

Snakeden Swamp

Snakeden Swamp is the name given to part of a vast expanse of tropical swamplands that encircles the central highlands of Lizard Isle, one of the huge islands surrounding the Deeping Portal sea off southern Alarius. Nibirum's equator runs through southern Lizard Isle, and this region lies some seven degrees or so north of that line. The area mapped has scattered old ruins over the central part especially, many of them stone-built. Whether they once formed a gigantic city, or numerous smaller settlements, perhaps as an extended city-state, is unknown to the present inhabitants, none of whom now recalls who built the structures, when or why.

Among the jungly swamps of the lowlands live several groups of Lizardfolk, who have various affiliations, although those of Snakeden Hollow, where the most extensive, still partly intact, ruins lie, are generally the larger and more dominant in this region. Other creatures are here as well, together with many tropical swamp animals such as frogs, snakes and crocodiles. The Emerald Hills to the southwest have a somewhat drier climate, with less jungle foliage and more cedar trees, along with some deciduous trees and shrubs in a few places. Even here, some of the vales can be swampy, and there are many small streams and ponds strewn all across the map, beyond those illustrated. The most significant watercourse is the Reed River, which rises in the central highlands, and runs eastwards to the sea across the swamp. Some streams simply vanish into the swamp at times, while others start there among the deadly mires and quicksands, many of which places are well-concealed, even to locals familiar with the area.

Locations noted on the map were randomly-placed, their nature and contents determined from table entries in Raging Swan Press's "Dread Thingonomicon" and "Dread Laironomicon", with items added from Atelier Clandestin's "Sandbox Generator" and its supplements. Details for these sites are given below in alphabetical order.

Labelled Place Notes

Ashmar: Heavily overgrown ruins of a stone-built settlement are hidden away here, some still with intact doors and windows, sufficient to readily conceal ambushers, despite its overall abandoned state. Stingbats, some from the nearby Stingbat Citadel to the northwest, lurk here in the ruins and vegetation (blood-sucking flying creatures from the Shadowdark RPG, which are similar to D&D's Stirges), and a small group of Lizardfolk haunt the area as well, making use of the more substantial ruins at times, instead of constructing separate homes and shelters.

Blinding Spring: On the northern edge of a spur extending from the Emerald Hills, where the rockier uplands descend into the swamp, an orange-coloured spring rises between two large rocks, flowing away southeast into the spur's hills, where it vanishes underground again. Withered, dead plants and trees line the banks of this narrow stream, and around the spring, together with scattered animal bones. The water is highly caustic, burning and blistering any skin in contact with it, liable to kill those drinking it quickly. Oddly, it has no warning scent, nor any other indication of its nature, apart from its discolouring the mud and stones it touches.

Bulloop: At the southern end of the Roughlands in the northwestern map corner is this small Frogfolk settlement of low, mud-hut-like dwellings. While generally peaceable, the swamplands around their village contain a number of stakes with skulls on them. These skulls are a mixture of local humanoids and larger swamp animals, some fixed to look especially imposing (such as crocodile skulls). The Frogfolk maintain a supposedly cordial rivalry with the Toadfolk at Giant's Seat, a few miles to the west.

Chiming Grove: One of the more significant jungle areas in the northwestern swamps, many of the trees have windchimes hanging from their branches made from bleached and cracked bones threaded together, which clack and jangle in even a slight breeze. Possibly these are meant as a warning, since the Grove also hosts a group of Lizardfolk Zombies. If there is a controlling necromancer here, none of the locals are aware of one.

Dancing Pools: In the northwestern map corner, deep in the swamps, a large ring of 56 standing stones surrounds three, deep, spring-fed, pools that have no outlets (beyond seeping into the surrounding swampland). The ring is not completely circular, although it is roughly 300 feet (90 metres) in diameter. The stones are between 10 and 12 ft tall each (3 to 5 m), and are set at approximately 15 ft intervals (4.5 m) along the circumference. Their spacing is uneven, however, with none seeming to mark any significant directions as judged from the probable centre. In addition, some of the stones lie partly-submerged in the swamp. Many

have had stylised animal images lightly inscribed on their sides at some distant time (judging by their obviously heavily-weathered appearances), which seem to be of typical local non-humanoid creatures. A few of those stones still fully upright have larger inscribed designs on their tops that are not visible from ground level. These hidden designs are of a more sinister character altogether. Local tales speak of mysterious druidic folk who come to the Pools occasionally to hold wild, orgiastic rites. At other times, crocodiles are known to frequent the Pools, often in concealment.

Deadman's Rest: Some miles northeast of Snakeden Hollow, a couple of swamp-choked streams collect in a small grove of sickly-looking, stunted, willow-like jungle trees, within which are a number of pools. A pack of Will-O'-Wisps haunts the area, living in the pools much of the time. The area also attracts Shambling Mounds from time to time, who sometimes seem to be trying to clear away the more decayed parts of the trees, as if trying to aid them, before the Will-O'-Wisps drive them away again.

Dolmen Ponds: Marking the northeast map corner, several streams from the swamp feed into a number of variably-sized pools, which are either about a foot deep at most, 30 centimetres, or up to four feet deep (1.2 m). All seem superficially similar at first glance. One pool though shows clear signs of having been excavated into the mud, or enlarged, by something with large claws. This pool continually fills to the local maximum depth, before its waters recede to the minimum. The cycle takes about half an hour each time. Crocodiles lurk here as well, sometimes basking on the swamp surface, sometimes hidden in the pools. An ancient dolmen - three standing stone slabs supporting a horizontal, flat, capstone, like a huge, crude table - is nearby, just to the north-northwest of the main concentration of pools, as if to mark the spot.

Dunholm: Hidden away in the Emerald Hills west of Pluck's Gorge, is a village-sized series of structures cut directly into the higher cliffside, each of roughly small-house proportions, many of which connect internally with one another. Others link together by stairs cut into the outer cliffs, and there was once a more substantial, if still precarious, stone stairway leading up from the valley to the settlement. This, however, collapsed long ago, leaving no access now, other than by a very difficult climb, or flying. Abandoned by whoever once built it and lived here, the place now is home to only a pack of Giant Rats.

Elfin Hall: A partly-ruined tower, half-hidden by the swampy jungle until close-by, near the map's east-central edge, this is moderately intact, including even a closed, though unlocked, stout outer door. The crest above this doorway is damaged and marred, probably deliberately. Inside, there are some items of furniture and cupboards in various rooms of the three above-ground floors, and the underground cellar, together with some curiously neat piles of rubble and dust where the age-damage is greater. The tower is relentlessly tidied and maintained in as near its present state as possible by a permanent, magical, Unseen Servant. Its magic is slowly fading, however, and it is no longer able to maintain the Hall as fully intact as it once was. Its actions may seem like those of a ghost or poltergeist to first-time visitors. Concealed within is a magical, heavy, steel Dwarfen warhammer, inscribed with a symbol of the local Dwarf war god. In another hidden place is an old pouch holding six gold and four silver coins, all of which appear to have been struck in a distant, possibly magical, or legendary, realm.

Emerald Hills: These uplands may take their name from the gemstone mines about 15 miles south of this map (25 kilometres), or simply from the greenery over them, and the swamp at their base.

Enchanted Ruins: Some way northwest of Snakeden Hollow are these stone-built ruins, once perhaps a small settlement, or an extended villa of some form. The walls that survive fairly complete show carved symbols of a magical, or certainly esoteric, nature, all entwined with one another wherever they occur. It is unclear if they, or their combined forms, are significant, or were merely done for artistic effect. Elsewhere among the dressed stones and segments of wall that have partly sunk into the mire, are water-worn carvings whose significance is, if anything, still more obscure, thanks to their eroded appearance.

Exhash: Amongst some ruins and rubble suggestive of a, perhaps small, stone-built settlement, southwest of Snakeden Hollow, Signland and Swordwall, is a larger-than-life-sized, fallen, winged Lizardfolk statue. It was well-made in its time, but is badly smashed now, with the arms and head missing, and little of the remainder fully intact. It once stood on a tall, square-plan, stone plinth, which remains undamaged in an open, once-paved, space. A hidden compartment in the plinth contains a small, black onyx, sacrificial dagger, and a silver circlet designed for a Lizardfolk skull, inscribed with an ancient holy symbol that some Lizardfolk from the area hereabouts may recall. As the plinth's compartment is opened for the first time, there is a momentary drop in the temperature that all nearby will feel.

Flower Meadow: This strange place, north of the sickly growths by Deadman's Rest and east of Green Arrows, is a region of swampland covered by a blanket of bright, colourful wildflowers. They bloom here in profusion year-round. The area is surrounded by odd, low, narrow, tendril-like, spiral patterns of black-earth raised banks, which form disturbingly demonic patterns, if examined for even brief periods, and which seem to change subtly during just a glance away. Who made these, and how they stay free from the lush vegetation all around, is unknown. An elaborately-carved, tall, stone archway seems to lead a cleared path through the spirals on the southern side, directly into the Flower Meadow itself. However, the entire region covered by the flowers conceals a large area of deadly quicksand. There are also remnants of stone ruins nearby, mostly south of the archway. Both arch and some of these ruins have spiral designs carved into them, not dissimilar to the black-earth tendrils, except these seem to remain fixed in shape, given they are carved in stone.

Giant's Seat: One of the features clustered in the map's northwest corner, this is probably the most obvious from a distance, a large, rocky, stepped, isolated hill, covered only with lower-growing vegetation. To its northwest is a 30 ft tall (9 m) stone obelisk, which is covered with many symbols too weather-worn to identify, and which leans towards the hill as it sinks slowly into the swamp, looking as if it is pointing towards the tor. The obelisk is said to mark the site of the Giant's grave, who died of exertion dragging a great store of golden loot back to his lair under the hill. Or at least, that's the tale told by the Toadfolk who live in the village set within a vast Giant Snail's shell a short way southwest of the hill. They have an ongoing rivalry with the Frogfolk of Bulloop a few miles east of Giant's Seat.

Glen of No Hope: Last outliers northeast from the Emerald Hills, a trio of notably steep hills here surround an isolated, hard to reach valley, known locally as the Mire of Hopelessness, as the entire valley bottom is a deep, deadly quicksand morass, over which is a deceptive, fresh-green veneer of low vegetation. On the higher southeastern slopes of the more northerly hill is a cave entrance, in which caves live a tribe of former Lizardfolk, long since transformed into Mushroom People by the malign mutation vapours that emanate from the Mire below, and which have seeped into the rocks and caverns through the ages. These People now shun sunlight, and never venture into the open in daytime.

Green Arrows: A couple of miles west of Flower Meadow, the swamps are broken by large amounts of rocky rubble, strewn among which is much windblown debris, together with significant numbers of animal bones. Some of these bones are unusually large - larger than those of most current swamp creatures - and a few are from humanoids. The rockier ground and debris here has encouraged more jungle growth than commonly occurs over the nearby wetlands. One of these trees has three empty rope nooses hanging from its branches, with a cap made from swamp-bird feathers lying on the ground nearby. These are in reasonably good condition, as if left here not long ago. Further off in the rubbly terrain is a substantial scatter of small green arrows, none of which seem to have struck anything. The locals tend to avoid the spot as unlucky, and will not remove anything found here.

Hotwater Farm: One of the northern hillsides in the Emerald Hills between Blinding Spring and Sparkwell still shows evidence of some attempts at agriculture, albeit now gone to seed and overgrown. On a low, partly natural, platform are the equally overgrown remains of a small, wooden farmhouse, near which is a natural hot spring and pool. There is a stand of trees around part of this area where a small Lizardfolk settlement has been established, folk who take advantage of the hot spring for bathing and relaxation.

Hydra Shrine: Largely concealed by jungle vegetation in the map's northwest corner, this is an old, stone shrine, now quite abandoned, it seems. Its decoration shows that one or more serpent-bodied hydras were the focus of its rites. The large stone altar inside the building is the only surviving furniture. Its significance to the current hydra cult at Snakeden Hollow cannot be established here. However, there is no sign of any humanoid activity nearby in a very long time.

Lost Gardens: East of Snakeden Hollow, a great tract of land a couple of miles across has a low, earthen bank around it. Within this area grow many large to gigantic-sized flowers, varieties that are seen nowhere else in the swamps and jungles nearby, together with many similarly different kinds of bushes and shrubs, all distributed in a way that makes the area seem it was once an enormous garden. Much has become overgrown with more local kinds of vegetation over time, and the mapped stream that runs through the eastern part has worn away and enlarged its former narrower channel, where deliberate cuts had been made through the outer bank for it. A few ruined structures remain inside the Gardens (such as low-walled terraces and gazebos), with some more substantial stone ruins on and outside its near-central southern edge. Among

these ruins inside and out the area, remains of old metal gardening tools may be found sometimes. Near the centre of the Garden zone, on a low stone plinth, is a large, ornate, crystal hourglass, containing multicoloured sand that takes exactly one hour to drain from one chamber to the other, when inverted. The hourglass is in perfect condition, despite being exposed to the elements, and the ruin and overgrowth elsewhere all around it.

The Lychway: Tucked away in the Emerald Hills by the southwestern map corner is this old, straight, east-west trackway, sunken in the valley bottom, as if it had been heavily used over a very long period. Its western end vanishes into an extensive zone of tumbled stones, although whether these are simply boulders from the surrounding hillsides, or very ancient, worn-down, ruins, cannot be told. A waterfall drops into a plunge-pool by the northern edge of this rubbly area, flowing away in a stream north of the trackway, cutting across only the track's east end, abruptly terminating the route. Local legend has it that The Lychway is here because of the tread of a ghostly army that a lich once led along it to battle his arch-rival. It is said that on the winter solstice night every year, the long-slain lich can be seen still leading out his undying host along the route.

Mire Shrine: Between the hills around the Glen of No Hope and the jungle surrounding Spirit Lake is an area of swamp dotted with patches of ash-smelling, grey flowers that insects and animals avoid. An old stone shrine, now ruined and overgrown, sinks slowly into the mire alongside them. No sign of what it was once a shrine to can be found, although it could be used as a temporary rest-site, as somewhat drier than its surroundings. Sleeping here, or near any of the grey flower patches, brings a leaden, dreamless sleep which is only half as restful as normal. Doing so may not be wise anyway, as Zombies from an unknown source haunt the area, mostly those of former Lizardfolk.

Mulberry Tree: By the north bank of a small stream that rises and then vanishes back into the swamp at the start and end of its west to east course as mapped, a gigantic tree has created a drier, slightly raised island around itself. Exotic by local standards, whether this is a genuine Mulberry Tree or not, no one here could say. In its expansive, densely-foliaged crown is a village-sized settlement of flying, nocturnal Mothfolk.

Pluck's Gorge: A long, deep, steep-sided river gorge in the Emerald Hills, enclosed by rocky, moist walls, the whole place festooned with vines, lianas, lichens, stunted trees and mossy boulders. It has a very tranquil atmosphere, magically-so, it seems. Pluck is said to have been the legendary parrot companion of the great sage Agravar, who lived here in ages past. No trace of a dwelling survives in the Gorge, if there ever was one.

Reed River: The main watercourse on this map, probably named for the many tall reeds lining its banks throughout the swamplands, although much of its channel on this map flows through the Emerald Hills.

Rocky End: Built on a stonier place in the central-northern swamps mapped here, this is a ramshackle, though not ruinous, stone-boulder-built hut. Despite its solid base, parts of it have begun to sink into the mire. However, it also has an extensive series of cellars cut into the solid rock beneath it, so it may be the entire rocky platform that is sinking. Some of the cellars are partly flooded, and have become home to the local crocodiles, who may be seen basking on the rocky surface here at times.

Roughlands: Extending for several miles northwest of Bulloop in the map's northwest corner, this is an enormous region in which are many scattered rocks and zones of rocky rubble on to just below the swampy, jungle-covered surface. Travelling here is likely to prove extremely slow, difficult and dangerous, given the treacherous nature of the land surface. Even the local Frog- and Toadfolk seldom venture into it.

Rushwater: While the Reed River may derive its name from its reed-choked swamp banks, in this region along it, and extending more than a mile (about 2 km) from its course near the map's southeastern corner, the reeds become especially huge and prolifically dominating, to the point where the river's banks and course here are barely discernible. Oddly, and magically, the river water where it passes through Rushwater is breathable for all creatures, whether they are normally air- or water-breathers. However, the muddy riverside is alive with malarial mosquitos in this same region. Several small, family-sized groups of Lizardfolk have their homes across this place, in dwellings small enough to be unnoticeable among the dense reed cover from even a short distance away.

Shassik: North of Snakeden Hollow and west of Green Arrows lie some more overgrown old stone ruins, although of what is hard to tell, as a massive tree has grown up through the former floors, forcing the stones up with its great roots, knocking down walls in the process. Other growth has helped the ruin on its way to destruction, not least a huge aerial arch of more tree roots, from which a series of fresh tree growth springs.

This arch may seem superficially architectural, yet it is purely vegetative. Possibly because of the overgrowth, or some hidden, unusually-scented, flowers, there seems a perpetual scent of burning wood in the air around the ruins, and the air always seems hazy. Among part of the ruins is a small Lizardfolk settlement, so perhaps the smoky scent and haze originates with them, for all they tend to prefer their food fresh and uncooked.

Shimmerlake: West of Exhash and north of Blinding Spring, this is another group of old, ruined, stone structures of indeterminate form, half-buried in the swamp, and overgrown with tropical vegetation. Part of one of the more intact walls is covered by a small, rippling curtain of black, magical, energy. This is the entrance to a portal for a tiny pocket dimension which is too small for any but the tiniest humanoids to enter. It is possible a small, lost treasure of some kind might be retrieved from it by a bold, searching hand poked through the curtain. It is too small for a normal-sized face or head to enter, and there is no light inside it. It is conceivable something more inimical might be lurking within instead. There is no lake here as such, beyond the usual swampy ground surface.

Shunned Hill: Not far northwest of Snakeden Hollow in the map's centre is this low, domed hill, covered in low-growing swamp grasses. Animals will not go near it. It is actually a large burial mound, the legendary Hidden Crypts of the Crimson Rose Kings, folk from the distant past who reputedly came here to be buried from a far-off land over many generations.

Signland: A short way southwest of Snakeden Hollow are some more stone-built ruins. An old, once-paved, roadway seems to point towards the Hollow, although it fades away long before reaching it, and there is no similar trackway extending in this direction from Snakeden Hollow. There are a few more reasonably intact buildings here than in most of the ruins scattered over the swampland nearby. Several of these have rooms dry and dusty enough inside to show trails of rats or large centipedes that have crossed their floors. In other places are daubs of dried blood on the walls and floors, suggesting signs or symbols of some sort. There are also occasional crude wooden signboards, with marks the local Lizardfolk recognise, providing them with snippets of local news and gossip. Some of the bloody marks look similar, and likely have the same origin. For all there are no occupied settlements close-by, the Lizardfolk do seem to make semi-regular use of the place for inter-tribal communications. Careful investigation may uncover a beautifully-crafted, headless, Lizardfolk statuette made from onyx. It is anatomically precise, and very detailed. Its head is nowhere to be found.

Skullwall: In the swamps east of Snakeden Hollow is a large pool, approaching a small lake in size. Its waters are unusually fresh and cool for this region, attracting various land creatures to drink from it. A long, white-painted, curving wall, now partly ruined, surrounds the pool completely. There are traces of old, painted murals over its inner side in places, too little of which still survive among the peeling paintwork to identify what they may once have shown. A giant's skull stands inside the wall on the pool's north side, as if watching out over it. The skull has numerous uneven, horn-like growths over its surfaces inside and out. Within the walled area, and without warning, intelligent creatures may suddenly have momentary glimpses of strange, other places, as this is a site where the boundaries between worlds are especially thin. It is conceivable these glimpses could be extended and controlled, given enough practice.

Snakeden Hollow: The main ruins in the map's centre are detailed by separate Atlas maps and notes.

Sparkwell: In the northern Emerald Hills of the map's lower west corner is a place marked by a natural rock needle some 60 ft (18 m) tall, an obvious local landmark. Near its foot is a water-filled shaft, the Sparkwell. This is of unknown depth, and is of similar size across on the surface to the base of the rock needle. Some say the needle is the plug of rock pulled out by a legendary giant, or perhaps a god, to create the Well. It is also the site of a legendary wizard duel, the Well marking the spot where both wizards were swallowed-up by the ground, and the needle raised to mark the place. More recent tales (that is, ones reported since those legendary times) record strange events that have clustered here, including that strange mists and scintillating lights of weird colours are seen emerging from the Well waters on still nights. More prosaically, a clan of Ogres has taken-up residence nearby, presenting a more distinctly tangible danger to visitors.

Spirit Lake: Northeast of the Emerald Hills in the swamps by the lower centre of the map is this large Lake. Dense mangrove jungle completely surrounds it, which also covers the pair of islands in the Lake. On the larger isle are the rotting remains of an extensive wooden building that was once home to an eccentric hermit, now long dead. The Lake's name may suggest his restless spirit still resides here, as several local Lizardfolk - all good swimmers - are said to have been drowned in it over the years, and the hermit's ghost has been blamed. Perhaps a more likely explanation may be the prevalence of Giant Leeches in the Lake, however.

Stingbat Citadel: Southwest of Skullwall and northeast of Ashmar are more ruins overgrown by the swamp. They may once have included a tower, as a substantial spiral stone staircase leading nowhere stands tall in one place, with parts of an attached, similarly old, stone wall. It is not safe to ascend the staircase for any distance, especially as it has become a roost for Stingbats (creatures from the Shadowdark RPG, similar in nature of D&D's Stirges). Elsewhere close-by are more tall stone wall remnants, several of which probably enclosed one or more external areas, as their tops, while overgrown and where they survive, are studded with still-sharp shards of glass and pottery. These defences are difficult to spot until too late, and may cause damage to unwary climbers. Several humanoid skeletons are lying among the undergrowth by one of these walls, which are not necessarily so quiescent as a first glance might assume.

Swordwall: A short way south of Snakeden Hollow, the jungly swamp is broken-up by several more overgrown old stone building ruins, now declining into the swamp. Many of the still-standing parts have minor spidery cracks over their stonework. While not deep enough to be structurally damaging, they can look unnerving, as they can form what seem to be ghostly-image outlines to the susceptible eye under the right lighting conditions. In one wall, freer than most from vegetation, a hiltless, jagged sword blade extends from between two stones. It is at an angle that could easily catch and injure a careless passer-by. The snapped-off hilt can be found elsewhere in the ruins, although it is completely hidden by vegetation. Several gemstones formerly decorating the hilt were prised-away long ago. An obsidian button, and three broken parts of what was a roughly 10 ft long wooden pole (3 m), lie somewhat more obviously on the floor of the same old chamber as the sword hilt. A rough line, a very narrow trail of bioluminous mushrooms, can be followed through part of these ruins, before becoming lost in the surrounding swamp vegetation and pools, leading in the general direction of Snakeden Hollow.

Symbol Tower: Over in the map's northwestern corner is this curious, ruined stone Tower, set in the middle of a series of weed-choked watery ditches and banks in the swamp. The twisting channels around it form a great, magically-protective, symbol against otherworldly threats, when viewed from overhead. They no longer possess any magical properties, if they ever did. The state of the Tower suggests perhaps that they ultimately proved ineffective. Some of the Tower's mortar has an unusual colouring in places, indicative it too may once have contained magical power.

Teetering Tower: One of the higher peaks towards the northeastern edge of the Emerald Hills is home to a flock of Wyverns, which sometimes use this partly-collapsed stone Tower as a lookout-post and roost. The upper parts of the Tower fell away ages before, and what survives leans heavily into a very large, stout, though now sickly-looking, old willow tree to its east. This tree forms the Tower's primary support, whose roots have grown into the Tower and its foundations. A narrow, pyramidal-pillar, rock monument nearby has some very worn, old carvings on it. It is constructed from roughly cut and fitted dry-stone boulders, and seems as old as the Tower, yet is in much better condition.

Toadwhite: An unusually intact stone tower for this region, for all it is unoccupied, this stands in the swamps near the central-eastern map edge, east of Skullwall and southeast from Elfin Hall. It is startlingly white in colour, with remarkably little vegetation, moss or lichen growth over or near it. In daylight, strange, shadowy shapes drift all across its outer surface, as if alive. For some reason, the tower also attracts Giant Toads, who often congregate in considerable numbers nearby. Their croaking calls can be heard from miles away on still nights during such events.

Westmark: In a jungly patch of swamp close to the north-central map border, festooned around by creepers and lianas, is this stone marker, pointing west. Its purpose is wholly mysterious. Some of the lianas here have magically curative properties.

Wildbridges: The northeastern map-corner has a number of bridged streams illustrated over an extensive area. A total of twelve identifiable minor streams are in the swamp here, not all mapped for clarity. None are especially wide, although they are of variable width. The relatively broader ones each have at least one crude crossing-point somewhere along their length through this section of the swamps, which may be a sodden-plank causeway, a plank bridge, or a fallen tree placed like a bridge. Nothing like this collection of bridged streams is present anywhere else in this mapped area, and strangely, there are no humanoids living nearby who could have set up and maintained them. There are though significant numbers of crocodiles lurking all across this region.