

Escape from the Shrouded Fen

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Handout 1



Handout 2

*Little moon who summons I,
with our death I defy.
Bring the mist. Bring the fog.
Change the air. Change the bog.
As my blood stays, so shall yours,
while mine corrupts as it pours.
Yours must watch until I'm through.
My curse, it cannot undo.
Until wooden worms of rod
strike the tear of a god,
Stuck in this cursed domain,
all who enter shall remain.*

Handout 3

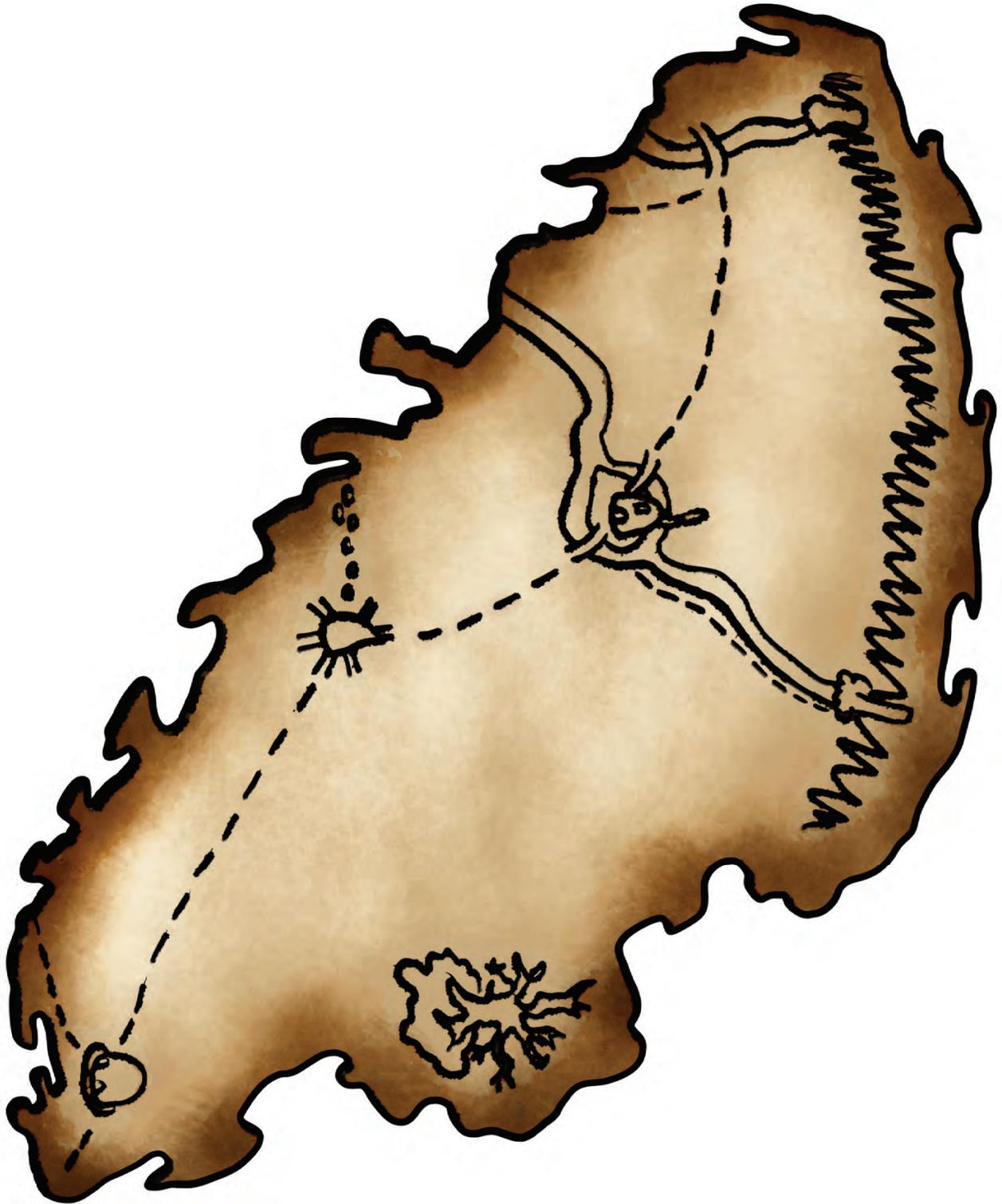
THE BETRAYER'S HEAD WAS FULL OF LIES.
KAYASSIT'S TEARS WASH IT AWAY.
THE HAND OF RIGHT, MOSTLY LIGHT,
KAYASSIT'S TEARS WASH IT AWAY.
HIS STAFF BROKE THE OATHS IN HALF.
KAYASSIT'S TEARS WASH IT AWAY.
THE HAND IN BACK, MOSTLY BLACK,
KAYASSIT'S TEARS WASH IT AWAY.
HIS BLACKEST HEART THE LAW DENIES.
KAYASSIT'S TEARS WASH IT AWAY.

HE WHO FORSAKES THE SWEARING STONE,
HE WHO DENIES KAYASSIT'S LIGHT,
HAS NO MOON, AND IS ALONE
SUFFERING DARKNESS, AS IS RIGHT.

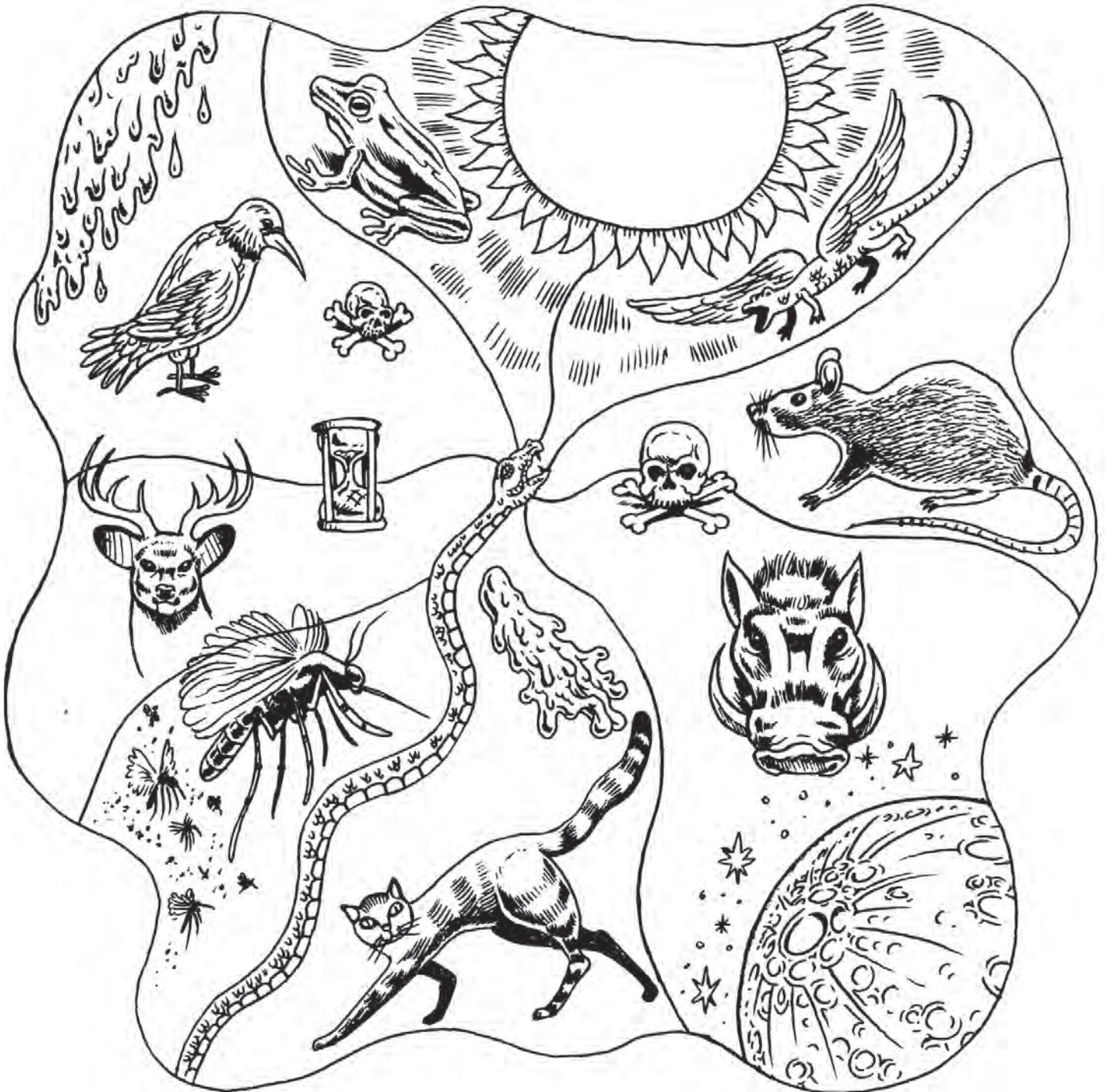
Handout 4



Handout 5



Handout 6



Author's Notes

Note: The following is a somewhat self-indulgent description of inspirations and design goals that formed the adventure. It's for those who are interested in the origins of some of the ideas, as well as "hidden secrets" in the text. Reading this is totally optional. The adventure can be enjoyed without any of this information.

Inspirations

Escape from the Shrouded Fen was inspired by a vacation to Yosemite National Park. The story is loosely based on the history of the Yosemite Valley. Most of the names are acronyms of historical figures or peoples (Nahweeha = Ahwahnee, Hawachen ~ = Ahwahnechee, etc.) Kayassit is an acronym for "Tis-sayak" (or Tissaack) which is what the Ahwahnechee called Half Dome, and means, "face of a young woman stained with tears." This is where the idea of a crying goddess and using tears originated. The map of the Shrouded Fen is conceptually based on the area surrounding Yosemite's Happy Isles Fen.

After working on an avian-themed patron for a different project, I wanted to write a monster that was a vicious bird. I read about the real-life Great Grey Shrike, and decided a swamp bird was the way to go. The Latin name for this bird is *Lanius excubitor*, which means "Sentinel Butcher." How did it earn this awesome distinction? "Sentinel" comes from its use of tall objects to look for prey, and "Butcher" because...wait for it... it impales its catches on thorns to save them for later! See the Wikipedia page for a pic of this beast standing next to a mouse so impaled (https://en.wikipedia.org/wiki/Great_grey_shrike). I changed it to a scaleshrike (lizard-bird hybrid) because of this passage in REH's Conan story, "Beyond the Black River": "Neither man nor any beast that he had ever seen could have left that strange, monstrous, three-toed print, that was curiously combined of the bird and the reptile, yet a true type of neither." Obviously, "The River Black" is also a nod to this story. I wish that I had thought of the name "Murderbeak," but that honor belongs to my first group of playtesters (Chris Fassano, Thom

Hall, Derrick Peach, and Maxwell Spann). There are so many reasons that playtesters are worth their weight in platinum; naming your critters is one of them.

Seeking out more Appendix N flavor, I settled on Moorcock's Elric and REH's Bran Mak Morn. In the Elric story "While the God's Laugh," there is the Misty Marsh: "Through the swirling, heavy mist which shone whitely, the horses moved hesitantly and their riders had to keep them on short, tight rein. The mist padded the marsh with silence and the gleaming, watery fens around them stank with foul putrescence. No animal scurried, no bird shrieked above them. Everywhere was a haunting, fear-laden silence which made both horses and riders uneasy." So, the haunted foggy swamp comes from here. Also, within the story, Elric meets the Mist Giant, Bellbane, and defeats him with Stormbringer only through Arioch's help. The fight of Nabelelb against Selliach with Sophix comes from here, though in my case, Selliach doesn't survive. Note that Nabelelb is an anagram for Bellbane. In the Bran Mak Morn story "Worms of the Earth," Bran seeks help from the were-hag Atla in the moors. The idea of Nahweeha meeting the party comes from here (although, unlike Atla, she doesn't demand that someone sleep with her).

Finally, the corrupted black ooze and bursting boars are inspired by Hayao Miyazaki's *Princess Mononoke*.

Design Notes

Generally, in adventures I write, I start with three simple goals. First, have a memorable NPC that PCs can interact with, and is fun for the judge to play. Nahweeha fills this role nicely, and most playtesters felt remorse at her death resulting from them removing the curse. Second, present a choice that will morally/ethically divide the party. Segava's offer to teleport the party out of the swamp, leaving the curse intact, is this goal in action. Only one playtest group of mine was unanimous in refusing the "take the staff and run" deal; most groups argued, and two degenerated into intraparty combat. Third, include lots of "Easter

Eggs” and secrets in order to make the adventure (selfishly) fun to write. I’ve revealed some of these above, and careful readers will find subtle and not-so-subtle nods to Daniel Bishop and Jen Brinkman (the generous souls who ran some playtests), Harley Stroh (who kindly agreed to read a very early version of the manuscript), and Joseph Goodman (too many reasons to list).

With these three goals established, there were things specific to this work that I wanted to do. I wanted to write something large enough that I could comfortably employ some narrative techniques, such as foreshadowing and red-herrings, that are difficult (for me) to do in less than 5k words without feeling forced. I set my sights on writing a combo level 0 and level 1, because funnels have some challenges that are unique, and many published funnels have left me unsatisfied with their conclusions. Many have “survival” as their goal, but I wanted an adventure that produced not only survivors, but adventurers, reavers, slayers, etc.

The thought of an Act 1 dungeon crawl combined with an Act II level 1 hex crawl appealed to me. Finally, I wanted to “use and abuse” the dice chain, which is one of my favorite features of DCC RPG. A judge will note that in most (if not all) instances I replaced “half damage from ...” with “-2d penalty to damage.” I prefer having a player roll a d6 instead of a d8 (or a d4 instead of a d6), rather than dividing damage by 2; that way the player has a tactile realization that the damage is not what it should be, even if it is not equivalent mathematically. I also throw in lots of +1d bonuses to checks for particular occupations and backgrounds, since in a funnel, one’s occupation is akin to one’s “class.”

Despite having a plan, and some elements worked out, there were challenges. The corrupted rat swarm in Area 2-2 went through many iterations, as I tried to find the balance between an instant TPK (yeah, that happened) and a boring “easy rat encounter.” One playtester described it as a “cluster-f*** of doom;” admittedly, that brings a smile to my face. Another challenge was the “boss” battle in area 2-10. The first time I ran it, I hadn’t given enough clues in the adventure proper, and I didn’t describe the situation well, so my poor players were just bamboozled. Many

playtests later, the encounter was challenging, but survivable, and for many, fun! (assuming folks thought quickly and had reasonably explored the temple before breaking through the double doors.)

After the fifth or sixth iteration of the manuscript, Purple Duck Games published Daniel Bishop’s Dispatches from the Raven Crowking, vol. 2. If you don’t own it, you should buy it. Now. I’ll wait. I was reading the article, “Advanced Adventure Design,” to see where Daniel and I agreed, where we disagreed, and to pick up some tricks. I came upon the section “Junk” and thought to myself, “I don’t have enough junk in Shrouded Fen!” Thus, I added a few things. So, when you come to a waterfall that sounds like tears, and you find a boot with stuff growing in it, and you convince yourself that the boot MUST be magical, then blame the Raven Crowking. =)

Hopefully, the design goals stand the test of time, and the adventure provides lots of fun to many different players, with many different play styles. The adventure’s cover and interior artist, Ben Marra, said something fantastic in a recent interview for *American Illustration*: “Don’t worry about getting jobs, worry about making work that inspires you to make more work.” Writing *Escape from the Shrouded Fen* did this very thing for me, and I look forward to inflicting more of my ideas upon the DCC community.

Statblocks

Biting Swarm: A buzzing mosquito swarm surrounds the party, causing a -1d penalty to all rolls. For each 1-mile hex traveled, the unluckiest party member makes a Luck check. If successful, the swarm moves on; if the check is failed, everyone takes 1 hp damage, and the swarm stays. A significant amount of fire, e.g., multiple lit torches, will disperse the swarm, as will 20 points of area-effect damage.

Bursting Boars: Init +2; Atk tusk +3 melee (1d6); AC 13; HD 2d8; hp 10, 9, 8, 4; MV 40'; Act 1d20; SP charge (+1d to attack, -2 to AC until next attack), tusk-throw (on a crit, victim is thrown 10' into air and takes 1d6 falling damage), death throes (corrupted rat swarm if slayer fails Luck check); SV Fort +5, Ref +0, Will +1; AL C.

Corrupted Rat Swarm: Init +2; Atk swarming bite +2 melee (1 point of damage, DC 5 Fortitude save or die from blood poisoning); AC 10; HD 3d8; hp 13; MV 30'; Act special; SP bite 1d3+3 targets/round in 15'x15' area, treat non-metallic armor as AC 10, -2d damage from non-area attacks, crit destroys wielded wood or forces 1d10 on Minor Corruption Table; SV Fort +1, Ref +4, Will -1; AL C.

Demon-Blood Slime: Init -2; Atk slime-stream +2 missile fire (1d4 acid, range 15', flashback); AC 12; HD 1d12 per 5' square (1d8/5' if previously subdued); hp 6 initially; MV 5', climb 5'; Act 1d20 per 5' square; SP flashback (victim briefly sees Nabelelb's death), -2d damage from piercing or slashing weapons, crits with **Corrupted Black Ooze Table**; SV Fort +8, Ref -7, Will +1; AL C.

Etiyane's Ghost: Init +3; Atk draining touch +6 melee (1d5 + special), or fogburst +4 missile fire (1d6 + special), or domination +4 melee (special); AC 12; HD 4d12; hp 26; MV fly 40'; Act 1d20; SP draining touch (damage done heals a headless fog zombie of Etiyane's choice), fogburst (Fortitude save or helplessly choke and gasp for one round, DC equal to modified attack roll), domination (DC 12 Will save or Etiyane dominates target for one round), un-dead traits, immune to non-magical weapons, crits, disease, poison, sleep, charm, paralysis, mental effects, cold damage; SV Fort +1, Ref +3, Will +3; AL C.

Giant Camogeckos: Init +2 (+4 with surprise); Atk bite +2 melee (1d5+gecko-grapple); AC 12; HD 2d8; hp 8, 8; MV 40', climb 40'; Act 1d20; SP gecko-grapple (+1d bonus to subsequent bites, DC 13 Strength check to disengage), active camouflage (DC 14 Intelligence check to spot); SV Fort +2, Ref +4, Will +1; AL N.

Glusquitos: Init +3; Atk abdominal stickglob +3 missile fire (1 + Special) or bloodsuck +3 melee (1d6+burning itch) or ongoing drain (special); AC 14; HD 2d8; hp 13, 11, 11, 10, 4; MV fly 30'; Act 1d20 (stickglob once per encounter); SP stickglob (grants +1d to attack rolls for 1d3 glusquitos), burning itch (DC 10 Fortitude save or suffer -1d3 Agility, save once per day), ongoing drain (glusquito that successfully bloodsucks a stickglobbed opponent may sacrifice subsequent attacks to automatically drain 1 hp per round; a successful attack will dislodge it); SV Fort +0, Ref +2, Will +1; AL N.

Glusquito Larval Swarm: Init +3; Atk bloodsuck +1 melee (1d3+burning itch); AC 11; HD 3d8; hp 14; MV swim 10'; Act 1d20 special; SP burning itch (DC 8 Fortitude save or suffer -1d3 Agility, save once per day), bite 1d3+3 targets/round in 15'x15'x15' volume; SV Fort +2, Ref +0, Will +0; AL N.

Headless Fog Zombie Priestess: Init -4; Atk slam +4 melee (1d4+1); AC 9; HD 1d12; hp 6; MV 20'; Act 1d20; SP vulnerable before rising (water in eye-sockets, see below), immune to sleep, charm, paralysis, mental effects, cold damage; SV Fort +3, Ref -4, Will +3; AL C.

The zombies innately sense the living, and have no need of eyes. Their un-death has made them unnaturally strong. Be sure to impress upon the PCs that the frail-looking, misty, fleshy females pack a wallop! When a fog zombie is felled, its body dissolves into mist, but regrows from its head in 1d3 turns. (Though it won't return to this particular battle).

Lesser Shadows: Init +3 (always able to surprise); Atk withering touch +2 melee (1d3 temp Str dmg); AC 14; HD 2d8; hp 13, 10, 7; MV fly 30'; Act 1d20; SP surprise (+4 bonus on first attack), incorporeal, -2d damage from non-magical weapons, un-dead traits; SV Fort +1, Ref +4, Will +3; AL N.

Murderbeak, The Prime Scaleshrike: Init +5; Atk beak-spear +5 melee (1d8), or talon rake +3 (1d6 + paralytic venom), or fetch-and-carry (special); AC 16; HD 7d12; hp 57; MV 30', fly 40', jump 20'; Act 2d20; SP paralytic venom (DC 14 Fortitude save or paralyzed for 1d3 hours), fetch-and-carry (+2d to grab a paralyzed or deceased victim, may be combined with a move action) SV Fort +3, Ref +4, Will +4; AL N.

Mutant Flying Termites: PCs disturb a mutant flying termite nest. Anyone with an exposed wooden object (staff, bow, shield, etc.) must make a DC 12 Reflex save to shield it. Failure results in permanent termite damage (-1d to attacks and damage, -1 to AC, etc.).

Nahweeha: Init +2; Atk dagger +2 melee (1d4); AC 13; HD 3d4+10; hp 15; MV 30'; Act 2d20; SP spellcasting without fail (2d8+14 spell check, see below), death throe (transfer curse); SV Fort +1, Ref +4, Will +8; AL N. Spells: all spell checks are 2d8+14, *animal summoning* (Wiz 1), *color spray* (Wiz 1), *food of the gods* (Cleric 1), *invisible companion* (Wiz 2), *mending* (Wiz 1), *Nythuul's porcupine coat* (Wiz 2), *spider climb* (Wiz 1).

San'ehmr, The Chaos Tree: Init +0; Atk root-slap +3 melee (2d5) or spear-needles +3 missile fire (1d8+1) or limb-slam +1 melee (2d12, only attack for the round); AC 16; HD 8d12; hp 66; MV 1'; Act 3d20 or 1d20; SP may attack anyone within 100', trunk is vulnerable to fire (+2d damage, ignites if takes half current hp fire damage, burns 1d8/round thereafter), crit table G/d4 ; SV Fort +5, Ref -10, Will +7; AL C.

Scaleshrikes: Init +3; Atk beak-spear +2 melee (1d6), or talon rake +1 (1d4 + paralytic venom), or fetch-and-carry (special); AC 12; HD 2d4; MV 20', fly 30', jump 15'; Act 1d20; SP paralytic venom (DC 10 Fortitude save or paralyzed for 1d3 hours), fetch-and-carry (+1d to grab a paralyzed or deceased victim, may be combined with a move action), flee when half are slain; SV Fort +1, Ref +2, Will +0; AL N.

Speargrass: Init -5 (surprise unless spotted: DC 15 Int, +1d for PCs with forest-lore); Atk grassblade +3 melee (1+slow digestion); AC 5; HD 2d8; MV 5'; Act 1d20 per encounter; SP slow digestion (1 hp damage per hour), painful climb (DC 10 to climb, but sharp edges and digestive juices make a DC12 Fort save necessary to hang on), vulnerable to fire (+2d damage from fire), SV Fort +0, Ref +0, Will +0; AL N.

Spore Flowers: Flowers spontaneously bloom from mushrooms and spray a cloud of spores. All PCs make a DC 12 Fortitude save. Those who succeed see a shared vision of a huge yellow stone; it glows with a soft light, and suddenly shatters into tiny fragments (or a different vision of the judge's choosing). Those who fail suffer 2d3 respiratory damage. Anyone rolling a 1 on this save will explode in a shower of spores in 1d3 hours, triggering a similar spore attack, unless the original damage is healed.

Swamp Snakes: Init +2; Atk bite +2 melee (1d3+venom); AC 12; HD 1d8; hp 4, 4, 4, 4; MV 20'; Act 1d20; SP venom (DC 13 Fort save or slow death, 1 hp per hour), snakes disappear once 2 are killed; SV Fort +1, Ref +1, Will +0; AL N.

War Trap: The first rank of PCs in marching order must make a DC 12 Reflex save or suffer 1d6 damage (DC 12 to find and remove). 1d3 hand axes, javelins, or short swords (judge's choice) may be salvaged from this remnant of war.

The Fog Beast

Deep within the phlogiston, in the three-way intersection between the planes of air, water, and the prime material, there exists the Fog Beast, a supernatural fusion of plant, animal, and pseudo-elemental mist. Able to phase between all three planes simultaneously, the Fog Beast provides patronage to wizards, elves, and elemental beings willing to further its agendas. Although it ignores minor squabbles between Law and Chaos, it tasks its agents to restore large disturbances to the Balance. A frequent enemy of Obitu-Que, the Fog Beast demands immediate action if natural areas face supernatural destruction. Few know its origins, though it serves as an envoy for both the goddesses of nature and the sea, Ildavir and Pelagia. It also allies with Yddgrrl, the world root, and Ittha, the Prince of Elemental Wind. Those who seek patronage from the Fog Beast often wish to master mist magic. Although many supplicants serve the Balance directly, others following Law or Chaos are effective servants. A follower of the Beast learns the secret bonds between plant, animal, air, and water. The week-long patron bond ceremony should demonstrate that the petitioner has a basic understanding of these connections. Based on the player's creativity, the judge may decide to grant a +1d bonus (or -1d penalty) to the bonding ritual's spell check.

Patron Taint

When patron taint is indicated for the Fog Beast, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

1: Small clouds of fog envelop the caster's hands whenever she casts a spell, causing a -1d penalty to all spell checks involving fire-based spells (flaming hands, scorching ray, etc.). If this result is rolled a second time, the fog surrounding the caster's hands is permanent; this increased attunement bestows a +1d bonus to all spell checks involving mist, air, and water (choking cloud, gust of wind, Fog Beast's patron spells, etc.). If this result is rolled a third time, a 10' radius sphere of mist permanently surrounds the caster; all items within become damp, with mundane fire sources having half their normal durations.

2: The caster's body hair becomes intertwined with tiny vines. If this result is rolled a second time, all body hair is replaced by moisture-craving moss; any day that the caster does not get his moss wet, he does not naturally heal hit points, ability damage, etc. If this result is rolled a third time, the moss confers photosynthetic properties to its host. If the caster spends four hours in sunlight, then he naturally heals at twice the normal rate for that day (2 hp, 2 ability points, etc.).

3: The caster's body begins to resemble the Fog Beast; her arms' flesh and muscles are replaced with vined plant matter of equivalent strength. If this result is rolled a second time, the caster's legs become furry, gray, and very muscular (+1d bonus to any Strength check involving legs). If this result is rolled a third time, the caster loses both her thumbs (-1d penalty to anything involving gripping). The Fog Beast has no need of thumbs, after all.

4: Whenever the caster speaks, a gentle wind emanates from him. If this result is rolled a second time, then there is a chance that some of the caster's words are replaced with the sound of a breeze; he must make a Luck check for his speaking to be normal. This does not affect spell casting, however. If this result is rolled a third time, then whenever the caster speaks, a gentle wind arises that carries his words from a random direction. No sound comes from his mouth.

5: The caster's breathing is tied to the pseudo-plane of mist. When the caster inhales, a brief cloud forms about her, and quickly dissipates. If this result is rolled a second time, the caster's body becomes damp with each inhalation. If this result is rolled a third time, then the caster's body itself, and anything she's wearing, briefly become an insubstantial misty cloud when she inhales. While this presents the caster with some unique every-day challenges, it grants her +2 to AC (accounting an opponent having extra trouble timing his attacks).

6: The caster's mere presence affects the weather. For some portion of each day, there is a 1 in 7 chance of fog and/or rain, regardless of climate. If this result is rolled a second time, the chance becomes 2 in 7, and locals call him "Fogbringer." If this result is rolled a third time, the chance becomes 3 in 7, and the caster is occasionally pestered by drought-ridden peasants who plead for him to visit their crops.

Spellburn

1: A caustic, green mist coalesces onto the caster, burning his skin with its acidic droplets. The damage manifests as ability loss for spell burn.

2: The caster's blood bubbles to the surface of her skin forming a cloud of blood vapor around her body. She uses the pain to focus her arcane energies; in addition to ability damage, the caster may choose to take 1d4+CL hp damage, which is added to the spellburn bonus.

3: A fog snake erupts from the ground and begins constricting the caster. Roll 1d3. On a 1, the snake squeezes the caster's legs almost to the point of breaking; all spellburn damage is taken from Agility. On a 2, the snake squeezes the caster's lungs almost to the point of suffocation; all spellburn damage is taken from Stamina. On a 3, the snake squeezes the caster's arms almost to the point of breaking; all spellburn damage is taken from Strength.

4: A phlogiston hole appears above the caster and begins sucking moisture out of the caster's body. This rapid desiccation manifests as ability loss for spell burn.

Invoke Patron

Level: 1 **Range: Self** **Duration: Varies** **Casting Time: 1 round; limited x per bond.** **Save: None**

In order to learn this spell, the caster must first cast patron bond. The particulars of this spell vary according to the terms of the patron. In casting this spell, the wizard invokes the name of a supernatural patron to request aid. This spell requires at least 1 point of spellburn. The patron responds by sending aid according to the nature of its followers; the judge will provide specifics. Note that continued casting of this spell may taint the wizard spiritually and physically.

Corruption: Roll 1d8: (1-4) minor; (5-7) major; (8) greater.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (3 or less) corruption + patron taint; (4-5) corruption; (6+) patron taint.

2-11: Failure. Unlike other spells, invoke patron may not be lost for the day. Depending on the results of patron bond, the wizard may still be able to cast it.

12-13: The fog of misfortune adheres to a single enemy within 60', chosen by the caster. For the next 1d3 rounds (determined secretly by the judge), this enemy has a -2d penalty to all rolls.

14-17: The cleansing breath of the Fog Beast blows upon the caster. The caster is cleansed of any natural diseases and poisons, and healed 3d3 points of hp damage, and the same amount of ability damage.

18-19: The fog of binding adheres to a single enemy within 100', chosen by the caster. This enemy must make a DC 18 Will save or be held helpless and actionless for 2d3 rounds (determined secretly by the judge). If the saving throw is made, then the enemy suffers the results of the fog of misfortune (result 12-13).

20-23: Protective, misty vines surround the caster for 3d3 rounds (determined secretly by the judge). While active, the vine shell increases the caster's armor class by +4, grants a +1d bonus to saving throws, and imposes a -1d penalty to all incoming physical damage, and a -2d penalty to all incoming fire damage.

24-27: The fog of constriction adheres to all enemies in a 60' radius sphere centered on the caster, wrapping around each opponent like a misty snake. Enemies must make a DC 24 Fort save or suffer the following: a -2d penalty to all rolls, 8 points of constriction damage per round, movement reduced by half, and grant a +1d bonus to incoming attacks. Those that make the saving throw suffer a -1d penalty to all rolls and suffer 4 points of constriction damage per round. The constricting fog lasts for 3d3 rounds (determined secretly by the judge).

28-29: Protective, misty vines surround the caster and up to 10 allies within 100' for 3d3 rounds (determined secretly by the judge). While active, the vine shell increases armor class by +4, grants a +1d bonus to saving throws, and imposes a -1d penalty to all incoming physical damage, and a -2d penalty to all incoming fire damage.

30-31: The Fog Beast sends an elemental from the pseudo-elemental plane of mist to help the caster. The elemental obeys telepathic commands from the caster and remains for 2d6 rounds (determined secretly by the judge). See pg. 411 of the DCC core rulebook for specific details on elemental traits. Elemental, Mist: Init +7; Atk slam +9 melee (2d6+blinding fog) or mist ball +8 missile fire (1d6+blinding fog, range 100'); AC 16; HD 8d8; MV fly 40' or swim 60'; Act 1d20; SP blinding fog (Ref save DC = elemental's modified attack roll, or suffer -2d to attack rolls and spell checks for 1 round), elemental traits; SV Fort +8, Ref +8, Will +8; AL N.

32+: The Fog Beast sends two major elementals from the pseudo-elemental plane of mist to help the caster. These are identical to those in result 30-31, except they have 12d8 HD and 2d20 action dice. The elementals obey telepathic commands from the caster and remain for 2d6 rounds (determined secretly by the judge). See pg. 411 of the DCC core rulebook for specific details on elemental traits.

Misty Mark

Level: 1 **Range: Varies** **Duration: Varies** **Casting Time: 1 action** **Save: Will vs. spell check**

Servants of the Fog Beast call on mists to serve many purposes. Although the uninitiated erroneously believe that fog is meant to hide, or blind, that which lies within, the enlightened know that fog can reveal, as well as obscure. The misty mark is a glowing shell of fog that adheres to the target. At its weakest, the mark makes the target easier to hit. At its strongest, the mark binds, debilitates, damages, and conveys the target's location to the caster. A marked target cannot hide using non-magical stealth. If a marked target attempts magical concealment (such as invisibility or darkness) then the target's spell check must exceed the Misty Mark's spell check in order for the mark to be concealed. Note that the mark is not dispelled, it is simply hidden along with the target. A target that teleports away brings the mark with her.

Spell Results

1: Lost, failure, and patron taint.

2-11: Lost. Failure.

12-13: The caster marks a target within 50', which lasts for 1d3+CL rounds. The target grants a +1d bonus to all incoming melee and ranged attack rolls while marked. The caster gains a +1d bonus on any subsequent spell checks directed at the marked target.

14-17: As result 12-13, but the caster may choose up to three targets.

18-19: The caster marks a target within 100', which lasts for 1d5+CL rounds. The target grants a +1d bonus to all incoming melee and ranged attack rolls while marked. The caster gains a +1d bonus on any subsequent spell checks directed at the marked target. The target suffers 1d5+CL damage from the initial onset of the mark.

20-23: As result 18-19, but the caster may choose up to four targets.

24-27: The caster marks a target within 150', which lasts for 1d3+CL turns. The target grants a +1d bonus to all incoming melee and ranged attack rolls while marked. The caster gains a +1d bonus on any subsequent spell checks directed at the marked target. The target suffers 2d5+CL damage from the initial onset of the mark, and receives a -1d penalty to all attacks and spell checks it attempts while marked.

28-29: As result 24-27, but the caster may choose up to seven targets.

30-31: The caster marks a target within 200', which lasts for 1d5+CL hours. The target grants a +1d bonus to all incoming melee and ranged attack rolls while marked. The caster gains a +1d bonus on any subsequent spell checks directed at the marked target. The target suffers 3d5+CL damage from the initial onset of the mark, and receives a -1d penalty to all attacks and spell checks it attempts while marked. The caster knows the general direction and distance of the marked target at all times, without having to see it.

32+: The caster marks a target he can see (even through a scrying device), which lasts for 1d3+CL days. If the target is not visible, then the caster must have some element of the target's body (blood left on a sword, a tooth, a scrap of fur or hair, etc.). The target grants a +1d bonus to all incoming melee and ranged attack rolls while marked. The caster gains a +1d bonus on any subsequent spell checks directed at the marked target. The target suffers 4d5+CL damage from the initial onset of the mark, and receives a -1d penalty to all attacks and spell checks it attempts while marked. The caster knows the general direction and distance of the marked target at all times, without having to see it.

Vapor Tentacles

Level: 2 **Range: Self** **Duration: Varies** **Casting Time: 1 action** **Save: None**

As the Fog Beast's body is partially mist, so too is that of an advanced servant. The caster channels matter from the pseudo-plane of mist to create one or more vapor tentacles that she may use as arms and legs, or to create a defensive shell of countless tiny tentacles. While the spell is active, the vapor tentacles can be withdrawn into the body, and extended later, if desired. The maximum length, strength, and durability of the tentacles depend on the spell check result. Larger offensive tentacles may be damaged by spells and magic weapons; they have the same AC as the caster, and suffer a penalty of +1d per damage die from incoming fire attacks. Smaller defensive tentacles do not suffer damage, and last the entire duration. A caster attacking with the tentacles must concentrate during the round (DCC core rulebook, pg 106). If a caster loses concentration, he may not use the tentacles to attack on his next combat turn. The action dice for multiple tentacles follow the die chain: d20 for the first tentacle, d16 for the second, d14 for the third, etc. The caster may add his spell check bonus, instead of Strength, for melee attacks with vapor tentacles. Note that creatures from the elemental planes of air and water are immune to the vapor tentacles' attacks. Vapor tentacles count as magic weapons toward those creatures with immunity to mundane attacks.

Spell Results

1: Lost, failure, and patron taint.

2-11: Lost. Failure.

12-13: Failure, but spell is not lost.

14-15: The caster grows 1 vapor tentacle for 1d3 rounds. The tentacle may extend up to 5' from the caster, has 1d6+CL hp, does 1d6 damage, and may lift a maximum of 20 pounds.

16-19: The caster's body is covered with countless tiny vapor tentacles, each of which randomly extend and retract defensively. These provide a +1 AC bonus for 2d3 rounds.

20-21: The caster grows 2 vapor tentacles for 2d3 rounds. Each tentacle may extend up to 10' from the caster, has 2d6+CL hp, does 1d8 damage, and may lift a maximum of 40 pounds.

22-25: The caster's body is covered with countless tiny vapor tentacles, each of which randomly extend and retract defensively. These provide a +2 AC bonus for 1d3 turns. The caster receives a +1d bonus to any Reflex save. Falling damage is 1d4 per 10'.

26-29: The caster grows 3 vapor tentacles for 1d3 turns. Each tentacle may extend up to 10' from the caster, has 2d8+CL hp, does 1d10 damage, and may lift a maximum of 60 pounds. The caster gains a +1d bonus to jumping, climbing, grappling, and Strength checks when employing the tentacles.

30-31: The caster's body is covered with countless tiny vapor tentacles, each of which randomly extend and retract defensively. These provide a +4 AC bonus for 2d3 turns. The caster receives a +2d bonus to any Reflex save. Falling damage is 1d3 per 10'.

32-33: The caster grows 4 vapor tentacles for 1d3 hours. Each tentacle may extend up to 15' from the caster, has 2d10+CL hp, does 1d12 damage, and may lift a maximum of 60 pounds. The caster gains a +2d bonus to jumping, climbing, grappling, and Strength checks when employing the tentacles.

34+: The caster grows 5 vapor tentacles for 2d3 hours. Each tentacle may extend up to 20' from the caster, has 2d12+CL hp, does 1d14 damage, and may lift a maximum of 80 pounds. The caster gains a +2d bonus to jumping, climbing, grappling, and Strength checks when employing the tentacles.

Fog Step

Level: 3 **Range: Varies** **Duration: Varies** **Casting Time: 1 action** **Save: Varies**

Learning the secret of the Fog Step is a sign of mist-mastery for all servants to the Fog Beast. While the Fog Beast performs this innately, the Fog Step takes considerable arcane effort for others. The spell enables one to trace a path from his current plane, to the pseudo-elemental mist plane, then to somewhere else. The mist plane is used as a bridge, and the effects of "passing through" are unpredictable. When one fog steps, his body takes additional time to fully cross over from the mist plane. During this time, the body is "mist-linked." The caster may cast normally, and is affected by magic normally. However, since the caster is only partially physically present, a DC 15 Reflex save must be made for the caster to physically interact with another, or for another to physically interact with the caster (e.g., a melee attack). The caster may add his Fog Step spell check bonus to this save. In addition to the locations corresponding to different results below, the character may be attacked in the mist plane while mist-linked. A mist-linked PC has the same movement rate, but hovers just above the ground rather than touching it directly.

Spell Results

1: Lost, failure, and patron taint.

2-11: Lost. Failure.

12-15: Failure, but spell is not lost.

16-17: The caster disappears, reappearing at a location she sees within 100' in any direction. The caster is mist-linked for one round after the step.

18-21: The caster may trade positions with any target she sees within 150'. Willing targets are automatically transported, while unwilling targets must make a Will save versus the spell check. The target is mist-linked for 1 round, and the caster is mist-linked for 1d3 rounds.

22-23: The caster is almost in two places at once, as her body rapidly alternates between two locations and the mist plane. She may choose any two places within 200' of each other, and must either see the locations, or have visited them previously. The effect lasts for 1d3+CL rounds, and she is mist-linked for the duration. Her action dice for a given round may be divided between places, e.g., a level-5 wizard may use her d20 action at location A and her d14 action die at location B. Note that she is susceptible to attack at both locations, as well as the mist plane.

24-26: For the next 1d3+CL rounds, the caster is mist-linked. During this time, the caster can move to any place he can see, or can picture in his mind (limited to his current plane). Additionally, he may trade positions with any target he can see within 300'. However, rather than sending the target to only his former position, the caster may send the target to any position he has fog-stepped to during this casting. Willing targets are automatically transported, while unwilling targets must make a Will save versus the spell check.

27-31: The caster forms a large conduit to the mist pseudo-plane, large enough to transport local rain clouds or fog, with "local" meaning contained in a 6-mile hex. The caster may fog step to any location he can see, or has visited in the past. He may bring the current cloud cover with him and leave it in the mist plane; he may also bring cloud cover from the mist plane to replace the weather of his destination hex. The type of weather is determined by the caster, but it must consist of clouds (rainy or not) or fog. The effects of the spell last for 1d5+CL hours, and the caster is mist-linked during this time.

32-33: The caster forms a temporary sanctuary. She may fog-step herself and up to 2d5+CL allies to a comfortable, livable pocket plane within the pseudo plane of mist. She and her allies may remain for CL days to recuperate, strategize, etc., before traveling to a location known to the caster, on any plane. All travelers are mist-linked for 1 day in their destination.

34-35: The caster is almost in three places at once, as her body rapidly alternates between the locations and the mist plane. She may choose any three places known to her, on any plane. The effect lasts for 2d3+CL turns, and she is mist-linked for the duration. Her action dice for a given round may be divided between places, e.g., a level-10 wizard may use one d20 action at location A, another at location B, and her d14 action die at location C. Note that she is susceptible to attack at all three locations, as well as the mist plane.

36+: The caster forms an elemental tether between the mist plane and her current location. She becomes mist-linked and must concentrate (see pg 106 in the DCC core rulebook) for a number of rounds to summon an elemental of air, water, or mist. One round of uninterrupted concentration results in an 8 HD elemental, with two or three uninterrupted rounds yielding 12 or 16 HD elemental, respectively. See pg 411-412 of the core rulebook for details on elementals; the mist elemental is described in the Fog Beast's invoke patron results. The caster remains mist-linked for 2d6+CL rounds, and may only summon one elemental during this duration. The elemental will obey mental commands of the caster.

Random Swamp Encounters and Events: Roll for a random event every three 1-mile hexes, unless the party lands on a scripted encounter hex. If the PCs have not weakened the fog as described in temple Area 2-10, then roll every two hexes; moreover, swamp flora, fauna, etc., have +1d bonuses all rolls, but PCs have -1d penalties on all rolls.

Swamp Random Events Table

2d7*	Event
0-2	Scaleshrike Attack!
3	Speargrass Attack!
4	Spore Flowers!
5	Biting Swarm!
6	Swamp Gas!
7-9	Roll on Ghost Harassment Table
10	Broken Path!
11	Mutant Flying Termites!
12	War Trap!
13	Victim with Pouch!
14	Equipment Cache!

*2d7-2 if checked during a forced march; 1d7 per 8 hours if resting in the fen

Ghost Harassment Table

Luck Check	Harrassment
5 or less	<i>“Seek the Waterfall of Tears for wisdom.”</i> Upon success, spectral tears fall on one random PC, healing 1 hp. Upon failure, tears of demon blood fall on one random PC, causing 1 hp damage.
6-7	<i>“I buried a gem here by the path.”</i> Upon success, a PC digs up a gem worth 10 gp. Upon failure, a snake bites the PC digging for the gem, then retreats back underground (DC 12 Reflex save or 1d3 damage, and hand suffers -1d to all rolls for 2d4 hours).
8-10	<i>“Take my weapon; I no longer need it.”</i> Upon success, the ghost’s short sword becomes real and drops to the ground. Upon failure, the ghost makes one attack with his spectral sword (+4 to hit, 1d6+2 damage).
11-14	<i>“No one has ever escaped. You’re doomed! DOOMED!”</i> Upon success, the party’s ears ring for 1 turn (-1d to spell checks). Upon failure, one item carried by the party (judge’s choice) shatters.
15-18	<i>“You’re all going to die, just like we did. DIIIIIIII!”</i> Upon success, one random PC vomits from fear for 1 turn. Upon failure, one random PC is covered in demon blood (1d6 acid damage, DC 12 Fortitude save for half).
19+	<i>“Jump from the top of Slowdown Falls to break the curse.”</i> Upon success, a random PC experiences extreme vertigo and cannot move for 1 turn. Upon failure, a random PC is lifted 20’ into the air and dropped (2d6 falling damage, DC 12 Reflex save for half).

Result 0-2: Scaleshrike Attack! 2d3 scaleshrikes attack the party. A scaleshrike has a feathered head with a sharp beak, connected to a birdlike, scaled reptilian torso by a serpentine neck. Four powerful legs extend from the torso, ending in wicked, venom-injecting talons. Possessing wide feathered wings and a finned, horizontal, sail-like tail, it may execute a standing jump 15' into the air to initiate flight with its 20' wingspan. These Scaleshrikes look similar to Murderbeak (Area 1-B), but are only half as large.

Scaleshrikes (2d3): Init +3; Atk beak-spear +2 melee (1d6), or talon rake +1 (1d4 + paralytic venom), or fetch-and-carry (special); AC 12; HD 2d4; MV 20', fly 30', jump 15'; Act 1d20; SP paralytic venom (DC 10 Fortitude save or paralyzed for 1d3 hours), fetch-and-carry (+1d to grab a paralyzed or deceased victim, may be combined with a move action), flee when half are slain; SV Fort +1, Ref +2, Will +0; AL N.

They retreat when half their number is slain. Upon their retreat, have the luckiest PC make a Luck check. If he fails (rolls over Luck score), then the prime scaleshrike (see Area 1-B) swoops in to cover the retreat, leaving after 1 round of combat. Remember that if the fog is full strength, the PC rolls a d24 for the luck check.

Result 3: Speargrass Attack! 1d4 speargrass bushes attack the party. A predatory grass plant that instantaneously grows a long, sharp, strong grass blade, the spearing grass impales prey, lifting it 20' in the air. (Though falling into the fen incurs 1d6 damage rather than the normal 2d6.) The blade slowly absorbs the flesh of the victim. However, in the Shrouded Fen, a scaleshrike usually finishes the kill before that can happen. Speared PCs not removed in 4 rounds are attacked by scaleshrikes. Note that speargrass only attacks once per encounter; if it misses, it slowly retracts into the ground during the next hour. The plant gains surprise unless spotted (DC 15 Intelligence check, with foresters, herbalists, woodsmen, hunters, etc., gaining +1d to the check). If a potential victim is not surprised, and wins initiative, he may simply step away from the slow-moving shrub to avoid being skewered.

Speargrass (1d4): Init -5 (surprise unless spotted: DC 15 INT, +1d for PCs with forest-lore); Atk grassblade +3 melee (1+slow digestion); AC 5; HD 2d8; MV 5'; Act 1d20 per encounter; SP slow digestion (1 hp damage per hour), painful climb (DC 10 to climb, but sharp edges and digestive juices make a DC 12 Fort save necessary to hang on), vulnerable to fire (+2d damage from fire), SV Fort +0, Ref +0, Will +0; AL N.

Result 4: Spore Flowers! Flowers spontaneously bloom from mushrooms and spray a cloud of spores. All PCs make a DC 12 Fortitude save. Those who succeed see a shared vision of a huge yellow stone; it glows with a soft light, and suddenly shatters into tiny fragments (or a different vision of the judge's choosing). Those who fail suffer 2d3 respiratory damage. Anyone rolling a 1 on this save will explode in a shower of spores in 1d3 hours, triggering a similar spore attack, unless the original damage is healed.

Result 5: Biting Swarm! A buzzing mosquito swarm surrounds the party, causing a -1d penalty to all rolls. For each 1-mile hex traveled, the unluckiest party member makes a Luck check. If successful, the swarm moves on; if the check is failed, everyone takes 1 hp damage, and the swarm stays. A significant amount of fire, e.g., multiple lit torches, will disperse the swarm, as will 20 points of area-effect damage.

Result 6: Swamp Gas! Noxious flammable vapor bubbles up from the ground. All PCs make a DC 12 Fortitude save or take 1d6 temporary Stamina damage. If exposed to flame, the gas ignites, causing 2d6 fire damage to the party (DC 12 Ref save to avoid).

Results 7-9: Ghost Harassment! The unluckiest party member (or a random PC, if the judge prefers) makes a Luck check. Read the corresponding result below to the party, as if spoken by a ghost (either one of the Fen-Chosen, a Segavite soldier, a Hawachen warrior, or a PC who has died in the fen). Then apply the “upon success” or “upon failure” result, depending on the results of the Luck check.

Result 10: Broken Path! Part of the path is slippery and damaged. A random PC must make a DC 12 Reflex save or take 1d6 temporary Agility damage. If a 1 is rolled for this save, then corrupted black ooze seeps up where the PC falls. Roll on the Corrupted Black Ooze Table.

Result 11: Mutant Flying Termites! PCs disturb a mutant flying termite nest. Anyone with an exposed wooden object (staff, bow, shield, etc.) must make a DC 12 Reflex save to shield it. Failure results in permanent termite damage (-1d to attacks and damage, -1 to AC, etc.).

Result 12: War Trap! The first rank of PCs in marching order must make DC 12 Reflex save or suffer 1d6 damage (DC 12 to find and remove). 1d3 hand axes, javelins, or short swords (judge’s choice) may be salvaged from this remnant of war.

Result 13: Victim with Pouch! A somewhat-freshly-killed corpse is impaled on a 10’ tall speargrass shrub. His tattered clothes hide a pouch containing a salve that heals 1d4 hp or ability damage (player’s choice). See result 3 above for details on speargrass.

Result 14: Equipment Cache! The luckiest PC must make a Luck check. If successful, she notices that the corner of a rotted wooden box is poking out of the sludge. Inside is one piece of equipment (judge’s discretion) that is helpful to the PCs, e.g., thieves tools, holy symbol, a lantern, a weapon, a suit of leather armor, etc.

Exploring the River Black

The River Black is comprised of viscous, corrupted black ooze, evolved from the blood of the slain demon, Nabelb. It reeks like a rotting corpse. Roughly 30 feet wide, it does not flow, *per se*, but gurgles, bubbles, and swells. The black ooze quickly destroys most materials, so boating, rafting, etc., are not safe travel options. Roll a d7 on the table below (or choose the most appropriate entry) to determine the effects of touching the substance. Although the river and its tributaries are the primary sources of corrupted black ooze, there are other dangers in the fen (e.g., Area 2-1) which require rolling on this table.

Corrupted Black Ooze Table

d7	Effect
1	The PC suffers 1d4 acid damage and must pass a DC 15 Fort save, or gain a minor corruption.
2	The PC suffers 1d4 acid damage, and black hands form in the ooze and pull the PC under! He must make a DC 12 Ref save to avoid the hands. Each round he is held, he must win an opposed Strength roll to break free (the ooze has +3 bonus), or roll again on this table.
3	Ooze jets shoot out, burning the PC and all within 10' of her for 1d4 acid damage.
4	The PC suffers 1d6 acid damage, DC 12 Fort save for half damage.
5	The PC suffers 1d4 acid damage, and ooze tries to seep into her leg. She must pass a DC 12 Will save or the leg becomes lame. (-10' MV, -2 to AC and Ref saves, -1d to melee attacks). The ooze may only be removed by the temple's cleansing pool (Area 2-1), the Waterfall of Tears (Area 1-F), or a <i>3HD lay on hands</i> .
6	The PC suffers 1d4 acid damage, and ooze jets shoot at his face. He must pass a DC 12 Reflex save or the ooze sticks to his eyes, blinding him (-8 to hit, move in random direction at half speed). The ooze may only be removed by the temple's cleansing pool (Area 2-1), the Waterfall of Tears (Area 1-F), or a <i>3HD lay on hands</i> .
7	The PC suffers 1d4 acid damage and she must pass a DC 15 Will save. If she fails, her hand bubbles black ooze and grows claws, and immediately attacks her (PC's attack bonus for 1d3 damage). She cannot control the hand, which must be bound or severed. The only cure is bathing the hand in the temple's cleansing pool (Area 2-1) or in the Waterfall of Tears (Area 1-F).

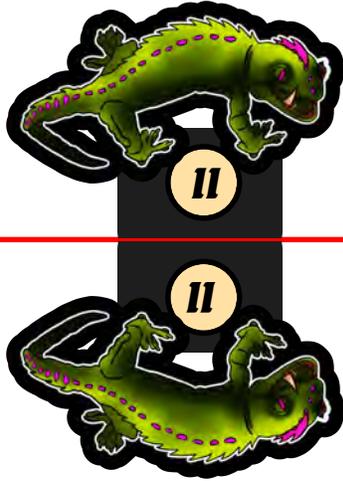
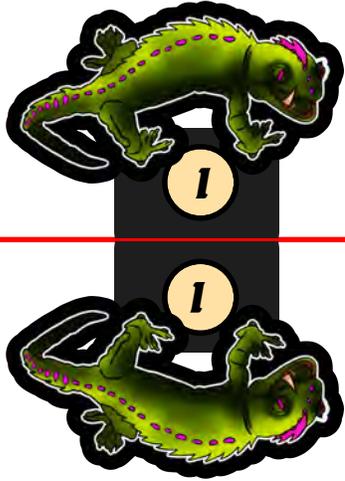
Pencil Drop Augury Table

Those who wish to have Nahweeha divine their future use the Pencil Drop Augury Sheet (Handout 6). Players may use anything long, thin, and pointed, e.g., a pencil, pen, etc. The sheet is oriented as the player desires. The player holds the pencil perpendicular to the sheet, so that the point rests in the center of the snake’s head, then gently releases so that it falls randomly. If the pencil’s point is closer to the judge (Nahweeha), then she uses the point end to divine the future. If the back of the pencil is closer, then she uses the back end. In either case, she uses the portion of the chart in which the pencil’s point, or end, lies. If it lies in an undefined region, then she uses the nearest boundary the pencil crosses. If the pencil drop mechanic is not convenient, one can roll a d14. If the PC that receives an augury satisfies the associated condition, he gains +1 Luck (except for the skull). Each PC (or player, if too many PCs) may only receive 1 augury.

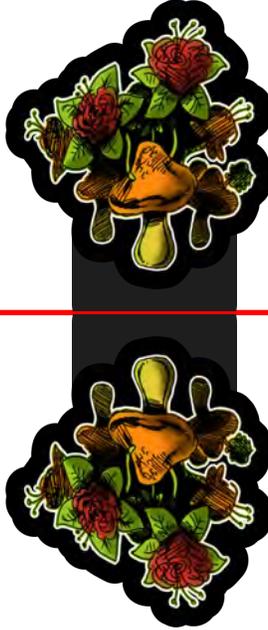
d14	Totem	Augury and Condition
1	Snake	<i>“The buried gem may bite you.”</i> Condition: PC finds a gem or dodges the snake bite in ghost harassment results 6-7.
2	Bird	<i>“The father punishes the nest-breakers.”</i> Condition: PC realizes that Murderbeak will attack the party upon leaving Area 1-H.
3	Moon	<i>“Moon’s blue on the head will stay the dead.”</i> Condition: PC uses blue liquid from Area 2-1 or 2-10 to extinguish heads in Area 2-10.
4	Boar	<i>“The wallowing swine are rats inside.”</i> Condition: PC is looking for rats to come out of bursting boars (Area 1-E).
5	Winged Lizard	<i>“Only half must die for the rest to fly.”</i> Condition: PC realizes that scaleshrikes flee when half of their numbers are defeated.
6	Rat	<i>“The clever rat knows to get hanging clothes.”</i> Condition: PC pulls down clothes from speargrass victim and finds healing salve (random event 13).
7	Mosquito	<i>“Fire will cool the buzzing ire.”</i> Condition: PC uses fire to drive away the biting swarm (random event result 5).
8	Swamp Cat	<i>“Do not your fortune hide, let the goddess swallow your pride.”</i> Condition: PC realizes this refers to the method required to enter Temple Area 2-11.
9	Deer	<i>“The doomed deer covers his ears.”</i> Condition: Ghost tells the party they are doomed, and the PC their covers ears (ghost harassment result 11-14).
10	Sun	<i>“If to the stink you bring the sun, there will be none.”</i> Condition: PC realizes that exposing swamp gas to fire will ignite it (random event result 6).
11	Skull	<i>“Tread carefully, Death is watching you.”</i> If PC is saved from bleeding out, or is revived via recovering the body, he loses 2 points of Luck.
12	Ooze	<i>“Falling tears clean the corrupt.”</i> Condition: PC realizes that liquid from Area 1-F or Area 2-10 can remove corrupted black ooze effects.
13	Hourglass	<i>“She may perish in hours, who chokes on mushroom’s flowers.”</i> Condition: PC desires to heal someone who fails the save for random event result 4.
14	Frog	<i>“Bugs are good, but guard your wood.”</i> Condition: The PC thinks to cover wooden items when encountering the mutant flying termites (random event result 11).

Paper Miniatures

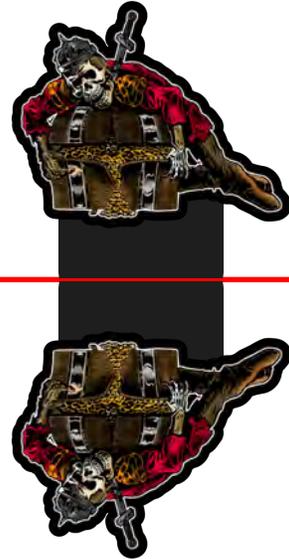
Giant Camogeckos



Spore Flowers



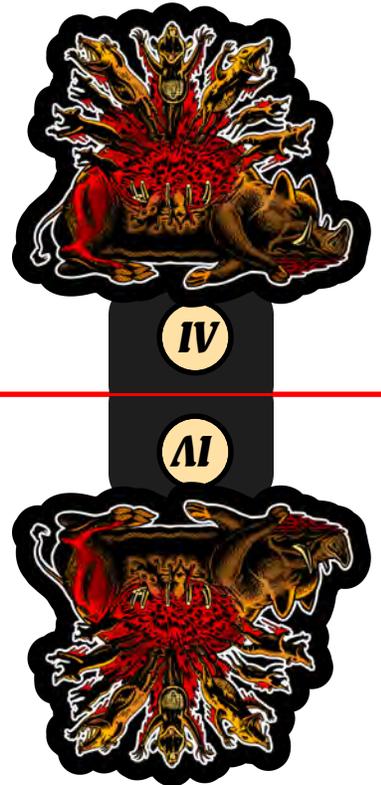
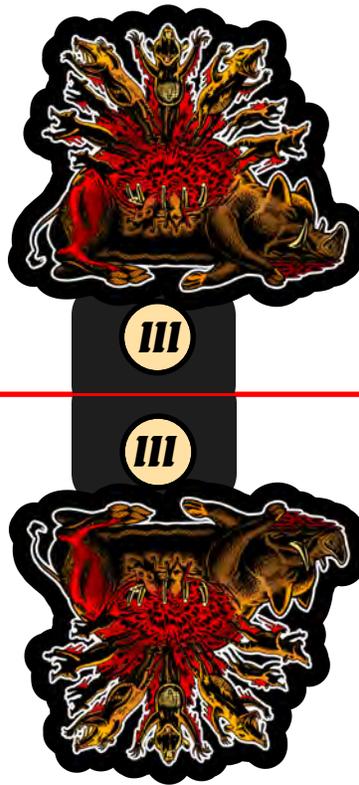
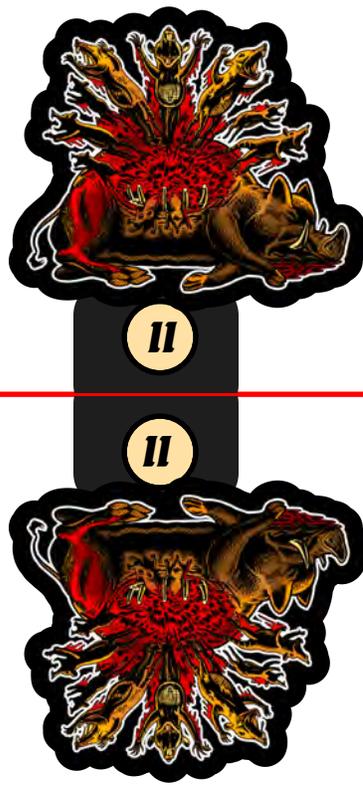
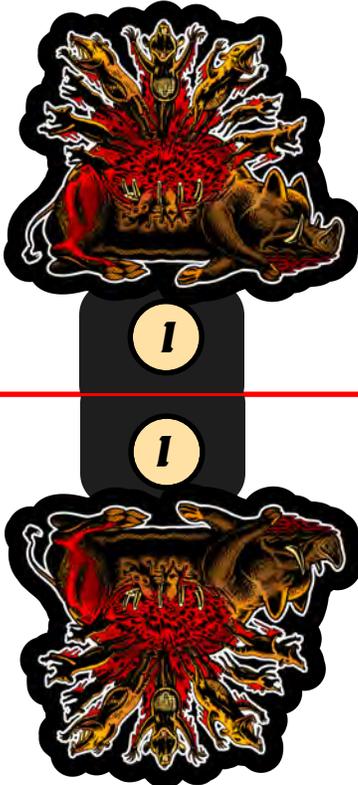
Thief & Chest



Nahweeha



Bursting Boars



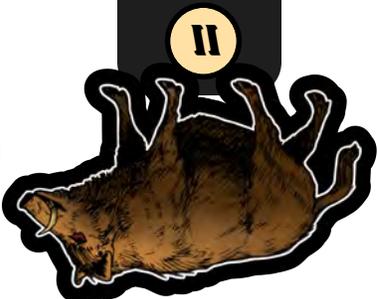
Murderbeak



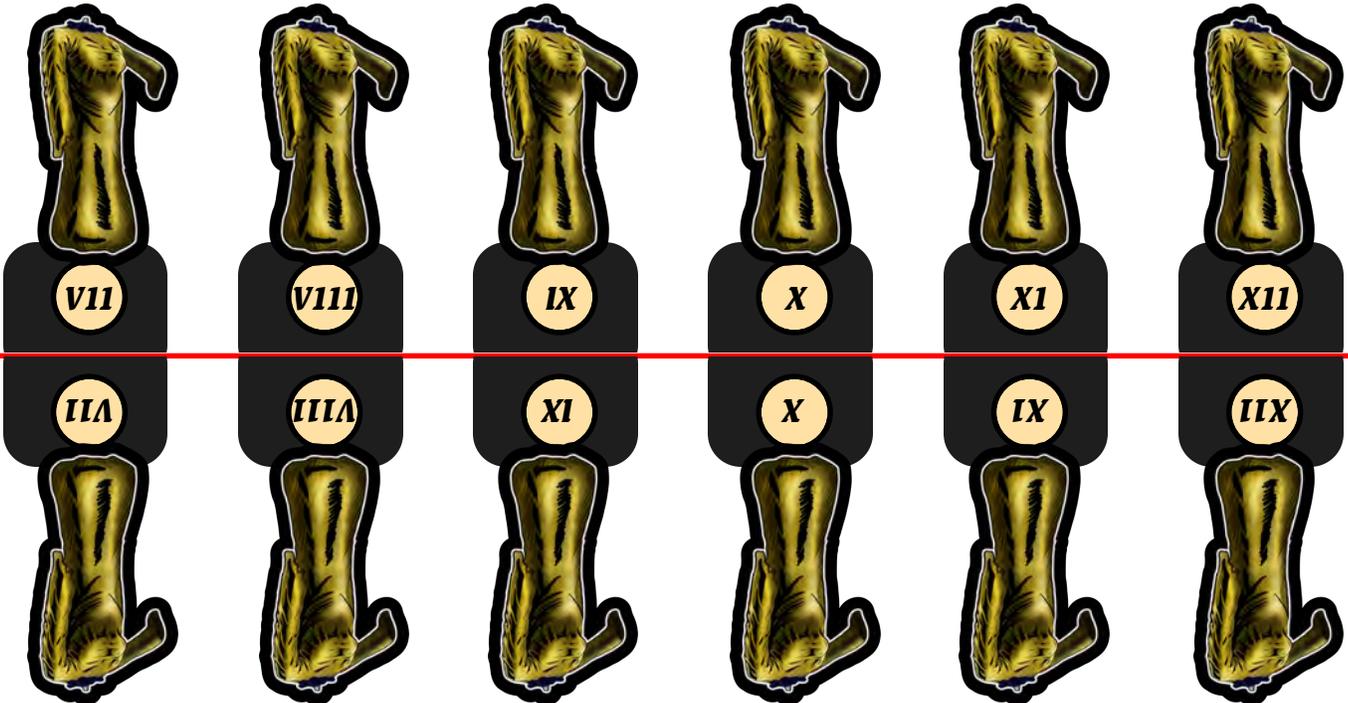
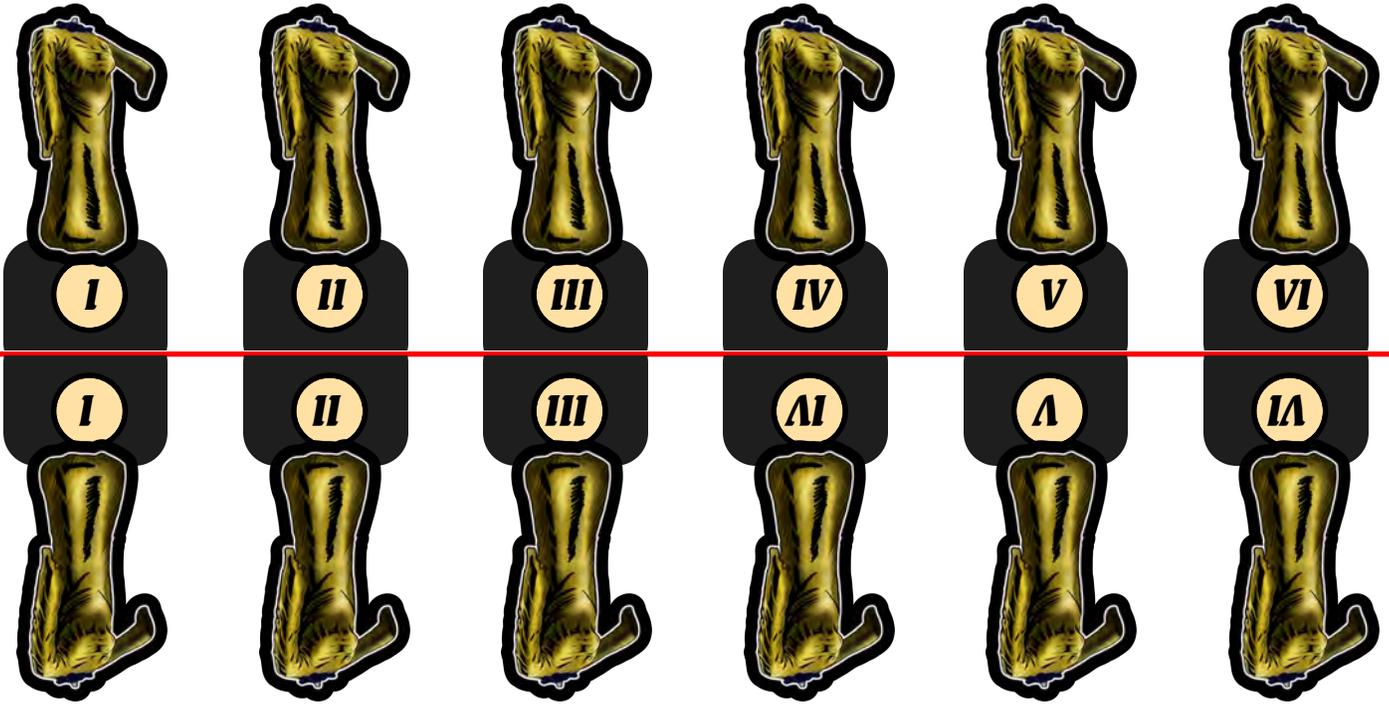
Demon-blood Slime



Boars



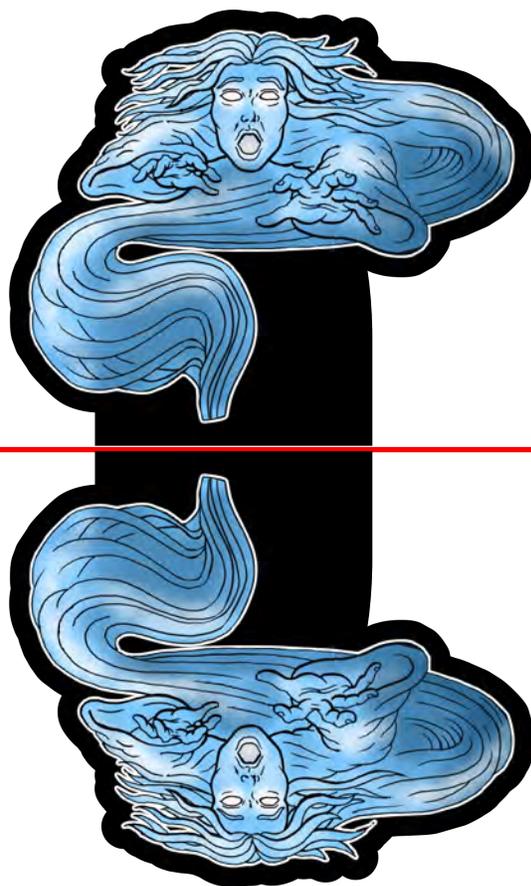
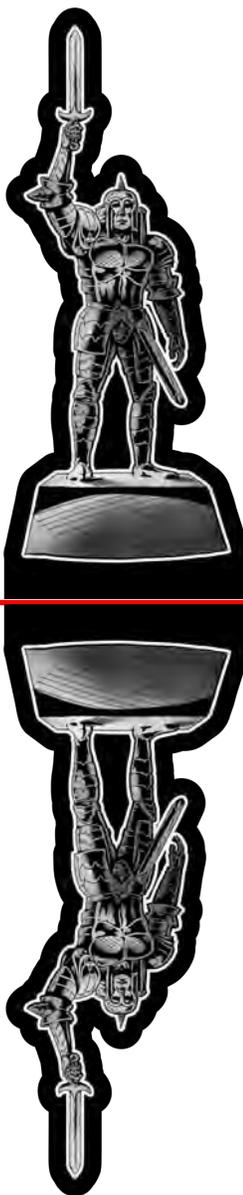
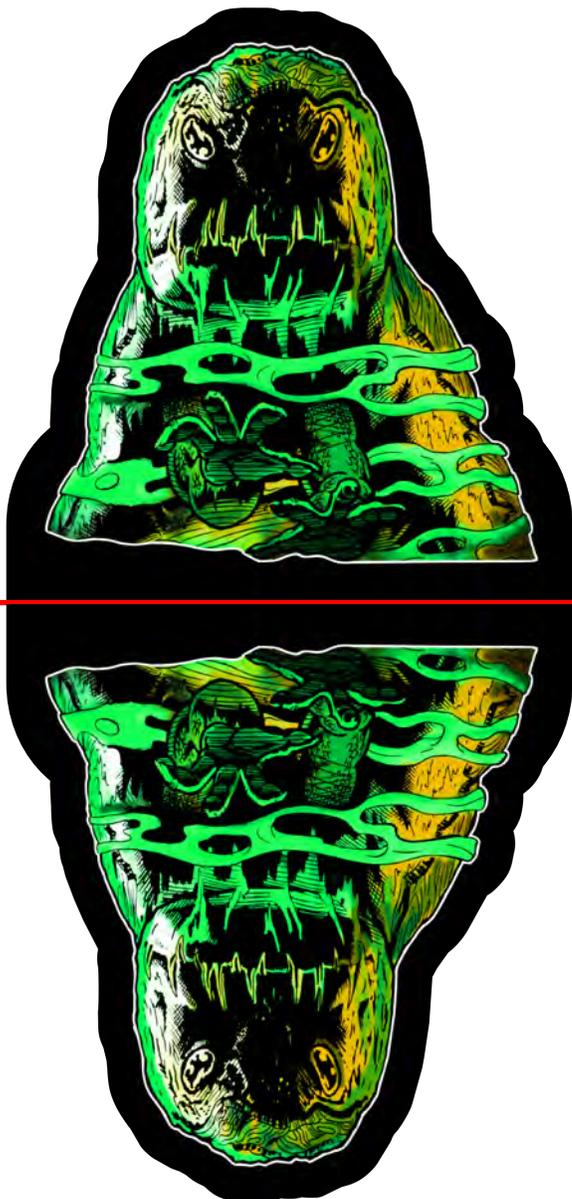
Headless Fog Zombie Priestesses



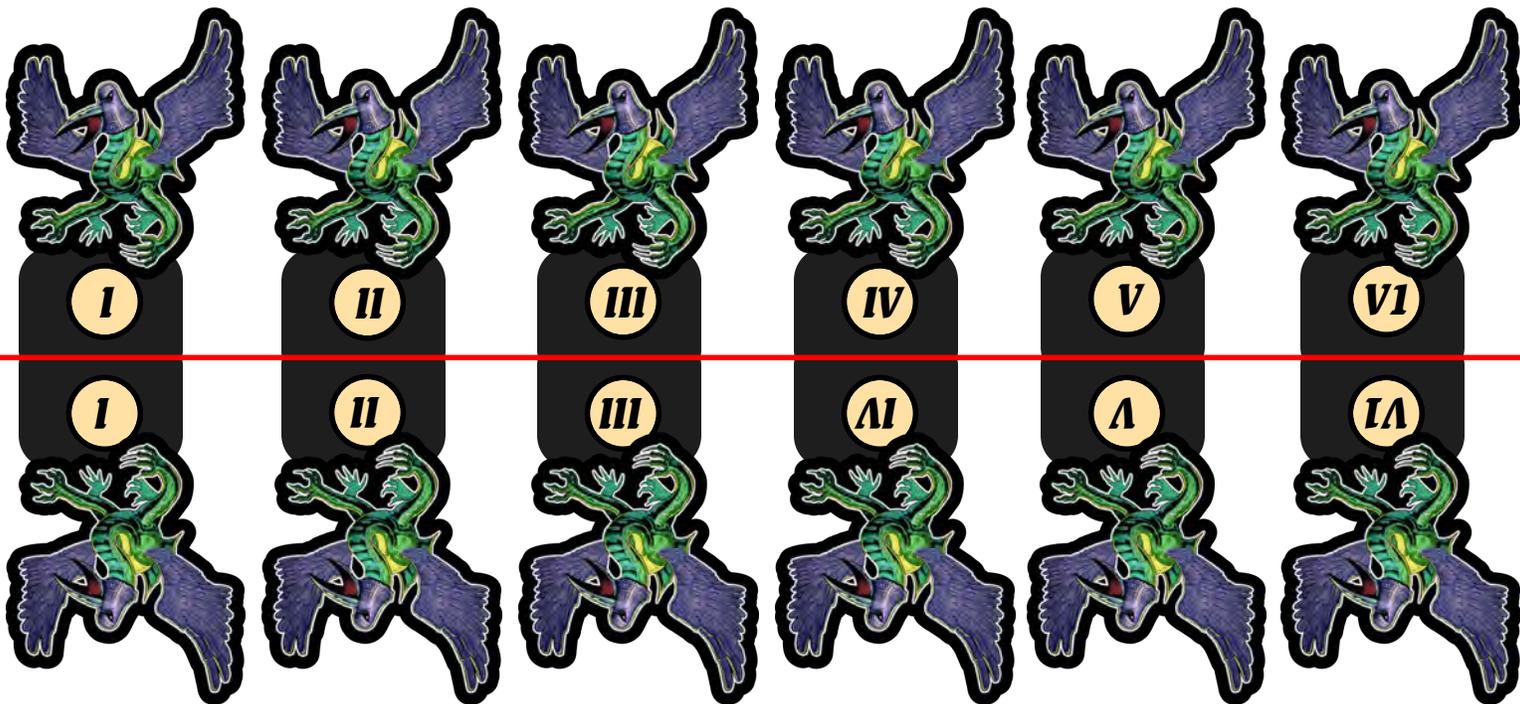
Fog Beast

Statue

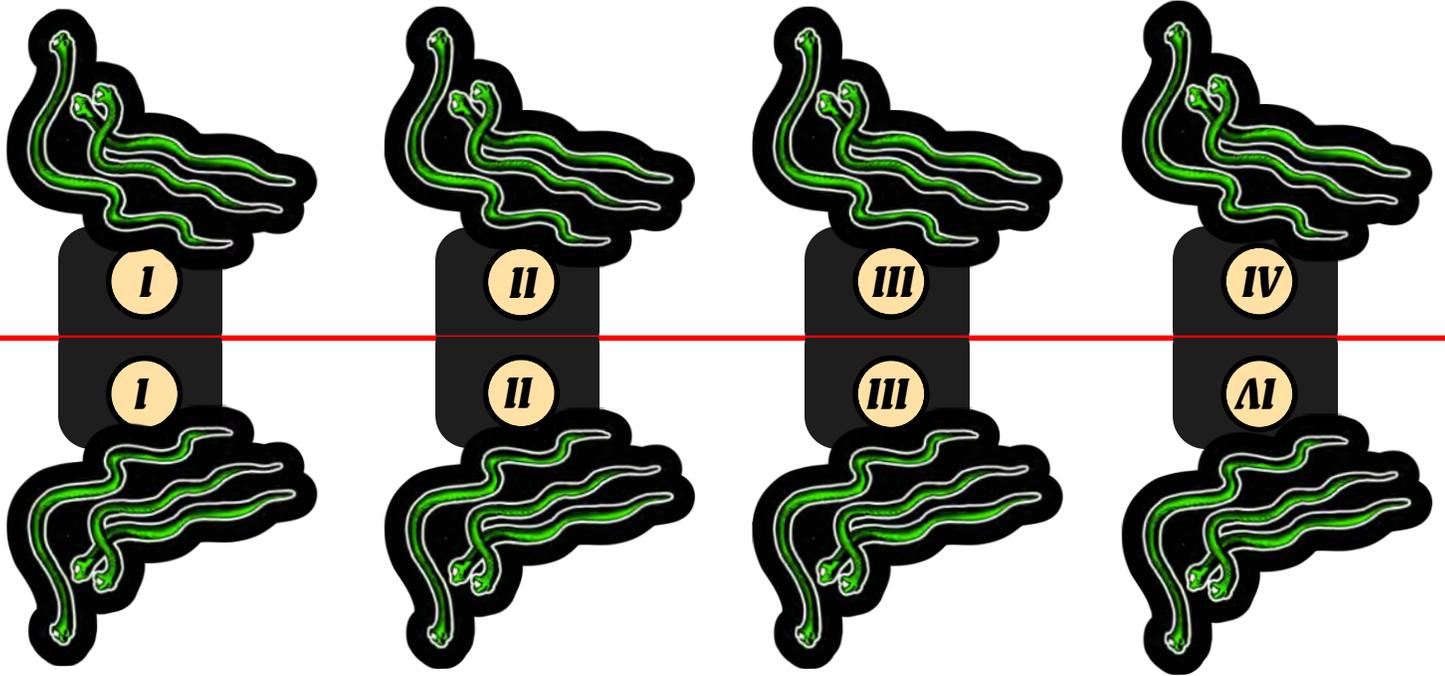
Etiyane's Ghost



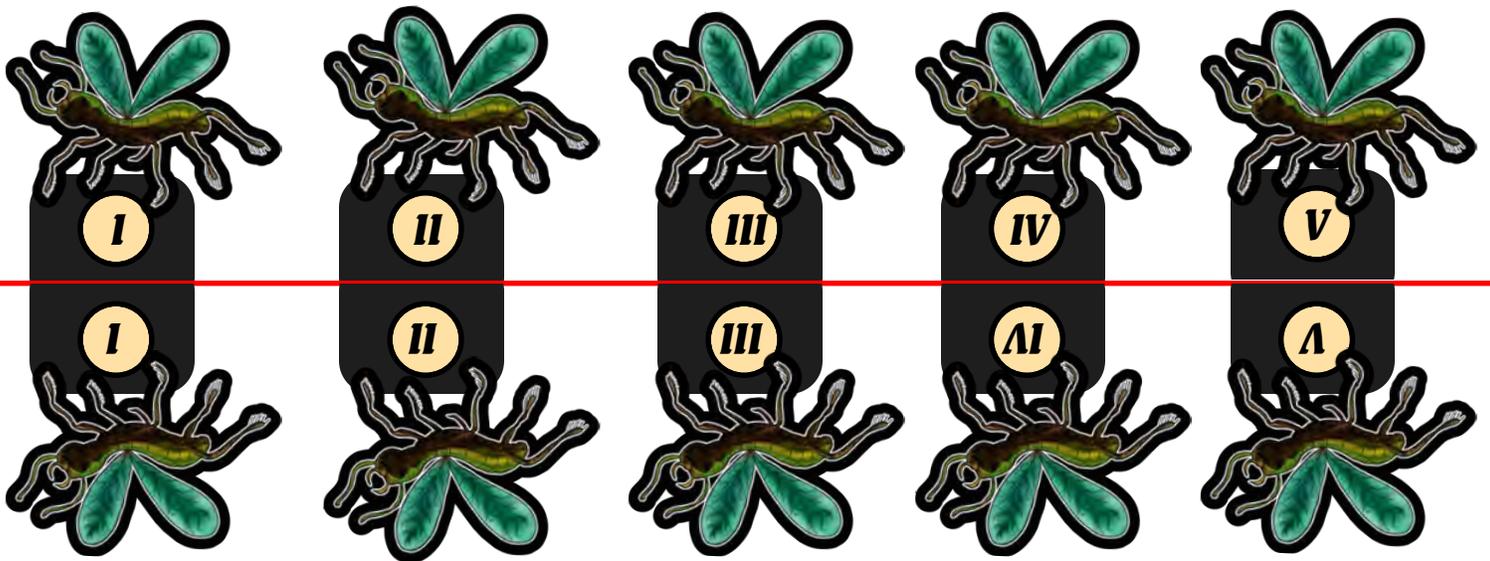
Scaleshrikes

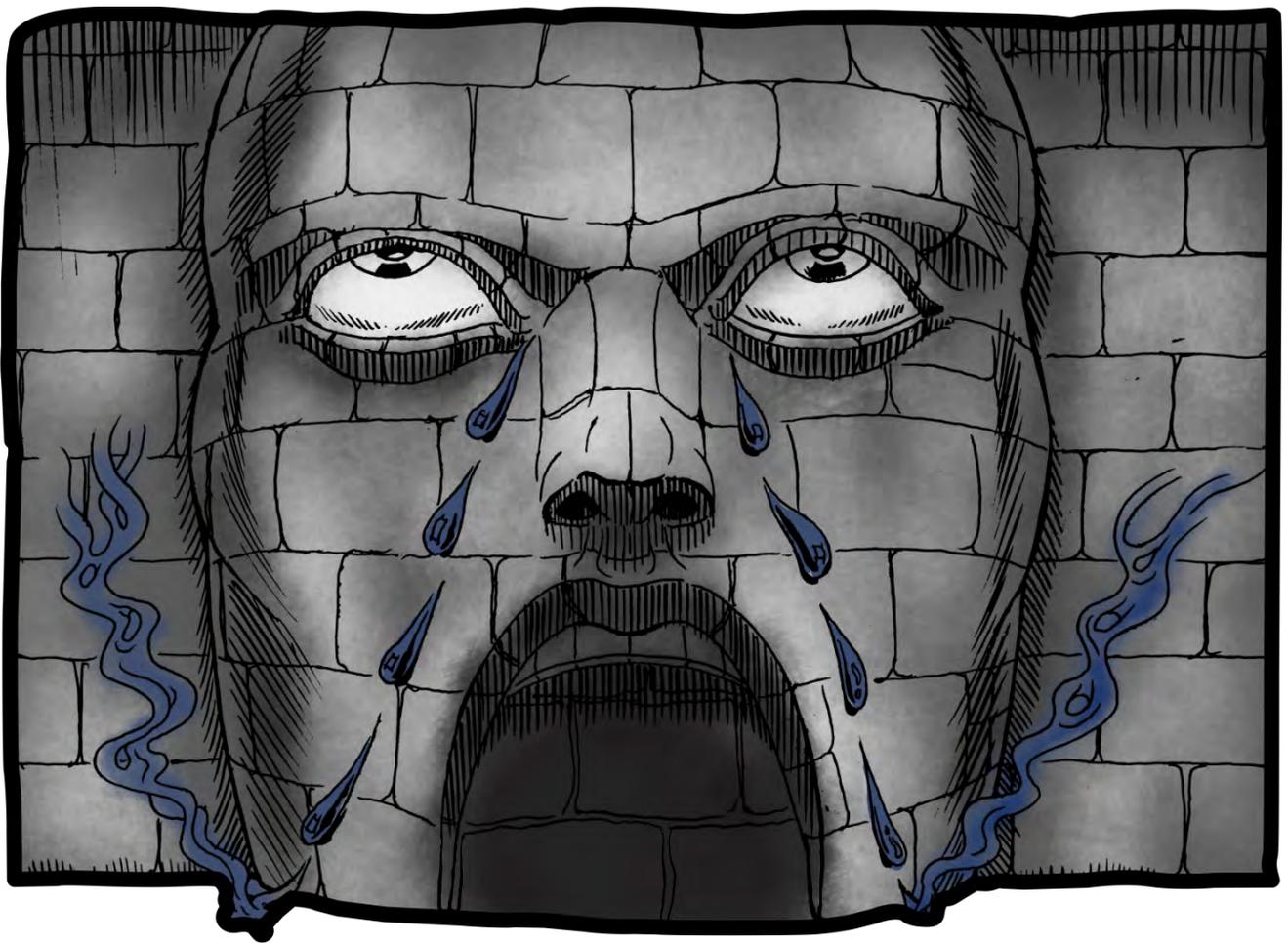


Swamp Snakes

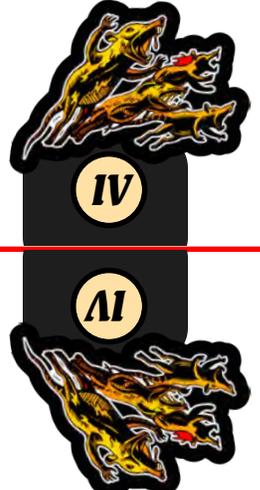
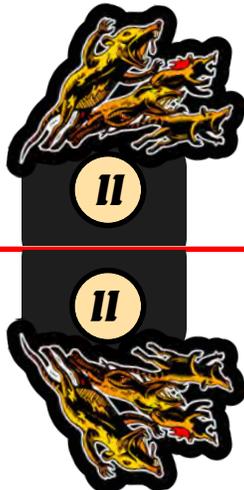
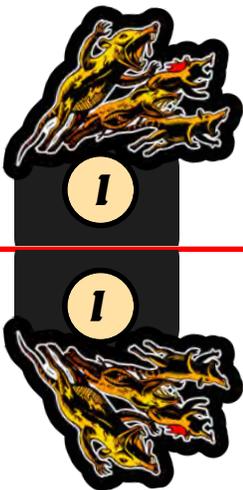


Glusquitos / Mutant Flying Termites



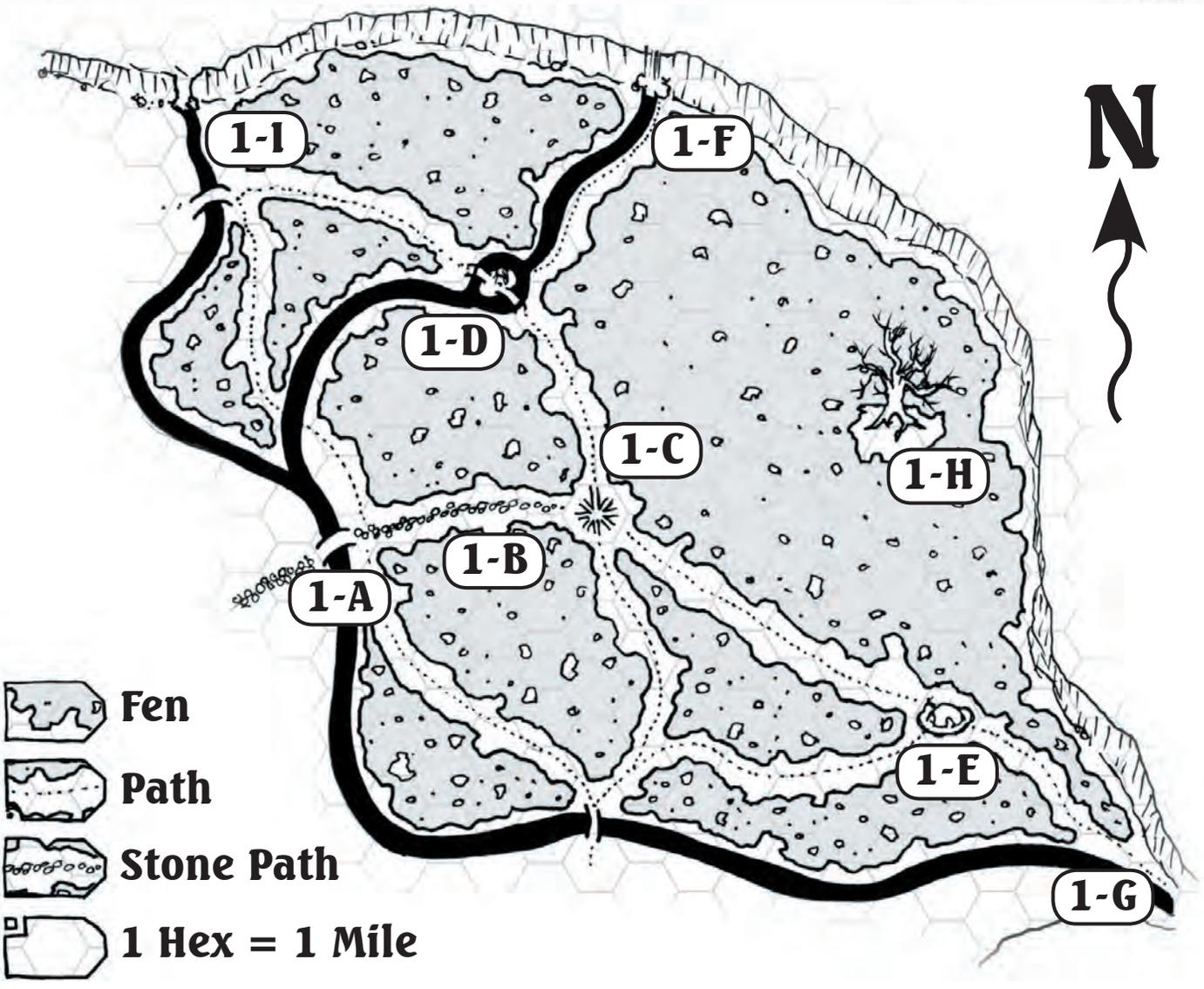


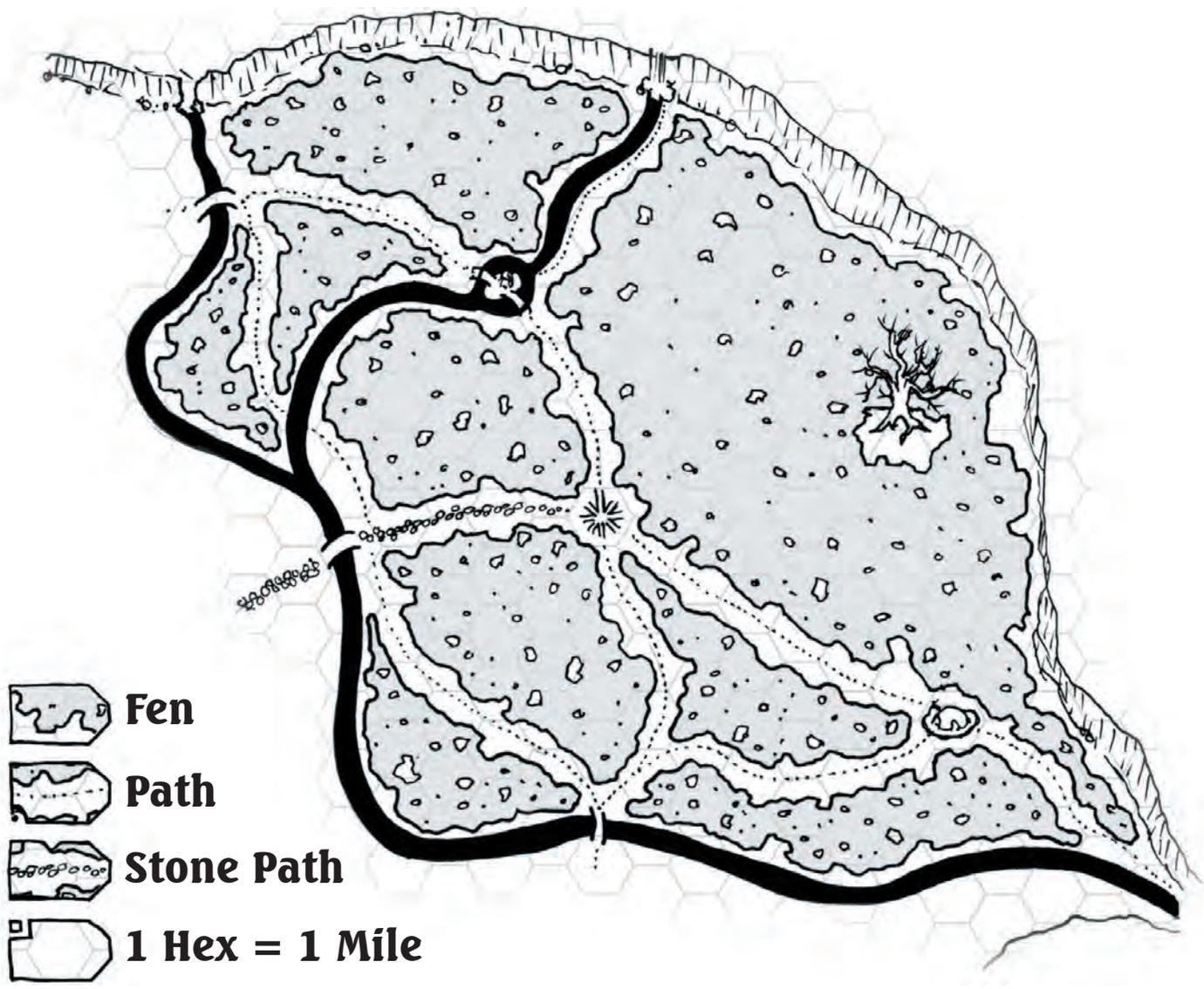
Corrupted Rat Swarms

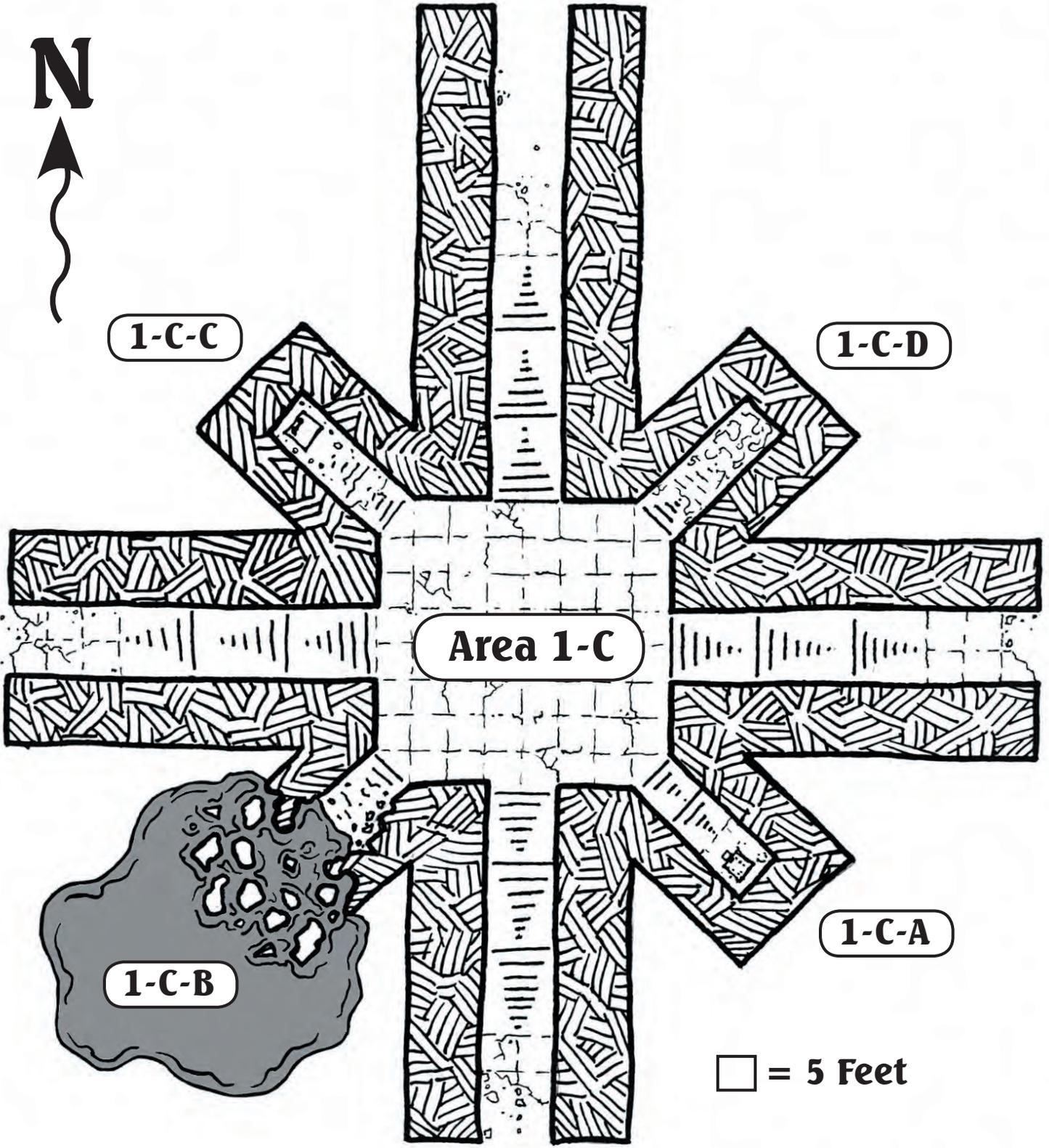


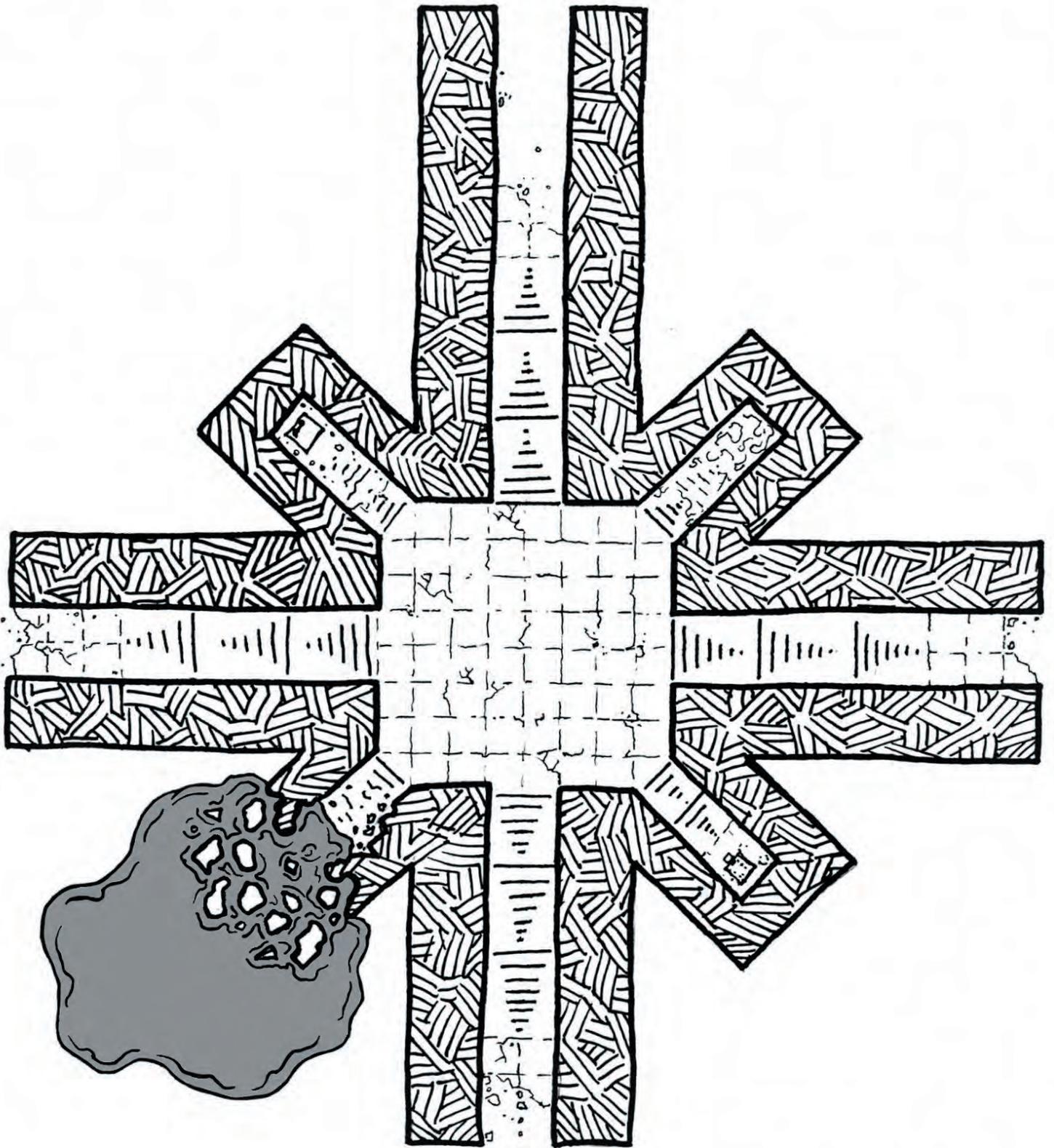
Maps

- | | |
|---------------------------------|---------------------------------|
| 1-A: Entrance Bridge | 1-F: Waterfall of Tears |
| 1-B: Murderbeak's Attack | 1-G: God's Breath Canyon |
| 1-C: Temple | 1-H: Chaos Tree |
| 1-D: Nahweeha's Hut | 1-I: Slowdown Falls |
| 1-E: Swearing Stone | |

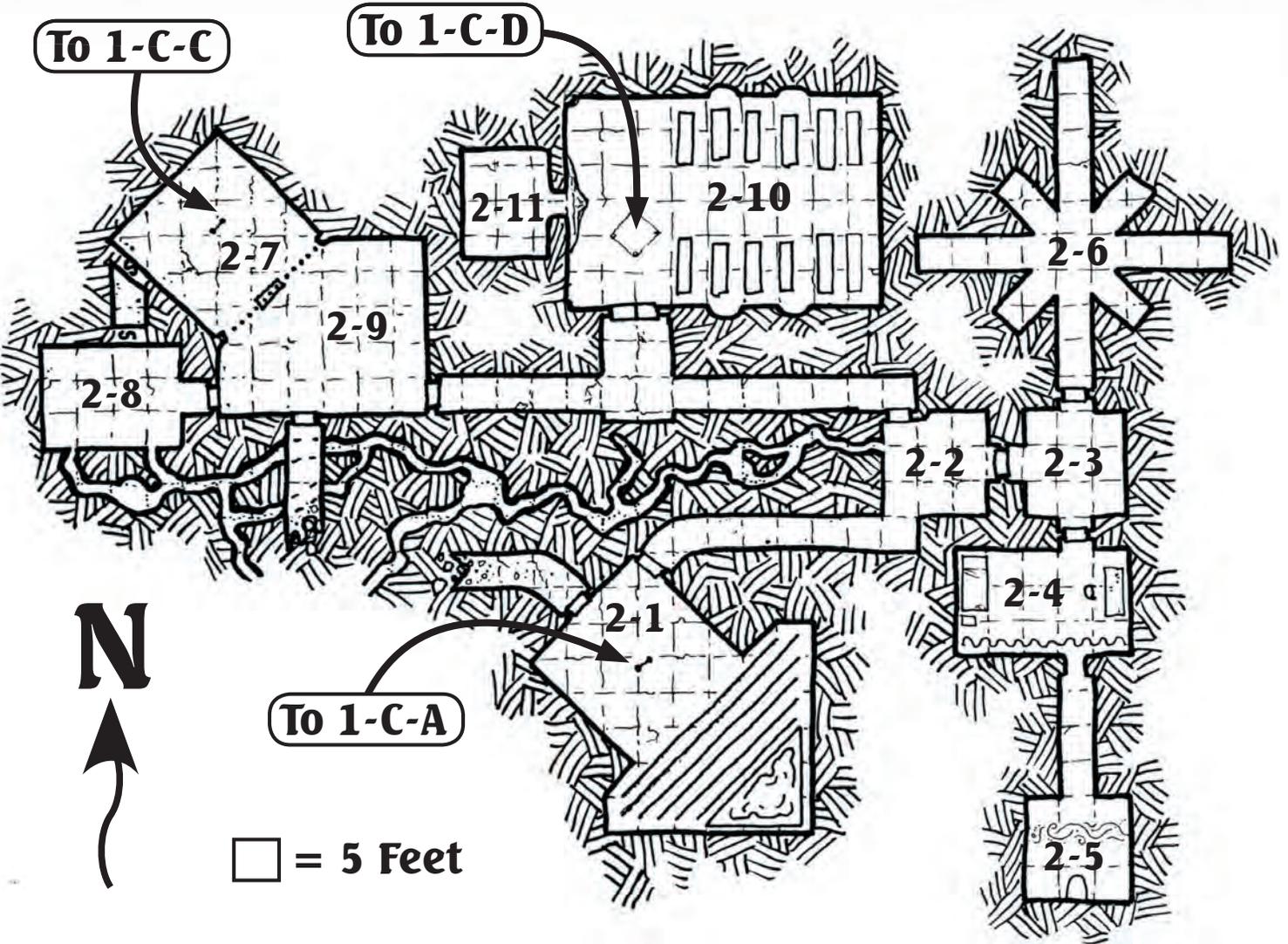


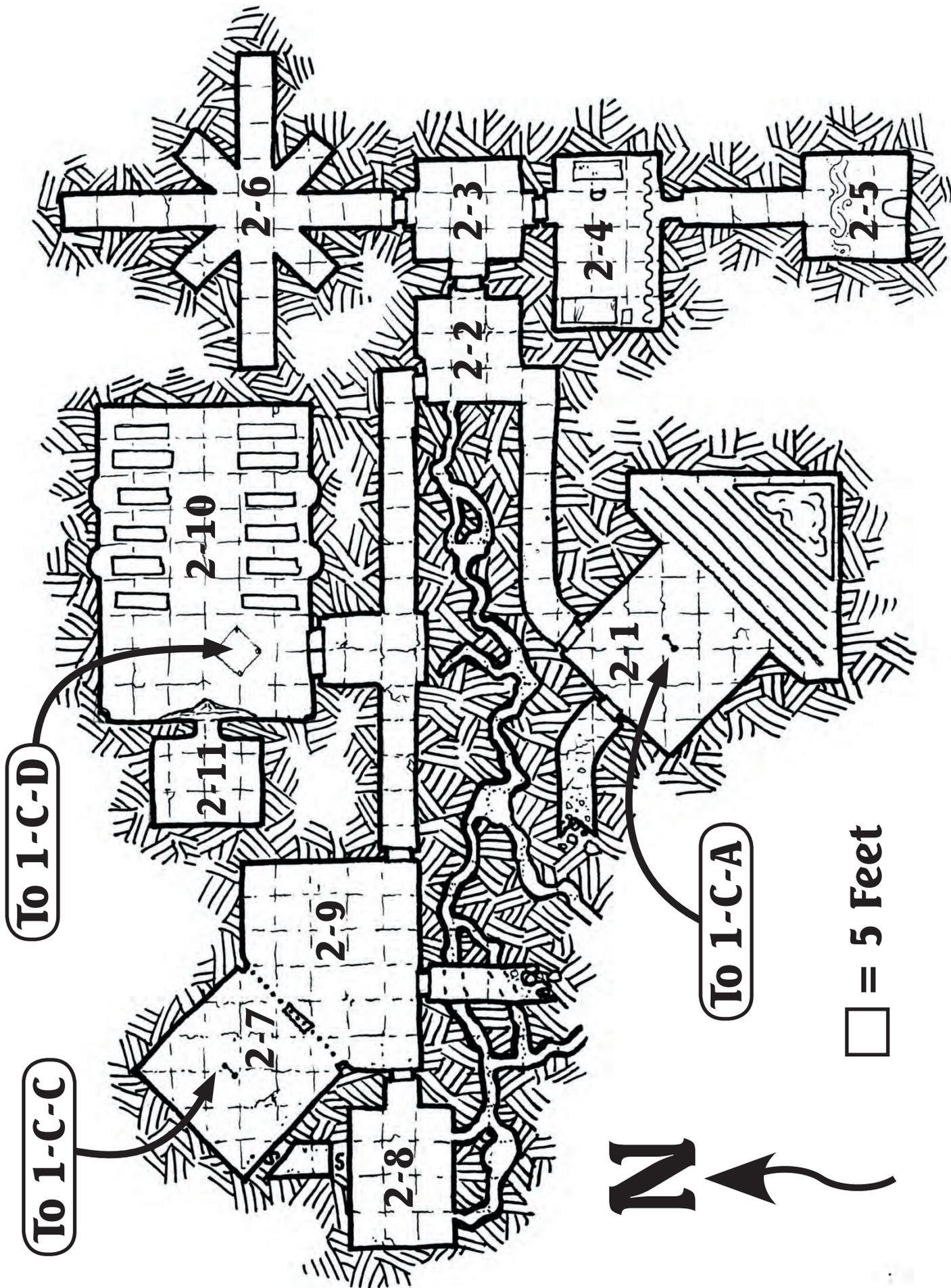


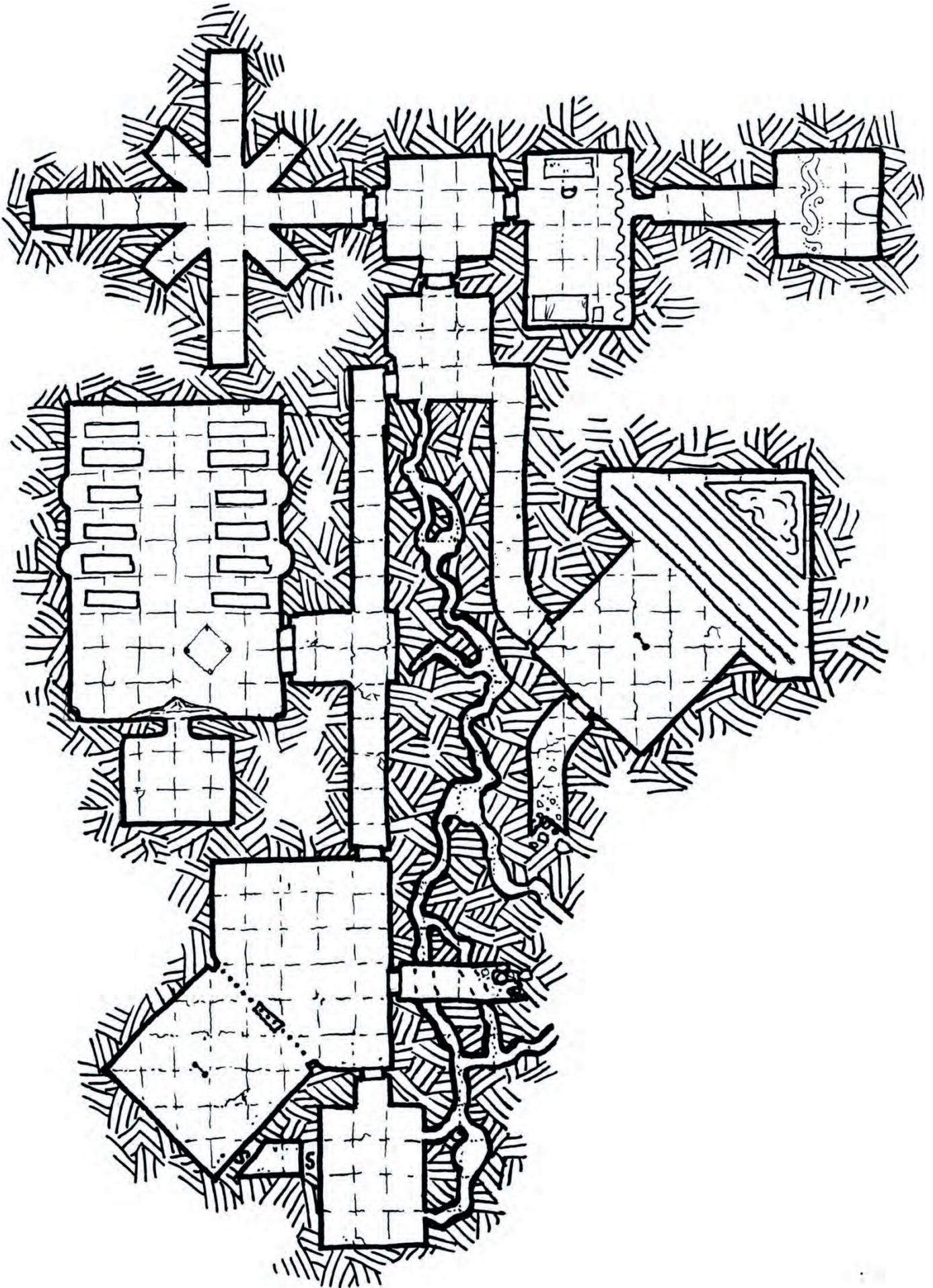


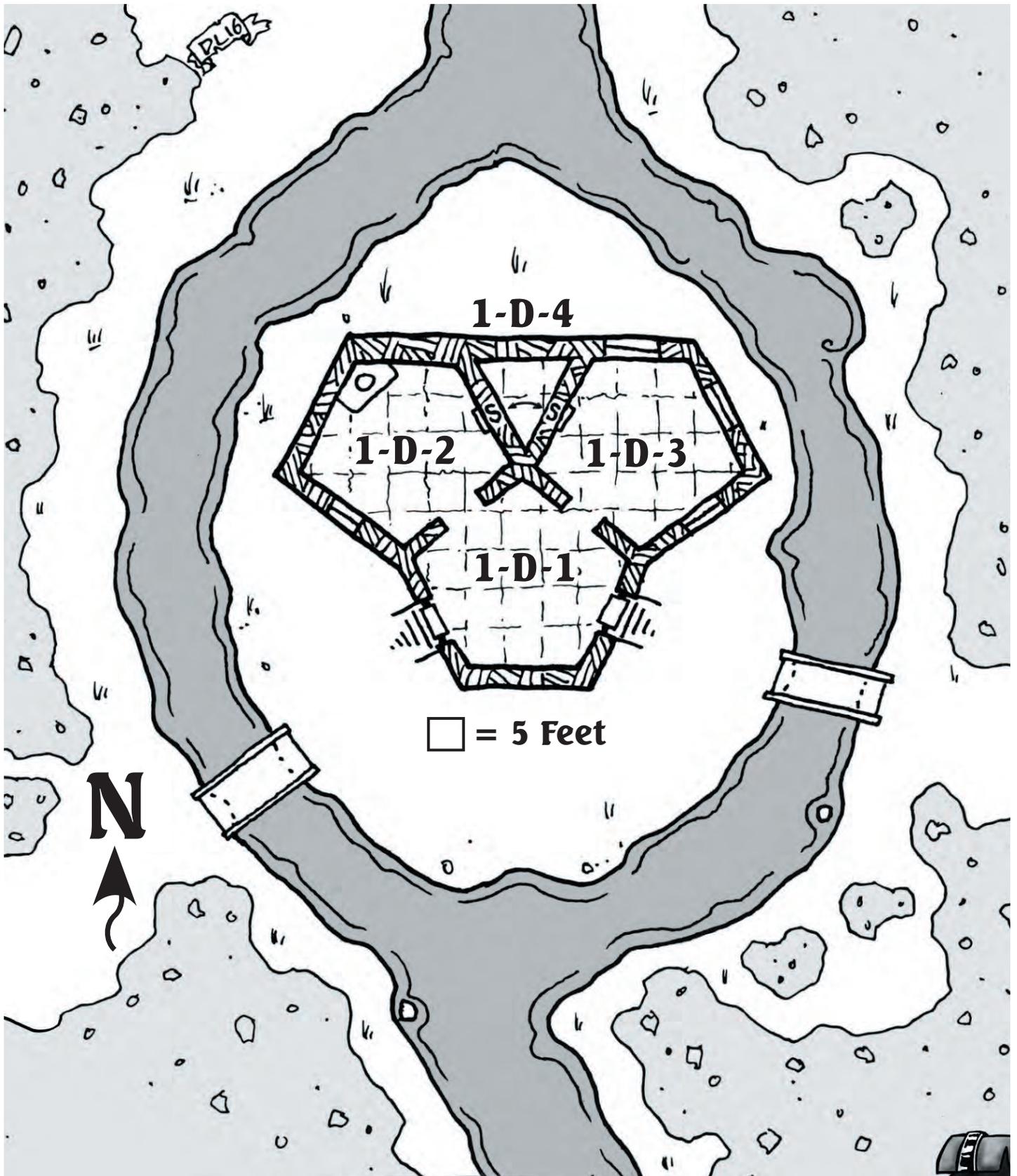


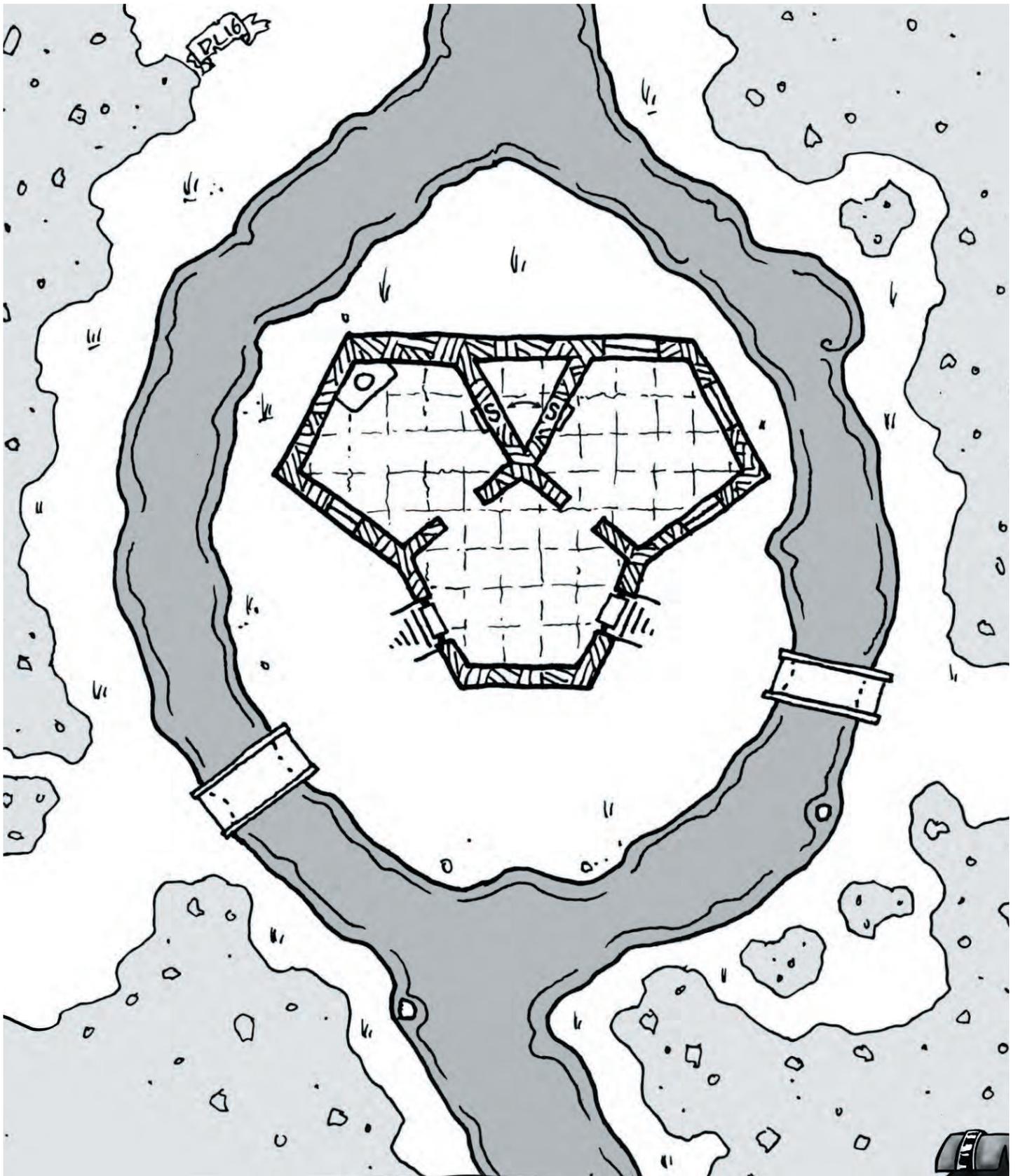
2-1: The Cleansing Chamber	2-7: Temple Jail
2-2: The Waiting Room	2-8: Storeroom
2-3: The Audience Chamber	2-9: Preparation Chamber
2-4: Moon Etiyane's Chamber	2-10: Hall of the Faithful
2-5: Room of Testing	2-11: Repository of Offerings
2-6: Contemplation Chamber	

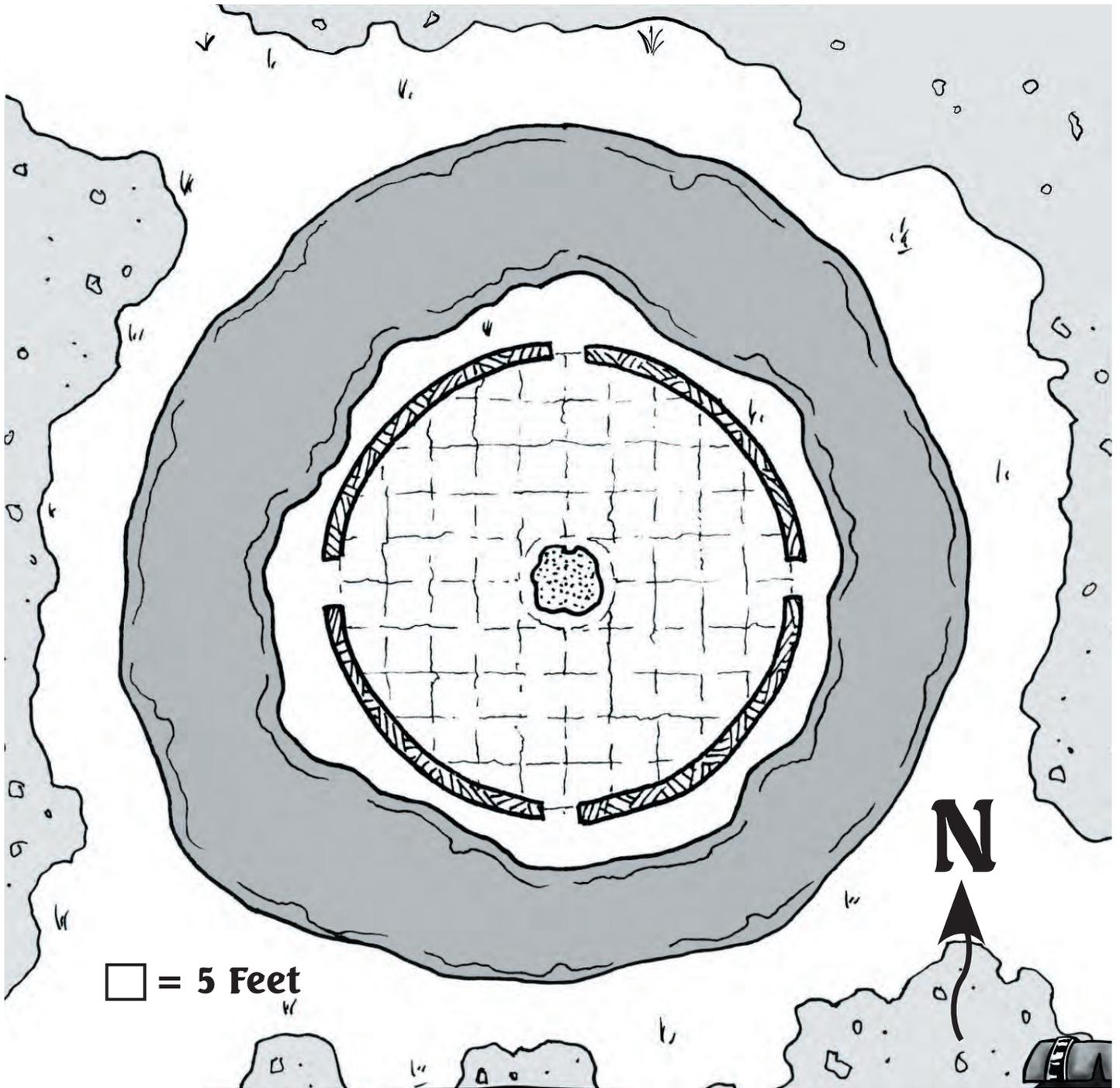


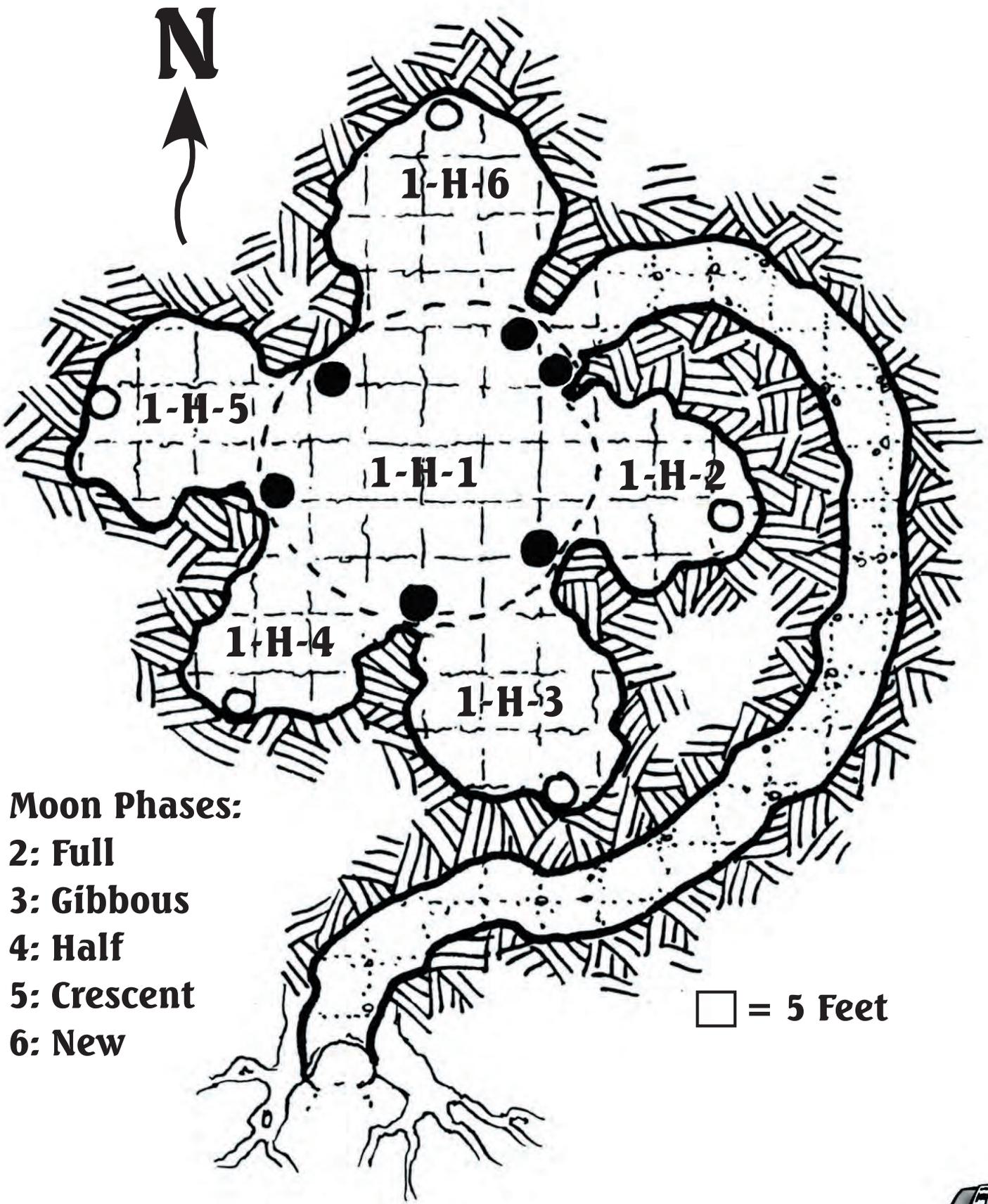










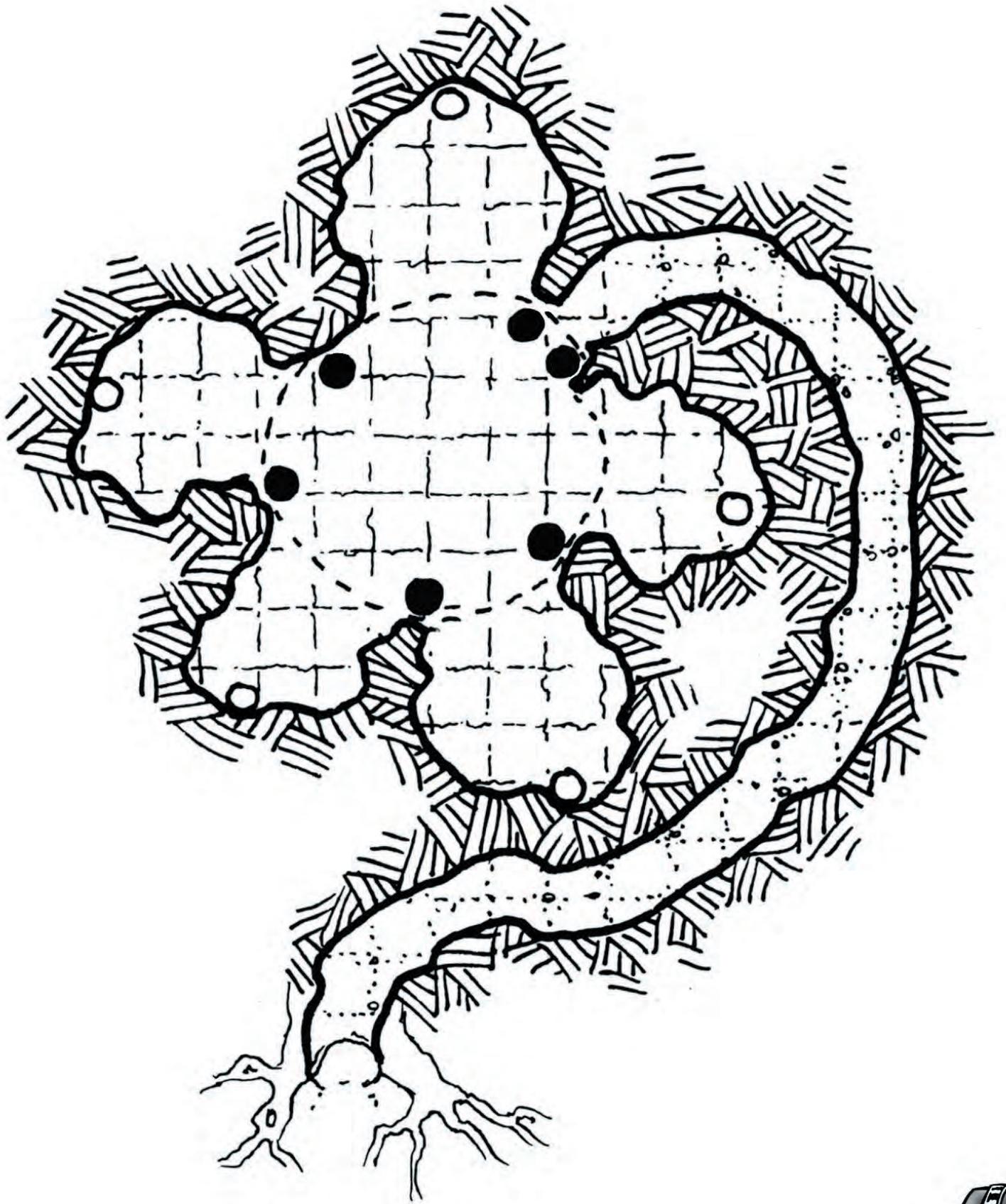


Moon Phases:

- 2: Full**
- 3: Gibbous**
- 4: Half**
- 5: Crescent**
- 6: New**

□ = 5 Feet





Images



