kill pesky monsters and clear out wild areas.

BLOOD REEF CLAN

The oldest of the nyad clans, who once competed with the Ebon Reef Clan for control over Scalawag Strand. On several occasions the Blood Reefs took control of the region, lording over periods of history that were both brutal and rife with conflict. Perhaps inevitably, generations of feuds and infighting laid the Blood Reefs low, ultimately transforming them into a roving nomadic band of marauders. Feared by many, they harass landlubbers and the seafolk of Conch, working tirelessly to reclaim the ancient kingdom and rule the seas.

Locations

Crimson Curl (p308)

Notable Members

- **Symar:** The ruler of the Blood Reef Clan (p309).
- **Tharn the Trident:** Once the greatest Blood Reef warrior (p309).
- **Indra'Nor:** A secret spy in Conch (p265).

Goals

- Unseat Conch's ruler, Ny'Dea of the Deep, and take control of the seafolk of Scalawag Strand.
- Sever ties with the surface dwellers of the Mucklands.

Threats & Enemies

- **Landlubbers:** Warming diplomatic relations between the Seafolk of Conch and the Mucklands sully the waters with landlubber scum.
- **Seafolk of Conch:** The antithesis of everything the Blood Reefs stand for. The rising leadership of Ny'Dea in Conch now commands respect from seafolk throughout all of Scalawag Strand.
- **Mucklands Trading Co.:** Their naval ships are a constant annoyance.
- **Daggerheart Pirates:** The only pirates who dare raid and pillage the Blood Reefs.

Allies

- **Pirate Court:** The Pirate Court has an unspoken agreement to avoid Blood Reef dealings and territory.
- **Sarpathi:** A tenuous allyship at best, the two sides use each other for their own gains.

BOGGARTS OF MUNCH

Once the rulers of the Mucklands, the Boggarts of Munch hold no real power but still command respect among many of the citizens throughout the realm. They are often consulted by commoners to settle disputes or provide their blessings for new endeavors. The Boggarts of Munch still practice courtly behaviors, and nobles compete to attend festivals, dinners, and political events on their grounds, in order to gain the favor of the royal family.

Locations

Munch (p107)

Notable Members

- **King Cragtooth Munch:** The royal ruler of Castle Munch (p107).
- **Queen Mother Nabitha**: The King's mother (p108).
- **Prince Ragtooth Munch**: The heir apparent (p108).
- **Princess Elzabith Munch**: The second heir (p108).

Goals

- They would like to be in power again, but have no idea where to begin and no plan to accomplish this goal.
- The King and Queen Mother are obsessed with finding suitors for their son and daughter in order to carry on the Munch Family tradition.

Threats & Enemies

- **Charlatans:** In their diminished state, the royal family is prone to trickery and swindling. An ambitious, silver-tongued boggart has recently gained the ear of King Cragtooth Munch.
- **The High Magistrate:** Views the Munch crown as a nuisance that should fade into obscurity.

Allies

- **Common Folk:** Though the political influence of the crown is weak, the people of Munch and Fleabag County at large love the royals dearly.
- **Felmog Outriders:** Despite differences, they respect the traditions of royalty and nobility.
- **The Toll Tellers:** Have long-standing political ties and friendship.
- **The Over-Dweorgs:** Like the Toll Tellers, they have age-old ties to the kingdom of Munch.

BOGRIL BULWARKS

An order of lawbringers adhering to a philosophy of justice that centralizes on making the roads safe. Named after the hearty-framed bogrils who mostly comprise their ranks, the Bulwarks ride giant tortoises and make long pilgrimages from the mouth of the Middle-Route Runoff all the way down the Great Slog to keep travelers safe from bandits. Many highway harriers flee at the approach of the Bogril Bulwarks, but their once proud order has dwindled in number and influence in recent years.

Locations

Fort Bulwark (p343), Bogwatch (p341)

Notable Members

- **Captimus Creeb:** The leader of the Bogril Bulwarks (p343).
- **Commander Trungal:** The wizened commander of Bogwatch (p341).
- **Paladin Garymanderer:** Known as *Used T'Be Hero* for his gallant deeds (p344).

Goals

- Return the Mucklands to its former glory as a prosperous realm where craftspeople and merchants work and trade without fear.
- Protect the pilgrims and travelers on the Great Slog, from the Middle-Route Runoff to Grimly Wood.
- Recruit new, stout-hearted Bulwarks to promote justice throughout the Mucklands.

Threats & Enemies

- **Corruption:** Not only do corrupt officials and corporate executives make policing difficult, but internal rot runs rampant.
- **Bandits and Thieves:** The ever-growing bandits and road gangs make travel dangerous. The Tricky Toe Gang, Sootfinger Gang, Punkin Gang and Knucklebone Bandits thrive nearly unchecked in the Used T'Be Forest.
- **Felmog Outriders:** Felmog knights treat Bulwarks with disrespect and disdain, endangering their authority.

Allies

- **The Green Gallivanters:** Their efforts in the Used T'Be Forest are a step in the right direction.
- **The River Watch and Copperhats:** Though they often butt heads over methodology, they sometimes work together in law enforcement.

COPPERHATS

The law enforcement of Fleabag County, as well as the military arm of the High Magistrate's office, to whom they answer directly. The Copperhats derive their name from the distinct copper color of their traditional armor, used for centuries by goblin soldiers. To the sensibilities of the modern day Mucklands citizen, Copperhat armor looks rather garish and silly. And due to the helmet visor that protrudes and protects a goblin's pointy nose, the slang term "coppersnout" is quite popular among the citizenry.

Location

- The Copper House (p85)

Notable Members

- **Captain Brewdis Martang**: Captain of the Copperhats (p85).
- **Tereka the Finder**: The Copperhats' Master of Bounties (p85).
- **Officer Parney:** The last good Copperhat in Gutterspan (p80).

Goals

- Keep the riffraff of Fleabag County in check, but look the other way when it comes to organized crime for a cut.
- Enforce the High Magistrate's orders on special missions anywhere in the Mucklands.

Threats & Enemies

- **Political Challengers:** New popular candidates to compete for the position of High Magistrate could remove much of the Copperhat's power and influence.
- **Bards:** Music and bards are outlawed in Bogtown by the order of High Magistrate Kreech, but they won't die off easily.
- **Boggarts of Munch:** Folk often appeal to the Boggarts of Munch to settle legal disputes and the Copperhats believe this usurps their authority.
- **Common Folk:** Simmering dissatisfaction from commoners due to the rise of organized crime and corruption within Copperhat ranks could lead to revolt. The Copperhats are increasingly antagonistic with the very folk they are supposed to protect.

Allies

- **The High Magistrate:** The Copperhats' power and authority ultimately comes from the High Magistrate.
- **Tricky Toe Gang:** Connections between corrupt Copperhats and gangsters grow stronger by the day.

DAGGERHEART PIRATES

The scourge of the Scalawag Strand, answering to no one, including the Pirate Court. Led by the mysterious Dread Pirate Daggerheart, these sea wolves have grown rapidly in power and influence, amassing a fleet of ships and taking the seas by storm. They operate out of a hidden base at Lookout Island that every salty dog in the Pirate Court scours the oceans blue to find.

Locations

- Lookout Island (p325)

Notable Members

- **Captain Daggerheart:** The dread pirate himself, who also happens to be a parrot (p325).
- **First Mate Molly:** A huge sharkuni enforcer for Captain Daggerheart (p325).
- **Karl the Kraken:** An enormous sea monster and guardian of Lookout Island (p326).

Goals

- Loot and plunder from all who sail the seas and become the most powerful pirate crew in the Scalawag Strand.
- Free the region from the clutches of Mucklands Trading Co. and the Pirate Court.

Threats & Enemies

- **Discovery:** If the location of the secret Daggerheart lair on Lookout Island were to be found, the Daggerhearts would lose their key advantage.
- **Mucklands Trading Co.:** Eager to end piracy, they much prefer the more manageable Pirate Court. They are amassing a great fleet to sink Daggerheart vessels.
- **The Pirate Court:** Jealous and worried of losing control of pirates everywhere. If they were truly to unite, the great crews could destroy the Daggerhearts.
- **The Nyads:** The Blood Reef and Ebon Reef Clans attack ships without hesitation.
- **The Sarpathi:** The new presence of sea-faring sarpathi reavers has complicated the normal ship routes.

Allies

- **None:** The Daggerhearts are too secretive and too cutthroat to make alliances.

EBON REEF CLAN

At odds with the Blood Reef Clan, they held dominion over the Strand for generations—only truly rivaled by the majesty of the Deep Empire (a now-fractured faction of deep nyads). However, when the Great Quake destroyed much of the region, the Ebon Reef Clan fled to Ebon Key. Now, their power has waned and the remnants of a once-proud people dwell amidst the snarls of coral reef and perilous rocks. There they maintain a small, but influential royal court with hopes of regaining their former prominence.

Locations

Ebon Key (p323), Deep Chasm (p310)

Notable Members

- **Zoren:** Protector of the Ebon Reef (p323).
- **Lorsha:** An Obsidian Warden and Zoren's second in command (p323).
- **Korfa the Vizier:** Official representative of the royals of Ebon Reef (p323).

Goals

- Take back their ancestral homeland and unite nyads to their cause by orchestrating another Great Quake to wash away the coastal settlements.
- Find powerful *Relics* to arm themselves and crush their enemies.

Threats & Enemies

- **Seafolk of Conch:** Conch's growing influence threatens to make the Ebon Reefs obsolete, usurping their noble rights.
- **Blood Reef Clan:** Though they share similar ideologies, the two frequently compete for influence over their fellow nyads. Incessant raids by the Blood Reefs constantly muddy the Ebon Reefs' efforts to unite the nyads and return the Strand to the way things were.

Allies

- **Ze'Leesha of Deep Chasm:** The former princess of the Deep Empire itself, Ze'Leesha's politics align with those of the Ebon Reef Clan.

FAERIE FOLK

Faerie Folk is a broad term that includes not only faeries, pixies, and sprites, but creatures like gnomes, centaurs, and beamkin, just to name a few. In the Drippy Downs, a group called the Faerie Court upholds the Laws of Faerie and protects their ancient, magical traditions. Faerie Law is very particular about certain things like etiquette and boundaries. Unfortunately, the Faerie Folk are under siege—not just physically, with their forests having been felled over the last hundred years, but also culturally. Most common folk don't even believe in the wonder and majesty of Faerie Folk anymore, at least not like in the old days.

Locations

The Riddle Spinney (p48), The Faerie Market (p32)

Notable Members

- **Queen Kaleida:** The centuar ruler of the Riddle Spinney and Faerie Court (p48).
- **Princess Kalyra:** Rebellious daughter of Queen Kaleida (p49).
- **Gwilla:** A faerie, and keeper of Faerie Law in the Faerie Market (p32).

Goals

- Unite all Faerie Folk to strengthen their place in the world.
- Protect the magical traditions from the industrialists of the Dungeon Era, and prevent magic from fading away.

Threats & Enemies

- **Corporations and Industrialists:** Rampant deforestation and a major cultural shift in the Mucklands has forced the Faerie Folk into a small corner of the realm. The natural world is dying around them, and with it fades the magic of Eem.
- **Over-Dweorgs:** In this new age of vulnerability, the Over-Dweorgs prey on the Faerie Folk, capturing them for their menageries.

Allies

- **Green Gallivanters:** They truly understand the plight of the Faerie Folk and work each day to help.
- **The Lily Court** (p153)**:** An entity not unlike the Faerie Court that protects Faerie Law in Thoadstool Thicket in the Quagmash.
- **Toll Tellers:** Though they are curmudgeonly, the Faerie Folk respect the old ways of the trolls and vice versa.

FELMOG OUTRIDERS

Also known as the Order of the Outriders, they are an honor-bound confederation of Felmog quest knights, sanctioned by their northern masters to explore the Mucklands and trade with the industrialists that rule the region. The Felmog Outriders are true quest knights, famed for their prowess in battle. Most Outriders come from the three primary Felmog martial orders: the Black Candle, Cloven Tongue, and Iron Sun. Despite the political tensions and power struggles common to their rival orders, most Outriders operate in good faith, even going so far as to take an oath to keep the peace. Adventurers would be well to know that Felmog Outriders are a serious, stern, and capable group, willing to do what it takes to get what they want.

Black Candle

Hailing from the Felmog capital city of Kreeth in the far off Black Coast, the Order of the Black Candle are known for their legendary bloodlines, influence, and alliances with the Gloom King. Knights of the Black Candle are boastful (often for good reason), pursue legends or rumors of lost *Relics*, and wear ornately decorated, black armor. Their sigil is a single, lit black candle.

Cloven Tongue

Hailing from the city of Khet in far away Rengwere, the Order of the Cloven Tongue are known for their cunning, spycraft, and scholarly pursuits. Knights of the Cloven Tongue are frequently educated in the arcane, pursue knowledge and influence, and wear red. Their sigil is the severed, cloven tongue of a serpent.

Iron Sun

Hailing from the great fortress city of Maax in the far away Lonely Hills, the Order of the Iron Sun is famed for smithing, architecture, and siege warfare. Knights of the Iron Sun often keep their business to themselves, pursue crafts like stone or steel working, and wear heavy armor. Their sigil is a black sun.

Locations

The Stone (p354), The Vault (p81)

Notable Members

- **Countess Feoria**: Leader of the Felmog Outriders in the Mucklands (p354).
- **Baroness Khedra Khasadar:** The highest ranking Felmog Outrider at the Vault (p81).
- **Zhal'dir the Wise:** Felmog sorcerer feared by all at the Stone (p355).

Goals

- Explore the Mucklands for riches, *Relics*, and objects of power.
- Thrive in the struggles and challenges of adventure and make names for themselves.
- Reinforce relationships with their allies to complete their quests sanctioned by their masters in Felmog.
- Sow seeds of unrest and corruption in the region, paving the way for their respective Orders to seize power.

Threats & Enemies

- **Constant Questing:** Aside from The Stone and The Vault, the Outriders rarely keep to a single place, leaving their secret treasure hoards potentially open to reavers or thieves.
- **Deep Rivalries:** Though the Outriders temporarily forsake their heraldry to adventure in the south, these rivalries between Orders bubble up in private, personal ways.
- **Arrogance:** The Outriders are susceptible to their own hubris and arrogance, believing nothing in the Mucklands to be a true threat.
- **Order of the Ember:** Opposed to any Felmog who are allied to the agents of the Gloom King.

Allies

- **Subterranean Pits and Lairs LLC:** It isn't public knowledge, but SPL has borrowed from the deep coffers of Felmog, specifically the Order of the Black Candle. In exchange, SPL is expanding their tunnel system all the way to the far north of Felmog.
- **River Watch:** Easily bribed, they help Felmog Outriders smuggle *Relics* and other treasures out of their land.

THE GLOOM KING

For those who do not know the old tales, the Gloom King is little more than a nursery rhyme villain to frighten misbehaving children. His history is steeped in myth and legend, and few (if any) know the whole truth of it. Just that a great darkness crept over the land, that the dead were restless, and their sorcerous master exacted terrible wrath upon the ancient kingdoms. An even scanter few know that the Gloom King still lives and has returned to finish what he started.

Location

Far away in lands untrodden by folk for a thousand years. His agents (often in secret) carry his malice across every realm in the Land of Eem.

Notable Members

- **The Gloom King:** The mysterious master of undeath and sorcery that holds all of Eem in contempt. Remnants of the Gloom King persist in the world, left dormant and brooding for ages (see Gloom in Bestiary Vol. 1).
- **Zhal'dir the Wise:** A Felmog sorcerer aligned with the Gloom King (p355).
- **Zhadazat:** A sorcerer of the Broken Circle (p362).
- **Mithra:** A sorcerer of the Broken Circle (p175).

Goals

- Secretly awaken and stoke the Sarpathi menace to sow discord and unrest within the Mucklands, diverting attention from the impending doom of the Gloom King's return.
- Find *Relics* of the past to destroy or use against his enemies.
- Snuff out the Order of the Ember.
- Pursue age-old hatreds and eradicate the history of Eem, namely the ancient city of Epoli, the Empress of Epoli, and the Middle-Kingdoms.
- Blanket the world in Gloom.

Threats & Enemies

- **Felmog Politics:** Foolish infighting, especially among those unaligned with the Order of the Black Candle, threatens to undermine age-old plans.
- **Order of the Ember:** The gallant knights-errant ride across Eem in an attempt to warn the common folk of the Gloom King's secret rise and inspire them to make a stand.

Allies

- **Felmog Outriders:** Many within their ranks, especially Black Candle Outriders, have allied with the Gloom King in exchange for riches and objects of power.
- **Sarpathi:** Unbeknownst to all but the highest ranked hierophants, the Gloom King provides arcane knowledge to aid sarpathi efforts in rebuilding their ruined empire.
- **The Broken Circle:** A mysterious order of sorcerers and cultists who serve unquestioningly.

GREEN GALLIVANTERS

A group of highly dedicated gnomes and their environmentally-minded recruits, sworn to replant the lost woods of the Mucklands and protect the land from ever-expanding industrialists. The Green Gallivanters are strong-willed and friendly, and believe that, in time, they'll see the complete rejuvenation of the Used T'Be Forest, just as it was before the Dungeon Era. They take the prosperity of the environment very seriously, know the wilderness better than anyone, and help anyone with a noble, goodly cause.

Locations

The Last Tree (p366)

Notable Members

- **C. Constance Canderbandy:** The Clockwork-Bane of the Used T'Be Forest and leader of the Green Gallivanters (p366).
- **J. Spanky Nabbernutty:** The most famous Green Gallivanter in the Mucklands (p366).
- **Sgt. Major Wink Whistlebee:** Faerie guardian of The Last Tree (p366).

Goals

- Restore the Used T'Be Forest, and protect what wildlife still dwells there.
- Disrupt the operation of the industrialists like Subterranean Pits and Lairs LLC, Krog & Sons Inc. and Unassailable Co.
- Sway Subterranean Pits and Lairs LLC and Krog & Sons Inc. employees to care about the land.

Threats & Enemies

- **Social Apathy:** Replanting the Used T'Be Forest will take generations unless more people join the effort, but the common folk are tired and apathetic.
- **Splintering Ideology:** There is a growing splinter group within the Green Gallivanters that believes the only way to bring about change is by destroying and sabotaging the dungeoneering companies with force, which runs counter to gnome leadership.
- **Corporations and Industrialists:** They are more powerful than ever in history, and the Big Three (SPL, Krog & Sons, and Unassailable Co.) are the worst offenders of them all, destroying the environment unchecked.
- **Big Fame Hunters:** Hunting for sport is detestable!

Allies

- **Bogril Bulwarks:** Both find common ground while striving to make the Used T'Be Forest a safer, better place to live.
- **Quortles of Quortlen:** Both respect nature deeply and have worked together to thwart corporate interests in River Country in the past.
- **Puddlejumpers Association:** The two work together in the Quagmash to preserve wildlife.

GUILDMONGERS

The administrative body over every legitimate guild in the Mucklands. They manage the admittance (or expulsion) of any merchants, tradespeople or service providers they see fit. The de facto leaders of the Guildmongers are the foremost prominent mongers: the Moneychanger, Widgetmonger, and Ironmonger. Special business conducted with the Guildmongers requires tradeable items to be converted into Guild Coins. These tokens are the only currency accepted by any Guildmongers and exchange at a rate that is far from fair.

Locations

Guildmonger District (p197)

Goals

- Sway the Copperhats to serve The Guildmongers in Capstan instead of the High Magistrate of Bogtown.
- Squeeze the River Barons and prominent corporations on delinquent loan payments to rake in the coin.
- Expand their markets to the Scalawag Strand by investing in seafaring expeditions.

Threats & Enemies

- **River Barony:** They constantly grasp for control over local economies.
- **Tricky Toe Gang:** Constant extortion is a thorn in the Guildmonger's side.
- **Rascals of Rascalton:** Heists threaten to drain vulnerable coffers.
- **The Big Three:** Competition from dungeoneering outfits who offer cheap, low-quality, mass produced wares and are rapidly expanding.

Notable Members

- **Grong the Moneychanger:** Guildmaster of the Guildmongers, and leader of the First River Bank of the Guildmongers (p199).
- **Yolunda the Widgetmonger:** Sole proprietor of the Big Yellow Y, she sells the cheapest products in all of River Country (p199).
- **Jinchin the Ironmonger:** A weapon and armor smith who runs a series of shops in River Country (p199).

Allies

- **Copperhats:** Displeased with the River Watch, the Guildmongers hire their services for protection but would prefer to own them outright.
- **The High Magistrate:** It's important to have cordial relations with arguably the most influential individual in the Mucklands.
- **River Barony:** They share a tenuous relationship, as the River Barons need the Guildmongers' network and the Guildmongers need their capital.

THE HIGH MAGISTRATE

High Magistrate Orvul Kreech and his Board of Governors are the most influential governing body in Fleabag County and the Mucklands at large. Nothing happens in the entire region without the say-so (and profit) of Kreech. And not even the big dungeoneering outfits, like Subterranean Pits and Lairs LLC, Krog & Sons Inc., or Unassailable Co. ("The Big Three") can do much about it.

It's no secret that High Magistrate Kreech and his cronies are crooked as corkscrews, but from their perspective it's absolutely justifiable. After all, if the corporations are going to have their way with the Mucklands' resources, Fleabag County should get their slice of the pie. The only trouble is, when all is said and done, not a penny ever trickles down to common folk from the fat, full pockets of Kreech and his corrupt officials.

Locations

Old Town (p81)

Who's Who

- **High Magistrate Orvul Kreech:** The highest-ranking government official in Fleabag County (p179).
- **Mr. Kroak**: Kreech's most trusted advisor on the Board of Governors (p83).

Goals

- Squeeze every dungeoneering operation in Fleabag County.
- Expand governing influence beyond Fleabag County into every region of the Mucklands.
- Make sure High Magistrate Orvul Kreech always gets re-elected.

Threats & Enemies

- **Common Folk:** The peasants of Fleabag County are tired of Kreech and his Board of Governors, and one day won't put up with them anymore.
- **Political Challengers:** A new, boggart upstart mayor named Gale Gallsy is building a following in Bogtown, with support from the Boggarts of Munch.
- **Tricky Toe Gang:** They are getting greedier and want a bigger cut of the extortion money from the Big Three.
- **Subterranean Pits and Lairs LLC:** They hate the High Magistrate and have plans to deal with him, permanently.
- **Boggarts of Munch:** The crown of Munch represents everything old and stale that should be eradicated in the new age.

Allies

- **Copperhats:** Does the High Magistrate's bidding, keeping law and order.
- **Guildmongers:** Both are attempting to use one another to expand their influence across every region in the Mucklands.
- **Tricky Toe Gang:** Secretly (but increasingly not-so-secretly) extorts and blackmails commoners and corporations in exchange for leeway with the Copperhats.

KROG & SONS INC.

A family-owned mega-corporation founded by the self-made goblin tycoon, Krog. The company's early successes sprang from spectacularly lucrative real estate investments, specifically the purchase of mining claims that proved to be astoundingly wealthy with gems and precious metals. Or so that's the story Krog tells. But there's a long line of swindled, bamboozled, and ripped-off miners and prospectors who tell another story. Either way, Krog is little more than a crook in expensive clothes and has never lifted a pickaxe in his life. Krog & Sons Inc. has very few employees, mainly so Krog can keep all the money for himself and his bungling sons. The goblin tycoon prefers to outsource all work and scam the poor saps who take the jobs.

Locations

Krogland (p346), Marshgate (p338), Tarmurk (p173)

Notable Members

- **Krog the Tycoon:** Narcissistic owner of Krog & Sons Inc. (p346).
- **Rog and Tog**: Krog's nitwit sons and the heirs to the Krog empire (p346).
- **Sheesh the Fixer**: Krog's right hand shrym (p346).

Goals

- Secure the legacy (and celebrity) of the Krog name for a thousand years!
- Sabotage rivals, steal their claims, and destroy their reputations, especially Subterranean Pits and Lairs LLC.
- Acquire treasure to bribe other factions, scam contractors, and gain favor among the Mucklands population.

Threats & Enemies

- **No Infrastructure:** Krog & Sons Inc. is disorganized with little to no infrastructure. Practically all of the company's labor is outsourced to small contractors as Krog focuses on espionage and shady deals. And his screw-up, spoiled sons, Rog and Tog, are unfit to take over the business.
- **Subterranean Pits and Lairs LLC:** Rampant stealing and jobsite sabotage on Krog & Son's part has strained their relationship to the point of cold war.
- **Unassailable Co.:** Irreparable rift between the two organizations from years of corporate espionage.

Allies

- **No One:** Krog's blustery pomposity and insatiable appetite for treasure has made enemies out of everyone he's ever worked with.

MUCKLANDS TRADING CO.

The powerful dungeoneer outfits of the Used T'be Forest knew that the only way to expand their interests beyond the Mucklands was to establish a strong arm for trading. And so together, the leaders of the Big Three pooled their resources to create an independent entity to preserve and protect their investments on equal ground. The resulting Mucklands Trading Co. quickly emerged as an influential force in the realm.

Sporting thousands of agents and a Navy to rival the galleons of Felmog, the Mucklands Trading Co. has ensured safe transport, trade, banking, and warehousing for the powers of the Dungeon Era for fifty years.

Locations

Muckland Harbor (p275)

Notable Members

- **Trade Governor Garburt Wygg:** The newly elected aristocrat overseeing Mucklands Trading Co (p285).
- **"The Commodore" Waldorf Moody:** Commander of the Mucklands Trading Co. Navy (p285).
- **Chief Inspection Officer Sindal Rix:** The Port Chief at the Docks (p280).

Goals

- Control the shipping and trading corridors in Scalawag Strand.
- Eradicate the pirate menace, especially the Dread Pirate Daggerheart.
- Split entirely from the dungeoneering outfits of the Used T'Be Forest and command their own destiny.

Threats & Enemies

- **Corporate Takeover:** A complete takeover from the Big Three would change the hierarchy of the entire company and cast operations into chaos.
- **Pirate Court:** Constant attacks on merchants threaten trade and make the company look ineffective.
- **Daggerheat Pirates:** The most notorious pirate crew is wreaking havoc on the region unchecked.
- **The Blood Reef Clan:** They hate landlubbers encroaching on their ancestral land and attack merchants and naval ships.

Allies

- **Subterranean Pits and Lairs LLC.:** Mucklands Trading Co.'s biggest customer.
- **Krog & Sons Inc.:** Often not worth the trouble, but they manage to ship high-priced items every now and then.
- **Unassailable Co.:** Second only to SPL, they pay for considerable security services.
- **High Magistrate:** Maintaining good relations with the High Magistrate, who wields considerable influence, is of utmost importance.
- **Seafolk of Conch:** Purely economic, the Seafolk are an untapped market.

NORK'S NOODLE GANG

The biggest brand of fast food in the Mucklands, with a criminal enterprise that rivals the Tricky Toe Gang at its corrupt heart. Founded by Nork himself, the fast food empire bursts with goons eager to eliminate competition. If it isn't Nork's Brand, then Nork isn't happy. In recent years Nork has expanded his footprint with Nork's Noodle Nooks: small, cheap and low quality noodle restaurants to put the squeeze on local eateries.

Location

Nork's Noodles (p75)

Notable Members

- **Nork the Noodle Maker:** The chain restaurant proprietor and crime boss (p75).
- **Bonny Badapple:** Nork's wug bodyguard (p75).

Goals

- Corner the fast food market by force, eliminating local competition.
- Cut down on overhead costs by using cheap ingredients (like adding plyxian pile worms to the noodle formula).

Threats & Enemies

- **Poor Quality:** Rumors of the poor quality of Nork's Noodles threaten sales.
- **Over Expansion:** Nork is more and more hungry for territory, spreading the noodle empire and the gang's activity thin.
- **Tricky Toe Gang:** The gang hates anyone that muscles in on their territory.
- **Mom and Pop Restaurants:** Restaurants like Pandor's Cider House and small chains like Wally's Waffles and Weorgs fight back with coupons and daily specials.

Allies

- **The Big Three:** Norks sells mega shipments of dried noodles to Subterranean Pits and Lairs LLC, Unassailable Co., and Krog & Sons Inc.

ORCHES OF ORCHMIRE

Dwelling in sties of mud and junk, these short, stocky pig-faced creatures are superstitious, filthy, and often brutish to outsiders. While they live in scattered hamlets across the swamp, most orches swear loyalty to the Big Orch who rules from Orch Sty. Orches respect strength and size, but are extremely superstitious and distrust magic and technology, except in the instance of quortle shells. They believe these so-called "magical" shells bestow great power in battle.

Locations

Orchmire (p168), Orch Sty (p180)

Notable Members

- **Big Orch**: The largest Orch in the Mucklands, ten feet tall (p180).
- **Baby Chomp Chomp:** Big Orch's beloved pet baby gator (p180).
- **Dwimmer Orch:** A frightful magician healer and wisest of the orches (p180).

Goals

- Find a cure for the Witchbreath, a cursed disease that sickens orches, as well as anyone else that ventures into the Gatormaze.
- Raid the quortles for their magic shells, elixirs, and potions.
- Build a great sty that covers the Quagmash with rubbish and slop.

Threats & Enemies

- **Constant Warring:** Incessant conflict between orch tribes is untenable, and some believe there should be a better way of life.
- **Trespassers:** Outsiders like the Puddlejumpers, Big Fame Hunters, and rascals from Camp Mudbank are invading Quagmash. All who enter orch territory are a threat, and orch diplomacy is exceedingly rare.
- **Big Fame Hunters:** They hunt orches and poach the biggest and oldest gators—a great insult.

Allies

- **Shallis Shadewand** (p182): They pay tribute to the witch whose magic they fear greatly.

ORDER OF THE EMBER

Founded by the remnant folk of the lost city of Epoli, the Order has returned to the western lands of Eem to defend against the growing threat of the Gloom King. The Order is made up of knights who have dedicated their lives to the ideals of a forgotten golden age. They value integrity, honor, hope, and the promise of a society that values cooperation and peace. Ember Knights are road-weary, weathered, often alone, and rarely in one place for long.

Locations

Individuals spread throughout the Land of Eem.

Notable Members

- **Hada the Ember Knight:** An injured knight-errant in the Quagmash (p150).
- **Epoli the Ember Knight:** A knight-errant riding west through the Mucklands (p422).

Goals

- Defend the Land of Eem from the impending threat of the Gloom King.
- Remind the folk of Eem that the world was once a bright and prosperous place, and can be again should principles such as compassion, truth, and integrity be valued.
- Defend the defenseless from fiends and despots.

Threats & Enemies

- **Extinction:** The Ember Knights are few and far between, spread out across the land, and fighting against all odds. If they perish, there is no one to replace them.
- **The Gloom King:** His many agents want to see the last children of Epoli destroyed as they pose the greatest threat to his plans.
- **Felmog Outriders**: Felmog bears an age-old grudge against the Ember Knights' ancestors. Some among them, especially the Order of the Black Candle, are secretly aligned with the Gloom King.

Allies

- **Common Folk:** Though their efforts are largely unknown, the Order of the Ember is an ally to all folk in the Mucklands.
- **Green Gallivanters:** Among the few who are aware of and aid the Ember Knights' goals.

OVER-DWEORGS

The largest group of dweorgs in the Land of Eem that live above ground. Having come from a mostly nomadic society, the Over-Dweorgs strive to unite their fractured people. Once, all dweorgs paid fealty to their great Crystal Kingdom in depths of the Underlands—but after the Great Shattering, the dweorg culture dimmed and only exists now as scattered groups of traders, miners, and infamous beast wranglers. The Over-Dweorgs often deal with exotic creatures from the Underlands, from places like Shimmering Shar and even the Abyss.

Locations

Yrr'ghgrg (p28)

Notable Members

- **Mundra Mundred:** Current leader of the Over-Dweorgs (p29).
- **Dundurg the Korgon-Tamer**: Famed beast keeper and hunter (p29).

Goals

- Rebuild the Crystal Kingdom.
- Stockpile enough gems in the Land of Eem to rebuild their most sacred site, the Sharspire, an enormous inverted tower that reaches all the way down to the volcanic, bubbling heart of the Shimmering Shar.

Threats & Enemies

- **Underlands Expansion:** Dungeon Era expansion and undermining has led to pilfering of the dweorgs' birthright—the brilliant glittering gems and crystals of the Underlands.
- **Caged Beasts:** Their own kept beasts are always a threat to revolt, often caged against their will.
- **Green Gallivanters:** They undermine the dweorgs' efforts to capture and sell rare beasts.
- **The Sarpathi:** They steal and covet dweorg artifacts. Recent clashes have made the two factions bitter rivals.

Allies

- **The Toll Tellers:** Both factions respect each other's old ways and traditions.

PIRATE COURT

The legend goes that the ghosts of the first scalawags in Scalawag Strand met in the bones of a sunken ship. They decided to set aside their differences and rally to a code, ensuring that pirates would no longer turn upon pirates and that the seas would be divided among the proudest fleets for plundering. Nowadays the Pirate Court is known more for its petty squabbling than for unifying the pirate crews of the Strand. Only three rules still hold sway: always leave a coin for the next pirate; double crossin' is fair game, but triple crossin' is a bridge too far; lily livers walk the plank, but sterner stuff shall be spared. Ruled by the Woodenfoots, Cyclops, and last of the Barking Butchers, the Pirate Court has turned its gaze from spoils and plunder to outright war against the upstart Daggerheart Pirates.

Locations

Hornswoggle Port (p291)

Notable Members

- **Captain Verma "Woodenfoot":** Captain of the Woodenfoot pirates (p294).
- **Landlubber Lowry**: Bedridden leader of the Barking Butchers (p295).
- **Hook Rat Holiday:** Master and commander of the Cyclops pirates (p292).

Goals

- Loot, booty, and plunder the Mucklands Trading Co.
- Destroy the Dread Pirate Daggerheart, who's gotten too big for his breeches and never shares treasure.

Threats & Enemies

- **Disunification:** Squabbles and disagreements between pirate crews keep the Pirate Court from unifying plans.
- **Mucklands Trading Co.:** Eager to eliminate piracy and open up trade to the rest of the Land of Eem. Their blockade is ever expanding, splitting the Scalawag Strand in two.
- **Daggerheart Pirates:** They despise oppressive rules and tyrants. The Dread Pirate Daggerheart's fleet grows daily, hogging all the glory and loot.

Allies

- **Tricky Toe Gang:** All too eager to help fence loot and trade secrets to maximize their treasure hoards.

PUDDLEJUMPERS ASSOCIATION

Exploring vast, uncharted swampland is hard business. Then came Tug Remmy, founder of the Puddlejumpers. Tug was a famous trailblazer who started a movement of explorers hungry for adventure and opportunity in uncharted lands. But after Tug's unfortunate disppearance on a harrowing expedition, the Puddlejumpers splintered into two opposing factions. Those who believed the wilderness should be conquered and tamed became The Big Fame Hunters, while those who stuck to Tug's ideals of exploration and preservation remained Puddlejumpers. Today, the Association is as diverse as ever, composed of explorers, rangers, and thrill seekers who love nature, adventure and taking wild risks. If they had a motto, it would probably be: "Oh yeah? Hold my rascal cider!"

Locations

Puddlejump Lodge (p156)

Notable Members

- **Bindy Remmy:** The closest thing to an official leader of the Puddlejumpers (p156).
- **Backwater Bundee**: Famed gator-rider of the Gatormaze (p156).
- **Squawg Muggadunk:** A Puddlejumper recruiter (p156).

Goals

- Map, chart, and carve their names into history by exploring every nook and cranny of the Quagmash and the Mucklands at large.
- Discover and catalog new flora and fauna.
- Appreciate the beauty of nature and wildlife, leaving it unharmed by intrusion.

Threats & Enemies

- **Corporate Industrialists:** Buying up claims and trailblazing without care for the environment. The Big Three threaten to expand into the swamp, felling the trees and destroying wildlife.
- **Orches of Orchmire:** Angry with intruders on their homeland, despite the Puddlejumpers best intentions.
- **Big Fame Hunters:** Diametrically opposed, the two factions are constantly at each other's throats over how the swamp should be treated. They poach unique creatures and endangered species, altering the swamp's ecosystem.

Allies

- **Green Gallivanters:** Perhaps the only other faction that cares as deeply about nature and wildlife as the Puddlejumpers.

QUORTLES OF QUORTLEN

The peaceful Quortles of Quortlen are famed for their knowledge of medicine, plant magic, and old history. Their ancient culture reaches back to the beginnings of the Land of Eem. But they are also known to hide their endeavors from outsiders, especially orches. Even their architecture is largely out of plain view, as half their homes lie below the water, often hiding secret rooms and passages.

Locations

Quortlen (p208)

Notable Members

- **Queen Moosh**: The ruler of Quortlen and a master alchemist (p208).
- **Keenyn Weeway:** Spiritual leader of Quortlen (p208).
- **Shnapron the Tough**: The Master of Arms in Quortlen (p208).

Goals

- Keep safe the secrets of their little understood civilization.
- Perfect their craft of medicines and plant magic.
- Live undisturbed lives, free from the outside world and free from constant harassment by orches and the riffraff brought in by the River Baron gambling boats.

Threats & Enemies

- **Pollution:** Places like Thurf, Junktown, and Logjam poison the riverways.
- **Orches of Orchmire:** Orches believe that quortle shells are magical and embark on hunting parties to poach them. For centuries, many quortles lived in northern Quagmash, but years of conflict led to a mass exodus to escape the orches.
- **River Barony:** They want quortles to forget their traditional ways, give up their prime real estate and pour money into River Baron casino ships.
- **River Watch:** Constantly tries to squeeze tax money out of Quortlen even though they offer no protection or benefits.

Allies

- **Green Gallivanters:** Both respect nature deeply and have worked together to thwart corporate interests in River Country in the past.
- **Rascals of Rascalton:** The two have worked together to thwart the expansion of the River Barony and the meddling of the River Watch.

RASCALS OF RASCALTON

A group of well-meaning outlaws who challenge the tyranny of the River Barony. Among the poor peasantry of River Country, they are considered folk heroes who steal from their oppressors and distribute their loot to those who need it most. Wanted far and wide by the Barony and River Watch, they live in hideouts and keep low profiles to avoid suspicion. Because of their good standing, locals do their best to help, supply, and hide them from the prying eyes of would-be enemies.

Locations

The Oaken Barrel (p222)

Notable Members

- **Jym Dollstav:** The beloved leader of the Rascals of Rascalton (p222).
- **Rulfie Peabody:** A boggart boy-thief (p222).
- **Barnabas and Bean:** A pair of infamous, roaming folk heroes (p223).

Goals

- Steal from the rich, give to the poor. Feed and cloth the peasants of River Country who struggle under the yolk of the greedy River Barony.
- Convince the River Watch to protect the people's interests instead of siding with those that line their pockets.

Threats & Enemies

- **River Barony:** As the number one target of the Rascals, they pour vast resources into rooting out thieves.
- **River Watch:** Raids and arrests targeting the Rascals are frequent. They may pretend to uphold the law, but the River Watch stands for nothing, only having the greedy interests of the River Barony at heart.
- **Guildmongers:** The Guildmongers are just an extension of the River Barony's greed.
- **Tricky Toe Gang:** Much too cutthroat and cruel. The Tricky Toes want to muscle in on Rascalton with support from the River Barony.

Allies

- **Quortles of Quortlen:** The two have worked together in the past to thwart the expansion of the River Barony and the meddling of the River Watch.
- **Common Folk:** Everyone knows the Rascals look out for the little guy.

RIVER BARONY

The title of River Baron is often associated with the owners of grand casino barges in River Country, who host hundreds of gambling, partying passengers as they ramble down the waterways. However, the River Barony is an age-old River Country institution that predates gaudy gambling boats.They are the ruling class who write laws, collect taxes and tolls for river access, and police their own estates with the help of the River Watch. Despite their ruling status, there is no single master of the River Barony. Instead, they act like a council, where each member constantly attempts to undermine or overthrow the other by means of subterfuge or economics.

Locations

Baron's Quay (p189)

Notable Members

- **Baron Lucifus Lankershiv**: Most powerful River Baron and owner of the river ship, *Red Dorgon* (p195).
- **Baron Anlar Corsgo**: Owner of the *Black Drake* and the Lankershiv family's rival for control of River Country (p194).
- **Baroness Illiana Yolok:** Owner of the *Emerald Wyvern* and respected by her rivals Corsgo and Lankershiv (p192).

Goals

- Usurp the last vestiges of authority from the River Watch and rule the River Country as royal oligarchs.
- Command over the criminal underworld and the destruction of the Rascals of Rascalton.
- Learn the secrets of quortle medicine and herbology, then turn it into a business.

Threats & Enemies

- **Rascals of Rascalton:** Constantly rob the River Barony's boats and strongholds, distributing the wealth to the peasantry.
- **Guildmongers:** Many in the River Barony have enormous debts that they struggle to pay. The Guildmongers are positioning themselves to usurp power and completely control the economy.
- **River Watch Dissent:** A small minority in the River Watch reject the idea of an all-out River Barony oligarchy.

Allies

- **River Watch:** Easy to bribe and manipulate. Protection of River Barony wealth is priority number one, followed by keeping quiet on illicit deals.
- **Tricky Toe Gang:** Act as an underworld strong arm for the River Barony, earning a piece of the total gambling take in River Country.

RIVER WATCH

The law in River Country. Always at odds with the rascals and riffraff of the region, the River Watch manages the enormous network of waterways that stream down from the mountains and flood west into the Middle-Route Runoff and south into Fleabag County. While they are sworn to keep the peace for everyone, they are primarily concerned with protecting merchants, traders, and River Barons whose cash flow keeps the River Watch higher-ups well fed.

Locations

The Watchtower (p239), Capstan River Watch Command Tower (p203), Rascalton River Watch (p219)

Notable Members

- **Commandant LeChar:** Leader of the entire River Watch (p203).
- **Captain Moozer**: The second-in-command at the Capstan department (p203).
- **Sheriff Jeronus Ratchet:** Second-in-command only to Commandant LeChar (p239).

Goals

- Bring law and order to the rambunctious River Country, and snuff out thievery and piracy.
- Keep the River Barons happy because they hold great sway and influence.

Threats & Enemies

- **Popular Disdain:** Corruption amongst the River Watch is leading the folk to side with the Rascals, even aiding them in their crimes.
- **Understaffed:** There are not enough detectives in the River Watch. Many crimes go unsolved, eroding confidence in the system.
- **Rascals of Rascalton:** The biggest pain in the River Watch's neck. Most of their resources are dedicated to stopping Rascal heists and thefts.
- **Pirates and Thieves:** The river is rife with marauders like the Tricky Toe Gang and the Hookfin Pirates looking to get rich, many of them much more dangerous than the Rascals.
- **Quortles of Quortlen:** They have tried to live free of taxation for years, but all that will soon change.
- **Felmog Outriders:** Ignore local laws because they have the might to do so.

Allies

- **River Barony:** Some in the River Watch despise the River Barony's influence, but most accept the fact that it's their primary duty to protect the Barony's interests.
- **Felmog Outriders:** All recovered *Relics* are to be siphoned directly to the Felmog Outriders, no questions asked.

SARPATHI CULT OF EKH

As uncertain as their motives, the origin of the sarpathi is clouded in mystery. Some believe that the snakemen, as they are frequently called, were serpents mutated long ago by a mystical artifact deep within the Underlands of Eem. Others propose the sarpathi are the offspring of some ancient god-serpent that once ruled the world. Whatever their true origin, they have returned to terrorize the Mucklands, led by the Cult of Ehk who believe nothing is more sacred than Ehk—the supreme deity, capable of peering through time and space. They are dedicated to realizing the futures seen through the seven powerful Eyes of Ehk—magical gemstones that resemble snake eyes. This dedication has led to the vicious search and seizure of ancient artifacts, as well as the capture and sacrifice of innocent Mucklanders.

Locations

The Forgotten City (p54)

Notable Members

- **Arch Hierophant Zar'Sharaz:** The highest ranking member of the Cult of Ehk (p54).
- **Sindra'noth the Queen Mother**: The most revered sarpathi spawn-mother (p54).
- **Uzzith the Third Eye:** A three-eyed hierophant with supernatural soothsaying abilities (p54).

Goals

- Find the Seven Eyes of Ehk and use them to summon the Serpent God Ehk to the Land of Eem.
- Conquer the Land of Eem, enslave its people, and form a theocracy that worships their returned god.

Threats & Enemies

- **Few In Number:** Though cunning and dangerous, the sarpathi are relatively few and pursue their schemes in secret to avoid notice from enemies.
- **Hierarchical Discord:** Sarpathi hierophants compete for control of the Cult of Ehk, often plotting against one another.
- **Infidel Defilers:** Anyone who does not worship Ehk is an enemy, even their so-called allies.

Allies

- **Unassailable Co.:** Secretly supplying the sarpathi with weapons and resources.
- **The Gloom King:** Providing intel to the sarpathi to fuel their quest for the Eyes of Ehk, in order to sow discord and unrest.

SEAFOLK OF CONCH

A collection of various ocean dwellers that have formed a society above the waves. Dwelling in the city of Conch and led by Ny'Dea of the Deep, many of the seafolk, including Ny'Dea, are exiles and outcasts of every kind: krabraks, fishfolk, whalens, quortles, and even peaceful nyads forced to flee from the turmoil of warring nyad clans.

Locations

Conch (p264)

Notable Members

- **Ny'Dea of the Deep**: The leader of Conch (p265).
- **King Kroo**: Krabrak protector of Conch (p265).

Goals

- Unify the seafolk safely from the oppression of the Blood Reef and Ebon Reef clans.
- Establish diplomatic ties with the surface world, specifically the denizens of the Mucklands mainland.

Threats & Enemies

- **Exploitation:** Corporations who use Mucklands Trading Co. as a puppet to profit from the seafolk conflict.
- **Blood Reef Clan:** Despise the cooperation between the Seafolk and the landlubbers of the Mucklands, openly attacking citizens.
- **Ebon Reef Clan:** Jealous of losing their influence over their ancestral kingdom, they secretly plot to destroy Conch and all the settlements in Scalawag Strand.

Allies

- **Mucklands Trading Co.:** Purely economical, they are actively working to develop trade between the Seafolk and Mucklands corporations.

SUBTERRANEAN PITS AND LAIRS LLC

The largest dungeoneering outfit in the Land of Eem. Founded by the legendary and mysterious Lord Orfong the Defiler, SPL came to prominence at the dawn of the Dungeon Era. They profit from a wide variety of activities including, but not limited to: dungeoneering, mining and tunneling, technology innovation, as well as producing cheap, low-quality consumer goods. Adventurers would be wise to know that SPL is highly competitive with their rivals, and they are always looking for new recruits to conduct business.

Locations

SPL Headquarters (p349), Marshgate (p338), Chief Chopper's Mill (p363)

Notable Members

- **Lord Orfong:** Founder of SPL (p350).
- **Madam Mov Wozinski**: Chief Execution Officer and second-in-command (p349).
- **Dastina Brenk:** Vice Punisher (p349).

Goals

- Expand their enterprise to become the most powerful, influential, and ubiquitous corporation in the Land of Eem.
- Install an SPL puppet mayor in Dunk to establish a foothold in the Drippy Downs, which has yet to be sapped of its natural resources.
- Destroy Krog & Sons Inc. and seize control of the treasures hidden by Unassailable Co.

Threats & Enemies

- **Toxic Work Culture:** Years of cutthroat competition and espionage between rival corporations has created many enemies, even within the company itself.
- **Financial Collapse**: Subterranean Pits and Lairs LLC has borrowed too much money, expanded too far, and pushed the limit on safe exploration practices so much that it could be their undoing.
- **Krog & Sons Inc.:** Constant sabotage has significantly affected SPL's efficiency numbers.
- **Unassailable Co.:** The two companies often clash and vie for the same resources.
- **Green Gallivanters:** Progressively a bigger thorn in SPL's side, disrupting operations.
- **Sarpathi:** Sarpathi attacks on SPL dungeons seem to be a regular occurrence these days disrupting tunneling projects and compounding SPL's financial troubles.

Allies

- **Felmog Outriders:** It isn't public knowledge, but SPL has borrowed from the deep coffers of Felmog, specifically the Order of the Black Candle. In exchange, SPL is expanding their tunnel system all the way to the far north of Felmog.
- **Mucklands Trading Co.:** SPL is their largest account and commands the most attention.

TOLL TELLERS

An ancient council of trolls who once managed a vast organization that collected tolls from every bridge in the world according to the guidance of their sacred book, the Toll Teller's Codex. This ten thousand page volume of laws and procedures outlines the rules, regulations, and methodologies to live by as good, upstanding trolls. Nowadays, the Toll Tellers tend to keep to themselves, abhorring disruptions in their ancient customs. Customs that have become harder and harder to live by in the Dungeon Era.

Location

Dunk (p14), Drippy Drop Bridge (p36)

Notable Members

- **Gram Hamba:** The Grand Toll Teller (p19).
- **Shrugga the Stomper**: Chief enforcer of the Toll Tellers (p36).

Goals

- Uphold their traditions and convince younger trolls to return to the ancient ways, instead of gallivanting off into the world on their own adventures.
- Rebuild the massive network of bridges that have fallen into ruin in the Drippy Downs as well as the rest of the Mucklands.

Threats & Enemies

- **Changing Culture:** The Dungeon Era brought new folk to Dunk who have influenced the next generation. Young trolls are tired of the old ways, paying tolls and living under bridges.
- **Subterranean Pits and Lairs LLC:** SPL represents all that is changing in the modern world. Little do the Toll Tellers know, SPL is actively working to overtake the town of Dunk.
- **Sarpathi:** They dismantle bridges and repurpose them into temples. Many trolls no longer have a place to live and the Toll Tellers are not as rich as they used to be.

Allies

- **The Over-Dweorgs:** Both factions respect each other's old ways and traditions.

TRICKY TOE GANG

The biggest, most infamous gang of footpads, harriers, burglars, and rapscallions in the realm. So big that their gang is broken up into dozens of minor chapters with their own customs, initiations and cultural quirks. The name "Tricky Toe" derives from two things. First, a Tricky Toe gangster must always be quick on their toes. Second, and more importantly, Tricky Toe gangsters are known for double and triple crossing, and always "cross their toes" during a lie to trick the "truth gods."

There are Tricky Toe gangsters hiding everywhere, but you can always identify a decorated member if their name includes titles like: Twotoe, Tripletoe, Bigtoe, etc. As for the gang's history? It's cloudy. Many have claimed to be the founder, which is a major point of contention. They have a long history of infighting, power struggles, and backstabbing.

Locations

Heartwyrm Hotel (p79), Any Cities in the Mucklands

Notable Members

- **Boss Dwog "Old Man" Chumbree:** Self-proclaimed founder of the Tricky Toe Gang (p79).
- **Harn the Twinbeard**: Also claims to be founder of the gang, but in hiding (p178).
- **Gode "The Toad" Tripletoe:** Second-in-command to Old Man Chumbree (p79).

Goals

- Pickpocket, pilfer, filch, rob, and heist. All targets are fair game.
- Consolidate the gang's power center and "unite the scum."
- Maintain "working relationships" with corrupt police and officials throughout the Mucklands.
- Infiltrate the highest offices of the land, like the Magistrate in Bogtown, to squeeze, skim, and curry favor for their criminal enterprises.

Threats & Enemies

- **In-Fighting:** Confusion over who's in charge of the gang at large hampers unified growth across the realm.
- **River Watch:** The River Watch may be in league with the River Barony, but they hate thieves.
- **Bogril Bulwarks:** The Tricky Toes are their enemy number one.
- **Rival Gangs:** Nork's Noodle Gang, the Sootfinger Gang, Guttermouth Gang, Redboot Bandits, Knucklebone Bandits, and the list goes on. Anyone who infringes on Tricky Toe territory must be taught a lesson.
- **Rascals of Rascalton:** Known as gentlemen thieves, are at odds with the Tricky Toes' no-holds-barred methods, and work to sabotage their efforts.

Allies

- **High Magistrate Orvul Kreech:** The High Magistrate of Bogtown is in their pocket and looks the other way.
- **The River Barony:** Always open to nefarious dealings, and frequently hires Tricky Toes for skullduggery.
- **The Guildmongers:** They don't care where the money is coming from, as long as their clients have it.

UNASSAILABLE CO.

Known for how well it keeps secrets—that, and its unassailable mazes and dungeon complexes that guard those secrets. Their main headquarters is accessible from the Used T'Be Forest by means of an above ground office complex mounted with a massive, high-powered cannon. The inner sanctum is a highly-guarded underground dungeon compound rife with deadly traps. Only those with security clearance can freely bypass the gauntlet of death that protects the company's inner sanctum and their client's treasures.

Locations

Unassailable Co. Headquarters (p357), Marshgate (p338)

Notable Members

- **Mr. Pring:** The mysterious, unchallenged master of Unassailable Co. (p357).
- **Ms. Ezmareld Hagula:** Kobold witch hexer (p358).
- **Ood the Invulnerable:** The most valuable Unassailable Co. test subject (p358).

Goals

- Monopolize secrets, magic, and technology.
- Undermine both Subterranean Pits and Lairs LLC and Krog & Sons Inc. at every turn using espionage and their secret alliance with the sarpathi.

Threats & Enemies

- **Sarpathi:** Unless controlled, they are a dangerous ally who could turn at any moment.
- **Subterranean Pits and Lairs LLC:** Their rapid expansion across the Underlands disrupts the company's ten-year plan.
- **Krog & Sons Inc.:** Their attempted sabotage is ineffectual against Unassailable Co. but their incessant claim jumping is a problem.
- **Felmog Outriders:** The meddlesome band of brutes love secrets, and often poke their noses where they don't belong, especially when it comes to the sarpathi.

Allies

- **Sarpathi:** In exchange for resources, weapons and technology, they have promised to destroy Unassailable Co.'s corporate competition.

Minor Factions

DEEP EMPIRE
A near extinct empire of deep nyads. All that remains of their once vast influence lies in Deep Chasm, where Ze'Leesha the Deep Sister sequesters her people and schemes to rule the Scalawag Strand once more.

Locations
Deep Chasm (p310)

DRUIDS OF QUORT
An ancient order of quortles and bogrils that revere nature and the mythic turtle, Quort. The druids work to preserve the rivers and woods, fiercely protecting their homes.

Locations
Bubbletop (p185)

GUTTERMOUTH GANG
A gallery of burglars and ruffians operating in Bogtown. They're loud, caustic, and know how to jimmy a lock. But with their leader in prison, the gang has shifted its focus to a heated turf war with the Tricky Toe Gang.

Locations
The Sunken Inn Saloon (p92)

HOOKFIN HORDE
Once a pirate crew that sailed the Scalawag Strand, they left the coast for easier pickings in River Country and Quagmash. Full of mostly finfolk, the Hookfin Horde haunts the rivers looking to plunder from merchants and snatch peasants for ransom.

Locations
Hookfin Hideaway (p177), Hookfin Grotto (p258)

JUNCHER GANG
Swamp trodding cutthroats following the orders of the brutal and cunning Boss Junch. They actively try to expand their territory, but find it difficult without muscle. Rumor has it the Junchers are trying to ally with orches in order to take over Camp Mudbank.

Location
Camp Mudbank (p149)

KNUCKLEBONE BANDITS
Brutes by all accounts, and armed to the teeth, they make no bones about, well, breaking bones. They prefer attacking caravans and villages, leaving victims bruised and bloody. Rumor has it that their leader is a werewolf.

Locations
Knucklebone Barrow (p387), Castle Gannish (p52)

OGO PILGRIMS
Followers of the religious figure Ogo the Broad Leaf, an ancient frog that penned the Book of Broad Leaves, a collection of wisdoms and histories of early Eem. Mostly bogrils, the Ogo pilgrims wander the realms from shrine to shrine, dispensing help and counsel where they can, and relying on the kindness of others to survive their nomadic lifestyle.

Locations
The Shrine of Ogo (p87)

PUNKIN GANG
Disguising their faces by wearing pumpkins on their heads, they terrorize the countryside of Fleabag County. They are wild, unpredictable robbers and vandals that revel in chaos and destruction. But more notable, they pay homage to the pumpkin demon, Old King Nack, and dabble in strange rituals to bring him back to this world.

Locations
Forlorn Fields (p130)

RED BOOT BANDITS
Scoundrels of the road easily identifiable by their signature red leather boots. Hard-nosed and rough, the Red Boots are infamous highway robbers, ruffians and thieves, but best known for their mysterious initiation ritual which is rumored to involve a cursed, red stone.

Locations
Red Boot Roadhouse (p135)

SOOTFINGER GANG
Burglars and pickpockets originally from the sooty streets of Thurf. They creep over rooftops and shimmy down chimneys, and frequently collaborate with other gangs and bandits on stealth schemes and crimes.

Locations
The Drain (p113), Crickstop (p228)

UNDERMONGER'S GANG
These sewer dwelling, subterranean rogues undermine every attempt at order in Junktown. They sabotage infrastructure, rob locals at knife-point, and plan heists against the surface dwellers. Famously, no one knows the identity of the Undermonger, a mystery that has only added to the gang's notoriety.

Locations
The Sewers (p98)

DIVE INTO MORE ADVENTURE

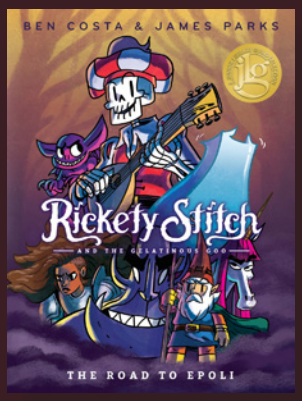
Land of Eem







Dungeoneer Adventures: A highly illustrated chapter book series about a boy named Coop Cooperson, the only human to attend a school for explorers-in-training. (Ages 8+)







Rickety Stitch and the Gelatinous Goo: A full color graphic novel series about a skeleton bard on an epic quest to discover who he was when he was "alive." (Ages 12+)



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Sign up for news and get the free Land of Eem Quickstart Guide

Learn the game by watching the creators play on YouTube

Connect with Land of Eem players and start a gaming group on the official Discord

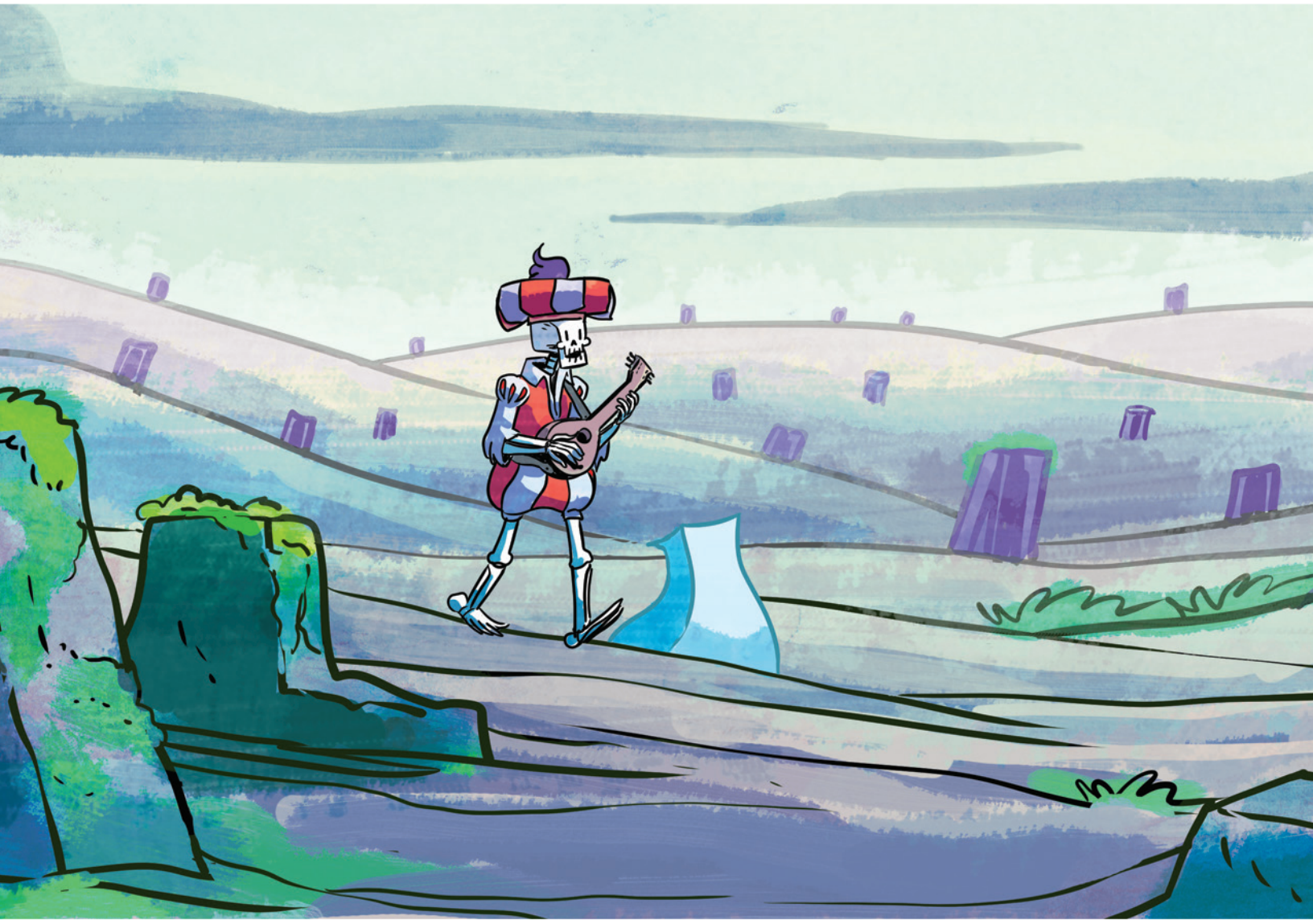
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Bubble Hills
BUBBLETOP
Big Crick
Blunder Crick
Skroknest Mountain
The Blunder Bliffs
CHIEF CHOPPER'S
THE STONE
RASCALTON
Middle Road River
MOLDY CAVE
THE STUMP
The Great Slog
CRICKSTOP
FIREDAMP
WALLY'S
Dirtnap Dunes
Whisperdale Meadow
THE CROSSROADS
Sounder Hills
AZIMUTH OUTPOST
Grimly Wood
FORT BULWARK
SPL HQ
THURF
YRR'GHGRG
ETTIN HORN
The Used T'Be Forest
The Crack
FAIRGROUNDS
The Drippy Downs
KROGLAND
GRIEFWOOD
BEEZELBURF
Blackcrib
Drippy Dogs River
The Spill
MARSHGATE
Trollridge
BOGTOWN
The Prickle
Orchmire
DUNK
BOGWATCH
ORCH STY
Wildman River
The Highwilds
Boiling Lake
Tarmuck
The Quagmas
CAMP MUDBANK
Nameless Lake
The Riddle Spinney
SINKHOLE
Puddlejump
MUCKLAND HARBOR
PUDDLE POINT
Thoadstool Thicket
Muckland Bay
Shearwater Bay
CONCH
HORNSWOGGLE PORT
Shipwreck Straits
The Lost Willows
Croak
Shipwreck Island
MUSHMASH
Terror Island
THECA
Scalawag Strand



The Mucklands Realm

THE REGIONS

The Mucklands include six regions, each with their own landscape, peoples, and perils.

THE DRIPPY DOWNS

One of the few bastions of the old magical world, the Drippy Downs is a land of rolling green hills, home to trolls, faeries, dweorgs and other uncommon species—many doing their best to preserve the heritage of Eem's magical past.

FLEABAG COUNTY

The bustling region of Fleabag County is home to the Mucklands' biggest cities. Corrupt politicians and underworld criminals thrive like weeds as average folk toil away in factories and farms.

QUAGMASH

A wild region of swamps and bogs where pioneers, adventurers and big game hunters flock to either make names for themselves or succumb to the perilous wilderness full of gators, muckmen, and orches.

RIVER COUNTRY

A beautiful green country full of rushing waterways, River Country is not only home to peaceful quortles and peasant folk, but to wily rascals and obscenely wealthy river barons who endlessly duke it out for supremacy on extravagant riverboats.

SCALAWAG STRAND

The infamous coastline of the Mucklands, brimming with pirates out to rob seafarers blind—or worse. And if the pirates aren't enough to deter you from the open seas—beware! For upon the peaks of Terror Island, and in the unknowable depths of the ocean, there be monsters!

THE USED T'BE FOREST

Home to the tycoons and corporations that fuel the Dungeon Era, the Used T'Be Forest is a barren landscape of cracked earth and felled trees. A true testament to what happens when big business and small moral fiber make a mess of the natural world.and small moral fiber can do when they work together.

Download the map

landofeem.com

Hex Reference

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Rumors

D100	RUMOR
1–2	Vicerunt Zoot wants the Toll Tellers out of power so **TROLLS** forget their old ways and start working for Subterranean Pits and Lairs LLC.
3–4	Workers are being kidnapped by something monstrous in Dunk's sewers.
5–6	Ever since the **GLOOM** started emerging from Grimly Wood, **GHOSTS** have started haunting the Crossroads and Whisperdale Meadow.
7–8	At midnight, a **GHOST** goes in and out of the Snake Shrine.
9–10	Zar is a place of power that can return the dead to life by reuniting a spirit with the body.
11–12	A dangerous golden **WYVERN** dwells in the Highwild, and the Big Fame Hunters would pay a fortune for it!
13–14	Felmog Outriders have disappeared while searching Nameless Lake for a lost city.
15–16	The forests of the Riddle Spinney is haunted! You can hear heinous moaning and creaking for miles.
17–18	Inventors are disappearing just days before the Fleabag County Flea Market 100th anniversary in Beezelburf.
19–20	Music is illegal in Bogtown, but rumor has it Pandor's Cider House hosts illegal concerts in the basement.
21–22	Kade Kadderan is wanted for murdering a River Baron, though he swears his innocence. Now he's hunted by **MERCENARIES** everywhere he goes.
23–24	A secret ledger containing High Magistrate Kreech's connections to the Tricky Toe Gang was stolen by rascals. If publicized, it could be the end of him.
25–26	Tabitha Towertop in Junktown needs help dealing with a mysterious crime lord called the Undermonger.
27–28	Castle Munch may not be as poor as it seems—that is, if the royal family can recover its lost family treasure.
29–30	Reporter Kyd Rooper is holding onto a big scoop that would expose the factories for polluting and ruining the crops in Thrig.
31–32	A sarpathi marauding party was seen in Spiderfoot Pass stealing spider eggs and torching webs.
33–34	Two young mushrums from Mushmash have gone missing, and some fear that they've been kidnapped by the evil Darkshroom cult.
35–36	An evil **GIANT** dwelling at The Spill is planning an attack on Bugbear Holler after the town banded together and chased him out of the mountains.
37–38	Brutes and scoundrels are bullying Sinkhole miners out of their claims.
39–40	A strange fog called Witchbreath is choking the Quagmash.
41–42	The Hinterlander is on the trail of something far more dangerous than the Great White **RIVERSAUR**—a nefarious **DRAKE**.
43–44	The trees themselves snatch up travelers who dare to bumble into the Lost Willows.
45–46	The Bright Orch wisewoman wishes to speak with an outsider for advice.
47–48	The gnome that dwells in Thoadstool Thicket was recently injured by a terrible **SORCERER**.

D100	RUMOR
49–50	Dangerous **WEREWOLVES** have traveled down the steep and harrowing mountain pass of the north to harass the town of Bubbletop.
51–52	The *Red Dorgon* vault is filled with riches, wonders, and *Magic* items. Definitely the greatest score in River Country and every Rascal of Rascalton wants in on the inevitable heist.
53–54	Captain Braag in Capstan is selling maps of Quortlen to dangerous **ORCH** raiders.
55–56	Undersheriff Rotweather in Rascalton is paying off the town crier to make himself look good.
57–58	Honest Jym, leader of the Rascals of Rascalton, is very sick from an assassin's poison.
59–60	Lumber shipments from Logjam have completely ceased, and no one knows why.
61–62	Plunge Pike Logging Camps need help dealing with a giant that keeps stealing their lumber.
63–64	The Hookfin Horde kidnapped villagers from Mandrell, and no one can rescue them.
65–66	Ny'Dea of the Deep, the ruler of Conch, has put out a call out for adventurers to retrieve a lost artifact.
67–68	Ebon **REEF NYADS** are searching for someone in Conch, but King Kroo turned them away.
69–70	The lost treasure of Ulfrex the Cruel is well known to the Felmog Outriders, and believed to be located on Terror Island. But no Outrider dares evoke his wrath by searching for it.
71–72	A **GHOST** ship was seen drifting aimlessly in Anchorbottom Bay. No flags, livery, or any markings that anyone knows of either.
73–74	Hook Rat Holiday is hiring mercenaries for his Cyclops Pirate crew to track down the Dread Pirate Daggerheart.
75–76	A massive increase in lethal **LIGER SHARK** attacks has the locals of Ligerhead Beach terrified for their lives and livelihoods.
77–78	The best place for rest and relaxation on the high seas is Noey's Place on Theca Key.
79–80	Shadowy **REEF NYADS** riding black sharks travel back and forth from Ebon Reef to Deep Chasm.
81–82	Blood **REEF NYADS** are searching for an ancient **DEEP NYAD** temple, said to contain the *Nya'Mor*, a gemstone capable of creating tidal waves.
83–84	No one ever found out what caused the gas explosion under Firedamp, but that's because the corporations covered it up!
85–86	**PUNKINS** are poisoning the tuber crops in Griefwood for some evil ritual.
87–88	Sarpathi spies were observing Marshgate, but retreated west when confronted.
89–90	The Quagmash **ORCHES** are gathering power for an offensive against Bogwatch.
91–92	The Bulwarks desperately need new blood. Raids from **BANDITS** and beasts have made life in the Used T'Be Forest dangerous for regular folk.
93–94	A **WEREWOLF** is mauling the patrons of Krogland, but Krog and his staff are trying to keep it hush-hush.
95–96	Vice Punisher Dastina Brenk is planning to cut down the Last Tree in the Used T'Be Forest.
97–98	Ulfrex the Cruel of Felmog put a price on Wally's head, claiming Wally stole a vast fortune from him and hid it on Terror Island.
99–100	Chief Chopper's Mill is buzzing with activity after years of dormancy. Something big is going down.

Land of Eem



The Mucklands Sandbox Campaign Setting is an expansive hexcrawl sandbox filled with hundreds of locations, NPCs, quest hooks, and rumors for players to pursue.

Set in the Land of Eem, the fantasy world of the book series *Rickety Stitch and the Gelatinouas Goo* and *Dungeoneer Adventures*, the Mucklands Sandbox is packed with enough material to last years of gameplay. While paired perfectly with the *Land of Eem Core Rulebook*, GMs can easily use this 400+ page tome as inspiration for campaigns in any tabletop RPG system.

Embark on adventures that are as silly or as serious as your group prefers! All quest hooks in *Land of Eem* are categorized by three different tones: Hijinks (think *The Muppets* or *Labyrinth*), Derring-Do (think *The Lord of the Rings* or *The Hobbit*), and Doom & Gloom (think *Conan the Barbarian* or *Mad Max*).

THE MUCKLANDS SANDBOX CONTAINS:



- 6 Regions with unique biomes and conflicts
- 140+ Locations (Settlements, Sites, Zones, Points of Interest, and Lairs)
- 450+ NPCs (all with illustrations)
- 40+ Factions
- 500+ Rumors
- 400+ Quests
- 70+ Heroic Titles that characters can earn during their journeys



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EXALTED FUNERAL