

FREEDOM BEYOND THE BAYOU

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The Great Unknown

A thick fog blocks the way. A dilapidated bell tower lies nearby, perhaps it can open the way?

The bell can be struck to clear the fog. Each time it is, 2d6 humanoid swamp monsters begin to surround the bell tower. The bell must be struck three times to clear the fog.

The river slowly turns into a tar pit. Getting through is difficult, but even more so when large killer mosquitoes arrive. The swarm is endless so getting through the tar quickly is crucial.

1d4 mosquitoes will appear at first and then be followed by 1d2 after.

A strange gluttonous being lives in this dilapidated raised house. He is willing to give powerful tools to aid those trying to escape in exchange for something, tasty. A juicy piece of willpower should be enough.

You wake up in a humid and muddy place. The sky is pale and you are tired. Are you dead? The only way out you can see is a mucky river that pushes down this bayou. You see many others here. Most of them seem lifeless and distant; this place has taken a toll on their souls. Crude rafts idle nearby and sailing them down is the only way to escape this place.

The bayou is a one of the places the dead may go, especially those with a heavy burden. But it doesn't mean it is the end, for what lies beyond the great unknown offers something the weary souls of this place desire most--a second chance. Some take the voyage and fail, ending up back at the beginning with no willpower left to try again. Others never leave. What will you do?

A river demon, called Pratchet, waits by a lone crooked tree. He is disguised as a gentleman and attempts to convince those trying to leave to turn back. If they do not fall for his beguiling offers, he transforms into his true form and attacks.

If the catfish was freed, he will help attack Pratchet; the one who imprisoned him.

Those who make it to the riverboat are tempted to gamble away willpower, hoping to win something useful to help them escape.

There are many colorful characters to gamble with as well as a unusual slot machine. Willpower can be paid to play it and a 1d6 determines the outcome.

1. A magical banjo.
2. A golden talking frog.
3. A broken fishing pole.
4. A flower with healing properties.
5. A double-barrel shotgun.
6. A jar of swamp water.

A metal net blocks the river. If someone tries to remove it, two massive gators appear and attack.

A monstrous catfish is chained here. He asks to be freed saying he was trapped by a wretched being. He wishes to swim up the river again. If freed, he simply swims away, ominously saying that the hunt begins.

No way back! Willpower is the only thing keeping people from falling to despair. A person who first enters the bayou has 20 willpower.

Backtracking the river or getting severely hurt will cause a loss of willpower.