

How to Survive a Fire Swamp

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The kingdom of Daric is offering a large reward for any cartographer who is able to map a safe path through their Fire Swamp.

Should you make through to the other side of the swamp, you shall receive 5 gold for each hex you map; as well as one of the famous grey horses of Daric, known for their speed (65 ft. instead of 60). Should you fail, you shall rot in the swamp, like so many others before you.

If you accept this task you are given a blank map, a quill, a one ounce bottle of ink, and a waterproof map case.

To start, roll 1d6 for where you enter the swamp. Each time you enter a hex, roll 1d6 twice to determine what hazards are there. Once you determine the hazards, add them to the map, and follow the rules for avoiding the hazards. The hazards are as follows:

1) Fireberries - clusters of red, orange, and yellow glowing berries that burn when touched. They deal $(n) + 2$ damage where (n) equals the number of times they have previously been touched. Perception, Nature, or similar rolls of 14+ will detect them. On a fail they have been touched; take $(n) + 2$ damage.

2) Fireflowers - tiny white flowers that burn when touched. They deal (n) damage where (n) equals the number of times they have previously been touched. Perception Survival, or similar rolls of 16+ will detect them. On a fail they have been touched; take (n) damage.

3) Geysers - scalding hot water. Listen or Perception of 15+ will detect them before they go off. On a fail it goes off. Roll Dexterity or Dodge, on 13+ it's a success, take half of 4d10 scalding water damage, on a failure take 4d10 damage.

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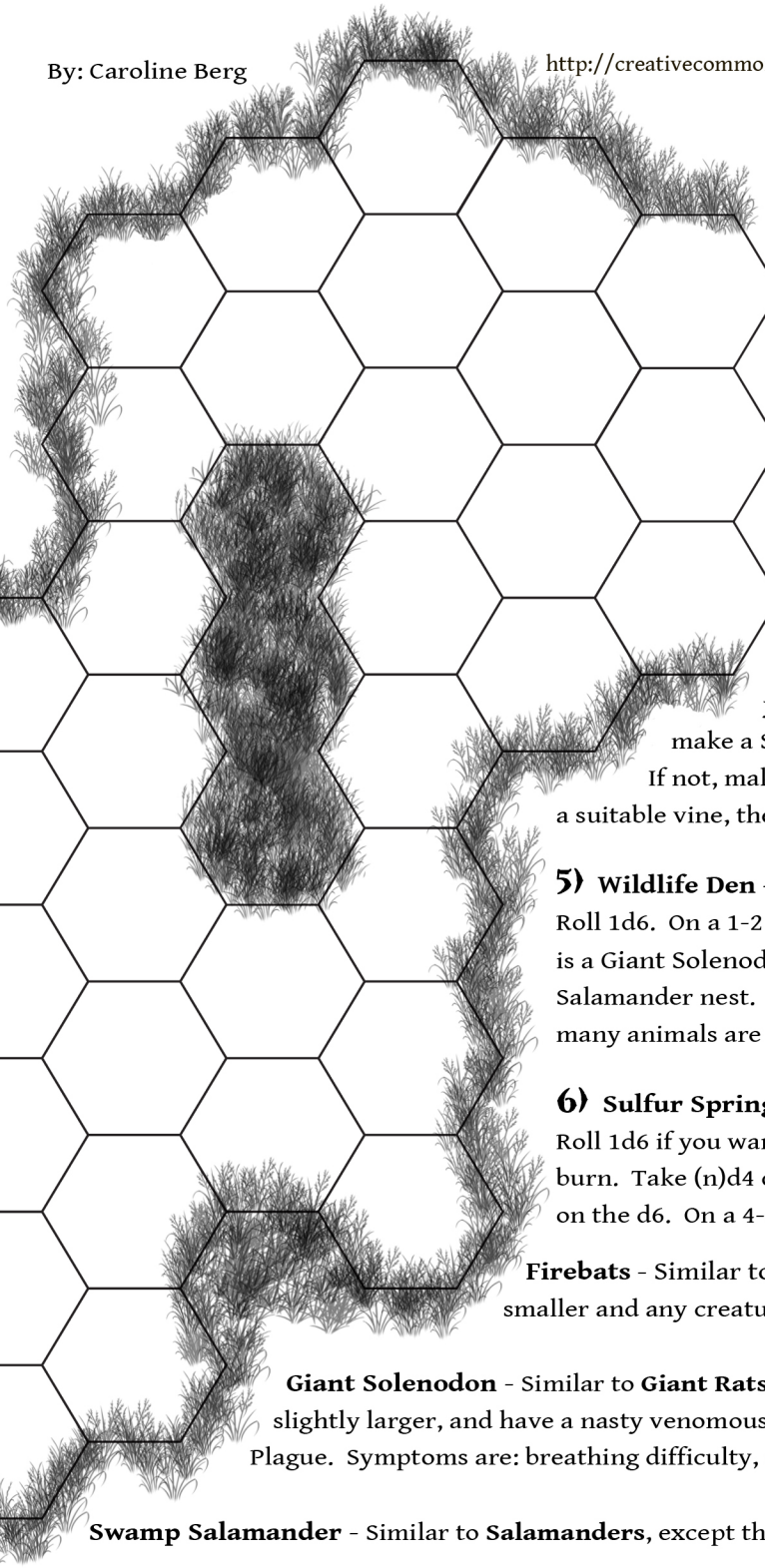
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Exit

Exit

Animal Chart

Firebats - Roll 1d6. On 1-2 there are four, on 3-4 there are five, on 5-6 there are 6.

Giant Solenodon - Roll 1d6. On odds, there is one. On evens, there are two.

Swamp Salamander - Roll 1d6. On evens, there are two. On odds, there are three.

4) Quicksand - hard to spot, very dangerous. Perception or Survival rolls of 17+ allow you to avoid it, else you fall in. If you have rope you can make a Strength roll of 10+ to pull yourself out. If not, make a Nature or similar roll of 16+ to find a suitable vine, then roll Strength to pull yourself out.

5) Wildlife Den - an animal nest which is not empty! Roll 1d6. On a 1-2 it is a firebat nest. On a roll of 3-4 it is a Giant Solenodon nest. On a roll of 5-6 it is a Swamp Salamander nest. Roll on the Animal Chart to see how many animals are present at the nest.

6) Sulfur Springs - these waters can harm or heal. Roll 1d6 if you want to drink. On a 1-3 the waters burn. Take $(n)d4$ damage where (n) equals the number on the d6. On a 4-6 the waters heal. Heal 1d4 wounds.

Firebats - Similar to **Giant Bats**, except they are slightly smaller and any creature within 5 ft. takes 1d6 fire damage.

Giant Solenodon - Similar to **Giant Rats**, except they prefer to be solitary, are slightly larger, and have a nasty venomous bite. The bite gives a disease: Swamp Plague. Symptoms are: breathing difficulty, convulsions, and if untreated paralysis.

Swamp Salamander - Similar to **Salamanders**, except these are outcasts for loving water.