



LOWCOUNTRY CRAWL

A Southern Gothic RPG Zine

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WHERE YOUR MONEY GOES

When you purchased a copy of this zine:

- ◇ **40%** of that went to the lead writer: John Gregory.
- ◇ **40%** went to the publisher: David Schirduan.
- ◇ **20%** goes directly to The Penn Center.

It's because of organizations like the Penn Center that we still have knowledge of these fantastic legends and stories. A word from John:

“Growing up the Lowcountry, I found myself surrounded by nearly 300 years of history. It is easy to get caught up in the “romance” of the South, but the real history is far less rosy and far more complex. The Penn Center has, above all else, worked to preserve, educate, and celebrate the culture and history of the Lowcountry and her inhabitants.”

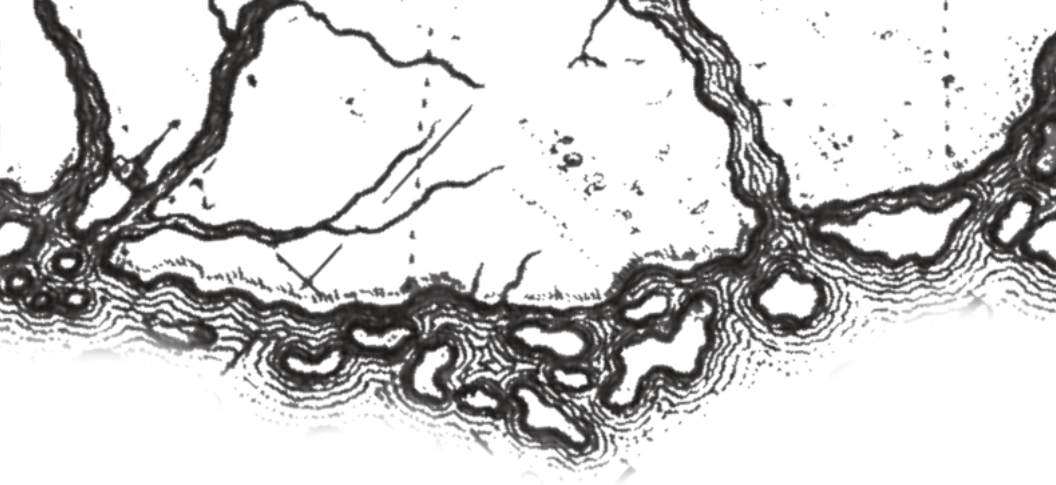
Thank you for helping us support this most excellent organization. To learn more about the Penn Center, visit their website at penncenter.com.

REACH OUT TO US!

This first issue is a proof of concept, a test. 19th century southern US is under explored in games. These legends and peoples should not be forgotten!

If you share a heritage with the residents of this period and place in history, reach out to us! We are a small team making this little zine; and we would welcome any feedback or contributions you might have.

Please contact me at **davidschirduan@gmail.com** if you wish to help us make this zine even more faithful and true to the early 19th century Southern United States.



BARRIER ISLANDS

The Barrier Islands are the dozens of small, shifting islands that hug the Lowcountry coastline.

From little sandbars that come and go with erosion, to larger islands with established vegetation, to islands that only a few fisherman know of and treat like their own little sanctuary. The forces of erosion, habitation, agriculture, and the fishing industry have all contributed to this ever-changing landscape.

When your island-hopping adventurers decide to go off the beaten path, bring their boat down river, or get horribly lost in the marsh, roll a few times on the table below. There is a 2-in-6 chance of the island already being inhabited by sentient folk of one type or another; otherwise, it is uninhabited, exploitable wilderness.

A NOTE ON PLUFF MUD: Nearly any of these marshy islands will be surrounded by a ring of Pluff Mud that exposes itself at Low Tide. This stinky, sucking mud is halfway between quicksand and a tarpit; add to that vast beds of sharp oysters and you have a mobility nightmare. Low Tide can be advantageous, exposing hidden connections between islands or buried secrets. However, movement through the Pluff Mud will slow you down considerably and relieve you of your boots. Whenever you travel through Pluff Mud, fill an inventory slot with Mud that can only be removed with a thorough washing and scraping. All travel speeds are halved when traversing Pluff Mud.

ISLAND GENERATOR

Roll a d20 four times on the chart below and use the results to create an island for your adventure.

| ENVIRONMENT | | SIZE | ADJECTIVE | NOUN | |
|-------------|------------|--------|-----------|-----------|---|
| 1 | Sandbar | Small | Savage | John's | 1 |
| 2 | | | Red | Jenny's | 2 |
| 3 | | | Black | Crane | 3 |
| 4 | | | Timid | Bull | 4 |
| 5 | Marshland | | Old | Snake | 5 |
| 6 | | | Dark | Alligator | 6 |
| 7 | | | Long | Buzzard | 7 |
| 8 | | | Short | Toad | 8 |
| 9 | Rocky | | Saint | Wren | 9 |
| 10 | | Sweet | Helena's | 10 | |
| 11 | | Green | Harold's | 11 | |
| 12 | Forested | Lost | Folly's | 12 | |
| 13 | | Last | Point | 13 | |
| 14 | | Dead | Turtle | 14 | |
| 15 | Structures | Hermit | Palm | 15 | |
| 16 | | Big | End | 16 | |
| 17 | | Little | Crab | 17 | |
| 18 | Other | Crazy | Head | 18 | |
| 19 | | Surly | Man's | 19 | |
| 20 | | Young | Lady's | 20 | |
| | | | | | |



ENVIRONMENTS

SANDBAR: Truly the most common sort of Barrier Island, these islands are more or less just piles of sand and silt that have formed due to current and wave patterns. More often than not, sandbars form at the mouths of various rivers and creeks that meet the ocean and tend to vanish and reappear with the changing of the tides. What might seem like a safe sandy shore to rest upon might be ten feet underwater a few hours later. A large sandbar would be something like a desert island, home to some clinging vegetation and casts of filter feeding crabs.

MARSHLANDS: With Barrier Islands, you generally encounter two types of marshland:, Salt Marshes--the predominant type--and Freshwater Tidal Marshes. Salt Marshes have two zones: a Low Marsh and a High Marsh.

Low Marsh is a biome that is affected by the daily tides and is dominated by a rich morass of Pluff Mud and a thick growth of salt resistant plants, such as cordgrass,etc. The Pluff Mud makes traversal difficult for larger animals, but nurtures a large ecosystem of flora and fauna that feed upon the nutrient-rich mud. Oysters, snails, shrimp and crabs sit at the bottom of the food chain with predatory birds, otters, large fish and turtles making up the upper tier(although occasionally alligators come down river for a snack). In the rivers around marshlands it is not uncommon for sharks, porpoises, manatees, and dolphins to also be present.

High Marsh, on the other hand, is only affected by the bi-monthly Spring Tides that are much higher than daily tides. These areas tend to have high salinity soil and much of its vegetation is stunted or specialized, such as sweetgrass or needlerush. Creatures living in this area tend to be scavengers who obtain most of their food from the low marsh and then retreat to the high marsh at high tide. Raccoons, opossums, nutria, snakes, and coyotes would be common here.

A large enough Marshland Island might have enough height to have swampy areas or even small groves of pine and oak where the tides do not affect their growth.

ROCKY: Although typically not found near Barrier Islands, a rocky island in this case would be comprised of erosion-resistant rock that could withstand the strong ocean currents. More often than not, these islands would simply be jagged outcroppings, more a threat to shipping lanes than adventurers. But perhaps there might be sunken treasure nearby, lizard-people laying traps, or even big dye producing snails worth a few gold a piece. Very large rocky islands are aberrant for this region and might be artificial or volcanic in origin.

FORESTED: These biomes often form on islands with great mass and/or great height, surrounded by a ring of marshland. The interiors tend to be swampy, and may nurture trees able to thrive in the salty soil. Expansive Live Oaks, Tidewater Cypressess, Sweetgums, Yellow Pines, Mangroves, Palms of various sorts, and robust ferns are the most common large plants found here, almost all of them adorned with hanging moss.

The makeup of these islands is often impacted by the needs of nearby civilized peoples; Live Oak is highly valued as a ship building resource and Yellow Pines are prime home construction material. Forested islands might be inhabited by black bears, bobcats, white tailed deer, wild boar, turkey, fox and so forth. In the freshwater lagoons common near these forested islands, alligators often amass in sizable congregations.

STRUCTURES: This island has been cleared of much of its natural environment to make space for human or humanoid habitation. It might be a military base, a plantation, a pirate lair or a whole small urban center. These islands are not always necessarily inhabited as the threat of disease from mosquitoes, regular flooding, hurricanes, and other natural phenomena is ever present. You should expect there to be several docks and possibly small bridges to other nearby islands.

OTHER: This is the space for the weird oddball islands that fantasy might throw at you occasionally. If you roll Other, roll again on the next page or make up something gonzo.



OTHER ISLANDS

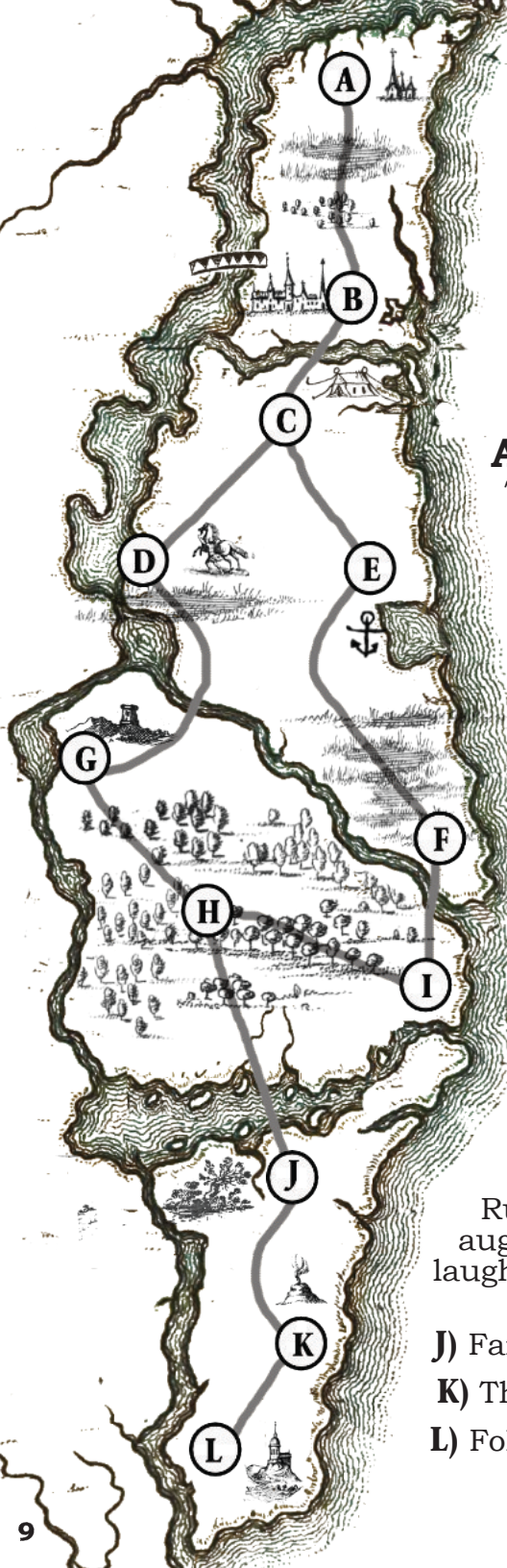
- 1 **Roll on Environment again**, superficially that result, actually a giant turtle. 1-in-6 chance of being a massive stinking corpse.
- 2 **Repeating Island:** Island is caught in a time loop and repeats the same day over and over again. Must break the loop to escape, no time apparently passed outside.
- 3 **Haunted Island:** can't spit without hitting a headstone and waking up a ghoul.
- 4 **Tip of an underwater mountain:** perhaps sea-dwarves have hollowed out the underside.
- 5 **Illusion Island:** You can only step foot on it if you are also an illusion.
- 6 **100-Year Island:** Avalon or some shit, only appears for one night every hundred years.
- 7 **Doll Island:** Weird hermit has covered the island in hundreds of dolls.
- 8 **Animal Island:** This island is dominated by a single out-of-place species. Roll once on a Mutation Chart, all of the dominant animal species possesses that mutation.
- 9 **Prison Island:** This entire island is a prison complex for dangerous criminals who don't know how to swim.
- 10 **Statue Island:** It's all statues. All the way down.
- 11 **Floating Island:** This island is literally floating, an enterprising madman might have put a mast and rudder on it one of these days.
- 12 **Flying Island:** À la Laputa. If it's inhabited, folks are probably just here for a visit. If it isn't, old security drones might be still wandering around.
- 13 **Eyeland:** IT'S NOT AN ISLAND, IT'S A GIANT EYE, REVERSE!
- 14 **Castle Island:** A single tower peeking up from the water, rest is below.
- 15 **Woven Island:** Made out of reeds, trapped air, and maybe a bit of faith, this artificial floating island is half raft, half hamlet. Flammable.
- 16 **Anti-Island:** The reverse of an island, this is actually an extremely deep hole, may occasionally produce a maelstrom.
- 17 **Sargasso Gyre:** Due to weird current patterns, this artificial island is made up of sargasso, shipwrecks, and detritus.
- 18 **Mimic Island:** Looks like beach resort paradise with friendly inhabitants, beautiful sights, and comfortable beds. Inhabitants are always touching the ground in some way. Everything is actually a single, massive mimic, mouths can appear anywhere.
- 19 **Cannibal Island:** Everything living on this island can only survive by eating creatures of the same type. Rations don't work unless they are made of whatever you are made of. The Island itself eats other islands every few score years.
- 20 **Artificial Island:** A perfect metal cube of terribly large proportions with no sign of rust. What's inside? Where's the door?

SIZES

SMALL: Between a few acres and up to a quarter square mile, an Island of this size could be a sandbar so small that it vanishes in the high tide or an area large enough for a small hamlet and a dock. Islands like these are perfect places for buried pirate treasure, lonely hermits, a lagoon of hungry alligators, a village of inbred marsh-dwelling rednecks, an island getaway of rich elite, an isolated lighthouse, etc.

MEDIUM: More than a quarter square mile and less than twenty square miles, with around ten being the standard. These islands are big enough for a reasonably sized town, a large hunting reserve or a plantation. One might also encounter sea-forts, pirate lairs, sea turtle nesting sites, native burial grounds, or hidden lizardman swamp-villages.

LARGE: More than twenty square miles but less than forty. The largest of the Barrier Islands are between 60-70 square miles and should serve as primary setting pieces for a Crawl, so any randomly generated Large Island should be smaller than those. Large Islands of this nature would not be on the main map, usually for good reason; they might be infested with wild creatures, inhabited by dangerous natives, the site of a horrible magical accident, or a secret government facility. They could also simply be places that the recent colonizers have yet to explore.



ST. ERASMUS

One of the few settled islands before you reach true wilderness.

A) The Chapel of Ease

B) The Armory,
The Harbor
The Molted Crab,

ALOYFIN

Those who prefer to live on the edge of civilization have found a home here.

C) AloyFin Sound

D) Saltlick Stables

E) Blackwater Bay

F) Ebalast Marsh

JONHAVER'S

True wilderness.

G) Fort Assumption

H) The Green

I) Land's End Beach

WILDLY'S

Rumors of magically augmented creatures are laughed off by sober men.

J) Far Shore Beach

K) The Idol

L) Folly Point Lighthouse

ISLAND CRAWL

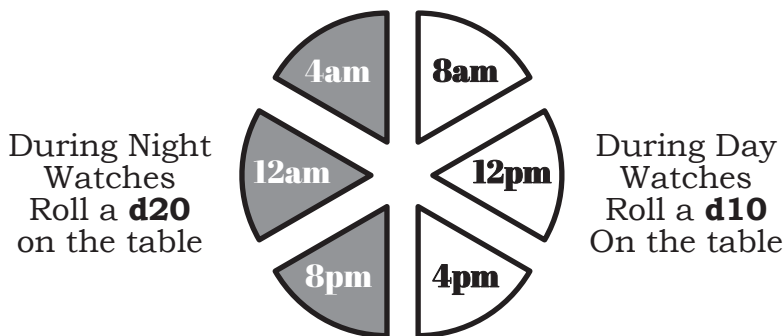
AN ADVENTURE FOR LVLs 1-2

On the opposite page are 4 pre-made Islands. The rest of the zine details their contents, NPCs, quest hooks, strange creatures, and engaging locations. Some simple rules for exploring the Barrier Islands:

☞ Time is measured in 4-hour chunks called "Watches". Three during the day, three at night.

☞ Every trail shown on the map takes 1 Watch to traverse. Leaving the trail or trying for a shortcut takes 1d4 watches.
(For example, trying to go directly from D to E might end up taking longer than expected.)

At the beginning of each Watch, roll on the Encounter Table of your choice (next page):



Then roll a d6 to use the Omen:

1. Don't read the Omen, the encounter happens immediately without warning!
- 2-4. Describe the Omen, give the PCs a round or two to prepare for it.
5. Describe the Omen, give the PCs a chance to disengage or flee before it arrives.
6. Just describe the Omen. No encounter occurs.

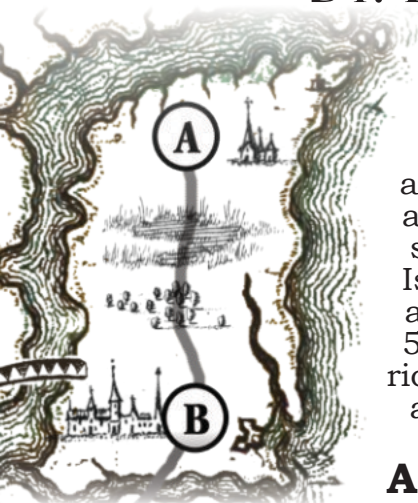
COASTAL ENCOUNTERS

| ENCOUNTER | OMEN |
|---|--|
| 1 Low Tide Merchant (pg. 25) | Salt, Sweat, and Swearing |
| 2 Swarm of Thieving Gulls | Persistent Squawking |
| 3 Bag of Sticking Chaw | Faded yellow wax paper, stink of tobacco and brimstone |
| 4 2d6 Buzzards [1HD] 1-in-6 chance of Buzzard Stone | Rot and filth, a recently picked corpse (unrecognizable), guttural squawks |
| 5 3d6 Wild Boars [1HD] | Squealing and snuffling, freshly turned up earth |
| 6 Giant Man O'War [4HD] | Purple transparent crest in water, thin transparent strands |
| 7 2d10 deer [0HD] and 1 Stag [3HD] | Cloven tracks, buck rubbed trees, bedding circles in grass |
| 8 2d6 Giant Crabs [2HD] | Furious bubbling rising from the water, a faintly sweet smell |
| 9 2d10 Pirates [1HD] and 1 Captain [3 HD] | Gruff sea shanties, peg tracks, smell of grog, nearby ships |
| 10 1 on a d4: Siren [3HD] 2: Manatee [0HD] 3 or 4: Mermaid [2HD] | Fleeting glimpse of a fish tail, faint melodious hum |
| 11 Flotsam (random item as a Giant's Bag) | Dark shape in the reeds, lapping of waves |
| 12 Grey Ooze [3HD] | Dark shape in the reeds, lapping of waves, astringent scent |
| 13 d20 Jellyfish [2HD] | Electric blue glow dotting the water |
| 14 Sea Snake [3HD] | Banded shape moving through water or underbrush, faint rasping sounds |
| 15 Kelpie [4HD] (Disguised as black stallion) | Trotting, smell of fresh hay with hint of meat and salt |
| 16 1 Sahuagin Capt [4HD] 1 Sahuagin Cleric [4HD] 2d6 Sahuagin [2HD] | Salt, fish and gore smell, wet slapping footsteps, guttural grunts |
| 17 Boodaddy | Sweet grassy scent mixed with oyster, tiny footprints |
| 18 Giant Squid [10 HD] | Circular ripples rising from water from multiple places at once |
| 19 Waterspout: 1-in-6 chance of Elemental [10HD] | Sudden tornado winds, huge column of water rising |
| 20 Ghost Ship (3d20 Ghost Pirates [3HD]) | Sudden dense fog, smell of black powder and rotten wood |

INLAND ENCOUNTERS

| | ENCOUNTER | OMEN |
|----|---|---|
| 1 | Buried Oyster Bed (as spike trap) | Bubbles in mud |
| 2 | Low Tide Merchant (pg. 25) | Clinking of metal, squelching of mud |
| 3 | Zombie[1HD] waist deep in mud, with Boots of Mud Tromping | Smell of leather mixed with stagnant mud, low moaning |
| 4 | 1d6 Alligators [2HD] | An unnatural stillness, even the driftwood looks sinister...wait |
| 5 | Swarm of Horseflies [4HD total] | Droning buzz, itching sensation |
| 6 | Raccoon Baculum Necklace | White spines poking through the mud |
| 7 | 3d10 Stirges [1HD] | Leathery flapping, sweet-metal blood scent, a humming buzz |
| 8 | Glory Flowers (dug up as John the Conqueror Root) | Purple trumpet flowers, heart-shaped leaves, sweet scent |
| 9 | 50% Buried Chest (d100gp) 50% chance of 6HD Mimic | Metal and wood above the mud, smell of salt, timber, and rust |
| 10 | Large Alligator [7HD] | A low thrumming growl, smell of rot |
| 11 | Leatherback Turtle [2HD] OR Giant Sea Turtle [4HD] | Scraping of sand, wet muddy slapping |
| 12 | Haint (As any incorporeal undead) | Sudden chill, hair stands on end |
| 13 | Root Doctor (Treat as NPC Magic User) | Faint rattling, muttering language, scent of strange herds |
| 14 | 2d6 Rawheads | Grinding of teeth, smell of wet leather |
| 15 | 1d6 Bloody Bones | A clattering dance, the sweet-metal smell of blood |
| 16 | Boohag (25% of 1d4 coven) | Breath is caught in throats, tightness in the chest, hair feels knotted |
| 17 | Plat-Eye | Flashbacks to childhood nightmares, the growling of dogs |
| 18 | Will O'Wisp [6 HD] | Smell of sulphur, softly glowing light in the distance |
| 19 | Tommy Rawbones | Foul smell of water bloated corpses, red ooze trailed towards shore |
| 20 | The Gray Man | A sudden chill and deep sadness, spike in air pressure, smell of ozone |

ST. ERASMUS



St. Erasmus is one of the few major settled islands you will encounter before reaching the true wilderness. Its tabby architecture and sky-blue shutters are part of the distinct but common structures found in the Barrier Islands. The small port town boasts a permanent population of around 500 souls. The main industries are rice cultivation, fishing industry, and lumber for ship building.

A - THE CHAPEL OF EASE

Originally a place of religious gathering for the Erasmians who could not regularly attend bigger congregations, The Chapel of Ease was consumed in a sudden conflagration some fifty years ago. Although multiple attempts have been made to rebuild, all have met with disaster, leaving only the white tabby walls and the old mausoleum standing. Years of disuse have left the grounds overgrown while the dirt path that passes by is shunned by the locals, preferring to take longer routes when possible. They say that hags hold sabbath in the ruins on moonless nights and the mausoleum is haunted by the spirit of a child who had been interred alive. The rail thin and needle-nosed Doctor Pojo can occasionally be found combing the area for roots and goofer dust for her hoodoo magic. The Haywood Family will pay to have their ancestral mausoleum properly exorcised.

B - THE ARMORY

Just off of the community center, The Armory is a small fortification built of tabby and brick overlaid with yellow stucco. This building hosts a small number of trained soldiers (usually fresh faced officers and disgruntled enlisted veterans on cycle), but is primarily the gathering place for the fifty man local militia. A large brass bell sits in the fortress' courtyard, used to ring out warnings to the village. A single bell calls the militia to arm themselves, two bells are rung to call all villages to the fortification (it can hold all five hundred at a squeeze), and three bells calls for a full evacuation.

In times of peace, The Armory has been known to host banquets by the local elite and more than once a drunken dare has sounded false alarms. The young and arrogant Captain Pascal Haywood is nominally in charge here. He is woefully under qualified but everyone knows that his father and local landowner Atticus Haywood has more than a little influence. Captain Haywood is looking for volunteers to test out an explosive new weapon and clear out a nest of Sahuagin on a nearby reef.

B - THE HARBOR

Here you'll find the only bridge on these islands, connecting them directly to the mainland. Traveling from St. Erasmus to any other location means slogging through the marshes at low tide or taking a boat. A small shrimping fleet operates at this Harbor, working alongside a local market that imports and exports goods. Goods can also be purchased here, depending on what is available. The Bliss Brothers, George and Charlie, own the docks and charge rent for their use. In truth, George is Georgina and Charlie is Charlotte, sisters who are skirting an antiquated law about women and riparian land rights.

The master shipwright, Jack Argo, is looking for quality building material, and he is willing to build a small ship as payment for reports of exotic lumber and other valuable crafting materials.

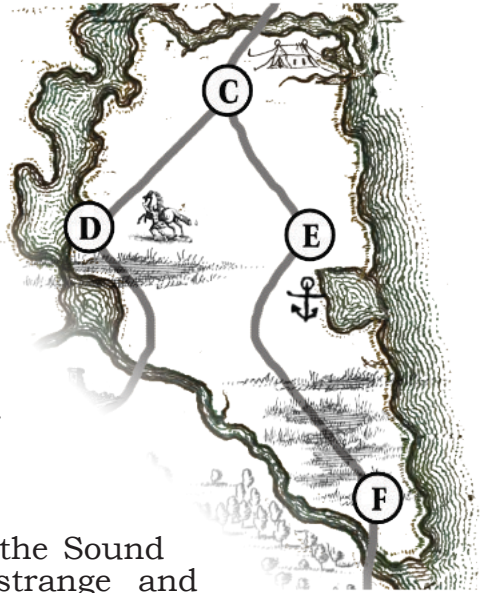
B - THE MOLTED CRAB

The sandy wooden sign shows a pink crab popping out of a blue-green shell and marks the local watering hole. The Molted Crab is frequented by islanders of all kinds, from wealthy sons of the social elite to humble shimpers and farmers--even mysterious Root Doctors and rowdy pirates are welcome to take a seat. Gossip and peach brandy are both on tap at the Molted Crab as well as a variety of other distilled spirits that can handle the heat and humidity. A seasonal favorite served is the fried crab sandwich, where a whole freshly molted crab is fried in butter and placed upon a split loaf. Mr. Wayland Gooding and Mrs. Maybelle Gooding run the Molted Crab; Wayland manages the kitchens while Maybelle runs the front. More than one rowdy patron has felt the sting of Mrs. Maybelle's tongue and strong right hook. Something has been raiding the Goodings' crab-pots and driving up prices, the Goodings are offering a reward for its capture.

ALOYFIN

C - ALOYFIN SOUND

Between AloyFin and St. Erasmus is the self-named AloyFin Sound. The inlet is a meeting ground between the warm ocean currents and the fresh water from the many nearby rivers, creating a diverse and fertile environment. While this makes the Sound an excellent resource for the local fishermen, it also attracts other creatures interested in those resources...



Now lucrative and dangerous, the Sound teems with predators both strange and familiar, including the dreaded Great White and intelligent creatures like Sahuagin and Merfolk. Shifting alliances, contracts, and turf wars are not uncommon as fishing rights are fought over. Three minor diplomats are to meet on a small sandbar in the Sound to discuss a truce. Any one of the three might require assistance to ensure the parley goes favorably or extract them, should it not.

E - BACKWATER BAY

Really more of a sizable cove, Blackwater Bay is the stomping ground of the local pirates. While every crew and every fleet has their own allegiances, Blackwater Bay is as close to neutral ground as one gets. Its name comes from the seemingly black water, the result of shifting silt and pollution caused by pirate activity. Along the coast, something of a “shanty-city” has been established. Each “district” within the city is controlled by one particularly powerful captain and can be identified by their flag. Captain Seymour Foy has been making waves in the Bay, literally. A massive deep-sea kraken has been bound to his ship by both chain and magic, allowing him to set sail without the needed winds. This may upset the balance of power among the crews or, should the creature escape, endanger every every soul in the region.

D - SALTICK STABLES

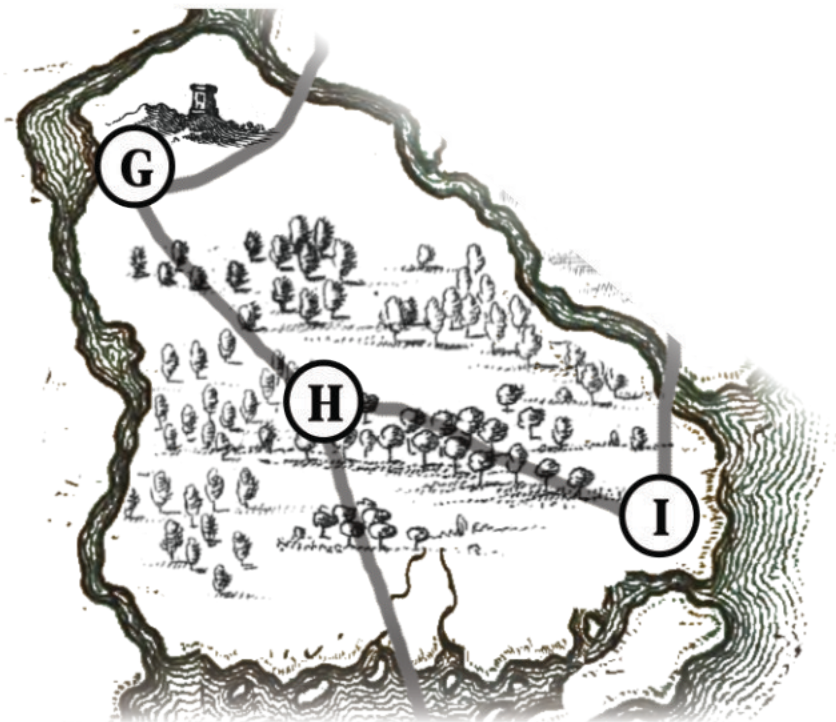
On the northern end of AloyFin, an area of drained wetland has been converted into a sizable pasture for the Saltlick Stables. Bethany Roan is the keeper of the stables along with her children Jon and Zoe. The horses of Saltlick are the famed Marsh Tackys, a stout, intelligent, and sure-footed breed that is made for moving through the mud and marsh without tripping or panic. Without a stop at Saltlick, the average person would find their journey deeper into the marshes of AloyFin to be exceptionally hazardous. The horses, known for their courage, have been strangely skittish as of late. Bethany claims a Root (curse) has been put on them and seeks a rare herbal remedy from the Mangrove swamp. She's offering several of her best mares as a reward.

F - EBALAST MARSH

The vast majority of AloyFin is a massive salt marsh intermixed with numerous small lagoons. Its pristine and biodiverse environment makes it a fertile ground for those seeking to harvest its resources. The marsh does not give up its resources easily as alligators, constrictors, and continuously changing waterways act as natural deterrents to the unprepared. The innermost regions of the Ebalast Marshes have thus far been unexplored due to the thick and dangerous mangrove forest that grows at its center. The marsh has swallowed countless would-be colonizers, as half sunk ruins and numerous skeletons can attest. Mathyus Bluefield is the latest of these and is currently throwing money at a project to drain and tame the marsh. The resulting efforts have roused the anger of a local coven of sea-witches and has awoken a host of ancient dead.



JONHAVER'S



FORT ASSUMPTION

A long decommissioned military installation, Fort Assumption was established to protect the region from foreign invaders and pirates. Eventually, however, the costs to upkeep the fort outweighed the benefits it may have provided. After spending a short life as a plague hospital, it now lays abandoned and gutted on the shore of Jonhaver's Island. The interior of the fort is full of graffiti from the creatures who have passed through, but nothing living seems to call it home for long. The empty cannon batteries and ramparts are said to still be manned by the spirits of those who served there. Colonel Barnaby Gant, a long retired nonagenarian, claims he buried a treasure in the basements of the fortress back in his youth but is unable to face the ghosts of his past to retrieve it.

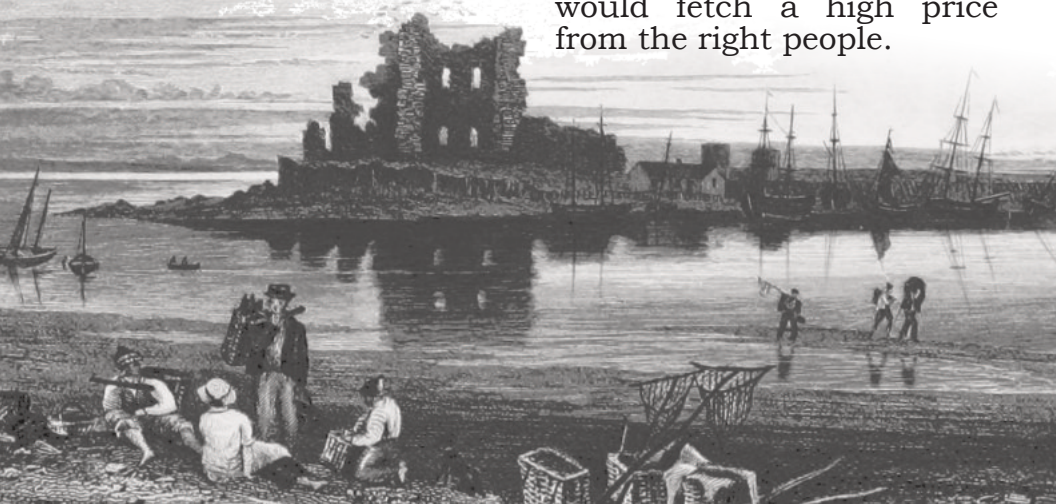
LAND'S END BEACH

This beach sits at the southernmost tip of Jonhavers', facing Wildy's Far Shore Beach. The warm sand dunes of the beach are a common nesting ground for sea turtles and horseshoe crabs. At night the waters are lit by phosphorescent plankton and jellyfish who rise to feed upon them. The small straight between Jonhaver's and Wildly's is deceptively shallow, leading numerous ships to wreck upon the reefs. Spring Tide brings the highest and lowest tides. During the high tide the beach is completely submerged but during the low the small strait (and the many shipwrecks) between Jonhaver's and Wildly's are entirely exposed. The bizarre creatures of Wildly's Island take this chance to escape.

THE GREEN

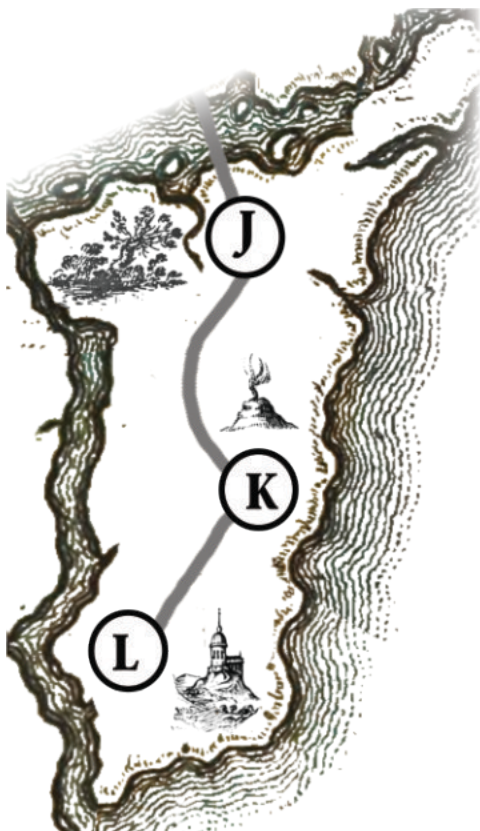
The wilderness of Jonhaver's Island is an especially dense expanse known as The Green. Massive live oaks, slash pines, and magnolias dominate with a hearty undergrowth of ferns and sawgrass. The thick canopy is made even more claustrophobic by uncountable clumps of hanging moss swinging from every tree. Rumor says that within the depths of the Green, crumbled villages and forgotten ruins lie hidden and haunted by dozens of Plat-Eye. It is also the supposed grave site of an infamous Root Doctor. Few are willing to wander the Green unguided and those who do are laden with charms to protect against the forest's myriad inhabitants.

Dr. Buzzard's grave lays in the depths of The Green. It is protected by traps, illusions, and strange beasts, but even a handful of the grave-dirt would fetch a high price from the right people.



WILDLY'S

Given a wide berth by all who know better, Wildly's Island was once a hunting reserve before being bought by a foreign sorcerer. Now it serves a dual purpose as menagerie and massive laboratory. The wild woods of Wildly's Island are filled with exotic and magically augmented creatures. The sorcerer himself has not been heard of in decades, but each night his Lighthouse tower lights its beacon, shining its sickly green beam out across the waters.



J - FAR SHORE BEACH

The sandy shores of Wildly's are studded with cabbage palmetto, loquat, paw-paw, and persimmon. Though their fruit laden branches are inviting, the shoreline is also the favored gathering place of mutant monkeys that inhabit the island. Several hundred strong, the monkeys have organized themselves into several highly territorial troops that are differentiated mostly by the diseases they carry. The most powerful of these tribes at the moment are hepatitis b-infected rhesus macaques, led by a two headed, wagon-sized specimen.

Lukluk is the mandrill leader of a highly intelligent troop of baboons and is willing to negotiate with outsiders for help rising to power on the island.

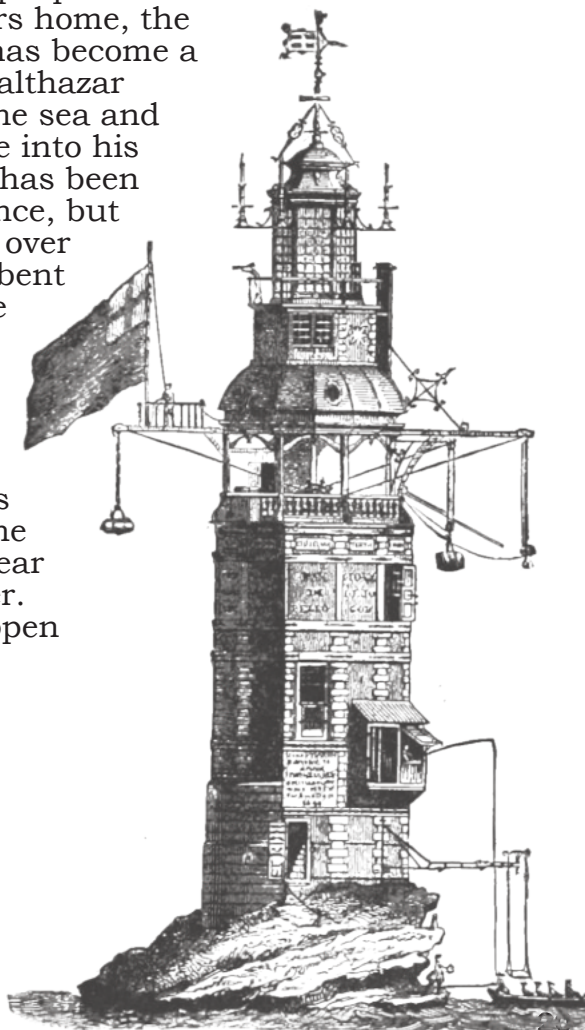
K - THE IDOL

The center of Wildly's Island is a wide clearing taken up by a single massive stone idol; its hideous form a chimeric fusion of a gorilla, lamprey, and spider. The area around it is heaped with fruit in various stages of decay. Everything living on the island avoids this area, but once a week the monkeys of the island will collectively throw fruit and howl at the statue for several hours.

No one seems to know what The Idol is or where it came from, but a recent sea-quake shifted the great statue and revealed a staircase beneath it.

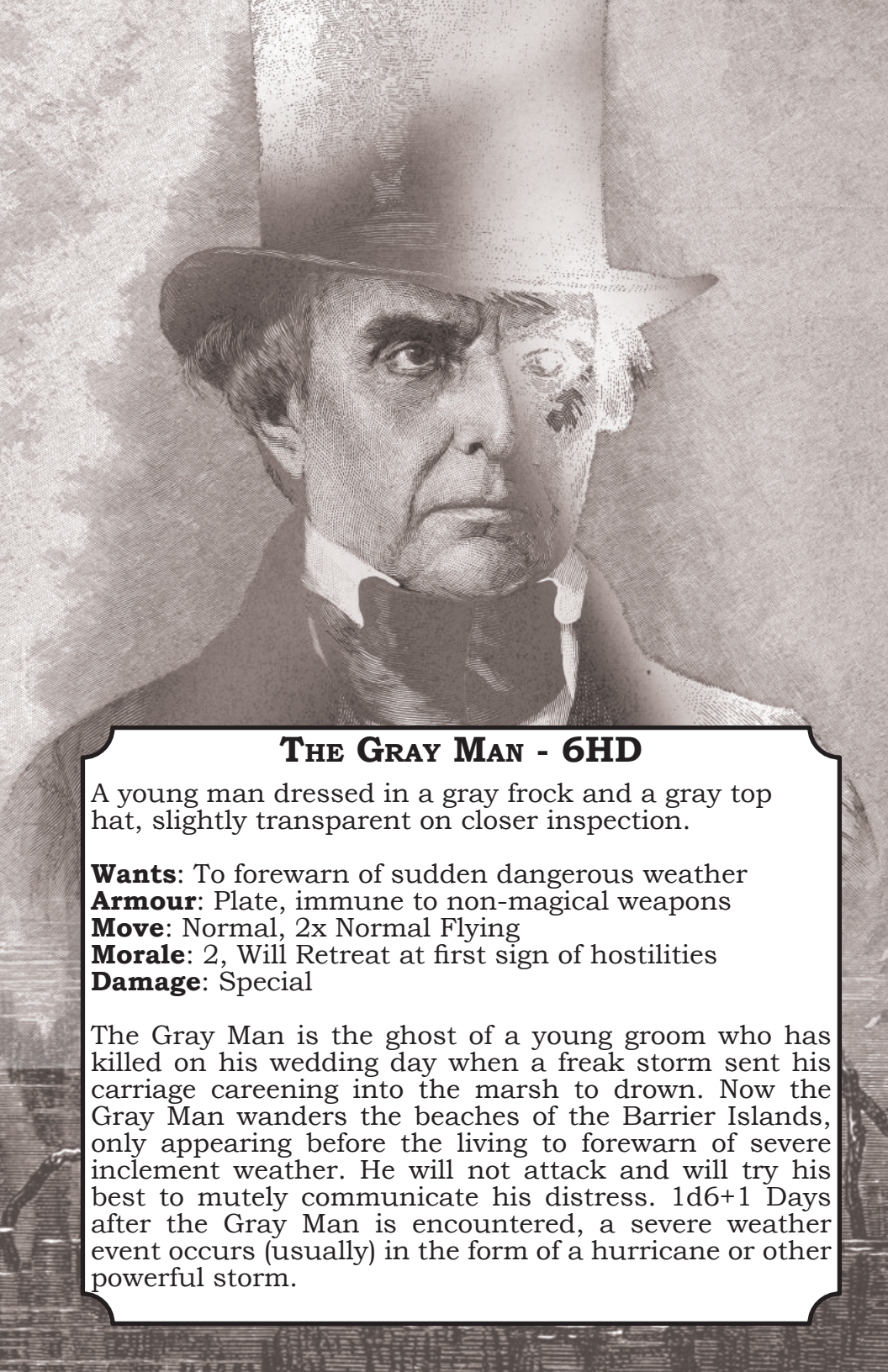
L - FOLLY POINT LIGHTHOUSE

While it once served its purpose of directing wayward sailors home, the Folly Point Lighthouse has become a beacon to be avoided. Balthazar Durivage came across the sea and converted the lighthouse into his laboratory. The interior has been unseen since his residence, but the exterior has warped over time into a twisted and bent tower covered in strange pipes and belching stacks. Anything directly exposed to the beacon mutates hideously under its baleful gaze. Who knows what might lay within the Lighthouse! But every year the Light reaches further. Many fear what will happen when it reaches the other islands.



CREATURES





THE GRAY MAN - 6HD

A young man dressed in a gray frock and a gray top hat, slightly transparent on closer inspection.

Wants: To forewarn of sudden dangerous weather

Armour: Plate, immune to non-magical weapons

Move: Normal, 2x Normal Flying

Morale: 2, Will Retreat at first sign of hostilities

Damage: Special

The Gray Man is the ghost of a young groom who has killed on his wedding day when a freak storm sent his carriage careening into the marsh to drown. Now the Gray Man wanders the beaches of the Barrier Islands, only appearing before the living to forewarn of severe inclement weather. He will not attack and will try his best to mutely communicate his distress. 1d6+1 Days after the Gray Man is encountered, a severe weather event occurs (usually) in the form of a hurricane or other powerful storm.



BOOHAG - 8HD

In the day, a scrawny, crooked, mean tempered old woman; in the night, a bloody red skinless spirit.

Wants: To ride your chest, steal your breath, and haunt your dreams.

Armour: Leather, incorporeal immune to non-magical weapons at night

Damage: Claw (as Dagger)

Move: 1/2 Normal during day, 2x Normal (Fly) at night

Morale: 8

☞ **Steal Breath:** Once per night, Boohag may target a sleeping creature. This creature falls into a deep nightmare and is unable to wake until they are exposed to natural light. During this time, the Boohag will ride wildly upon their chest and suck away their breath, dealing 1d6 CON damage. If a creature dies from this effect, the Boohag increases their HD by 1.

☞ **Spellcasting:** The Boohag often works as a proficient Root Worker and can use Necromancer Spells as a Magic User of half her HD.

☞ **Salt and Sunlight Vulnerability:** When not wearing their skin, Boohags have a fatal weakness to sunlight and Salt (similar to vampire weakness to sunlight and holy water).

PLAT-EYE - 4HD

A shifting shadow with a single plate-sized glowing eye, often takes the form of a large black dog.

Wants: To lead you astray, to protect hidden treasure.

Armour: Chain, immune to non-magical weapons

Move: 2x Normal

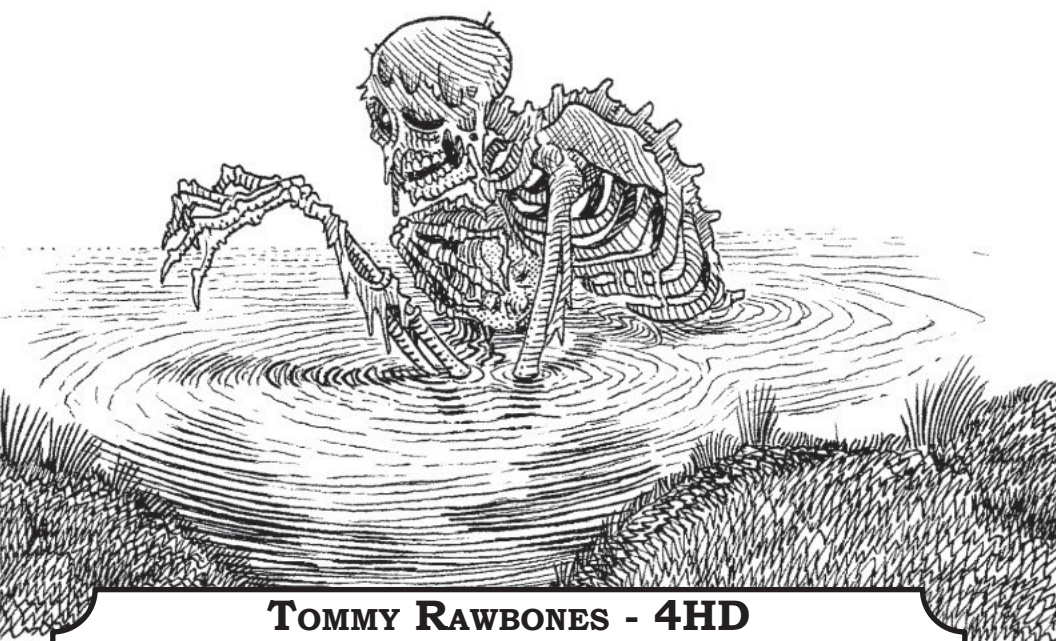
Morale: 12

Damage: As Dagger ignores non-magic armor.

☞ **Terrible Transformation:** The Plat-Eye can turn itself into anything out of nightmare, such a giant maggot riddled dog or a screaming inverted head. This does not change its stats, but with each transformation, it may target one creature who is then affected by Cause Fear as a Spellcaster of Plat-Eye's HD.

☞ **Haunt Bound:** The Plat-Eye is bound to a buried treasure in a manner similar to a Dryad's bond with a tree. The Plat-Eye is unable to move more than 240' beyond their treasure and if forcibly moved it will vanish and reappear at the site of the treasure.





TOMMY RAWBONES - 4HD

A maniacal bloody skeleton with tattered skin hanging from its head and far too many teeth.

Wants: To eat people, especially attracted to liars and children

Armour: As Chain

Move: Normal, Swim Twice Normal

Morale: 8

Damage: Claw/Claw/Bite

Tommy Rawbones is a type of undead that lives in lairs built into the muddy underside of the marsh. When victims come too close to the shoreline where Tommy Rawbones lives, it will leap from the water and attempt to drown its target. It will then take its prize back to its lair to “consume”, leaving only a bloody headless skeleton. Victims of Tommy Rawbones rise as Skeletons the following night and will become Bloody Bones if not buried in consecrated grounds by the following full moon. When brought down to 0 HP, a Tommy Rawbones becomes an inert Bloody Bones and a free Raw Head. Tommy Rawbones’ lair is full of the belongings of its various victims.

BLOODY BONES - 2HD

A blood-soaked headless skeleton.

Wants: To find a head

Armour: As Leather

Move: Normal

Morale: 12

Damage: Claw as Dagger, on a fatal blow it tears the target's head off.

Immortal: When Bloody Bones is brought to 0 HP, it crumbles into a pile. It will regenerate 1d6 rounds later in the presence of blood or moonlight.

Bloody Bones is a near-mindless immortal skeleton that wanders the swamp in search for a head. As it has no head, it spends a lot of its time stumbling into holes, getting buried in Pluff Mud and incoherently bumping into things. When it finds anything vaguely head shaped it will attempt to pry said object away and place it on its shoulders. In most cases this only leads to frustration but when Bloody Bones actually dons a head, it becomes a Tommy Rawbones. As a wandering undead, any treasure it carries is purely incidental.

RAW HEAD - HD 1

A floating head with bloody skin hanging limply from it.

Wants: To find a body

Armour: As Leather

Move: Normal/Flying

Morale: 12

Damage: Bite as Dagger



LOW TIDE MERCHANT

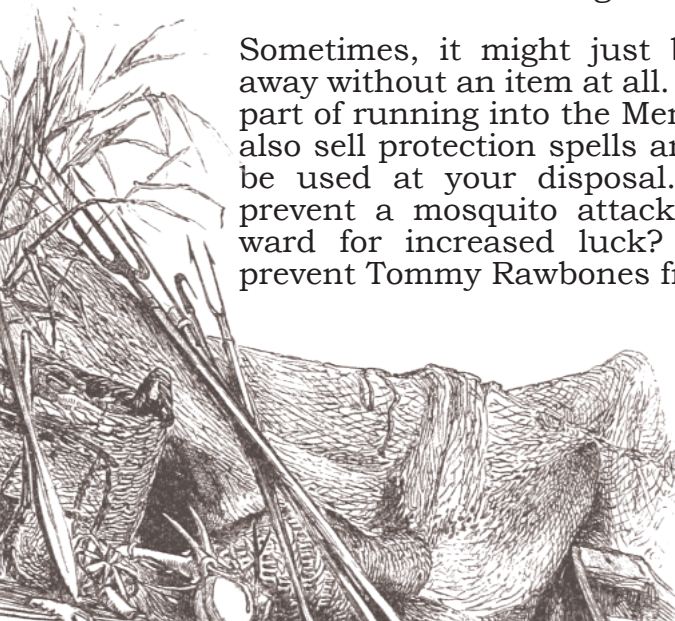
Written by our consultant, Akelah

The Low Tide Merchant only wanders when the tide is low. They travel throughout the Low Country peddling their wares to adventurers and lowly souls in need. On land, sea and everywhere in between – if it's something you need, the Low Tide Merchant can see to it that you get it, even when you least expect it. Some say that the Merchant is a Sahuagin that wandered onto land while others say that it's a warlock that just likes to interact with people. No one knows who or what the Merchant is, but anyone who interacts with the Merchant can say that they have helped – or hindered – them in some way.

Stored away in his magical burlap sack, nobody knows how the Merchant gets his wares, but the Merchant has almost anything you need available for purchase. Boodaddies, salt, Boots of Tromping Mud, Sticking Chaw, medicinal herbs, weapons – anything and everything that you might need on your adventure is available in their endlessly portable shop. While the Merchant does have nearly everything you'd need for an adventure, it's not always cheap. Certain items are, of course, going to be worth more money and while you have the option to pay for it normally, you can always offer an exchange – going on a mission for the Merchant or making a trade.

Sometimes, it might just be better to walk away without an item at all. Some say the best part of running into the Merchant is that they also sell protection spells and wards that can be used at your disposal. Need a spell to prevent a mosquito attack? Need a passive ward for increased luck? Need a ward to prevent Tommy Rawbones from spawning?

All available at the Merchant's shop. However, be wary: not all spells are entirely accurate (must roll for accuracy of the spell).



WARES OF THE LOW TIDE MERCHANT

Roll a 2d6 + CHA when you encounter the merchant.
You can purchase any item numbered below your roll.

| | ITEM | COST |
|----|--|-----------------|
| 1 | Fishing Net | 1 |
| 2 | Bug Repellent Torches | 5 |
| | Boar Meat | 3 |
| 3 | Siren's Tongue - can be powdered to resist charm effects | 15 |
| 4 | Island Map - missing 4 random locations) | 10 |
| 5 | Ghost Flintlock - one shot, kills anyone, but they return to haunt their killer | 25 |
| 6 | Tame Loggerhead - follows 1 word cmds | 13 |
| 7 | Rawhead in a Bag - will escape soon | 25 |
| 8 | RibKnife - as a knife, damages spirits | 6 |
| 9 | Jellyfish Oil - strong irritant | 9 |
| 10 | Magic Item of your Choice | 50 per syllable |
| 11 | Grey Man's Cravat - summon Him | 146 |
| 12 | Key to The Armory | 250 |
| 13 | Map to Buried Treasure - 100% guarded | 100 |
| 14 | Invitation to Folly Point Laboratory - made out to someone else. | 57 |
| 15 | Sleeping Death Powder - when ingested make a CON save. If successful, cures any one injury or disease. Otherwise, die. | 99 |

*Alternatively use this as a 20 loot drop table,
any roll over 15 is that much gold x 10.*



MAGIC ITEMS

1 - Boodaddy: A crude doll made of sweetgrass and pluff mud which is then incubated in an oyster for a month. The Boodaddy is proof against various Low Country creatures and provides a +1 bonus to attacks or saves made against these creatures. A Boodaddy hung over your head will completely dissuade Boohags from attempting to steal your breath and Haunts from entering a house. Once a month, on the night of a Full Moon, the Boodaddy will animate and journey to the river to drink oyster nectar and regain its power. A Boodaddy will become inert if it is unable to make this journey due to distance or obstacle.

2 - Buzzard Stone: Take an egg from a buzzard and poke a hole into the shell. Return the egg to the buzzard's nest without their notice. After the other eggs hatch and this egg does not, the buzzard will use a stone to try to open the egg. This stone, after being discarded by the buzzard, is a highly versatile charm. The holder of a Buzzard Stone may choose to use it as a charm against all evil, acting as an all-purpose anathema similar to silver, garlic, and a holy symbol wrapped in one.

Conversely, the holder may use the Buzzard stone to become invisible during the night. Either effect only works once for a 12 hour period.

3 - Boots of Mud Tromping: These thick, sturdy galoshes allow one to move through marshes, swamps, pluff mud, and similar environments as though one were walking down a well-tended road.

4 - Raccoon Baculum: The specially prepared phallic bone of the common Raccoon is actually one of the most reliable love charms out there. Wearing a Raccoon Baculum will give the wearer a +1 bonus to any Charm effects, but openly displaying it might evoke disgust. A target that willingly accepts the bone from the current owner is affected as though by a Philter of Love.

5 - John the Conqueror: An all purpose magical herb, any magic involved in attracting or repelling is empowered the John the Conqueror. On its own, John the Conqueror allows its user to "get lucky." Any sexual congress while chewing the root will result in conception.

The root can also be chewed to allow the user to add their level or HD to any single roll that is otherwise entirely determined by luck.

6 - Sticking Chaw: This chewing tobacco is black as tar and stinks of sulphur. Partaking of this chaw is likely horrible for your teeth, but lets you spit a wad of the horrible gunk with the range of a longbow. Targets struck by the chaw must Save or be held fast as a Web spell until the gunk is scraped off.



LOWCOUNTRY CRAWL

Issue 1: Barrier Islands

If you grew up in these lands, it's likely that you've never seen a living specimen, but you've most certainly heard one. No, not one--thousands. Their constant hum throbs in your ears as you walk below gnarled oak branches laden with the curls of gray moss. It's like a voice was given to the heat. The song of the cicadas is a chorus that boils the blood and maddens the mind, leaving your body both quiet and buzzing, hollow like the crisp golden shells that the bugs leave on the azalea leaves and on the sides of houses painted in pastels.

It's impossible to think that magic doesn't exist in a place like this. A place where the calling of insects is enough to mesmerize. This place is the Lowcountry.

LOWCOUNTRY CRAWL is a collection of tables, house rules, monsters, and other resources acting together as a toolbox for generating a deep coastal South-inspired atmosphere for your game. In this inaugural Zine we will be exploring the Barrier Islands.

IN THIS ISSUE

- ◇ **BARRIER ISLAND GENERATOR** - Create a variety of Barrier Islands for your players to explore.
- ◇ **ISLAND CRAWL ADVENTURE** for levels 1-2.
 - Over a dozen fleshed out locations spread across 4 different islands.
 - Streamlined travel and time tracking rules.
 - 40 Random encounters, each with an Omen to hint at what will happen.
 - Packed with new items and creatures.