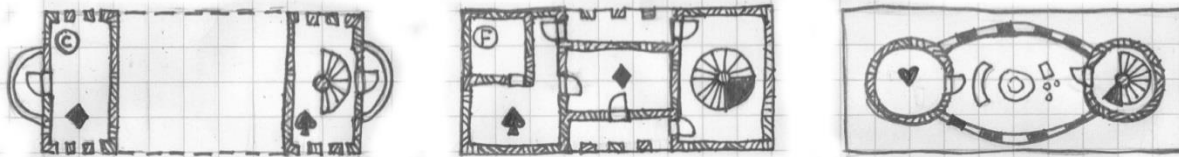
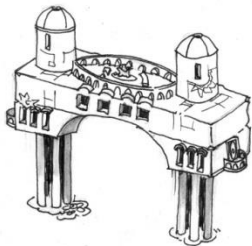
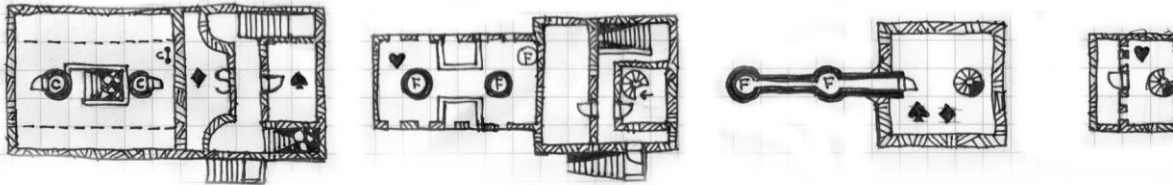
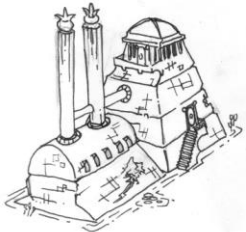
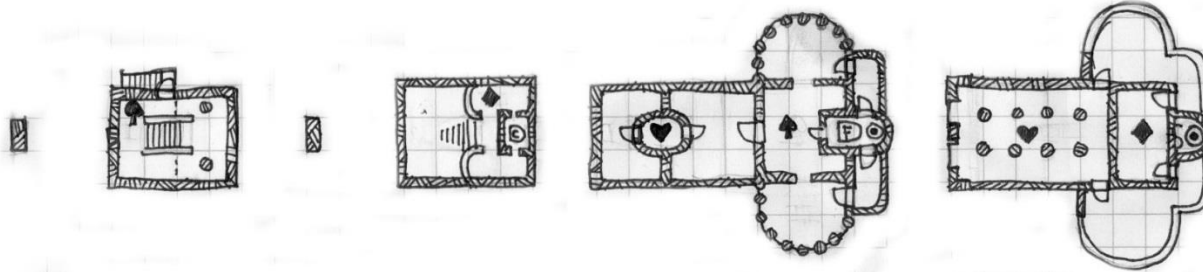
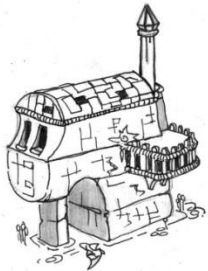
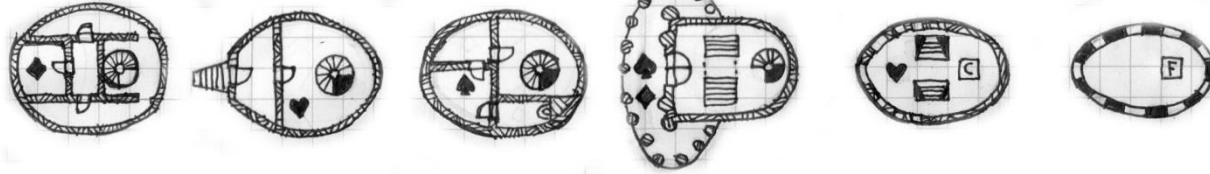


GREEN FLOW MORASS

At the mouth of the great Green Silt River, brews a pestilent mangrove of unnaturally large blue shrimp and grey trees. Every branch dangles with mad-eyed, sickle fanged monkeys - vampires all, tree, shrimp and primate. The marsh is polyandrium to the successor empire, where its borrowed magic passed into history. Rude, resurgent and victorious powers sequestered The Empire's inherited fleet of ancient stone ships, a flotilla much diminished since the Imperial Peace, but still powerful beyond modern conception. Even in those final days, a generation or more gone, soldiers of honor still served the imbecilic Emperor, that scion of a hundred inbred generations. These brave stalwarts were interned with their ships, and perished with them, when, rather than watch the fleet parceled out to the already quarrelling victors, the Imperial sailors planted improvised munitions along their vessels' keels or opened the shuttles to the delta's rich corrosive waters. Three great Leviathans and countless lesser battleships still wait, testament to the power of humanity before its decline. The uncanny bog reclaims the ships at the rate of a foot or more a year, as they settle into the muck and only the upper works of the grand fleet still rise above the foul waters of the marsh where they beckon with the promise of ancient golden grandeur and incomprehensible wizardry.

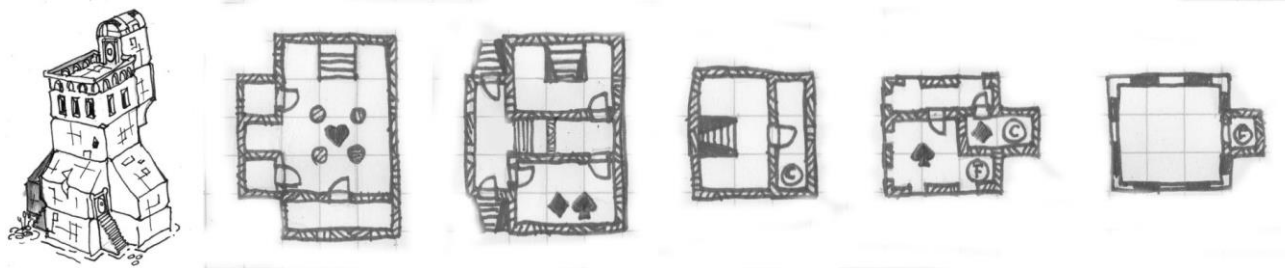


D8	CHAMBERS AMONGST THE ANCIENT HULLS
1.	A Bridge , stone chart tables and triumphant carvings showing the might of the ancient empire.
2.	Gun Deck , stone shot rolls loose, but the sorcerous bombards here are shattered or long plundered.
3.	Magical sigils are engraved in the floor and empty shelves are carved into the walls of this Adept's Work Room .
4.	Stinking mud and silt inundate this room while rotting Vegetation struggles to grow in any available light.
5.	Crew Quarters , long emptied with simple furniture molded from the walls and floor.
6.	Machine Space , filled with banks of brass and stone devices, now crushed into a tangle of brass conduit.
7.	Surgery , with slabs of stone and rusted clumps of scattered instruments.
8.	Officer's Cabin , its once rich furnishings now rotten, defaced or plundered.
9.	Carvings of ascended Emperors and an altar block prove this a Chapel .
10.	Spartan, but packed with broken tables and cabinets this cabin was once a Workroom .
11.	Rotten fibers and piled decaying cloth block much of this former Cordage Locker .
12.	Stores long cleared of grain and fresh water, the stone cisterns and bins here are filled with reeking swamp water.

EXPLORING THE FLEET

The superstructures of the ancient magical fleet loom from the sucking mud and shallow waters of the mangrove. Each vessel has one or more freestanding superstructures that tower from the sunken and mud filled hulls. For each superstructure roll a D4 and add 1, to determine the number of decks that remain above water. The hulls of the ships are molded from a smooth white stone, crazed like old china and patched with pitted limestone blocks. Interiors are often decorated with relief carvings of ancient heroes and animals, faded murals in simple geometric patterns, furniture molded directly from the hull, and jumbles of corroded brass machinery. Oval stone hatches with bent brass furniture set into ornately sculpted frames act as doors, with a 2 in 6 chance of being locked and a 3 in 6 chance of being stuck.

D8	BEASTS AND TERRORS THAT CRAWL AMONGST THE WRECKS (♠ on Map) (D6 For Dry Deck and D6+2 for aquatic)
1.	Treasure Hunters. A band of treasure hunters, their eyes brim with lust for gold and violence. (1D8) <i>Fighters</i> (Lvl 1-4), 80% (1D4) <i>Thieves</i> (Lvl 1-4), 40% (1D2) <i>Magic Users</i> (Lvl 1-6) 20% (1D2) <i>Clerics</i> (Lvl 1-6).
2.	Sanguine Apes (1D10+10). As <i>Goblins</i> (Blood Drinkers: automatically hit each round after successful attack). A troupe of slinking, screaming vampires. Red eyed, red fanged monkeys with grey-green pelts (worth 5 GP each).
3.	Dutiful Dead (1D8). As <i>Wight</i> . At attention in moldered uniforms, the dead defend their vessels, drinking the life of intruders with glowing mouths and eyes.
4.	Figurehead (1). As <i>Gorgon</i> . The spirits of the stone ships are angry. A fierce animal in cracked and chipped stone, that glows with inner fire seeking to drive intruders from the ships.
5.	Lost Souls (3D6). As <i>Ghouls</i> . Ragged and filthy former adventurers, now shanghaied into the fleet's undead crew to hunt among the ships' gangways festooned with rotten equipment, whining and pleading for fresh flesh.
6.	Swamp Ooze (1D4). As <i>Ochre Jelly</i> . Magical emanations from the sundered hulls have drained into the plagued silt of the mangrove and now the swamp itself hunts, clinging to walls and ceilings to drop on the unaware.
7.	Swamp Jaw (1D2). As <i>Mako Shark</i> . Large aquatic torpedoes of scarred brown flesh, stubby fins and row upon row of jagged teeth. They will leap from the shallow water to attack and even briefly pursue wounded prey onto land.
8.	Vampire Jelly (2D10+10). As <i>Stirge</i> (Fully Aquatic) Soft placid horrors with twisting tentacles that rapidly drain blood. Rafts of Jellies are almost invisible from shore with their transparent flesh visible only after it turns a garish red swollen with blood.



D8	SPECIAL ROOMS WITHIN THE WRECKED FLEET (♥ on Map)
1.	Vortex. The shattered cabinets of arcane machines are scattered about this room, and an undulating disc of green energy floats among them. The vortex teleports anything that touches it 1D6 miles in a random direction (including up or down).
2.	Weak Floor. Floor will fall away in a waterfall of tinkling shards under 200lbs or more, dropping all in chamber to the deck below (10' - 30').
3.	Safe. Built into indestructible wall, nothing short of a knock spell or two successful pick lock attempts can coax its rune lock. It contains a <i>Scroll of Ice Storm</i> or 500 GP in ancient coins.
4.	Golgotha. Bones and skulls fill this chamber 3 feet deep, old uniform scraps and equipment scattered amongst them. Disturbing the bones will <i>curse</i> intruders (No XP progression/gain until curse is removed or bones are buried with military pomp)
5.	Font. An alchemical font still drips slowly with golden liquid here and has filled with 1D4 doses of revitalizing serum (heals 1D6 HP).
6.	Vampire Vines. Twinning along the walls and dangling from the ceiling are an array of grey thorny vines. They will lash and wrap any walking among them, draining blood for (1D8HP) on a failed Save v. Petrification.

D8	STRANGE TREASURES (♦ on Map) (Value is 1D6 x 100 GP)
1.	Targeting Oculus. This huge brass machine once aimed bombards, with racks of calculating wheels. Several fine crystal lenses remain intact within its workings.
2.	Medals. In an aged wooden case or the chest of a ragged uniform contain medals of pearl and gold.
3.	Instruments. Wrapped in a sheet of rotten velvet, an engraved silver and gold sextant, spyglass or astrolabe.
4.	Incense Vine. The vines covering this room are laden with spicy smelling pods, which can be refined to produce valuable incense, one of the valuable products of the Green Silt River.
5.	Intact Munitions. A rotted wooden case, filled with shredded paper, and a single unbroken <i>Crystalline Sphere</i> restraining a maelstrom of magical energy. This magical weapon is valuable to sorcerers, but must be handled with care or it will shatter leaking lethal (Save v. Spells) burning magical radiation into a 30' diameter circle.
6.	Armory Chest. Locked stone chest marked with crossed sabers contains 2 suits of boarding armor (<i>Magical Chain Mail</i>) made from stone discs.

