

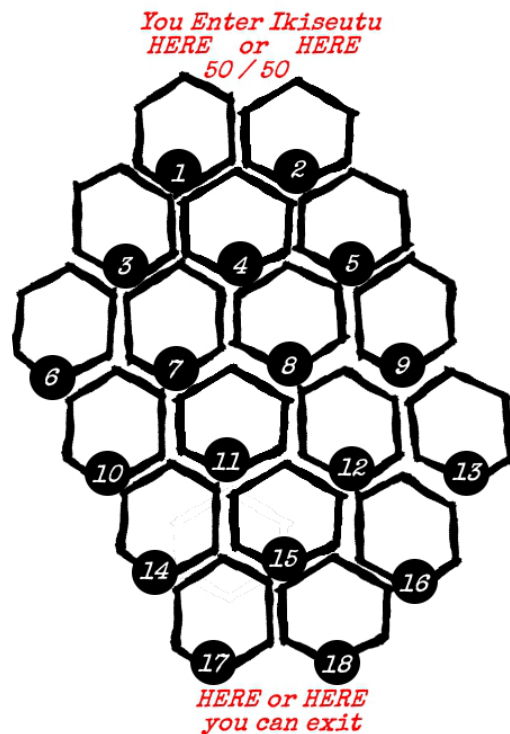
IKISEUTU – THE POCKET-DIMENSION IN BETWEEN

"One hex forward, two hexes back and you enter IKISEUTU." To find your way back you must travel through this pocket-dimension.

Surrounding IKISEUTU there is absolute and forever fog. You cannot get past it, ever.

Every time a hex is entered, there is ONE-in-FOUR change that the hex is nightmarish affecting your very soul.

One hex is around 6 miles or so.



1. A POOL that nourishes travelers. Looks murky, though. White intelligent frogs sing beautiful serenade in the moonlight.

2. RUINS of forgotten and alien civilization. Dungeons go deep. shrieks underground chill spine.

3. UNDERGROUND RIVER leads into the pool at hex 1. Small vicious fish are nibbling the corpses of fallen soldiers. Disgusting fluids from the corpses flow into the pool in hex 1.

4. A ROCK WITH OCCULT SCRIPTURES. When read, sanity is lost, but a power to attack enemies with the power of mind (dealing damage as longsword) is gained.

5. ELDRICH, CUNNING SNAKE-MAN prisoned in a cage. Takes an oath of loyalty for his liberator - for now. Secretly tries to sacrifice blonde men for dark gods.

6. CORPSES OF FALLEN SOLDIERS in big piles. Speechless blind creatures drag them to hex 3. Many wander here to pile from hex 16.

7. WASTED LAND where nothing else but poisonous flora and fauna wail deadly.

8. GILDED GNOME sells items of weird purpose and magical quality in her tower-ish hut.

9. A GATE OF MIST. The plate reads: *Enter the fog.* Who enters the absolute and forever fog from here (to the north-west or west) can travel to random (roll 1d16) hex.

10. A WALL AND A STRONGHOLD rotting and crumbling. Caution, falling rocks and other dangers!

11. WHITE FLOWERS make you remember the best of your childhood giving inspiration for the rest of the day.

12. DEAD SOLDIERS, who are not quite dead yet, from hex 16, want answers which can never satisfy them. Frustrated and aggressive they attack.

13. AN OLD ALIEN CANNON shooting energy up the skies. Space pods are falling down every hour to hex 16.

14. A GIANT DWARF who lost his inspiration is now waiting to wither away. Doesn't want to maintain his wall and stronghold at hex 10 anymore. *HINT: Hex 11!*

15. AN ANCIENT WYRM'S EGG soon about to hatch. The baby wyrm becomes attached to anyone it first sees. Will slowly die if carried away from IKISEUTU.

16. HULKS OF SPACE PODS shot down. Within dead soldiers crawl out. Confused, they attack whoever they see, as a thread. They start their travel to hex 6 in a hypnosis if no one is around.

17. A POWERFUL GUARDIAN of occult metal and unholy steel will try to prevent anyone from leaving IKISEUTU.

18. A RIFT where small imps (1d4 per turn) crawl out and exit IKISEUTU to roam the realms.

BY: THAUMIEL NERUB (2015)
<http://cryptofrabies.blogspot.com>

"Creative Common Attribution-Share Alike 3.0"