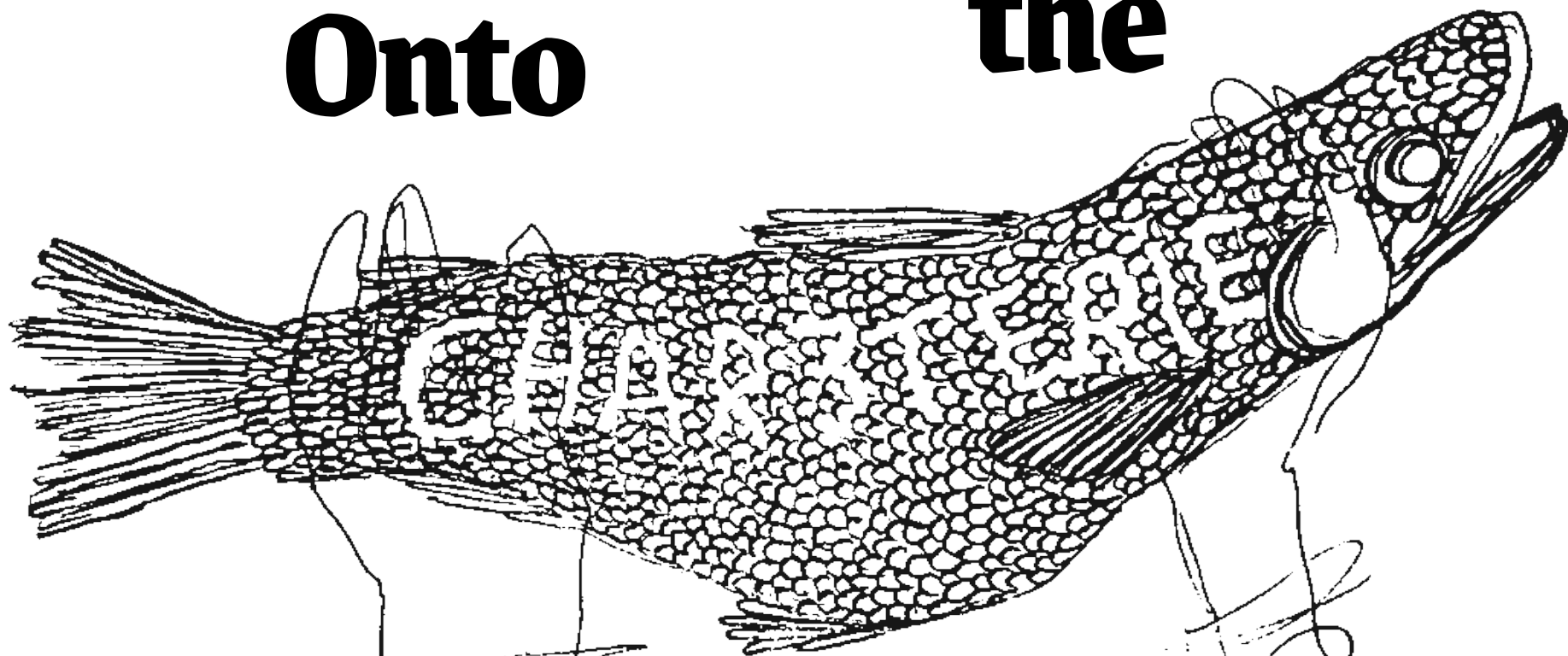


Onto

the



Jabber-

-wock

Wow.
Charcuterie Board 3.
What a project. 😊



Flowers to Xenophon of Athens for helping keep us all on track here, as well as the indefatigable Louis, heroic SaltyGoo, and everyone's favorite SunderedWorldDM.

The amazing layout is the work of SaltyGoo, as is the wonderful color grading. Printing was dear Vivanter's domain.

Vivanter, Louis, and I helped SaltyGoo edit and proofread.

We hope you'll love it. (Except for PRIMEUMATON, who hopes, and I quote, "you slip on it like a banana peel and fall down a flight of stairs and shit your pants.")

— Grace

Excited to redeem myself after CHARCUTERIE, where my comments were called, and I quote, "slightly drunk".
-xoxo Sundered

And thank you to all the fabulous writers, of course!
And illustrators!
Gosh!

Onto the Jabberwock

AN OSR ZINE FROM THE GLoG COMMUNITY

This is the third edition of Charcuterie Board, the GLoG discord community zine. The first edition is available online, and the second edition was never published.

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Encounter Table

- 1-4** 1d6 Fishermen from a local village, likely Yelenin ^{p22} or Grishka ^{p36}.
- 5-6** Competitive Swimmer, ignorant to aquatic dangers or Pearl Diver, swimming despite them. Stats as commoner.
- 7-8** Old Man Whimper ^{p96} with 39 reed flutes in a sack. As commoner.
- 9-10** Granny Fennel ^{p62}, foraging along the shore.
- 11-14** Merchant vessel, with goods and 2d6 Men-at-Arms defending it.
- 15-16** Bentham's Steamboat ^{p28}, on a hunt for a mighty beast.
- 17-18** 1d6 Hunters and Trappers, on a hunt for something not too dangerous. Stats as bandits.
- 19-20** Suliven the Ranger ^{p36}, on patrol against threats to Grishka.
- 21-22** Mirewise Davan ^{p63}, making his way slowly on his reed stilts.
- 23-24** Rosemary ^{p26}, nursing a bottle.
- 25-26** Ella the Rose ^{p64}, nursing a grudge.
- 27-30** 3d6 Bandits, belonging to the Family of Yelenin ^{p25} or Captain Gorkhon ^{p51} by the Wurmpillar.
- 31-32** Bellum ^{p26} with d6 other poachers who behave as hunters or bandits depending on what's advantageous. Stats as bandits.
- 33-34** Giles the Kid ^{p26}.
- 35-37** 2d4 Pilgrims to the monastery-town of Hoërikcht Wat ^{p39}. Stats as commoners.
- 38-39** 1d4 (Feral) or 2d6 (Near a Fishing Village) Scarefishes ^{p92}.
- 40-41** Dame the Vivisector ^{p26}.
- 42-43** Quiet Shay, in human form during the day, or fey form at night ^{p62}.
- 44-46** School of Fish, can catch a lot if you're quick with some nets.
- 47-48** 2d4 Beavers building a dam.
- 49-50** Huge Frog.
- 51-53** 1d4 female Jabberwock Apes ^{p77} and 1-in-4 chance of a Silverback.
- 54-55** 1 Assassin Bug ^{p31}, setting an ambush among the reeds.

low = madder
high = spookier
consider adding
modifiers farther
from civilization
-2 mia

- 56-58** 1 Crocodile, setting an ambush under the water's surface.
- 59-61** 1 Jabberwock Shark ^{p78}, 1-in-6 chance of a talking one.
- 62-64** 1d2 (Pair or Widow(er), 2d4 (nesting colony) Nacred Vieflugs ^{p84}.
- 65-67** d3 (day) or d6 (night) Hunter-Killers ^{p31}.
- 68** The "River God" ^{p88}.
- 69** Waters conspire to hide from the sky ^{p7}.
- 70** Waters conspire to impregnate the sea ^{p7}.
- 71** Waters conspire to eat the earth ^{p7}.
- 72** Waters conspire to exult in play ^{p7}.
- 73** Waters conspire to nurture the living ^{p7}.
- 74** Waters conspire to riot against all ^{p7}.
- 75** The Abomination sculking around ^{p36}.
- 76-78** 3d6 Maggotkin ^{p81} and 1 evolved prodigy. Roll more dice the closer you are to the Wurmpillar ^{p45}.
- 79** Flanders Wheel, stalking on the shore ^{p76}.
- 80** The Castellan ^{p72}. Flip a coin, heads he's human, tails a beaver.
- 81-84** 2d4 Muckmen "family" ^{p83}.
- 85-89** 2d4 Rivermen ^{p90}.
- 90-91** 1d2 Water Vampires ^{p93}.
- 92** Count Ernest, trying to outswim death ^{p73}.
- 93** The Beast of Yelenin, screaming in the distance ^{p34}.
- 94** Crocodile Father ^{p74}, here to help.
- 95-96** A Lost Ferryman ^{p80}.
- 97** Swarm of Divine Frogspawn ^{p75}.
- 98** Achelous, the River Dragon ^{p68}.
- 99** River God ^{p85}.
- 100** You spot what appears to be eyes but are actually a cluster of Peeping Buttons ^{p62}.

THINGS INSIDE
A HUGE FROG:
1 Fishing pole + hand
2 Faberge' egg (500 gp)
3 Newborn, foreign prince
4 Magic, animate bullwhip; racist
5 Antique clock, still ticking
6 Parasitic worm

Rivercrawl Generator

What do you do if the PCs decide to disembark far from the nearest point of interest? Or if you rolled a random encounter but don't know where to put it? These rules provide a quick framework for rolling up a passage of river on the fly.

- A Grab a fistful of d6s.** At least 4, but no more than 10. Each represents a bend in the river nearby.
- B Roll them gently onto a sheet of paper.** If one falls off, set it aside.
- C Choose the direction of the current.** Remember that rivers flow from the highlands to the lowlands (unless something weird is happening).
- D Interpret the dice.** Starting with the farthest point upstream, look up the die result on the following table →
- E Connect the dots.** Each time you interpret a die, draw an arrow to the next nearest bend downstream. This is the course of the river. At a fork, draw two arrows. If a die has strayed too far from the course, ignore it, or call that bend a creek that merges with or emerges from the river.
- F Place any landmarks.** If the PCs were headed somewhere in particular, place it after the last bend in the appropriate direction. If the PCs stopped for any other reason, place them at the middle bend.

🏠 Means inhabited
Roll once when setting up the Rivercrawl or as the PCs enter an area
You might also adjust the random encounter chance

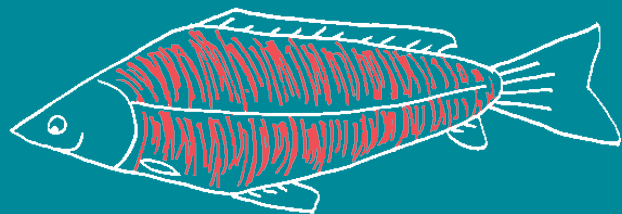
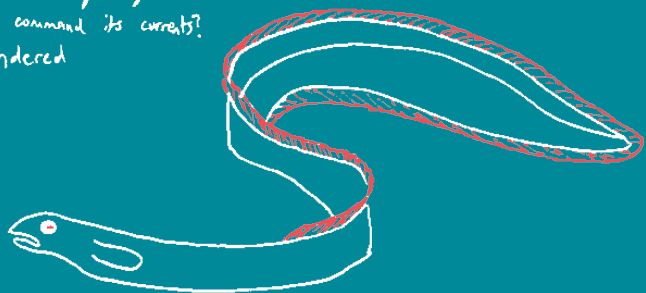
1	RAPID. Fast flowing water with occasional jagged protrusions. Stopping the boat or going ashore here will be dangerous. Going against the current is impossible.	🏠 1-in-6 💎 1-in-6
2	DEEP. Glassy smooth, forebodingly dark. Who knows what lurks in the depths below?	🏠 1-in-6 💎 2-in-6
3	SHALLOW. Reeds brush the bottom of the boat and careful piloting is required to avoid sandbars. Uncharted shallows might be a valuable find near a trade route.	🏠 3-in-6 💎 1-in-6
4	NARROW. Jagged rocks, wrecks, or quick bends bring the shore close. Boats cannot pass here.	🏠 2-in-6 💎 1-in-6 2x ambush
5	FORK. The river splits around a spit of land. Will it rejoin or will one branch wither into a meager brook?	🏠 2-in-6 💎 1-in-6
6	DWELLING. Smoke from the chimney of a hermit's cottage. Rattling bones in the mouth of a riverside cave.	🏠 4-in-6 💎 3-in-6

💎 means the chance of loot or foraging

ST. ADJUTOR'S KNUCKLEBONE.

All that survives of
the river-shin's corpse
after being dissolved by
the Beast of Yeleniq.
If you can find it in
the muck and carve
it into your own hands,
the river's moods are
your own. Maybe you
can even command its currents?

- Sundered



Mundane materials can
become Reagents according
to the River's mood but
~~this~~ harvest can incite
the waters. - Zmia

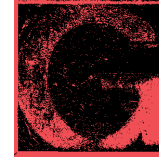
River Moods



A river is the construct of the ever-shifting purpose of its multitude of constituent waters. Whether due to slaking your thirst, the ritual significance of this body, or even mere proximity, your own liquids move today in sympathy with the vox aquas, conspiring to...

- 1 Hide from the sky.** Ventures to navigate are – but those to conspire or hide away are +. Magics to expose (light, knowledge, lightning) are + but will incite all water's resentment for a while, drawing – safety and + strange weather.
- 2 Impregnate the sea.** – discernment + influence. Magics to make virile (healing, passion, piercing) are + but incite water's lust, + dangerous encounters and + strange foes.
- 3 Eat the earth.** – forbearance + taking. Magics to consume (destruction, transformation, acid) are + but incite water's hunger, - supply and + strange resources.
- 4 Exult in Play.** – concentration + relaxation. Magics to delight (charm, enhance, water) are + but incite water's mischief, - caution and + strange travelers.
- 5 Nurture the Living.** – aggression + husbandry. Magics to harm (trickery, fire, slashing) are + but incite water's vengeance, – recovery + foes-believed-perished.
- 6 Riot Against All.** All results count as critical for all actors. All magics are + but incite water's uproar, probabilities inverted.

System originally
co-written with Sylvanas
From Red Lantern,
but edited down.



generally the creation of tinctures and ointments is a drawn out affair impractical to do while adventuring. However there are some special magical ingredients out there called **Reagents**, potent enough that they can be brewed even out in the reeds. You still need a small cauldron (costs 3 Silver and occupies an inventory slot), a fire (a pain to start in the moisture) and a **Formula** (all jealously guarded like any trade secret).

Alchemy is a system for giving players a new set of tools and a new set of objectives for how to interact with the world. New **Formulas** can be learned from alchemists that are found around, either as a reward for services rendered or by stealing their recipe book. **Reagents** are gathered from dangerous sources.

HARVESTING REAGENTS

To collect **Reagents** you must have an appropriate skill, such as Alchemy, Herbalism or Entomology. Which may restrict what you may collect Reagents from. Players do not start knowing how to harvest **Cognition Essence**, it is taboo for good reason, and is one of Alchemy's most dangerous secrets.

Harvested Reagents
will be indicated in the
margins of monitors
stat blocks.

Alchemy

Gathering takes 10 minutes and produces a number of **Reagents** (1/3 Inventory Slots) from a magical creature equal to its **HD**, or one per notable magical plant or mineral. Plants and minerals that provide **Reagents** are as a rule difficult to reach or dangerous to harvest. The gatherer chooses the **Essence** of each **Reagent** from the ones available in each source. Some powerful sources might produce **Reagents** with unique properties.

THE ESSENCES

There are seven **Essences**, arranged on three axes, with one at the center. All living things contain each **Essence** within them, but mortal hands can only gather the most prominent elements from any one source.

▽ **EARTH:** *Essence of the soil, stubbornness and the roots that hold firm. Opposed by Air.* ▽ **WATER:** *Essence of flow, tranquility, and deep dark things. Opposed by fire.* △ **AIR:** *Essence of the sky, lightness, and what some call freedom. Opposed by Earth.* △ **FIRE:** *Essence of energy, passion, and creation from destruction. Opposed by Water.* ♀ **PERDITION:** *Essence of decay, chaos and howling in the distance. Opposed by Order.* ⊖ **ORDER:** *Essence of structure, beauty and that which lasts. Opposed by Perdition.* ⚡ **COGNITION:** *Essence of thought, impossible to harvest without infringing on another's soul. Opposed by nothing.*

CONCOCTING FORMULA

To brew a **Concoction** you need to meet the requirements of a **Formula**, a fire, a small cauldron and 10 minutes. The strength of a concoction is based on how many **Reagents** went into it; this number is designated **[R]**. The highest **[R]** you can brew is equal to your Level+1. Unless otherwise stated, a **Concoction** stored in a bottle or wineskin takes up 1/3 an inventory slot, and can be thrown 30 ft.

Concoction is a difficult art, and there are a number of things that can make a concoction **Unstable**. When an **Unstable** concoction is used, or experiences a sharp change in temperature or motion, roll on the **Mishap** table. A concoction will be unstable in the following circumstances:

- ◆ *The brewer did not have the **Alchemy** skill or another appropriate skill as listed in the **Formula**.*
- ◆ *The **Concoction** was made using **Reagents** of opposing **Essences**.*
- ◆ *The **Concoction** has lasted more than a day.*

If a **Concoction** remains unused for three days, it spoils into mush.

2D6 CONCOCTION MISHAPS

- 2 Concoction does absolutely nothing
- 3 Effective **[R]**/2 and any negative effects are inverted into positive ones
- 4 Effective **[R]** - 2
- 5 Effect applies, but on a considerable delay
- 6 Effective **[R]** - 1
- 7 **Normal Effect**
- 8 Effective **[R]** + 1
- 9 Effect applies, but only lasts 1 turn
- 10 Effective **[R]** + 2
- 11 Effective **[R]** * 2 and any positive effects are inverted into negative ones
- 12 Concoction transforms into an ooze with **[R]** HD

FURTHER USES

Reagents can be eaten raw to suffer an unpredictable magical effect and probably get poisoned. Reagents can be used to craft longer lasting magical items, but this requires downtime, a proper workshop and can't be attempted without the correct skills.

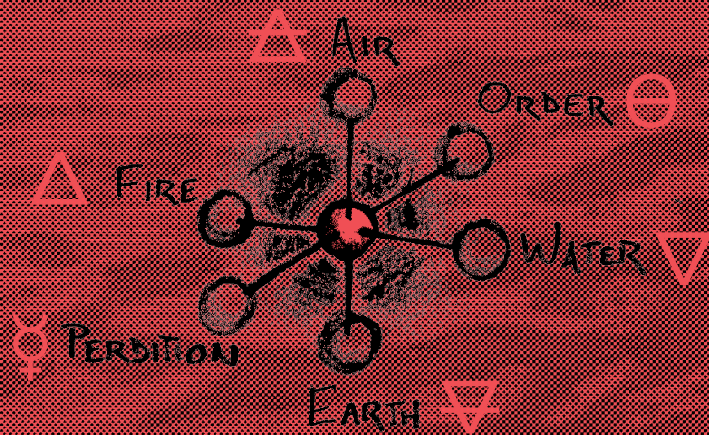


REAGENTS ON THE RIVER

Desecrating the body of a sacred being is a great taboo, as such harvesting ingredients from the body of one unwillingly marks you as unclean. This renders you incapable of receiving divine blessings or magics derived from divine sources until you perform ritual atonement.

*Most gods consider a near-drowning a suitable ablution. Maybe try riling up a Jabberwock Shark, if you need a reconsecration in a pinch?
- Sundered*

Formulae and Who Knows Them



DELICIOUS SYRUP

Known by the Crocodile Father (p. 74) and Granny Fennel (p. 62).

Skills: Perfuming, Cooking

Requirements: , a key ingredient that needs to be appetizing to something.

For the next [R] x 10 minutes, the target smells and tastes delicious to creatures who would happily eat the key ingredient. If  is included, the effect is inverted, making the target smell and taste repulsive instead.

THERIAC

Known by the priest Vori (p. 36) and Granny Fennel (p. 62).

Skills: Cooking

Requirements: ,  for 3+ [R], an onion.

The necessary essences, along with more mundane (and sometimes poisonous) ingredients, are stuffed between the layers of the onion and boiled. Upon consumption, the user is unable to act for a round as toxins and illness are purged from their body. They heal [R]d3 HP and may immediately make [R] saves against poison or disease affecting them, removing the ailment if any one of the saves succeeds.

SUBTLE POISON

Known by the Son's Wife in Yelenin (p. 25) and Granny Fennel (p. 62).

Skills: Poison, Murder, Medicine

Requirements: Anything can poison if there is enough of it, minimum [R] of 2.

Brew odorless and tasteless poison that makes the victim save or die during their next rest. Casual inspection from a layman will not reveal the poison, but those wise in alchemy, medicine, or murder can make a check to detect it. The poison can also be diluted into [R] * 5 doses of a medicine matching the essences used, such as a contraceptive, anesthesia or laxative. The poison will have any poisonous effect the Reagent possessed as well as additional effects based on each Reagent type. This might allow you to make an otherwise overt poison subtle.

▽ **EARTH:** The victim's joints lock in place and their heart stops. If they pass the save then they are merely paralyzed for [R] rounds.

▽ **WATER:** The victim has their strength drained from sweat, vomit or diarrhea. If they pass their save, they take [R] fatigue instead.

△ **AIR:** The victim does not suffer. Unless △ is also used in which case they only appear to not suffer.

△ **FIRE:** The victim contorts in agony as they die. If they pass their save, they only suffer [R]d3 damage.

♀ **PERDITION:** It's fast acting, the target makes their save immediately.

⊖ **ORDER:** This poison is controlled. Treat failed saves as passed saves that also knock the target unconscious, and passed saves do nothing.

MUTAGEN

Known by Zarant, found in his library (p. 37).

Skills: Medicine

Requirements: ▽, ▽ for 3+ [R].

8 ug Mutations (p. 81)

Gives the imbiber a choice of two random mutations. Three if a drop of their blood was used in the creation of the concoction.

**HOMUNCULUS**

Found in Zarant's library (p. 37).

Skills: Sculpting, Medicine

Requirements: ♀, other Essences as description, a drop of the alchemist's blood, clay.

Creates an incredibly hideous creature with a random detrimental mutation, capable of speaking the alchemist's native tongue, loyal as long as it's not actively mistreated. Not particularly bright, but still sapient. Lives 1d6 hours/a week/~3 months/[R] years, depending on [R]. Has [R] HP, armor as unarmored, and a d4 natural attack. Gains other traits based on essences involved:

▽ **EARTH:** Has [R]*3 HP and armor as leather+shield.

▽ **WATER:** Has hands capable of proper manual dexterity, including tool and weapon use.

△ **AIR:** Can fly, somewhat clumsily, using batlike wings.

△ **FIRE:** Inner Fire, has 1 MD that can cast a spell the alchemist knows or a random pyromancy spell. If killed when the MD is unspent, can choose to explode for 1d6+[R] damage to everything adjacent to it.

♀ **PERDITION:** natural attack upgrades to either d6 with two attacks, d6 ranged, or d6 with a save vs weakness poison.

⊖ **ORDER:** not hideous, does not have a mutation. The alchemist can choose exactly how it looks.

CELESTIAL PERFUME*Known by the Crocodile Father (p. 74).***Skills:** Perfuming**Requirements:** △, ▽ for 3+ [R].

When sprayed on oneself, this perfume wards against foul miasma and toxins, while simultaneously enhancing others' perception of the user. Grants +[R] to reaction rolls and saves vs poison and disease for [R]*3 hours, or until sufficiently drenched. The bonus also applies to curses and other detrimental magic (though not direct damaging magic) if ⊖ is included. Sufficiently powerful supernatural creatures (dragons, greater demons, angels) are immune. Fae are too, but most consider the perfume a sign of excellent taste so the reaction bonus applies anyway.

DRYING POWDER*Known by a tanner in Yelenin (p. 23) and Ranger Suliven (p. 36).***Skills:** Tanning, Jerky Curing**Requirements:** △, △ for 3+[R], instead of fire and a cauldron you need a stretched canvas, sunlight and a little salt.

Instantly dries up to [R] human sized targets. Deals [R]d6 damage to oozes. If ☞ is included, it deals [R]d6 damage to any water-reliant creature.

Basic Watercraft Construction



Whether as vessels owned by the players or for passing ships on the waterways, it might be helpful to have a rough sense of the capacity and affordances of different types of watercraft.

A craft without its **minimum crew** drifts aimlessly. A craft without an **ample crew** incurs disadvantage on any test to precisely maneuver, overtake, or outpace.

A craft's **cargo** is measured in crates - as much gear as a typical adventurer can carry. You could modulate these up or down 50% to reflect varying hulls, compartments, or layouts.

Gettison a crate
for advantage on
a roll to
maneuver.
- Sundered

TYPE	CREW		CARGO (CRATES)	SPEED (MPH)
	MIN	AMPLE		
CANOE	1	1	2	4
ROW BOAT	1	2	10	3
FLAT BOAT	1	4	15	2
KEEL BOAT	2	4	50	5
BARGE	3	8	200	2
GALLEY	6	12	100	6

Additionally, every boat has a means of propulsion:

PROPULSION	SPEED MODIFIER	NOTES
OAR	BASE	Rowing more than a watch per day incurs fatigue
SAIL	FAVORABLE WIND +1 TO +3 MPH UNFAVORABLE WIND -1 TO -3 MPH	-
TOW OR POLE	FIXED 2 MPH IGNORE CURRENT	Requires 1 hauler per 10 crates of cargo. Useful when becalmed or moving upstream.
STEAM	+3 MPH IGNORE WIND	Consume 1 crate of fuel / watch

The Town of Yelenin



he town of Yelenin sits secluded in the vast sea of reeds that makes up the delta of the Jabberwock. The people there fish, farm eels, and sell meagre goods and services to the adventurers and bandits who pass through the region. The local inn, **The Lilly of the Waters**, is an infamous gambling house, and **the family** who run it are known murderers, extortionists, and kidnappers. They control local muscle in Yelenin, and the other villagers fear them with good reason.

Over the last eight months, the town has been terrorised by something that emerges from the surrounding reeds and tears people to pieces, before retreating again. It screams and screams. The sounds cannot be human.

The **Beast of Yelenin** has, to date, killed just shy of 200 people. A bounty of 5000s has been posted for its destruction by the increasingly desperate villagers, with most of that money coming from **The Lilly**.

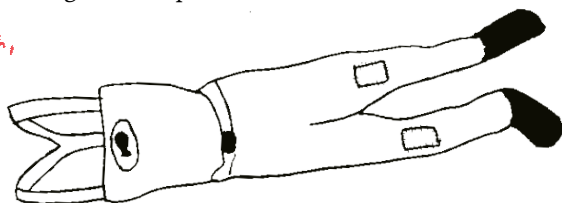
For every night that you spend in town, there is a 4 in 6 chance **the Beast** kills again. 19 in 20 that this is d6 random villagers, 1 in 20 this is a named person in this write-up, chosen at random. You will hear its hideous shrieking, and if you investigate, find the bodies, awful, torn-up and unrecognisable.

After two weeks of this the town will be completely depopulated and the bounty rescinded as **the Family** move on.

THE LILLY OF THE WATERS

Uniquely in Yelenin, built on stone foundations. The ground floor is dedicated to gambling (use your favourite rules), the second floor has rented rooms. **The Family** live on the third floor. The place is weirdly cheerful most of the time, brightly painted, with lots of coloured paper lanterns and a functioning private bathhouse for highroller guests. They make good money from gambling bandits and adventurers, and make just slightly-less-good money murdering well equipped travellers outside of town and re-selling their weapons and armour.

In the basement, Dorgul the lesser brews a signature pink beer, made from water lilies. Save upon getting drunk or fall into gentle, but dream-rich, sleep. Watch out for the pickpockets who frequent the bar, waiting to strike...
- Sundered



Security is **35 bandits**, armed with light armour, shields, and light and medium weapons. They have 5 working muskets, and 5 heavy weapons. They work in eight hour shifts, so 10 - 12 will be on duty in the Lilly at any one time. It would only take a couple of minutes at most for the rest to arrive, fully armed, if the alarm were raised. They are the only fighting force in the region.

THE FAMILY

The Family run everything in town.

THE FATHER is HD3, attacks twice with his spear, and owns a terrifying, magical **Demon Mask** that rids him of pain, fear, and mercy, and lets him roll attacks with advantage, when wearing it. He is homicidally jealous of his son's wife, and also cheerful, casually cruel, and drunk most of the time.

THE MOTHER is HD3, attacks twice with her greatsword, and owns the only set of heavy armour in town. She will get geared up quickly if she hears a ruckus. Religious, calculating, exact, careful, merciless.

THE SON is HD2, fights with a pistol and a broadsword, and considers himself an honourable young man. He has lead two failed expeditions into the reeds to kill the monster, and is planning a third. Genuinely fearless and protective of the town, but doesn't care about anyone he doesn't personally like.

THE SON'S WIFE is HD2 and doesn't fight, if she can help it. She owns a blunderbuss and carries knives on her person; she also has two vials of deadly poison, and can make more with reagents from the marsh (p. 16). Plain-featured but extremely attractive. Plans to have the Father kill the Son, and then the Mother kill the Father, and to swoop into the resulting power vacuum. She will also settle for stealing large sums of money from **the Lilly** and disappearing. Horrified to find herself growing more attached to the Son day by day.

As soon as I mentioned the demon mask in game, the player instantly caught on that this probably has something to do with the Beast.
-Zaria

THE HUNTERS

The bounty has attracted ne'er do wells, all currently staying at **the Lilly**.

ROSEMARY, a sharpshooter and drunk fleeing debts in the capital. HD2, rifled musket (as musket with a +2 to hit and crit range if you spend a turn aiming. In anyone else's hands these are +1s), hanger sword. Iron spectacles and rumpled clothing. Nearly suicidally miserable at this point.

BELLUM, a old poacher and bandit. HD3, two attacks, when in town only carries his boot knife, which he can use to parry with, once per turn. If he goes hunting he will take a heavy bear spear with him. Doesn't like armour; he's seen too many people drown in the marsh. Takes -1 damage from physical attacks.

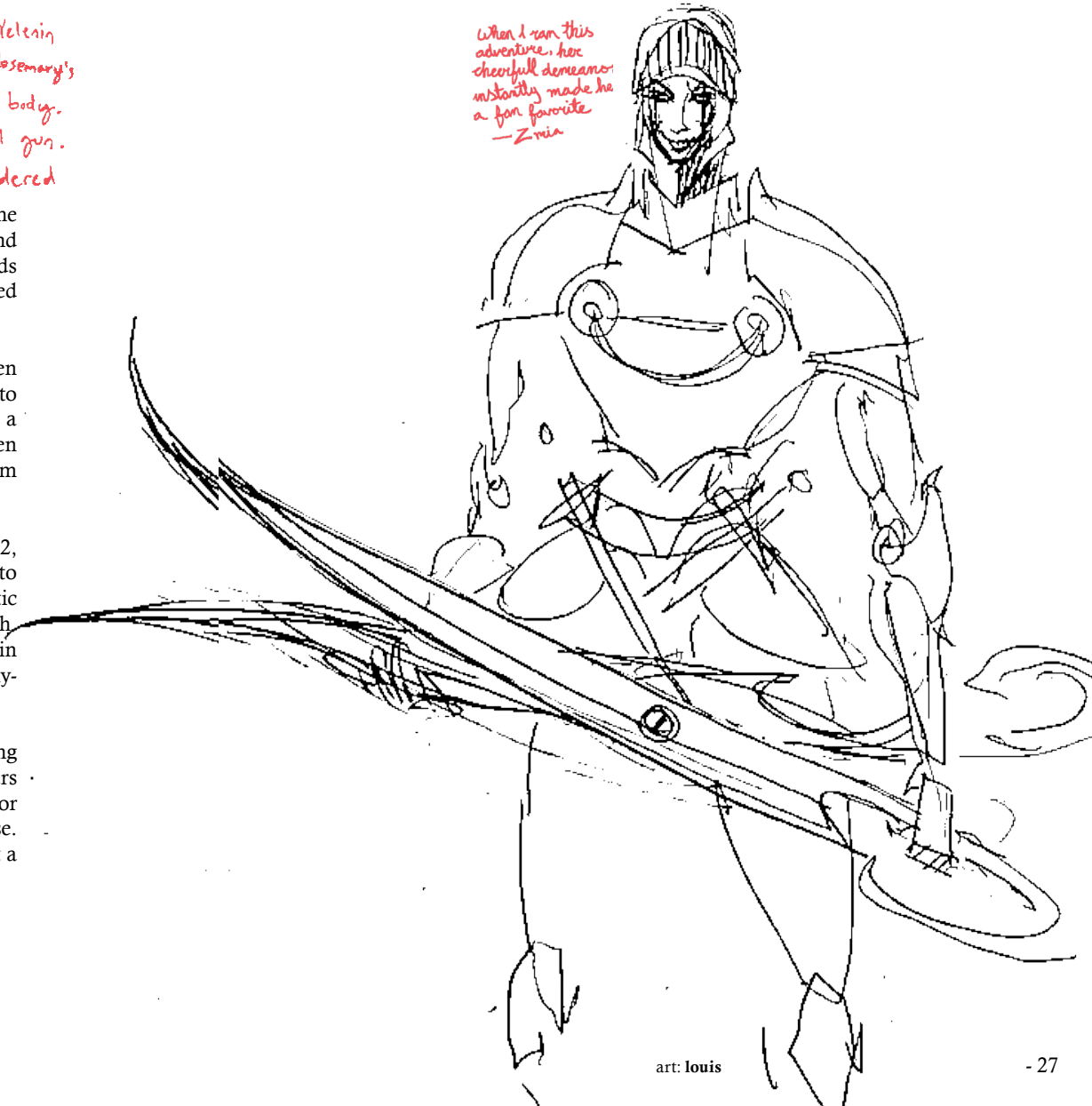
GILES THE KID, baby-faced but in his early twenties. HD2, carries a rapier and a bullwhip, which he can use at 15ft to disarm people (and deal d3 slashing damage). Charismatic and very good with his weapons, gets +1 to hit with both. Out to make a name for himself, will sacrifice anything in pursuit of this. Terrified of sexual contact and will kill anyone who puts their hands on him.

DAME THE VIVISECTOR, an actual knight in actual shining armour (as plate). HD4, fights with a set of Vorpal Shears (heavy +1, crits take off the head, or slay any monster or questing beaft). She is mad, and often speaks in nonsense. She is definitely here to slay the beast, but no one can get a read on where her estates are.

I ended up running Bellum as sensible local, Rosemary had very poor dice rolls that made her miserable.
-Zaria

*In ten days,
Nox Vendis will
arrive in Yelenin
to collect Rosemary's
debts, or body.
HD4, nail gun.
- Sundered*

*When I ran this
adventure, her
cheerful demeanor
instantly made her
a fan favorite
-Zaria*



THE STEAMBOAT

Arrived in town two days ago to hunt the Beast. Crewed by the noble **Bentham**, his man **Tuesday**, and his retainers. Has a deck gun on board that could, in theory, handily demolish any building in town (or kill a monster - it hits for 4d12, but has a -5 to hit anything smaller than a building).

BENTHAM, HD3, saber +1, fine clothing (+1 to reactions with people who care, which is everyone in town), 10 doses of stimulants on his person, 5000s in spending money aboard the ship. Calm, a bit ditzy, and focused on the hunt. Could easily be persuaded not to take the money. Addicted to stimulants.

TUESDAY, HD3, two pistols, two knives, fine clothing (as above), 10 doses of stimulants on 'his' person. Actually a woman, but the deception is convincing until you get close. Extremely pretty, androgynous, loyal to Bentham (they are in love, he is married to someone else), addicted to stimulants. Wears pearl earrings worth 200s as a flex, rolls grappling checks with advantage.

There are **8 retainers** on the boat, all statted as men-at-arms. They have swords but no armour, and know how to operate the boat and the cannon.

THE FIELD OF REEDS

It stretches out in every direction. The reeds are taller than a human, and movement through them is difficult and slow. The ground is soft, waterlogged, and often treacherous. Islands of silt move each day as the Jabberwock floods and wends its way down towards the coast.

Making forays out into the reeds comes with risks of getting lost, unless you have a compass (there are two in town, one with **Bentham** and one with **Dame the Vivisector**) or are accompanied by a local (anyone from town). This risk is an INT check in the day, with disadvantage at night. If you get lost, you have to spend the night out in the reeds. You can try to find Yelenin again the next day, but each successive night you spend lost gives you a check a -1.

It is impossible to rest for the night in the reeds – the ground is soggy and shifts under your weight, the insects are shrill and awful, and the damp gets into your bones and your skull.

Each day out allows you to make a tracking roll, a d20. Bonuses for the following (all cumulative):

- +10** The beast killed someone that day and you are following its trail.
- +5** The beast killed someone yesterday and you are tracking it.
- +3** You know the cardinal direction (from the village) that the beast nests in.
- +2** You know the track and spoor of the beast.

If your roll is a 20 or above, you find **the Lair**. If it is between 10 and 19, you don't find the Lair but you add +1 to your roll going forwards.



art: louis

In addition, each day and each night you spend in the reeds provoke rolls on the appropriate table:

D20 DAYTIME ENCOUNTERS

- 1-12** **Nothing.** Wind on the reeds and baking sun that glints in the water and hurts your eyes. The smells of mud, the sounds of cicadas.
- 13-15** **2 fishermen**, on their way back to Yelenin. You can follow them back if you are lost.
- 16-17** **3d4 bandits**, they don't want to fight but they will if you insult or disrespect them. Tempers run hot in the swamp.
- 18** **d3 Hunter-Killers.** Horrible otters the size of horses. They will tail you for a few hours, and attack if you get into difficulty or seem weak. HD2, bite d8, armour as leather, disposition as predators (will retreat if seriously threatened).
- 19** **An Assassin Bug!** Feared above all things by marsh-dwellers, these enormous insects are nearly invisible in the reeds that they hunt in. Always gets a surprise round. HD4, 2x mantis claws (d8), armour as chain, speed: slower than a human, disposition: will fight to the death, but will also eat its victims rather than pursue those that flee.
- 20** **The shrieks and howls of the Beast of Yelenin!** Faint on the breeze, but unmistakable. Your next roll to find the Lair is at +5.

You can find the nighttime encounters on the next page.

text: louis

D20 NIGHTTIME ENCOUNTERS

- 1-10 Nothing.** The moon is large, and the lapping sounds of water soothe you. It will be a long night, without sleep.
- 11-12 Marsh Fires.** d3 members of the party must save WIS or follow them out into the reeds. If they are not restrained, they will be lost forever on a 1 in 6. Otherwise they take d3 damage getting back to the camp over broken ground.
- 13-14 d4 Frightened Bandits.** They are running from something awful. They want to stay with you for the night. If you refuse they will flee back into the reeds crying. If you let them stay, 18 in 20 it's fine, 1 in 20 they attack you in your sleep, 1 in 20 you are attacked instead by the Beast (see below).
- 15-16 2d6 Ant Lobsters.** Weird, carnivorous, pale white lobster things that hunt in packs. 1HP, d4 claws, unarmoured, slow. Easily distracted with raw meat.
- 17-18 d6 Hunter-Killers:** as above. Their eyes flash red in torch and fire-light.



D20 NIGHTTIME ENCOUNTERS (CONT.)

- 19 The Terrible Thing.** The Beast walks calmly into the firelight and sits with the party. It vibrates with barely concealed emotion. After several minutes it will say, in the most unnerved and aggressive voice you have ever heard, that it only wants HIM only wants its FACE back. If you attack it it will begin screaming and a combat encounter will ensue. If you don't attack it, it will walk back off into the black night after delivering this message. You see which way it goes, and get a permanent +5 to your rolls to find the Lair.
- 20 The Beast:** it screams as it crashes into the camp and starts tearing people to ribbons. After it kills one person it will attempt to flee back into the night with the body. You see which way it goes, and get a permanent +5 to your rolls to find the Lair.

*I got slightly confused
on how to run nighttime
encounters when I assumed
the party tracking through
the night -Zmra*

THE LAIR

A small hollow dug into the side of a more-or-less permanent mud bank. The ground around it is saturated with so much blood that it is literally rotting. Pieces of bodies are scattered around haphazardly. The beast will be inside.

Harvested
Reagent &

an unstable
concoction
with it has the
added effect
of forcing a
CON save vs
1D6 damage or
losing your turn
writing on the
ground weeping
black tears.

THE BEAST OF YELENIN

It looks like an ogre that's been stretched out on a rack and then painted with wet blood and offal. Its fingers are long and its eyes and teeth are very white. It can talk, but only for a couple of minutes a day. It will never stop killing people while the Demon Mask remains unreturned.

No. Appearing: 1. **Disposition:** frenzied, desperate, mad with hatred.

HD: 8. **Movement:** faster than a human. **Armor:** as chain.

Claws (Attack twice, +5 to hit, 1d12). **Morale:** 14.

Screaming (save WIS every turn that you are in combat with the Beast. On a failure you can choose to take d6 damage, or do nothing but fall to the floor clutching your ears).

Crying (save CHAR every time you try to strike the beast in combat. On a failure, your strike does minimum damage).

If you give it the **Demon Mask** it will make a strange, formal bow, and gift you with its heart (it pulls it out of its chest), then bound off into the reeds. The heart is full of hatred, melancholy, and madness: if you can bottle the blood still inside it, it counts as 10 doses of deadly poison. The blood can also be used to dissolve and destroy holy relics and symbols, and to deconsecrate sacred ground.



Reagent

Mishaps cause an R 06 explosion in 10'x10' ft radius. If you spend a week deciphering Zarant's cryptic research, you may learn how to harvest it from any being with a soul.

EUREKA!

Hilander

The Wizard Zarant has purified life into raw cognitive essence, but the byproducts poison the river, causing strange mutations!

B. The Abomination

A 6 HD Armadillo-Panther lurks in the bogs here. It rages at the loss of its cubs, taken to C-4.

byproducts
random $\Delta \Delta \Delta$
Reagent
If the concoction is unstable, it causes a random mutation on a failed CON save.

A. Grishka Village

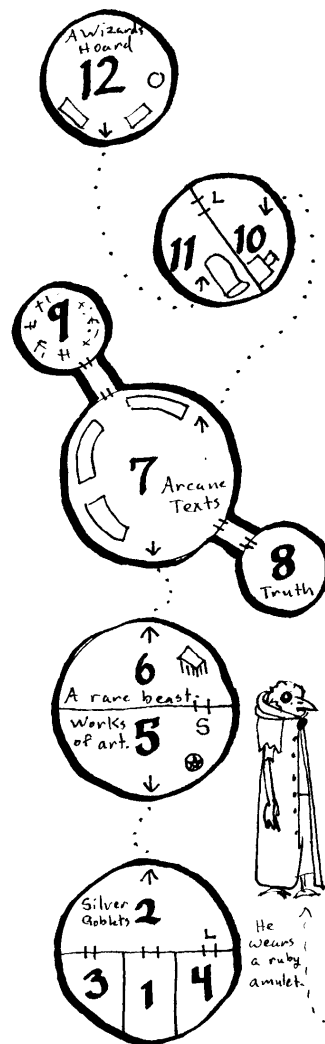
Vori: Priest, frog-like, obsessive. Wants the villagers to repent of hidden sins to alleviate "the curse."

Manny: Zarant's failed apprentice, knows the truth, sprouting white feathers.

Fears Zarant. Claims there's "Extra Life" in the water.

Suliven: Ranger, boar tusks, gruff. She knows the animals are changing, and wants to slay the abomination (B). It wounded her.

C. The Tower of Zarant



* See the alchemy section.
p17

1. **Entry Hall**: Empty cages.

2. **Dining**: A mess of books.

A single white vial of cognitive essence. +2 MD, non-returning. Very Explosive.

3. **Kitchen**: Unseen servant, laboring over uneaten meals.

4. **Holding**: Sleeping animals. Cubs from B. Hostile if woken.

5. **Paintings**: Door hidden by tall wizard painting.

6. **Monster**: Owligator, 6 HD, Deathroll attack. Wears an amulet that causes Fear of the one in 12.

7. **Study**: Cryptic research notes*. Essence Vial. Blasted Hole in the wall.

8. **Chained Demon**: Promises any knowledge if freed. May also attack. 5 HD.

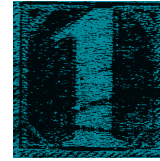
9. **Filter**: A circle of runes. If a creature is placed in the center, it turns to essence. Extra life is drained.

10. **Homunculus Wife**: Eternally brushing hair. Faithful. 4 HD.

11. **Bedroom**: Destroyed. Black feathers, animal bones.

12. **Zarant**: Observatory. 7 HD Raven-mutant wizard. Wants to "refine" a human.

The Wreck of the Widow Douglass

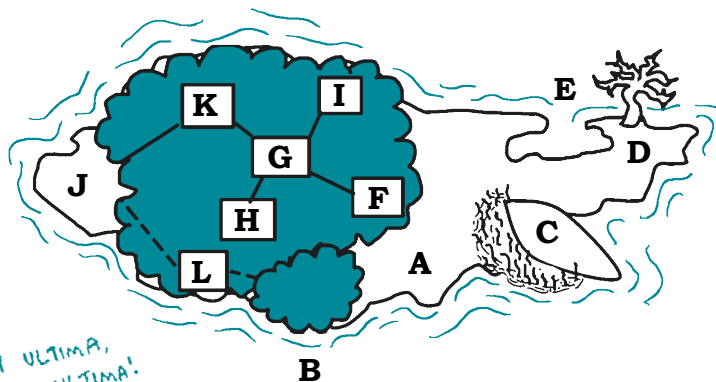


0 years ago, the merchant galley the Widow-Douglass sailed up the Jabberwock with a full hold of scripture and candles from the monastery-town of Hoërikcht Wat. Passing by an unnamed river island in unsettled lands, it was set upon by a colony of the enormous dragonflies known as Vieflugs - its fate sealed by running ashore in the resulting panic, making the whole crew easy pickings for the swarm. As all were devoured, one of the slaves placed his hands on the Everlasting Peace-Field Gospel and prayed for salvation. The power of his plea transformed the interior of the boat into a physical gate to the Heaven of Jade Reed Contemplation, but the light of its manifestation caused him and the rest of the crew to flee in shock and fear. More perished on the run to the tree-line, but the greater body were beaten to death the apes of the forest interior they fled to - of the whole crew, only three survived; Aleximov, the captain, now a servile wreck, Dmitriv, broken in body but not in soul, and the slave himself, Mikhail, suicidally depressed and unaware the gate to his salvation remains open.

The island itself is 100m long, and at its broadest point 50m wide. The two beaches stretching out on either end of the island are flat and low, the terrestrial portion of the larger river sandbank. The forest-grove rising towards the middle of the island, meanwhile, is a hill sloping steadily upwards, a tangle of shrub, vine, and trunk forming a wall of foliage too dense to move through, save for the few ground-paths cleared of vegetation by the action of the ape-beasts who inhabit its innards. This part of the Jabberwock flows east to west. On the eastern side, at the beach near J, the current is rapid and the water full of rocks and branches, making landing with an ordinary boat nearly impossible, and the sides of the forest are much the same - only on the western side, with

the force of the rushing water broken by the forward section, are the waters calm and clear enough to make a safe landing.

This dungeon is written under the assumption that players will land at A, either to investigate the wreck or because one of the dragonflies attacked the ship, then be driven by the dire odonatids into F, proceeding from there. Other courses are possible, though, especially if the players manage to make landfall at J through some means.



" HOLY ULTIMA,
HOLY ULTIMA!
BLESS THIS BLOOD,
FOR IT IS ONE BLOOD.
BLESS THIS SOUL,
FOR IT IS NO SOUL.
WE ARE ONE REED
IN BUT ONE RIVER."
- The EPFG (first translation)

A. BEACH, LANDING

A large, flat sandbar, the easiest place on the island to make landfall. A single **Vieflugh** (widower, p. 84) patrols overhead, and will attack on landing, but will not pursue into the forest due to fear of the **Neem-vines (F)**.

MM...
elderberries
- LOCH

B. ELDERBERRY

A large stand of **Elderberry** sticking out somewhat from the rest of the forest, clearly to the side and hugging the southern cliff. Noticeably disturbed, several branches broken off, stalks bent to the side - investigating behind it reveals a tunnel to **Secret Lair (L)**.

C. SHIPWRECK

The actual wreck of the Widow Douglass, an old wooden slave galley out of whose broken side spills a patch of tall, swaying, and slightly iridescent reeds - any character with botanic knowledge will recognize that they're not of any species that ordinarily grow along the Jabberwock. Inspection reveals that light shines from the inside of the ship - beneath the hull, in an enneagon of solid flame whose vertices are illuminated manuscripts resting against the western wall, is a portal to the Heaven of Jade Reed Contemplation. Standing in front of the portal is the angel **Kharmadharaskandha** (p. 79), who will immediately attack anyone who enters (save Mikhail). If Mikhail is brought through, **Kharmadharaskandha** will retreat himself and close the portal as he does. The manuscripts, liberated from the heptagram, are all in perfect condition and each individually worth 100s, save the Everlasting Peace Field Gospel which, in addition the value of its craftsmanship, is a spellbook containing 1d4 random spells from the cleric list of your choosing.

Reagent $\oplus$
sacred

D. DEAD TREE

A large, entirely dead tree, in which roost 3 **Vieflugh** (mated pair and widow, p. 84). They're not hungry, but they'll attack anyone who gets too close to the nursery out of parental instinct.

E. NURSERY-POND

Rocks, branches, and a great pile of bones and shells resting in the water in a haphazard nest. Beneath the piles are 8 **Vieflugh nymphs**, who will attack anyone who steps into the water. Searching the pile, if the larva are cleared out, will reveal that among the bones are several partially intact human skeletons - glinting with 100s worth of gold and silver jewelry, if the time is taken to pick it all out.

F. NEEM VINES

Visible from the **Landing (A)** is a narrow trail into the foliage, this section overgrown with poisonous (specifically insecticidal) neem vines. Hiding in the bushes here, nude and smeared in black mud, is **Aleximov**, scraping the inner bark from a tree branch with a stone and eating the shavings. Totally broken by his decade on the island, he's utterly in thrall to the apes due to his absolute terror of them - he'll explain the situation, and if forced lead the players, but if he suspects that they intend to harm the apes he'll run away and try to snitch to his primate masters.

G. CLEARING

The central clearing near the top of the hill which serves as the common area at which the apes generally gather. **Four female jabberwock apes** (p. 77) rest in the center of the clearing, along with three children - they'll attack any unfamiliar faces, but with the intent of brutalizing in order to assert social dominance rather than killing (though of course the situation changes if their prey fights back). If the party follows Aleximov's advice (stripping, covering themselves in mud and grunting like apes while walking on all fours) the assault will be even gentler - a bit of bruising definitely, maybe a broken rib, but they'll leave before trying to snap an arm and they won't be biting off really big chunks.

H. CARVING SPOT

It's a tight squeeze through an area of low-hanging branches before one reaches **Dmitiriv**, who sits at a log on the end, scrimshawing rescue messages onto small logs he throws in the river. He'll be overjoyed to see more humans, and will immediately join the party, urging them to exterminate the apes.

I. ALPHA NEST

This is the nest of the **Silverback** (p. 77), and his present chief consorts, currently two of them. He's asleep at the moment, but will hear any commotion from the clearing next to him and will respond to any battle with lethal force. Stuffed between the branches of his bed are the ragged remains of the maroon's old clothing and another 200s in Jewelry.

J. CESSPIT

A great pile of feces, fishbones, and other such garbage. There's nothing valuable here, but there is another **ape** shitting in the pit, and it will react with hostility to any intrusion on its privacy.

K. BEACH

One of the **apes** is spear-fishing in the water, while two children dig around for crawfish. If and when they leave, the challenger will come out to fish himself. Resting in the shade is **Mikhail**, who hasn't budged from the spot in weeks - he's only still alive because the apes occasionally force-feed him as a joke. He knows about the challenger, he just doesn't care and half-hopes for a Vieflugh to pass over and eat him.

L. SECRET LAIR

The cave in which the **challenger-male** lives, connected by tunnel through the bushes to both beaches. He's been nursing his wounds here ever since he failed to defeat his father and claim tribal leadership for himself. There's nothing here other than the male and an extremely strong stench.

Mikhail has learned how to speak high-school-freshman-level ape over his imprisonment. He can't teach it, though - the inflections are too subtle to easily communicate.
- Sundered



Wurm pillar





An **ancient stone structure** has risen from the riverbank around a week ago. It immediately began to attract all **insects** in the surrounding hex, interrupting the operations of nearby bee-yards and silk-works. Each day since then, the insect swarms have grown larger, devouring the crops of local farms on their pilgrimage to the **WURMPILLAR**.

CLIFFSIDE

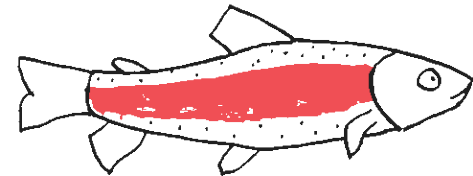
Overwhelming buzzing. A rectangular tower of solid stone, rising **50 feet** into the air. The upper half is covered almost entirely in a thick layer of **writhing worms and bugs**.

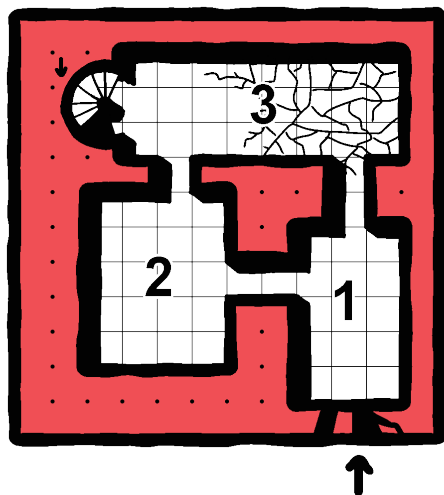
- ♦ Examining the stonework up close reveals **tiny, but deliberate grooves** through which the insects travel to the top.
- ♦ If approached from the cliffside, a **massive crack** can be seen in the southern wall, around 10 feet up in the air. Many dirty footprints litter the stonework right below it. Opens up into **room 1**.
- ♦ A **lone willow tree** stands aside, slightly uprooted. If climbed, it may serve as an easier way to access the opening crack.
- ♦ The **base** of the tower can be reached by sliding down the **slippery mud slope**.

SHORELINE

Erupting from where land meets water, the base of the **WURMPILLAR** is partly buried in the shoreline mud and partly standing in the murky waters of the river.

- ♦ The north-eastern corner of the structure is **heavily damaged**, the river seeping through the cracks inside. A thorough search reveals that some of the cracks are big enough for an adult human to squeeze through, providing **entrance to room 6**.
- ♦ Reaching the damaged corner requires wading through **knee-deep muck**, which covers the area where walls touch the river.
- ♦ Disturbing the muck will awaken **1d4 muckmen** (p. 83) who've been lying in wait in their muck form, partially mixed in with normal muck.





1. ENTRANCE ROOM

Monolithic stonework; stale air. The floor is squirming with all kinds of insects, hiding dirty footprints leading to **room 2** beneath.

- Near the entrance opening, around **20 feet of rope** hangs coiled on an iron stake hammered into the wall, one end attached to the same stake.
- An engraving of a **Gigeresque centipede** takes up the majority of the eastern wall.
- The **entrance to room 2** is covered by an improvised curtain, hiding muffled grumbling and campfire light behind.
- The corridor leading to **room 3** is devoid of insects and totally dark.

BUGBEAR	NAMES (1-12)
1 Krunk	7 Wend
2 Booy	8 Jop
3 Dick	9 SquidKisser
4 Harken	10 Ung
5 Soup	11 Helk
6 Squant	12 Pshaw

2. MAKESHIFT CAMP

Old **military tents** are set up around two campfires. **2d6 bugbear mercenaries** (p. 51) are present at any time, and **1d6 more** are sleeping or tending to wounds inside the tents.

- The bugbears are **tired, hungry, and quick to anger** (react at **-1**), but willing to trade their spoils of war for food, medicine, and new boots, if taking them by force seems like more trouble than it's worth.
- The **spoils of war** include: **250 sp** worth of pillaged jewelry, **1d4 bronze idols** of wise-looking apes (40 sp each), a **battle standard** depicting a headless white bird on a field of green, **6 medium sabres**, **2 heavy bardiches**, and a large **emerald** (fake, but looks worth at least 30 gp).
- 2-in-6 chance that **Captain Gorkhon** is present in the camp, berating his troops.

3. UNSTEADY ROOM

The stonework composing the **floor in the eastern half of the room** is cracked and moves under pressure; if at any point the floor has to sustain the weight of more than a single person, it collapses, dropping everyone standing in this half of the room down into **room 6** and dealing 2d6 damage on impact.

- The steep **spiral staircase** embedded into the western wall leads down to **room 4**.
- In the case of collapse, at least half of the bugbear mercenaries from room 2 will come to investigate the loud noise.

4. COCOON ROOM

Odd stillness in the air. The walls and floor of the room are covered in lumps and knots of silk-like strands mixed with a sour-smelling liquid. **Human-sized cocoons** made of the same material are piled up against the walls.

- Most of the cocoons are either old and dry or already occupied. **Roll 1d6** when someone decides to cut one open:

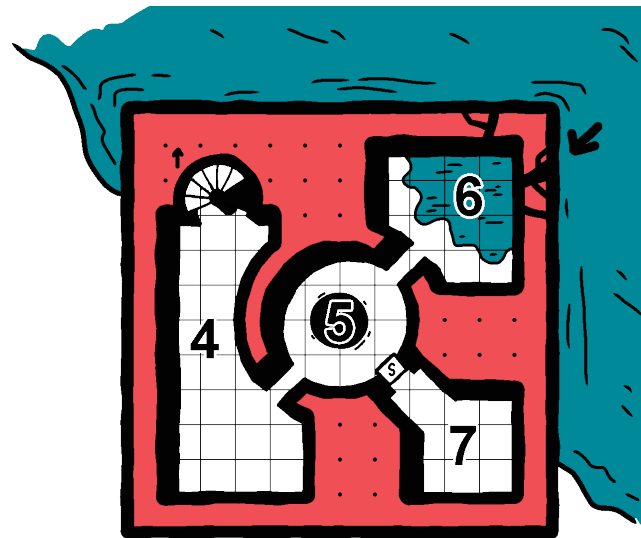
1-2 Angry and confused **maggotkin** (p. 81, spends a round coming to senses).

3-5 Foul liquefied biomatter spills out.

6 Half-mutated **bugbear** (1-in-6 chance for the mutation to be stable, otherwise dies in 1d6 minutes).

- Spending a watch inside one of the intact cocoons **heals all HP, replaces missing body parts with insect ones, and grants a random insect mutation** (p. 81). The cocoon falls apart afterwards. Thorough search reveals **6+1d6 intact cocoons left**.
- If not met in **room 2**, **Captain Gorkhon** will be here, searching for intact cocoons.
- Ornate stone arch with insect motifs decorates the entrance to **room 5**.

Harvested
Reagent ▽/△
has +2 R when
used for healing
concoctions.
An unstable concoction
gives an insect
mutation.



CAPTAIN GORKHON

Heavily mutated captain of the bugbear mercenaries, mouth torn open by mandibles, sword arm is a centipede. Wishes to mutate his men into bugbear-insect hybrid supersoldiers.

HD: 3. **Armor:** Chain. **Senses:** Centipede arm essentially provides 360-degree vision, rendering the captain immune to ambushes and backstabs. **Attacks twice**, once with **Officer's Saber** (1d8) and once with **Mandible Bite** (1d8). **Morale:** 9.

BUGBEAR MERCENARY

Disgruntled mercenaries, dressed in outdated soldier uniforms and hats. Wish to be somewhere else right now. Rich combat experience, fight dirty.

HD: 2. **Armor:** Leather. **Weapon attack** (a third wield 1d10 bardiches, the rest have 1d8 sabres). **Morale:** 9.

5. INSECT PIT

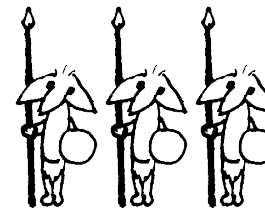
A 20-foot-wide **circular pit** dominates the center of the room, writhing with live worms, maggots, beetles, and countless other bugs.

- **Carved walls** depict indistinct insect-like shapes crawling towards the sky.
- The pit is an altar to the **Squirming Choir**, a hivemind deity of insects. It accepts sacrifices of anything that can be eaten by insects, which is a fairly broad category.
- Sacrificing food by throwing it into the insect pit may grant the following boons:
 - a) **1 RATION'S WORTH:** Blessing of the Squirming Choir for a day (roll twice and pick when gaining an **insect mutation**, +2 to insect reactions).
 - b) **1 COW'S WORTH:** Depends on the desire closest to the sacrificer's own: **POWER:** brings up the **magic sword** from the bottom of the pit. **RICHES:** reveals the **secret door** leading to **room 7**. **MAGIC:** grants spells *Contortion* and *Summon Swarm*.
 - c) **100 COWS' WORTH:** Guaranteed **worm-that-walks-dom** after death.
- If cleared of insects, the pit is revealed to be **15 feet deep**. At the bottom lies **HIDE YOUR DAUGHTERS**, a medium falx of steel with a carapace hilt that inflicts anyone whose skin it pierces with the sensation of crawling bugs for 1d4 days.
- Hidden throughout the wall carvings are **six buttons**, all shaped like different kinds of insects. Pressing them all at the same time (requires at least 3 people) opens the **secret door** to **room 7**.

6. HALF-FLOODED ROOM

Gross wet sounds. Muddy water and muck seep through the cracks in the walls forming the north-eastern corner, mixing with the discolored fragments of molted exoskeletons.

- Upon closer examination, some of the **cracks** in the north-eastern corner prove to be **big enough to squeeze through**, providing an exit to the **river**. However, anyone moving through the cracks in either direction is bound to be covered in a non-insignificant amount of wet dirt.
- **3d4 maggotkin** (p. 81) lie in wait in the north-western and south-eastern corners, ready to **ambush** pretty much anyone they deem a threat, but especially **muckmen** and those who resemble them (i.e. any humanoid covered in a non-insignificant amount of wet dirt).
- **2-in-6 chance** that **1d6+1 muckmen** (p. 83) are already present in the room and fighting the maggotkin that reside there.

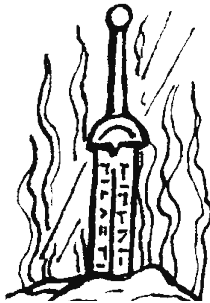


7. SECRET VAULT

Air more **thick** and **stagnant** than anywhere else in the structure, could easily cause a coughing fit. Deep **recesses** carved into the walls, **plinths** of various shapes and sizes.

- Scattered around the vault, **4d20+100 dark metal coins** in the shape of ammonite shells (each worth **2 sp**).
- On the large central pedestal, a **perfect molt** of a serene carapace-covered humanoid, forever frozen in a fetal position, every bit of its anatomy perfectly preserved. Worth at least **250 gp** to a rich curio collector if delivered intact. Will crumble into dust from any force stronger than a light breeze or a careful touch.
- **2d6 fossils**, mostly of trilobites (**30 sp** per fossil to a noble looking to spice up their decor, twice that to an actual scholar).
- **2 wing membrane scrolls** containing the spell *Spiderclimb*.

Harvested
Reagent $\nabla/\Delta+\Theta$
Contain 10 reagents
if broken apart
carefully.



River of the Dead

RIVER OF THE DEAD is intended as a mirror to Skerple's great Tomb of the Serpent Kings (TotSK), where TotSK aims to acquaint players with OSR principles, this aims to do the same for game masters.

It's also a love letter to SAWN-OFF, the minimalist GLoG system from the first Charcuterie Board.

The principles at which I aim are those laid out in that system:

1. Make your own rulings where rules are sparse.

I have omitted rules for many things, such as...

... what languages do the speaking creatures know?

... how many muck-men are found at a wellspring?

... how fast, exactly, are muck-men?

I trust your judgement.

2. Be a fan of your players.

The face in the water is here to prompt your players to tell you about their characters. Listen to what they say. Take notes.

3. Telegraph risk, telegraph reward.

I have intentionally placed some dangers that do not explain themselves. Try to identify these and imagine ways you could indicate the risks.

I trust your judgement.

4. Follow the rules when you're out of ideas.

The EXPLORE rules framework will likely make short work of this place - it's not very big. Never be afraid to simply allow things to move along quickly.

5. Break the rules when you have better ideas.

I have made at least one important detail wrong on purpose. Likely I have made more wrong by mistake. This is no sacred text. Change it.

6. Don't plan more than a session in advance.

Good advice, but not really within my power to illustrate here.

There are two ways to enter the RIVER OF THE DEAD:

1. Find its ethonic border along the JABBERWOCK and slip through. (Start at **A**)

2. Die on the JABBERWOCK.
(Start at **H**, falling down the waterfall.)

The first time you see its water, you'll see a face which will ask you to explain what makes you think you can escape here.

For indeed, escape is possible, but only once.

Your answer to this question determines the nature of your SHADE.

"I'm powerful"

a LION (5 HD), and your STR and MD rolls have disadvantage.

"I'm skillful/resourceful"

a DOVE (1 HD), and your rolls lose ties.

"I have help"

a DOUBLE (stats equal to yours), and it has your money.

"Nothing / no answer / etc"

a DOUBLE, and it's invisible.



lotus flowers
Reagent
all mishaps have
an added effect:
forget your name

A

Lake is ringed with flowers whose petals float upon its surface. Eat the flowers or drink the water and you must choose a level you have in a class and lose it. The next level you gain can be a next level for a class you have, or the SECOND level in another.

B

The island is dominated by a gigantic lotus tree, whose flowers feed a hive of bees, and whose black leaves stain and poison the water.

BEEs OF YETRE: 6 HD, harmless. They are attracted to pollen and blood. Will reconstruct and revive one skeleton, then burn away like dandelion seeds.

E

A fissure from which bubbles an endless supply of MUCK-MEN.

MUCK-MAN: 1 HD, as sleepwalker. Will drag you down into muck to be reborn among their faceless host.

H

Waterfall from far above the cold stratus clouds forms a grey lake whose rocky shore has shattered a rust-colored ferry. The ferryman will answer any question about the River in a number of words equal to the number of coins given. He will never leave under his own power.

C

The giant ARISTAEUS diverts the Dysi with his hand. He is killing a wellspring of MUCK-MEN, and will not move except to kill more.

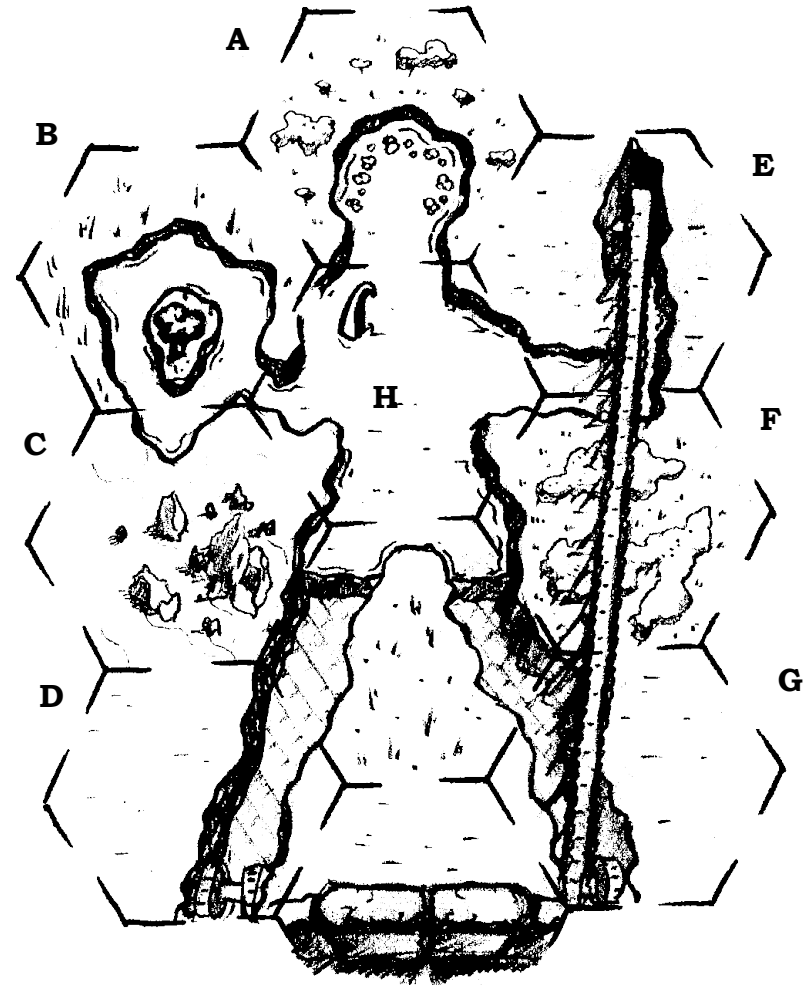
D / G

A colossal WATER WHEEL would provide half the power necessary to open the GATES.

F

Road is elevated a hundred feet above the fig trees below.

The giant PALLAS blocks the Anatoli with his fleshy corpse.



When the GATES TO THE LIVING WORLD open, any SHADE who lives will emerge and attempt to escape through them.

EXPLORE turns replace the dead PC's COMBAT turns if they die fighting.

1. hollow wind stirs the reeds
your SHADE, waiting for its moment to strike or escape.
2. ripples in the water, as if a stone was dropped in
1d4 UNDERWORLD GERRIDS, 2HD. Walk on underside of water's surface.
3. 2d6 coins falling onto black rocks
emaciated GULLS, mistaking coins for shelled prey.
4. strangely harmonic buzz
LOCUST QUEEN, 3 HD, speaks liltily. Allow her swarm down your throat, lose 1 HD but molt, gaining a new face and highly flammable wings.
5. hoarse sobbing, fists against driftwood dead NPC, doesn't remember who they were.
6. sloshing footfalls ————— 1d6 MUCK-MEN.

Locust Queen & Gerrids
7/A



1d4 River Freaks

1 GRANNY FENNEL

Harvested
Reagent
▽ ♣

A hunch-backed old woman carrying a sack upon her back. She wants to harvest mushrooms for her soup, especially the rare Peeping Buttons, which appear to have a small pair of eyes. She knows an old recipe to turn these mushrooms into a potion of vitality, that will restore her to youth for d6 months. She does not know that these mushrooms are sentient beings, hunted nearly to extinction. She knows many more recipes (p. 14).

2 QUIET SHAY

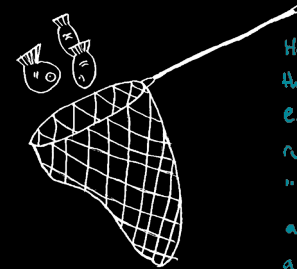
A morose sort, wearing a wide brimmed hat and fiddling with an old iron coin they found somewhere. A trapper carrying a set of snares and club. Is somehow able to navigate the thick mud barefoot and never gets lost in the fog. Does not speak much but will lead lost travelers to the nearest town, or assholes deeper into marsh. Secretly has fey blood, and can take on a fey form by going nude. The fey form has stats as a panther that never sinks in mud, and can cast Fog with 3 MD.



3

MIREWISE DAVAN

A lanky man with a scraggly beard and dirt-colored camouflage smeared on his face. Wears what could only be described as rags on top of rags on top of a burlap sack. Always walks on long reed stilts. Is a treasure hunter looking for the buried last score of Kilian the Worm, a legendary thief (treasure map long deteriorated from moisture, but committed to memory before that).



He's closer than he thinks-
the next HEX the party
enters contains the red
runestone Kilian buried the
"treasure" under (really
a 200 gp golden tablet,
a clue to the true vault...)

Hides the following within the folds of his clothes:

- Sundered

- a knife
- a crossbow with 2d6 bolts left
- a spare pair of collapsible stilts
- an equally collapsible shovel
- a regular net
- a net with too many fishing hooks embedded in it
- a woven basket full of mosquitoes (trained, can be commanded by whistling)
- a spyglass

4 ELLA DÉRACINÉ

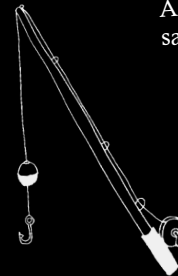
A proud and savage young woman dressed in expensive finery from the city. Her jacket is built out at the shoulders, raglan stitched, with a short collar and no lapels. It is sewn with multi-hued stained glass panelling, and with white saltwater pearls from her home near the capital. When she fences, she wears it off the arm. Ella is a duelist, and a doomed soul. She knows this, can feel it in some deep way, wrapped around her like smoke, and has resigned herself to a sort of despairing, ascetic, gallantry. She is scrupulously polite and chivalrous, murderous in anger and betrayal, quick to fall in and out of love, and enjoys killing people she thinks villainous. You will find her in one of the river settlements. She came to stop a boyfriend from getting in over his head with some local sharks, and was too late to save him. Now, having cut or shot most of the local criminal element to pieces over the last two weeks, she is moping about in a depressive torpor. Will act erratically to feel something, will mark other adventurers as vehicles to bring her back onto the road of glory. If she continues adventuring, she will be dead within the week, shot in the back, her valuables looted, and her corpse left to decompose in the reed beds. You can prevent this by taking her with you on your adventures (during which she will be suicidally brave until she is killed), or by beating her in a duel so badly that she has a series of revelations about this whole 'doomed soul' business, reconsiders some things, and heads home to figure herself out.

Armed with a **rapier** and **pistol**, AC 14 (extraordinary reflexes, dexterity, and ability with her sword). Ella does not feel fear, and takes +1 psychic damage from all sources. Her mind is aflame. In addition:

She crits and is crit on an 18 - 20.

She can parry up to two attacks per turn by rolling a successful attack against her attacker. If all attacks made against her are parried in this way, she may either riposte with her rapier (an attack whose damage dice explodes), or disarm her attacker using her jacket.

She rolls twice on the death and dismemberment table, and takes the lower result. Anyone who falls in love with her suffers the same fate while they both live.





Monsters

MONSTER INDEX

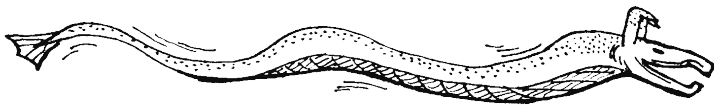
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ACHELOUS, THE RIVER DRAGON

Achelous is a local, minor god, and his influence cannot extend past areas where the river is no longer known as The Jabberwock.

Appearance: Colossal, serpentine, beautiful, his scales and feathers patterned red and green like a salmon. Eyes of a duck, big rabbit ears which are prehensile and can grasp objects as a pair of arms, jaw of a sockeye salmon. BUT he is usually shapeshifted (see table). While shapeshifted, his eyes are still those of a duck, and anyone with very good knowledge of wild animals will be unsettled by this.

Personality: Though he has a calm, level-headed vibe, Achelous is a trickster, and a dangerous one, because he has little regard for mortal life. He sounds polite in his requests, but they are often actually demands. He is very protective of the river and its ecosystem, because it is on some level his own body. His gender is male, even when he is in Naiad form.

**1D6 FORMS**

- 1** Dragon form, as described above.
- 2** Naiad, a humanoid woman bathing in a slow-moving stretch of water.
- 3** Pair of elderly fishermen reminiscing about all sorts of made-up tall tales of their youth.
- 4** Random river life – 1d6 bear, duck, otter, dragonfly, school of salmon, snapping turtle. Spies for a while before engaging.
- 5** A dense fog bank.
- 6** The river itself is the dragon as he rises up to greet you. If in a boat, your team must save or capsizes.

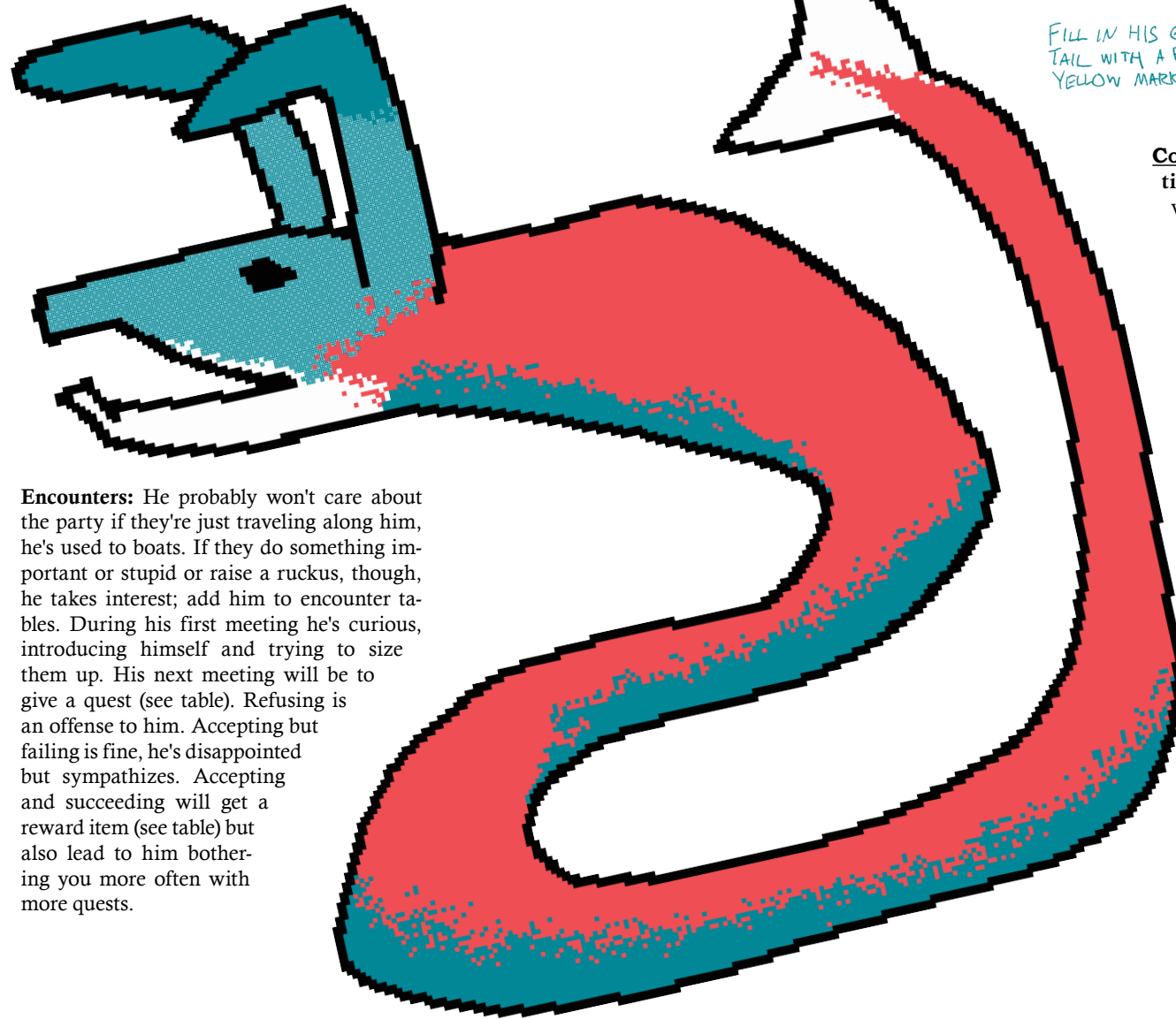
1D6 QUESTS

- Go fetch him the meat of a large animal, or else he'll eat the largest member of the party.
- A human he fell in love with drowned in him. Go to the **River of the Dead** and bring them back. (p. 55)
- A magical sword is stuck at the bottom of the river. If you pull it out you get to keep it. (The sword is mega cursed and that's why he wants it out, though he won't tell you that.)
- The wizard **Zarant's** unnatural experiments are polluting Achelous's waters, and he sees you as responsible because all humanoids are the same to him. (p. 36)
- All the insects flocking to **Wurmpillar** are fucking with his frog population. (p. 45)
- Divine **Frogspawn** threaten his authority should they hatch - deliver them to a nearby swamp deity he has a feud with. (p. 75)

1D6 REWARDS

- A diaphanous cloak. Grants invisibility but only when soaking wet. Dries out quickly in sunlight.
- A perfectly smooth river stone; if skipped, continues forever until it hits something.
- 60 ft of rope, knots tied in it cannot be untied.
- A compass which always points downstream of the nearest river.
- A jar of **dragonfog**, when opened fills the area with fog (as described in his breath weapon)
- A golden scale from his tail fin (1 gold coin, or an alchemist would identify it as a dragon scale and pay much more).

*Reagent ▽ + Δ
R is doubled if concocted at an altar to Achelous. Halved if you displease him. sacred*



Encounters: He probably won't care about the party if they're just traveling along him, he's used to boats. If they do something important or stupid or raise a ruckus, though, he takes interest; add him to encounter tables. During his first meeting he's curious, introducing himself and trying to size them up. His next meeting will be to give a quest (see table). Refusing is an offense to him. Accepting but failing is fine, he's disappointed but sympathizes. Accepting and succeeding will get a reward item (see table) but also lead to him bothering you more often with more quests.

FILL IN HIS GOLDEN
TAIL WITH A FLUORESCENT
YELLOW MARKER!

COMBAT: Stats as a dragon. **Tactics:** Use fog from his breath weapon to isolate party members, then pull them into the river and drown them one by one.

Breath weapon: Hot steam, inflicts burns but ignores fire resistance, lingers in the air as fog. After 3 uses the area becomes too foggy to see past 10 ft. and muffles sound past 20 ft. Fog remains for 30 minutes after combat.

* ROLL HISTORIC BROTHER is a thin, straight blade of pig iron jutting from a hilt of sculpted cattails. While you carry it, you see your surroundings as if you were standing in the bloodiest moment of their past. If you don't carry it, you'll find yourself tripping over it unexpectedly.
-Grace



ood evening GLOG luminaries. My husband and I have brainstormed three new monsters using Locheil and Louis's Monster-Making d66 Tables. You will see the results we rolled, followed by a write-up. Enjoy!

prompt
form: vermin
danger: trap making
Mien: light bringer
Habitat: island
Drive: monomania
Weakness: holy relics

THE CASTELLAN

Shifting in form between a hunched beaver and local woodsman, the Castellan is the distant descendent of the First City, destroyed by the gods' wrath. The creature builds up an island in the middle of a lake or river from fresh-felled trees, then builds up and up and ever-up, seeking to enclose the sun. Cunning exceeding wisdom, it installs traps of woodshaft, spike, and beam, making the summit of its tower-island deadly to attain. At the center of the structure is a magically sustaining trunk, a proverbial keystone that makes the insane structure function. If a holy symbol of one of the gods who felled the First City touches this trunk, the moisture in the lumber will instantly vaporize and the structure will fall apart within an hour. In its human form, the Castellan does not remember its deeds or understand its instinctive purpose.

HD 4. Moves like a human on land or a beaver in the water. **Armor** (fur) as leather. **Axe** (+4, d6 damage) or **Trap** (save or 1d3 of the following: 1d6 falling damage, 1d6 piercing damage, start drowning, held in place as by a stuck door) Morale as werewolf. Only damaged by silver, magic, and sufficiently powerful weapons.

Harvested
Reagent Δ

monster-making
d66 tables



COUNT ERNEST

Once there lived a monied man— cruel, dignified, with all the vices appropriate to one of high station. Fearing death, he strove officiously to transcend his little-used humanity and become an undying thing, until one day he was no longer a person but a substance, a material that siphons life force, flowing along his habitual ways to his habitual haunts— estates, palaces, and the like. Where he finds life, he siphons it out of pure elemental spite. Some other vestigial instincts guide him, and he seeks ever his lost lady-love while fleeing corpses and the other signs of the death that he has so long feared.

prompt
form: mold
danger: petrification
Mien: reckless
Habitat: Noble Estate
Drive: Covelty
Weakness: phobia

Harvested
Reagent
▽ + ♀

HD 7. Moves like a liquid snake. **Armor** (gelatinous) as chain. **Siphon Life** (all adjacent save or leech 1d6 HP into the Count) or **Slam** +4, 1d8 damage). Morale as lion. Half damage from non-magical attacks, double damage from necromancy or anything life-draining.



Harvested
Reagent
△ + ♀

CROCODILE FATHER

Proclaims itself the patron of wanderers and the lost. Demands tribute from those it deems lost, offers spells and protections, but this friendly protection is not optional, and if you deny it, it will eat you. It looks like a huge black crocodile walking on its back legs, wearing a ragged cowl. Did it begin as a man or a lizard? Or a fallen reptilian angel? Talks in a low drawl.

No. Appearing: Unique. **Senses:** As human, but with excellent smell. Can smell fear.

HD: 6. **Movement:** Lumbering, inelegant, on land. As a giant crocodile in water. **Armor:** 16 (Thick Scales). **Punch** (Attack twice. +6 to hit, 1d6+2) or **Bite** (+6 to hit, 1d8+2. If it does more than 5 damage, the target is also grappled) or **Death Roll** (Can only be used on a grappled target. 4d6 damage, autohit). **Morale:** 6 (Not as Brave as It Makes Out).

Spells. Innate (no mishaps). 3 MD. *Fly, Disguise Self, Illusion, Fear, Conjure Food and Water, Curseproof, Heal, Harm, Call Fog.*

Ritualist. The Crocodile Father knows a lot of secrets. With an hour's mystic work, he can divert tributaries, raise sunken structures from the marsh, call huge clouds of flies (or send them away), contact riverine deities, or go swimming in dreams as the shadow of a crocodile.

The Father knows a lot of *alchemical recipes* (p.14).

Harvested
Reagent ▽
sacred

DIVINE FROGSPAWN

Large, luminous, gelatinous frogspawn. They bob about in the fog like will 'o' wisps, squirming and writhing.



No. Appearing: Swarm. **Disposition:** Stupid, gullible, arrogant, holy, childish. **Senses:** Muted sight, muffled hearing, detects evil, good, greed and hatred.

HD: 5. **Movement:** Slow, hover through air or water. **Armor:** 12 (Gelatinous). **Morale:** 11 (Demidivine Certainty).

Spells. Innate (no mishaps). 4 MD. *Water Spray, Mud Spray, Summon Giant Toad, Quick-Setting Mud, Open Pit, Call Rain, Call Fog, Whirlpool, Poison Ooze, Acid Ooze, Glue.*

Incipient. The Frogspawn will become a god, someday. For now, it's all in potentia. Mundane weapons that attempt to harm the Frogspawn turn into slime, or frogs, or river plants. They can offer fickle, inconstant blessings of a watery, amphibian or mud-related nature. If you could get the Frogspawn to agree to hang out in a shrine, it would be good for them (they need worship to grow) and for you (clerical magic of an amphibian kind).

Swarm. The Frogspawn take minimum damage from single-target attacks and maximum damage from AoE attacks.

prompt
 form: wheel
 danger: strangulation
 Mien: ragged
 habitat: in flowers
 drive: power
 weakness: childhood

FLANDERS WHEEL

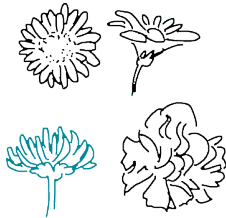
In a field where poppies cover the too-soon dead, a vine-draped wagon wheel witnesses too many tears of too many parents. It is wracked with the rage of those who can't halt what they can't permit. Rolling under its own power, its anger animates the growing things it touches, strangling with a tree branch or tearing with a vine. Perpetuating the senseless violence it despises, it cannot harm a child, even unintentionally, and flees the truly innocent.

Flanders Wheel is just SLIGHTLY too absurd for my taste. At my own table, I might make the thing a Self-driving corpse wagon.

-Grace/choireffire

HD 6. Moves like a broken chariot. **Armor** (nails) as studded leather. **Overrun** (+6, 2d6 damage and save or fall over) or **Four Vine Whips** (+3, 1d6, striking from nearby vegetation. Other plant life can furnish special attacks. **Morale** as veteran. Not undead, but can be stilled or laid to rest by a Turn attempt.

Harvested
 Reagent A



JABBERWOCK APE

As large as orangutans, as polygamous as gorillas, and as intelligent and aggressive as chimpanzees. Black-furred and red-faced, and with a diet more carnivorous than nearly any other ape (though still able to subsist off bark and shoots for a while if need be).

(FEMALE)

No. Appearing: 1d4. **Disposition:** Territorial, aggressive. **Senses:** As dumb human. **Intelligence:** As chimp.

HD: 2. **Movement:** Run as Gorilla, Climb as Orangutan. **Armor:** 15 (Hide, fur). **Punch** (+1 to hit, 1d6+1) or **Bite** (+1 to hit, 2d4+1) or **Slam** (+2 to hit, 1d6+1, grapples). **Morale:** 9.

(SILVERBACK)

As Female, but with 4 **HD**, **morale** 10, +3 to **damage** and **hit** rolls, and the following special Attack: **Tear** (+3 to hit, 2d6+3, save vs loss of limb, only on grappled target)

(CHALLENGER)

As Silverback but with 3 **HD** and target gets +3 to save vs dismemberment.

JABBERWOCK SHARK

Many, many centuries ago, the Jabberwock river was a warm inland sea. The sea is gone, but the sharks remain. They're short and blunt-faced like catfish, with wide mouths well-suited to tearing off chunks of flesh. They look old, and move like it until they rocket forward like a torpedo to tear a limb off. And sometimes, they talk.

Morality: Not overly bothered by eating people. At peace with it, really. Willing to talk when they aren't hungry.
Intelligence: As intelligent as a person, with a long and perfect memory. They may speak of historical figures like they showed up last week.

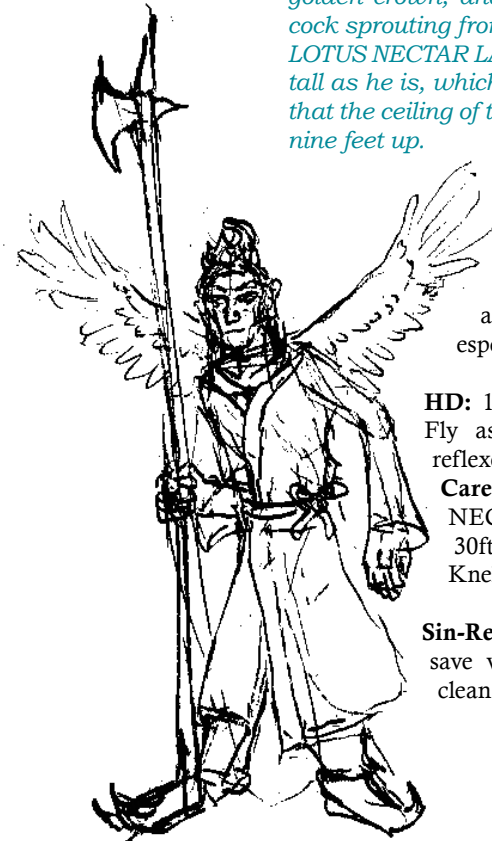
HD: 5. Movement: A sedentary ambush predator capable of terrifying bursts of speed. **Armor:** as chain. **Bite** (+5 to hit, 1d10+2, crit on 18-20, victims of a crit must save or lose a random limb). **Morale:** 8.

Souvenirs: The teeth of a jabberwock shark can be made into +1 weapons. Per shark: three light weapons, two medium weapons, or one heavy weapon. Such weapons lose their bonus on a fumble and must be repaired with more teeth.

Harvested
 Reagent ⊖
sacred

KHARMADHARASKANDHA

An angel tasked with guarding the gate to Jade Reed Contemplation Heaven, appearing as a six-foot man with alabaster skin, onyx hair, azure robes, a golden crown, and the wings of a peacock sprouting from his back. He carries LOTUS NECTAR LAW, a poleaxe twice as tall as he is, which is inconvenient given that the ceiling of the boat is only around nine feet up.



No. Appearing: 1.

Disposition: Impatient, irritable. **Senses:** Illusion-dispelling perfect vision, all other senses acute. **Intelligence:** Smart, but not especially cunning.

HD: 10. Movement: Run as Cheetah, Fly as Turkey. **Armor:** 18 (lighting reflexes, magical armor). **Lighting Caress Art** (Attack 3x with LOTUS NECTAR LAW (+5 to hit, 2d8+3, 30ft reach), then cast Sin-Remorse Knell). **Morale:** 14 (divine charge).

Sin-Remorse Knell (Everyone in 30ft save vs losing next turn, immune if cleansed of sin)

Harvested
Reagent
▽ + Θ
Sacred

LOST FERRYMEN

Remnant, powerless psychopomps from the forgotten cults of old and slumbering gods who once swam in the branches of the great river. These soul-collecting ferryman remain aboard their old vessels, but none now pray to be collected. They are naturally drawn to the lost, forgotten, damned and wretched — for good, or for ill.

No. Appearing: 1 or 1d4 (near a sunken shrine or ancient flooded temple). **Disposition:** Varies depending on the original patron god. Choose or roll up that god's divine domain to discover if the Ferryman is a sad romantic, a warlike boat-er, or a solemn servant. They are always, however, protective of their masters' empty temples. **Senses:** As human, but can sense the dying or the praying from ten miles away.

HD: 3. **Movement:** As ghost. Can pole their boats as fast as a swimming dolphin. **Armor:** 16 (Selective Intangibility). **Oar Attack** (Attack twice, +3 to Hit, 1d10 Damage) or **Boat Ram** (Target in water saves or takes 2d10 damage and is knocked underwater) or **Sudden Wave** (Target in water anywhere within 100' of the Ferryman saves or is flung 30' in a direction of the Ferryman's choice). **Morale:** 5 (Live to Fight Another Day).

Ghostly. The Ferryman cannot be harmed by mundane weaponry - silver, salt, ancient runes, whatever works to make your weaponry un-mundane.

Psychopompos. If the Ferryman takes a dying or dead person aboard, they can spirit them off to whichever afterlife the ferryman judges to be correct. This prevents the passenger from becoming undead. If a living person can fake it convincingly, they can enter the next world alive.

I love everything about this. -Grace

MAGGOTKIN

Humanoid maggots the size of pigs with spindly chitinous limbs. Wish to consume organic matter, increase population, and accelerate own evolution.

No. Appearing: 1 evolved prodigy, swarms of 3d6. **Senses:** Rudimentary sensory organs, good taste and smell only for organic matter to consume. **Intelligence:** Dim and instinct-driven (mutated ones are as smart as children).

HD: 1. **Movement:** Skitter as Giant Spider, climb half as fast. **Armor:** 10. **Mandibles** (+1 to hit, 1d6+1). **Morale:** 7.

Maggotkin who roll max HP also have a random **insect mutation**:

1d20 INSECT MUTATIONS

1. **ACID SPIT:** Spit becomes acid that eats away at organic material and corrodes metal. Deals 1d4 acid damage.
2. **BURROWER:** Can burrow through loose earth and other soft materials at half normal speed. Tremorsense within 30 feet.
3. **CLIMBING:** Gain climbing speed equal to normal speed. Can crawl across walls and ceilings.
4. **EXTRA ARMS:** Grow an extra pair of carapace-covered arms.
5. **CENTIPEDE LEGS:** Ignore difficult terrain, cannot be knocked prone.
6. **MEMBRANE WINGS:** Flying speed of 20 feet, loud and buzzing flight.
7. **BEETLE HORN:** Gain a 1d8 charge attack.

On Dangers of mutation
 the first mutation harbors
 no risk. Whenever a new
 one is gained afterwards,
 there's a [mutations]
 6
 chance to
 immediately
 fall apart
 into a pile
 of bugs
 and bug
 parts.

8. **IRON GUTS:** Can consume rotten food with no penalty. Venoms and poisons act like alcohol, intoxicating but harmless.
9. **FLEA LEAPING:** Can jump a distance up to normal speed.
10. **FIREFLY ABDOMEN:** Can emit a bright glow in a radius of 20 feet.
11. **MANDIBLES:** Gain a 1d6 poison damage bite attack. Makes speech difficult.
12. **MOLTING:** Can painlessly detach limbs. Spend a watch molting to regrow all missing bodyparts, leaving a hollow molt.
13. **COMPOUND EYES:** 360-degree vision. Immune to being ambushed.
14. **WORM ANATOMY:** Can squeeze through any opening no smaller than your head.
15. **CRAB PINCERS:** 1d2 hands replaced with pincers. Each is a 1d8 natural weapon. Grant +2 bonus to grapples. Make fine manipulation difficult.
16. **MOSQUITO PROBOSCIS:** Gain a 1d6 piercing bite attack. Can drink 1HD of fresh blood as a ration. Makes speech difficult.
17. **MANTIS BLADES:** 1d2 hands replaced with chitin blades. Each is a 1d8 natural weapon. Can unfold to 10 feet length. Make fine manipulation difficult.
18. **SLIME TRAIL:** Can secrete a trail of slime, either sticky or slippery (choose when gaining this mutation).
19. **TOUGH CARAPACE:** Innate AC as chainmail. Cannot wear armor unless custom-made.
20. **SILK SPINNERET:** Can secrete 30 feet of sturdy silk rope per day.

Harvested
 Reagent ▽

MUCKMAN

Beings resembling humans made of muck.

No. Appearing: "families" of 2d4. **Disposition:** Wish to be left alone in their home. **Senses:** Dull sight and hearing, excellent tremorsense through mud and muck. **Intelligence:** Human-level, but slowed down to a crawl.

HD: 2. **Movement:** Slow as a human wading through mud. **Armor:** unarmored. **Muck Slam** (+2 to hit, 1d6 damage, fill 1d4 inventory slots of the target with muck, 10 minutes are needed to wash all the muck out). **Morale:** 8.

Only take **half damage** from slashing and piercing attacks.

Can **turn into muck** at will. Can't move while in muck form, but able to perceive.



NACRED VIEFLUGHS

Vieflughs are dire dragonflies, doberman-sized predators with sharp scything limbs, blade-turning chitin, and a two-meter wingspan, terrifying predators greatly feared among those wild areas of the Jabberwock where they have yet to be fully extirpated.

(ADULT)

No. Appearing: 1d2 (Mated Pair or Widow(er), 2d4 (nesting colony). **Disposition:** Hungry but cautious if hunting, territorial if near nest. **Senses:** 360° 20/20 vision at 200 FPS (humans get 60) reaching into the ultraviolet; all else poor. **Intelligence:** As crocodile.

HD: 3. **Movement:** Fly as FPV drone, Climb / Skitter as Coconut crab. **Armor:** 18 (Chitin + extreme agility). **Swoop** (+2 to hit, 1d6+1, must fly at least 10ft to use, grapples and lifts target) or **Masticate** (Bite/Claw/Claw, only on grappled target) or **Bite** (+3 to hit, 1d8+2) or **Claw** (+3 to hit, 1d6+1). **Morale:** 6/11 (Hunting/Protecting nest).

(NYMPH)

No. Appearing: 1d4-1 (Small nest), 2d6+1 (Larger nest-cluster). **Disposition:** Hungry, Curious. **Senses:** Poor vision, poorer smell. **Intelligence:** As lobster.

HD: 1. **Movement:** Crawl as giant salamander. **Armor:** 14 (Hard Shell). **Bite** (+2 to hit, d4+1, reach as Pike) or **Claw** (+1 to hit, 1d6-1). **Morale:** 5 (Animal).

RIVER GOD

It is his hands that dug the river when the sea receded. It is his hands that planted the reeds. He wasn't the one who raised the stone pillars, but he knew them. The River God is a shape passing among the reeds, a darkness in the water, more presence than flesh but more flesh than idea. Wounded, he bleeds watery yellow ichor. If he chooses to show himself or is killed, the River God is a shaggy prong-horned ape, ten feet tall, with webbed hands and feet for swimming.

Morality: Mostly cryptic and distant, but peevish about its domain. Polluting the river, altering its course, grazing your livestock too frequently along the bank- all of these things mark you for revenge. The River God doesn't resort to murder immediately, but it's not far down the list. **Intelligence:** Ancient and wise, but does not speak or understand language. Loves music.

He hates the **giant catfish** he shares a title with more than anything in the world, but has an unspoken agreement of peace with **Achelous**.

Harvested
Reagent ▽
sacred

HD: 10. **Movement:** Can, in an instant, move anywhere on the Jabberwock River or within a hundred feet of its banks. He cannot leave. **Attacks:** +10 to hit, any two of the following: **Right Hand** (3d6 damage, target is automatically grappled. If man-sized or smaller, they can be swung around as a weapon or thrown at another target for another 2d6 damage to both the one being swung and the one being hit) or **Left Hand** (Conjures a blast of water and debris, an instant flash flood. 2d6 damage in a 200' long, 10' deep triangle, targets must save or be knocked prone. Fragile structures will be destroyed) or **Drowning Gaze** (A target in line of sight loses the ability to breathe as long as this attack is maintained). **Morale:** 11.

Blessing: Whoever earns the favor of the River God is marked with a muddy thumbprint on their forehead that cannot be washed off. One so marked gains 1 MD and the spells *Gills* (grow a pair of gills and gain the ability to breathe underwater for [sum] minutes) and *Summon Riverman* (a fresh corpse becomes a Riverman loyal to the caster for [dice] days, turning back into a corpse when the duration ends). Those who anger the River God will lose this favor forever and should probably get as far away from the Jabberwock as possible, as soon as possible.

Diluvian: The River God is completely **immune** to fire and takes **minimum damage** from projectiles. If he wills it, the River God can cause the river to flood or completely stop flowing over the course of an hour. Maintaining this for any longer than a week weakens him such that he can no longer teleport along the length of the Jabberwock, and longer than a month would kill him. Rivermen will not attack the River God, and will do whatever he bids them to do.



Required listening is
Henther Christian's
"Well Made Fish,"
a gorgeous song

- Sundered

Harvested
Reagent ∇
~~Secret~~

"RIVER GOD"

If that ain't the biggest fucking catfish you've ever seen in your life. Holy hell, here it comes! This thing's the size of a riverboat and meaner than three crocodiles.

No. Appearing: Unique. **Disposition:** Surly, proud, mean, stupid. Apex predator. **Senses:** Highly developed taste, smell, and hearing. Nearly blind. Senses electricity and disturbances in the water.

HD: 11. **Movement:** As an extremely heavy and large catfish. Can crawl on land slowly for up to an hour without expiring. **Armor:** 14 (Slimy Hide). **Bite** (+8 to Hit, 3d8 damage, save or be swallowed whole) or **Tail Slap** (if anyone gets behind the catfish, it can automatically use this attack, even on someone else's turn. +8 to Hit, 3d6 damage, save or get sent flying) or **Slam** (Windup. At the start of its next turn, the River God leaps up and brings its full weight down on someone or something. This does 6d6 damage to anyone in the way, and pins any survivors. The slam obliterates boats, snaps pontoons, craters mud and splatters small animals. You have the intervening turn to get the hell out of there. If anyone ends up in Tail Slap reach after the slam, it follows up with it). **Morale:** 11 (Demidivine Certainty).

Prideful. The River God is old and mean, and that counts for a hell of a lot. It's immune to light weapons, spells of [dice = 2] or less, and gets an extra save against anything done fearfully or in a manner lacking oomph.



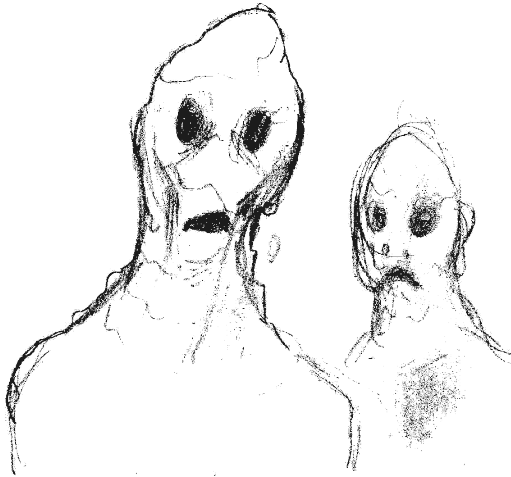
RIVERMEN

Those who drown upon the Jabberwock do not always stay that way. The soul vacates the body, but something else steps in to take its place. Not undead; re-alive, with bodies made more suitable for a life in the murky depths. Gills, fins, barbels, chitin- they all grow unevenly on pale, wet flesh, making half-fish out of men. Fear death by water.

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Reagent ▽

Morality: Fish. Attack and eat weak things, run from strong things, pick at weakened strong things. **Intelligence:** Fish software running on human hardware. Occasional flashes of intelligence in service of animal needs.

HD: 2. **Movement:** As man on land, as fish in water. **Armor:** as leather. **Bite/Claw** (+2 to hit, 1d6 damage) or **Weapon.** **Morale:** 7.



1d6 RIVERMEN VARIANTS

- 1 **CATFISH.** *Blubbery and whiskered, with eyes migrating to the sides of its head.* Double HP. AC as unarmored.
- 2 **CRAB.** *Hunchbacked and bowlegged enough that its claws scrape the ground.* Has AC as chain, two attacks per round, and no ability to swim.
- 3 **EEL.** *Long-bodied and sinuous, unable to stand up straight.* Can emit an electric shock 1/round for 2d6 damage. As a melee attack, this allows a save to negate. In water, it hits everything in a 15' radius with no save.
- 4 **PIKE.** *Frighteningly quiet for something so large, at least until the jaws snap shut around your head.* Bites for 1d6+2 damage, and automatically crits against unsuspecting targets.
- 5 **PIRANHA.** *Razor-sharp teeth chatter through chewed-off lips.* Gains +1 damage for each successive hit against the same target during combat, but has a morale of 5.
- 6 **STINGRAY.** *Could be mistaken for an actual giant stingray, if not for the arms and legs poking out under its fins.* Its stinger does only 1 damage, but the venom requires the target to save or take 2d8 damage.

pike with
a pike ???
-Grace

Harvested
Reagent Δ

SCAREFISHES

Like a scarecrow, but designed to frighten fish into nets as opposed to frightening crows away from fields. Made from dark reeds and dressed in raggedy black, their arms and legs are long slender poles to stilt over banks and wetlands. Their heads are draped in netting, to produce the shadows of nets to frighten the smarter fish, and their eyes are silver dollars glinting in the sun, to ward off the powerful ones.

No. Appearing: 1d4 (Feral) or 2d6 (Near a fishing village). **Disposition:** Placid and hardworking if well maintained, become hateful and violent if left out to rot. Protect those who maintain them, form a familial bond. **Senses:** Dull sight, dull smell, excellent hearing, sense ripples in water through their stick-limbs.

HD: 2. **Movement:** Swift stilted stride. Not slowed by shallow water, mud or sand. **Armor:** 10 (Just old straw). **Spear** (+1 to Hit, 1d10 damage. On max damage, impales, and the Scarefish attempts to net you and drag you off) or **Net** (Target must save. Those who are impaled automatically fail. If you fail, you're wrapped up, unable to move, attacking with a -4 penalty, and the Scarefish can start dragging you off). **Morale:** 11 (construct).

As Designed. They inflict fear on fish. Powerful or huge fish may save.

Constructs. Lacking true souls (or blood) they have nothing to fear from psychic assault, poison, or the like.

WATER VAMPIRE

A strange-looking, humanoid thing, humpbacked and hookjawed like a spawning salmon, with a jagged kype and skin blood red below the jawline. They're not "real" vampires, but the locals call them that for their similar habits. The first of these was created by divine punishment.

No. Appearing: 1 (or 1d4 in corrupted pools). **Disposition:** When hungry, feral. When fed, megalomaniacal, but capable of negotiation. **Senses:** Middling sight, smell, hearing, touch - can detect spilled blood at a range of 100ft.

HD: 4. **Movement:** As a human on land, as a giant salmon in water. **Armor:** 13 (Blood-red Scales). **Bite** (+4 to Hit, automatically grapples, 1d8+2) or **Leaping Bite** (Only when leaping out of water. As above, but +6 to hit and +4 damage). **Morale:** 7 (Ambush Predator).

Lifestealer. When the Vampire deals damage with its bite attack, it heals the same amount.

Zombie Salmon. The Vampire's body rots, suffering 1d6 damage at noon (the apex of the Sun, enemy of all vampires). It must bite living things to stave off this decay.

Curse Bloom. When the Water Vampire dies, any water it's in (up to about a range of 100ft) is filled with foul, rotten blood. Anyone who drinks or inhales this cursed water is doomed to become a Water Vampire themselves.

Harvested Reagent
 $\Delta + \text{♀}$
Loses its potency
when exposed to
direct sunlight.
Unstable concoctions
carry the curse of
its bloodline.

Reed Objects





here are reeds along the river, great dirty patches of them. Some folks put them to use.

1 THE SLIM BRIGHTY

A boat made of tightly bundled reeds, with a head like a crocodile. It is painted with red waves and is temperamental. It moves best when sung a lullaby.

2 39 REED FLUTES IN A SACK

Old man Whimper found this last week. The sack is coarse grain burlap, and when hung in a tree with enough wind will coo and wail in the breeze.

While the sack is “singing”, it protects all sleepers within 390 yards from nightmares and dream invasion. For every flute removed the protection diminishes by ten yards.

3 MUCK CLOAK

This cloak is well crafted and smelly. If a wearer lies down still in mud or reeds, they are very hard to see.

4 MANXOME COMPLEX

There are six buildings made of reeds along the river, forming a kind of transportation network. They are far apart, but look similar: windowless and painted with red waves, with an entrance only at one end.

Inside, each building is dim, with the far side being completely dark. At the dark side is a stone serpent with many coils. The serpent in each building is in different positions, but otherwise looks the same.

To use the network, a person should place a local item of value in the serpent's mouth. Then close their eyes, sit down, and meditate upon their destination for ten minutes. When they open their eyes, the item will be gone and the serpent will be in a different position.

When they exit, it will be from a different building. By default, there is a 3-in-6 chance the building location will be random, though this can be improved by more lavish offerings or longer meditation. Local items of value might include a cryptid claw, rare bird, or glittering jewelbug.

Sorry, I forgot to
put the Slim Brighty
on the encounter table - Zmie

Contributor blogs

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