

# THE VIRIDIAN MAW: one-page setting kit

*A vast crater defined by overgrowth. Thick vegetation; flora & fauna of prodigious size; bizarre stone ruins slowly reclaimed by moss, root, and vine. Fungi flourish in the lush misty dampness of the Maw, and fungal influence has given rise to strange new lifeforms and ecologies. At the Maw's heart: the ancient ruin dubbed the Gardenfort. Built by the Anclex, an insectoid people who heeded the call of the Astrolith—the meteor which formed the crater and still reshapes it to suit its own designs. Millennia after the Anclex's disappearance, a grandiose bandit-king seized the ruin as seat for his court and riches, renaming it his Velvet Palace. Now, it is a long-abandoned grave for that same host... all claimed one fateful night by swift, obscure disaster.*

**T**HE RIVER Thirling flows into the Maw and plunges nearly 1000 feet from the crater's edge to the valley floor below, forming **Viridian Falls (1)**. Some say caves are hidden behind a secret door at its base. The Thirling winds slowly through the densely-wooded swamp, near a **scalefolk village (2)** that is the oldest settlement of the Uk'taba clans, and past their **geomantic focus (3)** for rituals to draw up fire from deep in the earth, warming the wetlands to better suit their cold-blooded biology.

To the east, a colossal pair of sealed doors known as the **Graven Gate (4)** are carved into the sheer crater wall. A sect revering the "Sculptors" (an epithet for the Anclex) gathers at the gates, praying for them to open & reveal the path to the afterlife. A few miles inward, a grassy plain hosts the most-used **campsite (7)** of the semi-nomadic & future-sighted triclops. A sprawling field of stone cairns nearby is their traditional burial ground. Further east, outside the crater, sits a **stone circle (5)** thousands of years old. It is visited & used by druids today, but was not built by them. The size of the megalithic stones suggests the triclops (or the triclops' original hill giant ancestors) may have raised it.

In the west of the crater rises **the Needle (8)**: a tall, thin spire of glinting metal. Sleepers in the Maw eventually realize the Needle is a constant in their dreams—forever jutting up in the distance, no matter how incongruous its presence is. Southwest of the Needle is an expanse of especially thick fungal growth, radiating out from a **fungid commune (10)**. The commune is home to

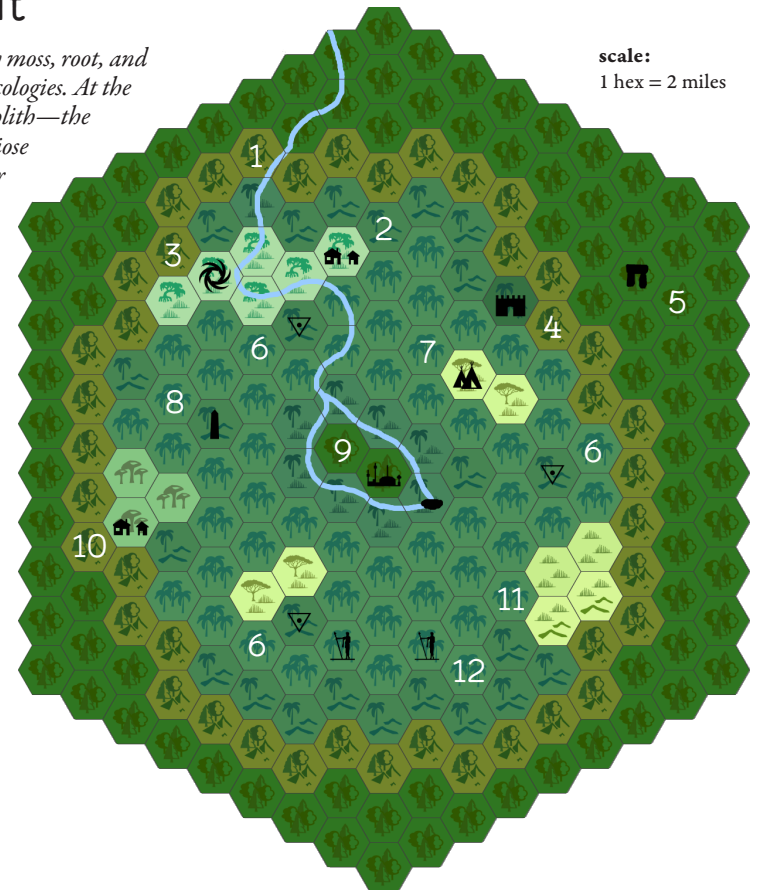
dizzying arrays of fungid, spawned by disparate mycelial cores & gathering in the oasis of well-tended rot to link minds.

In the crater's center: the **Gardenfort (9)**. Former abode of the Anclex, and much later, restyled as the Velvet Palace of a bandit-king. Today, a blighted ruin overrun by malignant growth. Bridges to the island lay fallen, but stout stone walls still stand ringing the ruin, the dark green glass atop an enclosed garden has never broken, and the split river still drains into a yawning bell-mouth spillway. Precisely aligned around the ancient impact site of the Astrolith are three **druid mounds (6)** made centuries ago. The overgrown mounds appear as natural hills, with their buried entrances well-hidden. These mounds are integral to plans of the druidic Cult of the Harvest to nourish and ultimately "reap" all that grows & lives in the Maw.

Southeast of the Gardenfort are the **Blooming Fields (11)**, an old botanical garden gone feral. Alchemists and their ilk brave croft bees and worse to collect rare specimens and reagents (or strange drugs). Due straight south are the fallen **Sentinels (12)**, two towering Anclex statues that once gazed across a span of miles, a route into the crater passing between them. Now both are meeting sites for traders, & easy sources of building stone.

Southwest of the crater, a few hours' journey away (off the map), is the mostly human village of **Ochen**: a little under 150 years old, and the typical starting point for expeditions into the Maw.

scale:  
1 hex = 2 miles



## RANDOM RUINS

*detailed method: roll once for each column.  
quick method: roll once & read across.*

2d6	structure	condition	before	after	right now	holds/hides
2	Ampitheatre	Oddly pristine	Made from natural formation	Ground zero of a ritual	Site of a makeshift market	Old, dormant automatons
3	Tower	Thorn-covered	Bolstered with enchantments	Clumsily expanded	Aftermath of a fatal struggle	A door to strange dimensions
4	Leyline marker	Sunken	Placed in precise alignment	Corrupted by malignance	Thrumming with arcane power	Path to a long-forgotten place
5	Font + pool	Weed-choked	Adorned with mosaic murals	Gripped by a massive tree	Home to simian creatures	Valuables recently lost by others
6	Obelisk	Broken	Inscribed on every side	Deeply gouged by claws	Being harvested for parts	Histories & tales from antiquity
7	Garden	Overgrown	Walled, artfully landscaped	Damaged, partly repaired	Travelers' camp with cookfire	Rare specimens, unique mutations
8	Shrine	Vandalized	Unusual material/technique	Familiar sketch subject	Grave manikins drawn here	Small treasures in secret niches
9	Quarry	Flooded	Decorated with bas-reliefs	Site of a dwelling or village	Home to basking creatures	Secret passage to the Gardenfort
10	Tomb	Plundered	Ornamented with statues	Fortified for last stand	Amber golem stopped here	Artifacts cached for future use
11	Idol + altar	Gore-stained	Vividly painted (in UV hues)	Ringed by markers of taboo	Set aflame by fanatics	Spirits keen to bless or curse
12	Ziggurat	Weirdly warded	Built by outcasts/exiles	Hidden with great effort	Physical laws plainly broken	A great, esoteric machine