



Land of Feme

THE MUCKLANDS
BOOK OF RANDOM ENCOUNTERS

Land of the Dead

THE MUCKLANDS BOOK OF RANDOM ENCOUNTERS

This book is a work of fiction. Names, characters, places, and incidents are products of the authors' imagination or are used fictitiously. Any resemblance to actual events, locales, or persons, living or dead, is entirely coincidental. No portion of this book may be reproduced in any form without written permission from the authors, except as permitted by U.S. copyright law.

Copyright © 2024 by Ben Costa and James Parks. All rights reserved.

Published by Exalted Funeral Press
www.exaltedfuneral.com

Land of Elm

CREDITS

Designed and Written by

Ben Costa & James Parks

Art by

**Rob Gatto, John Loren,
Sean Kiernan, Sam Mameli,
Ben Costa, and Justin Gerard**

Cover Art by

Ben Costa

Layout Production by

A. Manikandaprabhu and Ben Costa

Layout Design by

Vee Hendro

Edited by

Matthew K

**EXALTED
FUNERAL**



**STAR &
FLAME
GAMES**





TABLE OF CONTENTS

HOW TO USE THIS BOOK 5

TRAVEL RULES 6

DRIPPY DOWNS 8

Perilous Encounters 9
Dangerous Encounters 12
Discoveries 16

FLEABAG COUNTY 21

Perilous Encounters 22
Dangerous Encounters ... 25
Discoveries 29

QUAGMASH 34

Perilous Encounters 35
Dangerous Encounters ... 37
Discoveries 41

RIVER COUNTRY 46

Perilous Encounters 47
Dangerous Encounters ... 49
Discoveries 53

SCALAWAG STRAND 58

Perilous Encounters 59
Dangerous Encounters 61
Discoveries 65

USED T'BE FOREST 70

Perilous Encounters 71
Dangerous Encounters ... 74
Discoveries 78



How to Use This Book

THE BASICS

This book is best used with the *Land of Eem Bestiary Vol. 1* and *The Mucklands Sandbox Campaign Setting*. Adversaries in *Bestiary Vol. 1* appear in **GOLD**. No Adversary Levels or Classes are described so that GMs can adjust the encounters to taste. Components and other game terminology from the *Core Rulebook* appear in **BLACK**. The rules for Travel in the *Core Rulebook* are reprinted herein for convenience.

RUNNING RANDOM ENCOUNTERS

It's important that the GM reads the encounter before reading anything aloud to the players. Oftentimes the description contains secret information impacting how the players might react. Most encounters assume the PCs are already in the thick of a sticky situation instead of being able to completely avoid a scenario without ever engaging with it.

GMs should feel free to alter rolled encounters to suit their immediate needs and narrative situation. Sometimes, encounters in the Scalawag Strand and River Country regions assume the PCs are on a boat; if that's not the case, adjust the encounter on the fly, or pick another nearby encounter from the table.

THE REGIONS

There are six regions in the Mucklands, each with their own landscape, peoples, and perils. The regions can also be used for random encounters when exploring more general terrain and biomes.

THE DRIPPY DOWNS

Terrain: Forests, Meadows, Hills

One of the few bastions of the old magical world, the Drizzly 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

Terrain: Cities, Towns, Farmland

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

Terrain: Swamps, Marshes, Wetlands

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

Terrain: Rivers, Lakes, Wetlands

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

Terrain: Coasts, Oceans

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

Terrain: Plains, Deserts, Badlands

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.

Travel Rules

Land of Eem uses a hex map and procedural rules for travel (known as hex crawling). Each Hex is 6 miles. There are three modes of travel: A Day's Travel, Exploration and Dungeon Crawling.

TRAVEL TURNS

When traveling across the map, each day is divided into 4 **TRAVEL TURNS**. Turns 1 and 2 are in the daytime, and Turns 3 and 4 are at night. Daytime hours are ideal for traveling, and PCs can move up to 2 Hexes every Turn. Thus, the party can typically cover 4 hexes (24 miles) during the daytime. Traveling at night is much more difficult and dangerous: not only can PCs move just 1 Hex every Turn, they suffer Disadvantage on Travel Checks when doing so.

Obviously, it isn't always wise to march across the land both day and night, never stopping to rest. If PCs push ahead and travel a 3rd Turn in a day, they become **TIRED** (p135) and suffer 1d6 Dread without a successful Vitality Check. If they travel a 4th Turn, they automatically become **TIRED** and suffer 1d6 Dread.

ANIMALS AND VEHICLES

Animals (mounts, beasts of burden, pets) and vehicles require upkeep. Animals must be fed Animal Feed in the same way PCs eat Rations. If they aren't fed, they only travel 1 Hex per day. Vehicles, on the other hand, can break down and require repairs or fuel.

While mounted or in vehicles, PCs can travel 3 Turns per day without getting Tired and suffering 1d6 Dread. However, the mounts and draft animals might suffer fatigue. After each Turn the animal is pushed beyond 2 Turns, roll 1d12: on a 5-, the animal stops and must take a Long Sleep.

Outside of special Abilities (such as the Knight-Errant's steed, and the Loyal Chum's Loyal Pet, etc.) animals don't attack in Combat. Nothing harms them except in extreme narrative circumstances (GM discretion).

TRAVEL CHECKS

For every Travel Turn spent moving across the map, a different PC must make a **TRAVEL CHECK** for the whole group. To make a Travel Check, roll 1d12+Realms at the beginning of the Turn to determine if there is an encounter, a minor setback, an uneventful journey or a discovery. Travel Checks and Hex movement are modified according to the Travel Modifiers table.

REALMS CHECK

1-2	Perilous Encounter
3-5	Dangerous Encounter
6-8	A Bump in the Road
9-11	Uneventful Journey
12+	Discovery

TRAVEL MODIFIERS TABLE

CIRCUMSTANCE	MODIFIER
Traveling at night	Travel 1 Hex per Turn and suffer Disadvantage on Travel Checks.
Difficult terrain: mountains, forests, swamps, rivers, sailing choppy waters, etc.	1 Hex per Turn.
Traveling on roads (marked on the map)	+1 to Travel Checks.
All in party mounted or in a vehicle on roads (marked on the map)	Travel 1 additional Hex per day.
Traveling by vehicle on waterways	Travel 1 additional Hex per day. With an active crew, Large and Huge vehicles may travel at night without Disadvantage.
Traveling in Zones (in Land of Eem sandbox settings)	Often penalizes Travel Checks.

TRAVEL CHECK RESULTS

PERILOUS ENCOUNTER

An immediate life-threatening situation or hostile Adversary. Roll on the Perilous Encounter table.

DANGEROUS ENCOUNTER

A clear danger or potentially hostile Adversary. Roll on the Dangerous Encounter table.

BUMP IN THE ROAD

A Bump in the Road is a minor setback even though the PCs successfully traveled to or explored a Hex without an encounter.

D6 Bump in the Road

- | | |
|------------------|------------------------|
| 1. Lost | 4. Bad Weather |
| 2. Lost Supplies | 5. Unwanted Attention |
| 3. Exhaustion | 6. Interparty Conflict |

Lost

The PCs take a wrong turn and get lost, moving just 1 Hex and rolling 1d6 to determine which Hex the party travels to (1. North, 2. Northeast 3. Southeast, 4. South, 5. Southwest, 6. Northwest). In difficult terrain, they make no progress.

Lost Supplies

PC accidentally loses some food or Rations (or, absent that, a tool from their inventory).

Exhaustion

The PCs take a difficult path, wearing everyone out. Everyone suffers 1d6 Dread, and becomes Tired until taking a Long Sleep (p128).

Bad Weather

The PCs run afoul of bad weather: rain, wind, cold or heat. Only move 1 Hex and suffer -2 to the next Travel Check.

Unwanted Attention

The PCs travel quite conspicuously, drawing attention to themselves. The next time they camp, the Wandering Intruder Chance (p129) increases by +2.

Interparty Conflict

The road is hard, putting people on edge. Two random PCs start bickering about something important (a potential opportunity to build Relationships and gain XP).

UNEVENTFUL JOURNEY

The PCs successfully traveled to or explored a Hex without any trouble. The PC making the Travel Check can also attempt to Find Components.

DISCOVERY

A Discovery is a positive encounter or revelation of a local landmark or secret in addition to successfully traveling to or exploring a Hex. Roll on the Discoveries table.



CHAPTER 1

THE DRIPPY DOWNS



Perilous Encounters

1D100 PERILOUS ENCOUNTERS

- 1-2 Ornery **ETTINS** come barrelling down a hill rolling boulders for sport. They're headed straight for the PCs!
- 3-4 **DWEORGS** with empty cages hoot and holler, looking for their next captives to shove into their fighting pit. They attack with man-catchers.
- 5-6 An enormous, strange flower grows out of a tree stump. Spores erupt from it at the slightest touch causing grogginess. Vitality Check: On a 5-, suffer -1 to all Checks for 1 day.
- 7-8 A herd of defensive **GELK** lash out at the PCs for encroaching on their territory on top of a grassy hill.
- 9-10 **SPONGOSAURS** charge out of a mossy tunnel.
- 11-12 Priggle the Looney, a goblin inventor, fires strange metallic pyramids into the clouds out of a cannon, creating bolts of lighting that strike the ground. Priggle cackles with chaotic glee as the lightning blasts trees and causes fires.
- 13-14 Ten boxes of Subterranean Pits and Lairs LLC explosives are soaked from a flash rain storm. Half a dozen **TROGGLES** are trying to dry them out with burning torches.
- 15-16 A bogril junkmonger is headed to Fleabag County, but he's lost one of his best items: *The Sword of Egbright Jack*. Last place he remembered having it was at an abandoned Ettin Den a few miles west of here. He's too tired to go back, but if the PCs bring it back to him, dinner's on him and he'll trade a random Magic item. The Ettin Den is a Random Dungeon filled with ettins.
- 17-18 The PCs find a huge sack in the middle of the road. It looks like there's something moving inside. Turns out it's a giant web sac of baby **GIANT INKPOT SPIDERS** ready to hatch.
- 19-20 A rotten tree suddenly falls and splits open, revealing a group of hungry **CURDLE SNAILS**.
- 21-22 A PC steps on a half-buried chest marked with the Felmog symbol for the Order of the Cloven Tongue. It has five pouches of Ancient Coins. Felmog Outriders are looking for it and will be ruthless against thieves.
- 23-24 The PCs find a shallow pool with a single **SCUMSEER** apparently asleep, or perhaps in a strange trance. The PCs feel compelled to stay with the **SCUMSEER** for the night. Once asleep, the PCs find themselves trapped in a dream (a Random Dungeon) with the hungry **SCUMSEER** who wishes to devour their minds. Escape the dream to defeat the villain.
- 25-26 A lonely **DWEORG** named Urda lumbers down the road and collapses at the PCs' feet with an arrow in her back. She is alive, but **BANDITS** are not far behind.
- 27-28 Thurbad the **ETTIN** hollers from the hills as his clan bangs rocks together. The PCs have trespassed into his kingdom and he is angry!
- 29-30 A gigantic **MUNG**, the size of a house, indiscriminately roams the land, consuming all in its path.
- 31-32 A **WEREWOLF** by the name of Ulgerak the Dire slouches chained to a tree. Anyone who looks into his eyes must make a Mettle Check to resist setting him free.