

MAGICAL SWAMPS

Scroll of Revelation #071

PUTRID ENCHANTMENTS

Odd magics cause the swamp...

1. **{Awoken}** To have a mind of its own and loves to collect the feet bones of anyone that delves into it.
2. **{Great Floods}** To have its water level rise by nearly 10 feet on full moons and sink by 10 feet on new moons.
3. **{Opaque}** To have waters as black as oil from above and clear as glass from below.
4. **{Body Snatcher}** To instantly reincarnate a random lost soul into any intact body that perishes within its waters.
5. **{Walking Trees}** To have trees that walk about at night, making it impossible to accurately navigate or map.
6. **{Deathly Place}** To grant all necromancy spells additional power and lethality.



MUCKY TRAITS

The swamp possesses...

1. **{Stains}** A blood-red algae that permanently stains any metal, leather, or flesh it touches.
2. **{Rancid}** Something in the water that causes the vegetation to reek like burning hair whenever it's set ablaze.
3. **{Uneven}** Steep drop-offs along its banks that range in depth anywhere from 10 feet to several hundred.
4. **{Whispers}** Reeds that sounds like ominous whispers when they rustle in the wind.

5. **{Ghost Logs}** An alarmingly high number of abandoned pixie villages built atop floating logs.
6. **{Lily Skulls}** A species of lily that grows inside skulls causing the whole swamp to be covered in floating, grinning skulls.



WATER-LOGGED CURSES

Be warned, for the swamp...

1. **{Fire Hazard}** Leaves your clothes and skin infused with a particularly sulfuric oil that makes you highly flammable.
2. **{Wisps}** Causes harmless will-o-wisps to follow you wherever you go, making it impossible for you to hide in the dark.
3. **{Returning}** Has an unnatural way of bringing you back to its waters for something you desperately need.
4. **{Scarred}** Causes wounds to never fully heal and be easily reopened {you are easier to score a critical hit against}.
5. **{Nails}** Is so putrid, your nails inevitably fall out, sink into the mud, and acts as seeds for blighted treants to grow up from.
6. **{Fogs}** Sends a thick, choking fog that catches up with you anytime you stay somewhere longer than 24 hours.

