

Land of Feme

THE MUCKLANDS
SANDBOX CAMPAIGN SETTING

Land of the Dead

THE MUCKLANDS

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How to Use the Sandbox

MAKE THE LAND OF EEM YOUR OWN

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

GETTING STARTED

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

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

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

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

A LIVING WORLD WITH CONSEQUENCES

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

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

CLOCKS

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

THE REGIONS

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

THE DRIPPY DOWNS

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

FLEABAG COUNTY

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

QUAGMASH

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

RIVER COUNTRY

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

SCALAWAG STRAND

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

THE USED T’BE FOREST

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



BORDERING REALMS

THE GRIMDINGLE

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

SHRYM

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

SKYBRIGHT VALLEY

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

THE LOCATIONS

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

SETTLEMENTS

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

SITES

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

POINTS OF INTEREST

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

ZONES

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

LAIRS

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

NPCS

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

RUMORS

Rumors are the bread and butter of running a sandbox,

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

SIGHTS AND SOUNDS

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

QUESTS

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

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



HIJINKS

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



DERRING-DO

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



DOOM AND GLOOM

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

HEROIC TITLES

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

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

ADVERSARY ABBREVIATIONS

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

CHAPTER 1

THE DRIPPY DOWNS





THE DRIPPY DOWNS

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

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

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

CENTRAL CONFLICTS

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

SETTLEMENTS

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

SITES

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

POINTS OF INTEREST

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

ZONES

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

LAIRS

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



Settlements

Azimuth Outpost

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

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

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

WHAT'S GOING ON

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

MARGE MARGO

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

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

SIGHTS AND SOUNDS

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

RUMORS

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

OUTBOUND RUMORS

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





JALLY SKYWISE

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

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

KLEO SOOTHSOUL & THE SOOTHSOUL SIX

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

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



QUESTS



FINDING FLUDDERITE

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

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



FUEL FOR THE FLYER

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



THE STARFELL DOOR

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



THE SOOTHSOUL SIX

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

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



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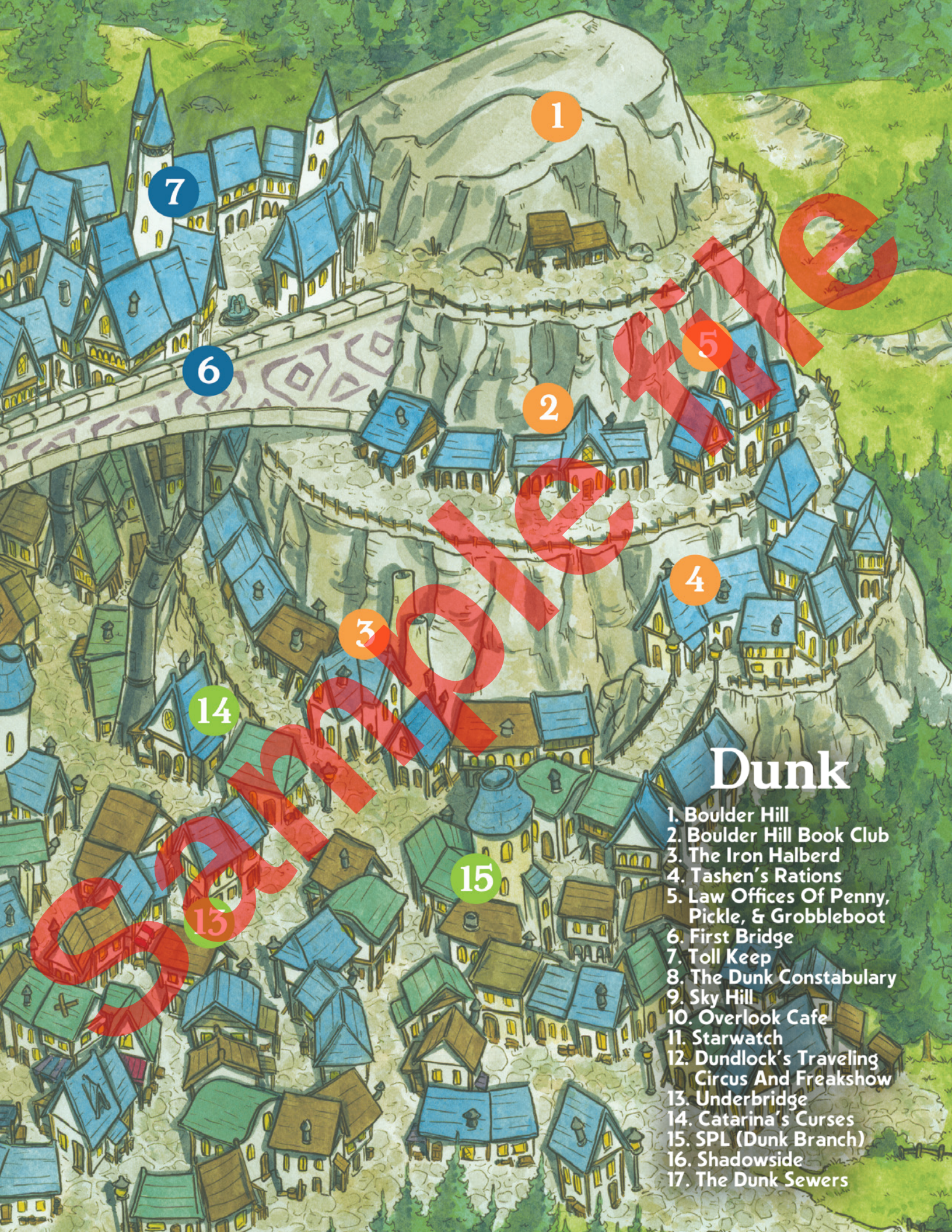
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Dunk

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

Dunk

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

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

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

DISTRICTS

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

WHAT'S GOING ON

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





TOLL RULES

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

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

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

RUMORS

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

OUTBOUND RUMORS

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





BOULDER HILL 🏰

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

LOCATIONS

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

BOULDER HILL BOOK CLUB

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

GRENDY FRUMBLY

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

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



QUESTS



HARANGUING HARANG

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

- ★ Behind closed doors, Bodimus is always talking with Vicerunt Zoot, his secret campaign manager, who only has SPL's interests at heart.
- ★ Bodimus Harang's real name is Munzer Wogg, a ruffian with a brief history with the Soot Finger Gang. He has also acted as muscle for SPL, but this information is entirely unknown in Dunk. A dossier file about Wogg exists deep within SPL Headquarters in the Used T'Be Forest.
- ★ **HEROIC TITLE ACHIEVEMENT:** Find hard proof about Bodimus Harang, and sway the election in Grendy Frumbly's favor.

SIGHTS AND SOUNDS

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

- **Master of Intrigue** 🏰. Charm Check: Once every session, create a faction contact who has secret information (may or may not be friendly).



A NEW DAY'S COMING

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

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





THE IRON HALBERD

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

BURGLE'S PRICES

- ✦ Turn a *Mundane* item into a *Magnificent* item with a random Trait. Gold .
- ✦ Buy a *Magnificent* item with a random Trait, limited to 1 per PC. Silver .
- ✦ Commission a specially crafted *Magnificent* item with a chosen Trait. Gold x2.

BURGLE

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

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



QUESTS

A BLURKSMIFF'S APPRENTICE

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

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

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

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





TASHEN'S RATIONS

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

Rations Menu

- ★ Tashen's Trail Mix (Normal Rations). Copper .
- ★ Dried Morb Skin (Quality Rations). Copper x2.
- ★ Cured Ramgore Sausage (Gourmet Rations). Silver .

- ★ Hippogruff Tallow (Gourmet Rations, feeds 6 people). Silver x2.

Sitdown Menu

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

THE LAW OFFICES OF PENNY, PICKLE, & GNOBBLEBOOT

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

Law and Trials in the Land of Eem

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

For a quick way to deal with trials, first make the

stakes clear for the PCs. What happens if they win or lose? Then make a Check with the following modifiers:

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

PERILGRIN PENNY

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

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



LICORICE PICKLE

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

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



MARGWAR GNOBBLEBOOT

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

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





FIRST BRIDGE

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

LOCATIONS

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

TOLL KEEP

The tallest building in Dunk, Toll Keep looms over First Bridge like a judge demanding payment. Base of operations to the Grand Toll Teller, Mayor Gram Hamba and the rest of the Toll Tellers, they go about their day-

SIGHTS AND SOUNDS

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

to-day business tallying tolls and enforcing the rules from on high. Recently, Gram Hamba has become restless as he feels his control over the city slowly slipping away.

GRAM HAMBA

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

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



QUESTS



MAKE TROLLING FUN AGAIN

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



THE GOOD OLD DAYS

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

Frumbly is behind the local vandalism and earn Hamba's eternal gratitude.

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



THE DUNK CONSTABULARY

The constables of the Dunk Constabulary work closely with the Toll Tellers to keep law and order in the town. However, since the Toll Codex is by all accounts archaic and out of date, only **TROLLS** are allowed to be

constables. The few constables on staff are overworked, underpaid, always cranky, and they are greatly outnumbered by the rest of the population.

HEAD CONSTABLE DEEMA BONKWELL

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

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



DEPUTY CONSTABLE GLYPH SHMUCKLEBERRY

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

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

QUESTS



SERPENTS IN THE SEWER

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

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



SKY HILL

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

LOCATIONS

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

OVERLOOK CAFE

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

Menu

Silver

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

SIGHTS AND SOUNDS

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

QUESTS



AN ATTRACTIVE DELIVERY

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

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



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STARWATCH

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

OBBERT NOGWADDLE

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

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



QUESTS

IT FELL FROM THE STARS

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

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

THE STARFOLK

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

- ✦ The lost dwelf ruins are below Hex 9.14, inhabited by sallow, tired-looking creatures. These are the **DWELFS** of yore, but time has robbed them of their grandiosity. Their kind has lived there for as long as they can remember.
 - These **DWELFS** have forgotten everything about their mysterious past, and can't even bear sunlight

or starlight, for it makes them inexplicably sad, so they dwell in utter darkness.

- ✦ Recently, the sarpathi inhabited part of the ruins and began harassing the **DWELFS**.
- ✦ In a deep cavern are the remains of an ancient stone gateway that once led to a distant land—perhaps even the moon by its iconography. A horde of **SARPATHI REAVERS** (L5-G) and a **SARPATHI HIEROPHANT** (L5-C) occupy it now, poking at the faded magic of the place with curious minds. The dwimmer of a Gnome or powerful *Magic* item could perhaps spark it to life once more, opening the gateway to another realm. If Obbert Nogwaddle is brought to this location, he will reactivate the gateway with a *Magic* wand. A shimmering portal of energy crackles to life, and Obbert lets the PCs know that those who enter can never return.
- ✦ The **DWELFS** are uncertain if they are worthy to pass through the portal. Suddenly, they remember that this portal leads to their forgotten Moon Sanctuary built to be closer to the memory of the Starfolk. If convinced, Obbert and the **DWELFS** say their goodbyes and walk through the gateway.
- ✦ **HEROIC TITLE ACHIEVEMENT:** The **DWELFS** enter the portal returning to their moon sanctuary.
 - **Guided by Starlight** 🌟. Whenever looking at the stars and moon on a clear night, they seem to twinkle just for the PC as if to give thanks. Heal +2 Courage while camping (with food and rest).

