

SWAMP ENCOUNTERS - RANDOM TABLES

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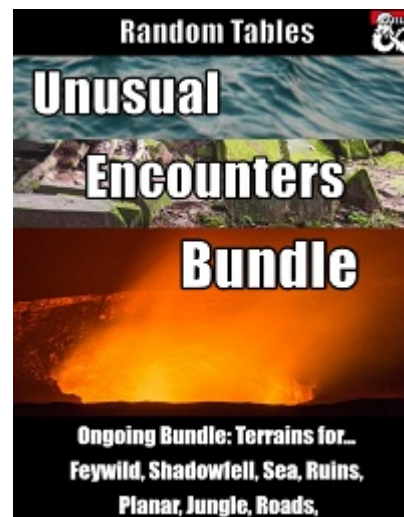
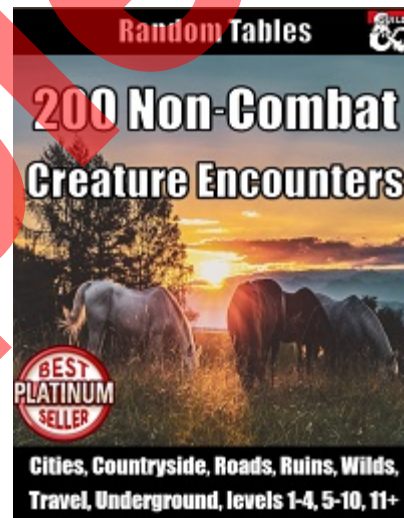
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USING SWAMP ENCOUNTERS

Swamps are defined by foliage and water. I've tried to support themes of gloom, decay, poison, amphibians and boats.

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DICE TO USE

The default dice for the tables are **1d8+1d12**. With two dice some results have a higher chance to occur. The most common results at 9-13, with values below and above this occurring less often. The least likely to occur are 2 and 20.

Or using **1d20** gives more chance of dangerous and unusual encounters. Options for rolling a 1 include re-rolling, treat as n 11, combine two more rolls or simply choose a result.

2d10 (2-20) has the same range as d8+d12. It only uses a single die type and changes the most common result to an 11.

Using **3d6** (3-18) or **2d6+4** (6-16) reduces the more dangerous and unusual encounters and results.

SMALLER (D4+D6) TABLES

The smaller tables use **1d4+1d6** with a range of 2-10. The most common results are 5-7. Alternate dice include **1d10** (with option of treating a 1 as a 6) or **2d4+1** (2-9)

ABOUT ENCOUNTER TABLES

There are a few options beyond just rolling up an encounter.

- Pick the result that is most interesting or makes sense.
- Plan for adventures by looking at monster groupings.
- Combine the results of two tables.
- Roll several encounters in advance and use as needed.
- Use them as a base to make your own encounter tables.

TYPES OF ENCOUNTER

Encounters can go beyond combat. Use them to introduce...

- local creatures, NPCs or factions
- a source of information or someone to call on for help
- an encounter tied to a character, villain or subquest
- news about world events or local politics
- foreshadowing of future story or major events.

ENCOUNTER FREQUENCY

Some groups use encounters simply when traveling. Others use a system varying on terrain, danger level and time of day.

A quick method is 1d20 with an encounter on 16+. Roll once a day, when terrain changes or more often in areas of danger.

SIMPLE TRAVEL ENCOUNTERS TABLE

A simple option for travel is roll 1d20, +1 per day of travel. If the d20 shows an 11, there is an ambush or night encounter.

1d20 + days of travel	Encounters
1-10	No encounters
11-20	1 encounter
21-30	2 encounters
31+	3 encounters

WAYS TO USE RANDOM ENCOUNTERS

Random encounters are a versatile tool that can surprise a group with the direction it takes the game. Use them for...

CHANGING THE PACE

Encounters can be used when things need to slow down or speed up. A stranger approaches a distracted party (or players). An ambush when they are spoiling for a fight, a friendly encounter if they are in safer lands.

SOMETHING UNEXPECTED

Your players have done the unexpected, you need time to recover and process what's happened. Call a 5-minute break and roll (or choose) from the tables. Use what you like to provide enough for an encounter or get you to session's end.

A TASTE OF THE SURROUNDINGS

In new terrain or an unusual area showcase things specific to the area. Hydras in swamps, crabs on the coast, avalanches in mountains. Hostile encounters where foes are expected, non-combat encounters where they are not.

NOTHING PREPARED

You need something to fill a game session or. For some groups a simple combat (or non-combat) encounter can keep a group occupied if you have nothing else to go on.

MODIFYING ENCOUNTERS:

The extra tables can be used to customize encounters.

- Use Location tables to add variety. Details supplement your own descriptions. Use Combat Terrain for aggressive foes and to give bold PCs something to work with.
- The Complications table suggests ways of tying an encounter to the terrain and integrating other tables.
- NPCs can be prisoners, allies, guides, or simply nearby.
- An Enc. Activity gives purpose to a creature encounter
- Items can be littered around the battlefield, given to intelligent foes or used as treasure.
- Use humanoids as mercenaries, guards or travelers
- At night encounters change. Use NPCs or Humanoids for intelligent foes and people in need. Adapt non-combat encounters and use nocturnal foes like orcs or spirits.

HIGHER AND LOWER LEVEL PARTIES.

The tables are created for a range of levels, but some results are very deadly for lower level parties. Or not a challenge for some higher level parties, which isn't always a problem.

For parties low in a tier (such as levels 4-6 of tier 2, which is levels 5-10) try the minimum number of creatures. Or the maximum for parties on the higher end of a tier.

Similar advice applies for parties with more or less characters that the average, or who are more powerful due to magical items or character optimization.

Make encounters easier by adding allies or using advantageous terrain. Monsters could be hindered with lower morale, injuries or distractions.

SWAMP ENCOUNTER TABLES

VGtM = Volo's Guide to Monsters.
MToF = Mordenkainen's Tome of Foes

SWAMP ENCOUNTERS (LEVELS 1-4)

d8+d12

2	1 giant crocodile or 1 catoblepas (VGtM)
3	1d3 scouts with 1d3 giant lizards or 1d4+1 vegepygmies (VGtM) led by 1 vegepygmy chief (VGtM)
4	2d4 mud mephits or 2d4 oblex spawn (MToF)
5	1 ochre jelly or roll on <i>Swamp Monsters</i>
6	3d6 tribal warriors or roll on <i>Swamp Humanoids</i>
7	1 green hag or roll on <i>Swamp Spirits</i> lvl 1-4
8	1d3 vine blights and 2d4 twig blights or roll on <i>Swamp Monsters</i>
9	1d2 will-o'-wisps or roll on <i>Swamp Spirits</i> lvl 1-4
10	2d6 bullywugs or roll on <i>Swamp Humanoids</i>
11	1d4 giant toads or roll on <i>Swamp Beasts</i>
12	2d4 lizardfolk or roll on <i>Lizardfolk Encounters</i>
13	1d4 swarms of insects or roll on <i>Swamp Beasts</i>
14	1d4+1 kobolds with 2d4 giant toads or roll on <i>Kobold Encounters</i>
15	1d6 crocodiles or roll on <i>Swamp Beasts</i>
16	1d2 yuan-ti malisons or roll on <i>Yuan-ti</i> lvl 1-4
17	1d6 giant poisonous snakes or roll on <i>Swamp Beasts</i>
18	1d2 wights or 1d4+1 vargouilles (VGtM)
19	1d4 orcs led by 1 orc eye of Gruumsh or roll on <i>Orcs</i> lvl 1-4
20	1 shambling mound or 1 black dragon hatchling

SWAMP ENCOUNTERS (LEVELS 5-10)

d8+d12

2	1 young black dragon or 1 elder oblex (MToF)
3	1 wraith with 1d2 wights and 1d4 specters or 1 adult oblex (MToF) with 2d4 oblex spawn (MToF)
4	1d3 giant crocodiles or 1 green hag with 1d4+1 catoblepases (VGtM)
5	3d6 lizardfolk led by a lizard king / queen or 1 maurezhi (MToF) and 2d6 ghouls
6	1d4 trolls or warlock of the archfey (VGtM) with 2d4 redcaps (VGtM)
7	1d4 shambling mounds or roll on <i>Swamp Monsters</i> lvl 5-10
8	1 giant crocodile and 1d4+1 crocodiles or 1d2 rot trolls (MToF)
9	2d6 lizardfolk with 2d4 giant lizards or 1d2 catoblepases (VGtM)
10	1d2 hydras or roll on <i>Swamp Monsters</i> lvl 5-10
11	Roll on <i>Swamp Levels</i> 1-4 table or 1 froghe moth (VGtM)
12	1 water elemental & 2d6 mud mephits or roll on <i>Sw. Spirits</i> lvl 5-10
13	1d3 yuan-ti malisons & 1 yuan-ti abomination or roll on <i>Yuan-ti</i> 5-10
14	1 druid with 2d6 giant toads or 1 corpse flower (MToF) with 1d10 zombies
15	2d6 ghouls led by 1d4+1 ghosts or roll on <i>Swamp Spirits</i> lvl 5-10
16	4d6 tribal warriors led by 1d4+1 scouts or 2d4 vegepygmies (VGtM) with 2d4 thornies (VGtM) led by 1d3 vegepygmy chiefs (VGtM)
17	3d6 orcs with 1 orc warchief or roll on <i>Orcs</i> lvl 5-10
18	1d3 revenants or 1d2 bodaks (VGtM)
19	1 yuan-ti abomination or 1 froghe moth (VGtM) with 2d6 bullywugs
20	A coven of 3 green hags or 1 spirit troll (MToF)

SWAMP ENCOUNTERS (LEVELS 11+)

d8+d12

2	1 marid and 1d3 water elementals or 1 nightwalker (MToF)
3	2 young black dragons or 1 wastrilith (MToF)
4	6d6 lizardfolk with 1d3 lizardfolk shaman and 1 lizard king / queen
5	1 adult black dragon or 1 skull lord (MToF)
6	2d6 wights led by 1 Revenant or 2d4 bodaks (VGtM)
7	1 young black dragon with 1d6 giant crocodiles or 1 nabassu (MToF)
8	1d4+4 trolls or 1 archdruid with... (roll on <i>Beast Encounters</i>)
9	1d3+1 yuan-ti abominations and 2d4 yuan-ti purebloods
10	3d6+10 lizardfolk with 1d4+1 trolls
11	Roll on <i>Swamp Levels</i> 5-10 table or 1 sword wraith commander (MToF) with 1d4 sword wraith warriors (MToF)
12	2d4 giant crocodiles or 1 archdruid (VGtM)
13	2d6+10 orcs led by 1 orc warchief and 2d4 orogs
14	2d4 water elementals or 1 elder oblex (MToF) with 1d4 adult oblexes (MToF)
15	2d6 yuan-ti malisons led by 1 yuan-ti abomination or 1 nagpa (MToF)
16	1d4 hydras or 1 yuan-ti anathema (VGtM) and 1d6 yuan-ti malisons
17	1d4+1 druids with 1d3+1 shambling mounds or 1 star spawn seer (MToF) with 4d6 star spawn grue (MToF)
18	1 young black dragon with 1 lizard king / queen and 3d6 lizardfolk
19	1d2 yuan-ti abominations and 2d4 swarms of snakes
20	2d4 will-o'-wisps with a coven of 3 green hags



LOCATION TABLES

Use Wilderness, Semi-Civilized or Unusual table for an encounter location.

The Swamp Location Detail and Swamp Combat Terrain can be used to customize the location.



SWAMP EDGE OF WILDERNESS LOCATIONS

In italics are optional extra details.

d8+d12

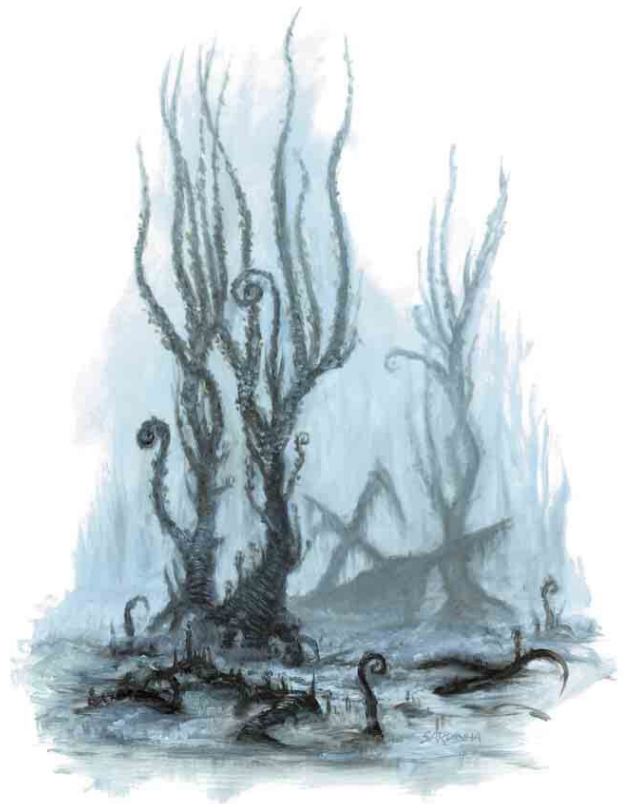
- 2 A group of overgrown fallen trees (*a storm is approaching*)
- 3 An area of bubbling mud (*there are a few bushes*)
- 4 A meadow of edible flowers (*nearby are hot springs*)
- 5 A reed-choked pool surrounded by leaves (*near a stream flowing into a tainted river*)
- 6 A muddy depression and a pool covered with lily pads (*nearby is a small island*)
- 7 A fish-filled stream with an island of exposed rock (*rain is falling*)
- 8 A few cave entrances by a lake (*someone has left a muddy boot*)
- 9 A few twisted trees surrounded by shallow water (*close by is a shrine to a power of death*)
- 10 A patch of discoloured water-lilies (*there is a wrecked rowboat*)
- 11 An area of shallow water with patches of yellow sedge (*there is a strange stench in the air*)
- 12 A patch of quicksand and a shallow pool (*there is a pile of bones*)
- 13 An area of reeds (*the birds and animals have gone quiet*)
- 14 A patch of yellow flowers and a foul stream (*hail is falling*)
- 15 An area of larch saplings (*it is associated with a powerful druid*)
- 16 A covered hollow surrounded by short grass (*there is the remains of a giant boar*)
- 17 A pile of logs and a patch of quicksand (*close by is an area of reeds*)
- 18 An area of insect-covered bracken and a bubbling pool (*there is a programmed illusion here*)
- 19 A discoloured waterfall in front of a cave-mouth (*there is writing here in Draconic*)
- 20 A mossy island and a bush of purple berries (*there is the skull of a hippo*)

SWAMP SEMI-CIVILIZED LOCATIONS

In italics are optional extra details.

d8+d12

- 2 A misty circle of standing stones (*close by is a winding trail*)
- 3 A flooded bridge (*near a loud waterfall in front of a cave-mouth*)
- 4 A haunted dyke with scattered flowers (*by a ruined burial ground*)
- 5 A brightly-painted mill surrounded by marshy ground (*close by is a patch of quicksand*)
- 6 A gigantic half-built statue and an overgrown jetty (*close by is a beast pen*)
- 7 An orchard of dead trees and a crumbling shrine to a forgotten power (*nearby is a field of mud*)
- 8 A spring near an vine-covered tree house (*there is a panoramic view*)
- 9 A wooden walkway and a patch of purple berries (*it is misty*)
- 10 A narrow gorge with a stone bench (*nearby is a tunnel entrance*)
- 11 A tainted stream near a small monument (*heavy rain is falling*)
- 12 A fading fire surrounded by muddy grass (*close by is a mushroom ring*)
- 13 A hut raised from the water near a few twisted saplings (*there are recent tracks of a plant-monster*)
- 14 A muddy stream near a newly-built tomb (*there is a damaged canoe*)
- 15 A beast pen surrounded by mud (*nearby is the fresh corpse of a humanoid*)
- 16 A ferry over a narrow river and a patch of strange moss (*there is a rainbow*)
- 17 A wooden walkway leading up a hill (*there are howling winds*)
- 18 A large frog statue by a muddy pool (*nearby is a flooded hut*)
- 19 An abandoned campsite surrounded by reeds (*there is an acrid smell in the air*)
- 20 A flooded remnant of another civilisation (*close by is a cairn*)



SWAMP UNUSUAL LOCATIONS

d8+d12

- 2 Steps lead out of the murk up to a strange distillery on a rocky outcrop. Steam comes from a chimney and pipes enter the water.
- 3 An ancient trail leads through a salt marsh to a crystal tomb, ringed by upright bones. The bones whisper to any who enter the area.
- 4 **Warlock's Lament.** On an island of yellow grasses, a few trees entwine into the form of a woman, who curses any who meet her gaze. A rare plant with magical properties grows here.
- 5 A barren island is full of charred bones. Vents of marsh gas come from the bog around it. Flickering lights float around the area.
- 6 The rotting hulk of a boat is vibrant with purple flowers. Fiendish runes carved nearby warn of an insidious sentence.
- 7 A lake of shifting mud roils, forming into monstrous shapes that then collapse. Glowing sludge emerges from a cliff into the mud.
- 8 **Mirror Mire.** A clear pool sits amidst patches of quicksand. A Feywild crossing, it has spirits who show secrets to any gazing in the water.
- 9 A mist-shrouded isle has growths of blue rock. A treehouse sits above a garden of fungi and spores, which cover isle and trees.
- 10 Snakes roam among the ruins of a sunken fort. Bright flowers grow around the area and a warnings on poles are left by a local tribe.
- 11 The skull of a giant crocodile bridges two trees and has many nests in it. In the reeds below are remains of many swamp predators.
- 12 **Wyrmlife Falls.** Waters flow down an obsidian cliff, changing color along the way. There is a verdant mass of plants at the bottom. Pictures of a dragon are carved into the cliff.
- 13 Large leeches stick to an invisible bridge over a brackish lake. Magic items glow near the bridge. A hamlet of hermits is sat at the shore.
- 14 A river flows up a slope of ruins, into an entrance to underground caves. At night it reverses direction. Many dragonflies flit about.
- 15 A croaking of toads and frogs fills the air. A hut raised from the water on carved metal legs. The roof appears to be made of gold.
- 16 **Beacon of Eternity.** From a crumbling castle comes a pillar of light seen for far around. A pallor of dread covers the area, keeping many creatures away. A song tells of creatures reincarnated in the light.
- 17 A swamp of mangroves which are home to fey spirits. Each is carved with a Sylvan rune and many canoes have been left here.
- 18 A marker describes a museum but only crumbled stones remain. Insects cover a shrine to a power of decay and poisons fill the air.
- 19 A pillar of green stone emerges from the water, seaweed clinging to its base. Giant lilies float around it and a briny smell lingers.
- 20 **Tavern of the Titan.** A wall of tall thorns circles the area. Three archways allow people through to a stone giant, crouched and holding a wooden tavern. locally it is neutral ground.



SWAMP LOCATION DETAIL

Minor details to add to other locations

d8+d12

- 2 A broken stone marking the distance to an ancient city
- 3 Many large dead toads (or frogs)
- 4 An island with a mossy cairn
- 5 Several tree stumps covered in brown fungi
- 6 A muddy trench or a wounded and unconscious giant boar
- 7 A wooden grave marker with a poem in Common
- 8 An area of stinking polluted water
- 9 A crumbling stone wall or a shallow pool full of leeches
- 10 The diseased corpse of a crocodile (or giant toad)
- 11 A patch of long, feathery reeds or a damaged rowboat
- 12 Several human-sized lily pads
- 13 A brightly painted hut on stilts or several tree stumps
- 14 A large carnivorous plant
- 15 A sign warning of muddy ground
- 16 A mound of bones
- 17 A muddy waterhole or a stagnant pool full of insects
- 18 Six hydra skulls
- 19 A spiky patch of red flowers or a half-buried wagon
- 20 Several large orange mushrooms

SWAMP COMBAT TERRAIN

This terrain provides obstacles and things to use in combat.

d8+d12

- 2 A tree with a corpse hanging from it (or a large nest)
- 3 A rocky outcrop
- 4 A tree which is rotten. Any large noise or impact near it will cause it to fall
- 5 A platform between two trees or fungi with harmless but concealing spores
- 6 A bubbling pool with frequent mud geysers
- 7 A canoe (or rowing boat) or a hedge of thorns
- 8 An area of quicksand (DMG pg 110)
- 9 A raft (or coracle) or a tree house with several hanging vines
- 10 A few trees with webs spread between them (DMG pg 105)
- 11 A bubbling pool of mud or a sunken ruined tower
- 12 Several hanging vines that lead up to trees (or a platform)
- 13 A rowing boat with a set of oars
- 14 A vent of flammable marsh gas or a half-submerged metal statue
- 15 A jetty with several old boats tied to it
- 16 Slippery stepping stones or a wasp nest
- 17 An overgrown shrine protected by a magic circle
- 18 An area of razorvine (DMG pg 110)
- 19 A treehouse with a rope ladder
- 20 A hidden cache (Perception check to spot if near) with Quaal's feather token - boat (or roll on Minor Swamp Treasures)

BEASTS & HUMANOIDS

These tables can be used as alternative low-level Swamp encounter tables

BEAST ENCOUNTERS (LEVELS 1-4)

d8+d12

2	1 giant crocodile
3	1d3 plesiosaurs
4	1d6 giant wasps or 1 flail snail (VGtM)
5	2d6 water buffalo (giant goat stats) or 1d3 giant poisonous snakes and 1d3 swarms of poisonous snakes
6	1d4 giant spiders or 1d3 swarms of quippers
7	2d4 giant frogs or 2d4 hadrosaurs (VGtM)
8	1 giant constrictor snake or 2d4 giant fire beetles
9	1d6 crocodiles or 1d2 panthers
10	1d6 giant poisonous snakes or 2d4 freshwater giant crabs
11	1d4 giant toads or 1d3 quippers
12	1d4 swarms of insects or 1d3 swamp ox (VGtM)
13	1d6 giant lizards or 2d6 stiges
14	1d3 swarms of poisonous snakes or 1d3 guard drakes (black, VGtM)
15	1d3 giant boars or 2d4 dimetrodons (VGtM)
16	2d4 swarms of rats or 1d3 swarms of rot grubs (VGtM)
17	2d6 giant rats
18	2d4 swarms of ravens or 1d3 brown bears
19	2d4 boars or 2d4 giant rats and 1d3 swarms of rats
20	1 shambling mound

SWAMP MOUNTS

For medium-size npcs & leaders, with options for other sizes.

d4+d6

2	plesiosaurus or nightmare
3	crocodile or boar
4	giant spider or giant crab
5	giant toad
6	giant lizard
7	giant boar or guard drake
8	water buffalo (giant goat stats)
9	giant bat or hadrosaurus (VGtM)
10	skeletal warhorse

HUMANOID ENCOUNTERS (LEVELS 1-4)

d8+d12

2	1 troll or 1 redcap (VGtM)
3	1 druid and 1d4 scouts or 1 warlock of the archfey (VGtM)
4	1 green hag with... (roll on Beast Encounters)
5	1d4 lizardfolk with 1d4 giant lizards or roll on Lizardfolk Encounters
6	2d4 bullywugs with 1d4 giant frogs or 2d4 skulks (MToF)
7	1 lizardfolk shaman with... (roll on Beast Encounters)
8	1 green hag
9	1d4+2 lizardfolk or roll on Lizardfolk Encounters
10	2d6 bullywugs or 1d3 meenlocks (VGtM)
11	3d6 tribal warriors or 2d4 tribal warriors with 1 guard drake (black, VGtM)
12	3d4 kobolds or roll on Kobold Encounters
13	1 druid
14	1d4 orcs led by 1 orog or roll on Orcs lvl 1-4
15	2d4 winged kobolds or roll on Kobold Encounters
16	1d6 scouts or 1d4+1 meazels (MToF) or 2d4 darklings (VGtM)
17	1 orc eye of gruunsh with 1d3 orcs or roll on Orc lvl 1-4
18	1d4+1 yuan-ti purebloods or roll on Yuan-ti Encounters lvl 1-4
19	1d3 ogres or 1d4 darklings (VGtM) led by 1 darkling elder (VGtM)
20	1d2 yuan-ti malisons or roll on Yuan-ti Encounters lvl 1-4

SWAMP CHARACTER RACES

Use this table for tribal warriors, scouts and other NPCs

d4+d6

2	Hill Dwarf
3	Tiefling or firbolg (VGtM)
4	Wood elf or shadar-kai (MToF)
5	Dragonborn (black)
6	Human or lizardfolk (VGtM)
7	Half-Orc or orc (VGtM)
8	Forest Gnome or yuan-ti (VGtM)
9	Half-Elf or kobold (VGtM)
10	Stout Halfling



NON-COMBAT ENCOUNTERS

SWAMP NON-COMBAT CREATURE ENCOUNTERS

Most encounters below retreat, hide or surrender in combat.

d8+d12

- 2 A **giant toad** adopts the party, following for food and out of curiosity
- 3 A **dryad** is in love with a shambling mound that ignores their attention. Asks the group to help get its attention
- 4 A few enterprising **orcs** are building small but sturdy boats. Offer to sell or build one for the group.
- 5 A **stone giant** is trying hard to train a **giant toad** to fetch boulders
- 6 A saddled **allosaurus** is stuck in mud and straining to escape it.
- 7 Several **acolytes** are out here on a holy self-improvement exercise. They appear to be lacking in survival skills, gear or sense.
- 8 An **owlbear** with gills (swim 30 ft) is happily wallowing in mud
- 9 A **green hag** is offering three for one on a variety of potions (or *herbal remedies*). Will barter coin, items, pets and favors.
- 10 A few **tribal warriors** are harvesting brightly colored frogs and toads.
- 11 A helpful **will-o'-wisp** offers to guide them and light their way
- 12 Several **lizardfolk** are making an experimental stew and offer a taste
- 13 Two intelligent **crocodiles** (Int 12, History +3) are arguing in Draconic about nearby ruins and what civilisation they are from.
- 14 A few enterprising **bullywugs** have made a map of the swamp on boarhide. Offer it in exchange for food or other non-coin valuables.
- 15 A **troll** artist is crafting a statue from reeds and asks for some help
- 16 A **noble** with a **guard** is in a rowboat. They bought land in the swamp and are now having first look at it. Hopeful it is a good buy.
- 17 A **treant** is trying to find a way to deliver a message to a local ruler
- 18 A few **veterans** ask about area. They are hunting beasts for trophies.
- 19 an **adult black dragon** under a *geas* guide others through the swamp
- 20 A **storm giant** is bathing as part of a mud spa treatment

QUICK SWAMP NPCs

d4+d6

- 2 Yutha is a vain **berserker** in tight-fitting leathers. They love orcish drinking songs but hate mud. They have many cousins in the region
- 3 Angrath is a nervous **priest** with orange clothing and a coracle. They love swamp-themed jokes and frequently try them out on trees.
- 4 Ssarth is an alert **lizardfolk shaman** with several baskets of reeds. They try to teach anyone they meet a game involving reeds.
- 5 Cumpen is a mischievous **scout** with long leather gloves. They build a variety of watercraft and hold several unpopular views
- 6 Gorev is an optimistic **tribal warrior** carrying two colorful snakes. They are curious about life beyond the swamp and offer services as a guide
- 7 Marastyr is a deluded **cult fanatic** with nets and containers. They live as a hermit and hunt snails, looking among them for a higher power
- 8 Qiao is a careless **spy** (Survival +2) with burnt arms. They are growing mushrooms and have heard about one of the characters from a friend
- 9 Quaggl is a polite **kuo-toa monitor** (Speaks Common) wearing many amulets. They collect holy symbols and want a place to call home.
- 10 Xenia is a talkative **assassin** with an assortment of crossbows. They are harvesting poisons and are having dreams of local ruins

SWAMP HAZARDS AND OBSTACLES

Encounters to hinder, threaten or inconvenience the characters. Option to combine with a creature encounter.

d8+d12

- 2 A sunken bronze statue which can cause a curse (or *geas*)
- 3 A ruined shrine that is a Shadowfell crossing
- 4 Area of poisonous fungal spores or *flash floods*
- 5 An area of thick webs (DMG pg 105)
- 6 Harmless but noisy beasts alarmed by party. Attract attention of other creatures if nothing done
- 7 A patch of Brown (or *Yellow*) Mold (DMG pg 105)
- 8 Heavy rain (Heavy Precipitation - DMG pg 110)
- 9 Flammable (or *choking*) swamp gas or *strange lights moving nearby*
- 10 Several beasts (or *corpses*) infected with disease (DMG pg 257)
- 11 An area of quicksand (DMG pg 110) with a panicking beast
- 12 A heavy (or *ghostly*) mist descends around party
- 13 A bush with glowing poisonous berries or *insects (or rats) carrying sewer plague* (DMG pg 257)
- 14 Large amounts of harmless insects. Disturbing causes light or heavy *obscurement*.
- 15 An area of razorvine (DMG pg 110) submerged in water
- 16 A **falling net trap** (DMG pg 122) or *waters infested with leeches*
- 17 An area of noxious (or *flammable*) mist (treat as *stinking cloud*)
- 18 One or more tar pits (similar to quicksand but flammable) or a *thunderstorm*
- 19 A tangled briar (or *bubbling green pool*) that acts as a Shadowfell (or *Feywild*) crossing
- 20 Several **shriekers** that attract other creatures



MYSTERIOUS LIGHTS

What is the light? a wisp, a signal for help or something else?

d4+d6

- 2 a *driftglobe*, or a fire
- 3 one or more **giant fire beetles**
- 4 a *continual flame* spell
- 5 a **will-o'-wisp**
- 6 a lit lantern or a *fey* using *faerie fire*
- 7 a swarm of fireflies
- 8 a lit candle or a **ghost**
- 9 *dancing lights* spell
- 10 someone in need with a lit torch

SWAMP OBJECTS AND TREASURES

SWAMP MUNDANE ITEMS

Discarded objects, quick loot or extra NPC equipment

d8+d12

2	a bronze cauldron <i>or</i> a waterproof sack
3	a cloth bag full of mushrooms
4	a giant lizard skull <i>or</i> a rusty sickle
5	a map of nearby ruins
6	a paddle <i>or</i> a wooden club
7	a necklace of crocodile teeth
8	a long reed snorkel <i>or</i> an empty backpack
9	a fishing pole
10	a reed basket <i>or</i> a fishing net
11	a colored rock
12	a bucket of frogs <i>or</i> a pair of muddy pantaloons
13	a wooden pole with notches at regular intervals
14	a hooded lantern <i>or</i> a spade
15	a pair of snakeskin gloves
16	a walking staff <i>or</i> a coracle
17	a wreath of dead flowers
18	a bundle of firewood <i>or</i> a blowpipe
19	a book about poisonous insects
20	a vial of antitoxin <i>or</i> roll on <i>Minor Treasures</i>

SWAMP MINOR TREASURES

d8+d12

2	A topaz that spins and floats when released above water. Worth 1000 gp
3	Elemental Gem (water)
4	1d3 vials of serpent venom (DMG) <i>or</i> crawler mucus
5	Dust of dryness <i>or</i> Oil of Slipperiness
6	A book about rare swamp insects and how to identify them. Worth 150 gp
7	Potion of Gaseous Form <i>or</i> 1d2 beans from a Bag of Beans
8	1d3 antitoxins
9	Scroll of Protection - Beasts <i>or</i> Undead
10	Artisan's tools (carpenter's, brewer's or woodcarver's)
11	1d4 Potions of Healing <i>or</i> 1d4 Potions of Water Breathing
12	1d4 nets <i>or</i> a musical instrument - drum
13	Spell Scroll of water walk <i>(or</i> giant insect)
14	A poisoner's kit <i>(or</i> alchemist's supplies)
15	Potion of Animal Friendship <i>or</i> Quaal's Feather Token - Swan Boat
16	2d4 vials of acid
17	Spell Scroll of control water <i>(or</i> contagion)
18	A bronze cauldron with decorations depicting an army attacking a castle. It has a large ornate ladle attached by a chain. Worth 250 gp
19	Potion of Vitality <i>or</i> Staff of the Python
20	1 dose of midnight tears (DMG) <i>or</i> wyvern poison



SWAMP MAGIC ITEMS (d20)

Use 1d8 for Uncommon items, 1d8+8 for Rare, 1d4+16 for Very Rare & Legendary

d20

1	Necklace of Adaptation <i>or</i> Ring of Swimming
2	Periapt of Health <i>or</i> Bag of Devouring (cursed)
3	Alchemy Jug <i>or</i> Cap of Water Breathing
4	Driftglobe <i>or</i> Eversmoking Bottle
5	Staff of the Adder <i>or</i> Pipes of Haunting
6	Broom of Flying <i>or</i> Eyes of Charming
7	Bag of Tricks - Swamp (1d8 - 1. frog; 2. raven; 3. constrictor snake; 4. crocodile; 5. giant lizard; 6. giant spider; 7. giant toad; 8. giant boar;)
8	Gloves of Swimming and Climbing <i>or</i> Trident of Fish Command
9	Deck of Illusions <i>or</i> Mace of Terror
10	Staff of Withering <i>or</i> Periapt of Proof against Poison
11	Wand of Fear <i>or</i> Figurine of Wondrous Power - Serpentine Owl
12	Staff of Swarming Insects <i>or</i> Dagger of Venom
13	Folding Boat <i>or</i> Bowl of Commanding Water Elementals
14	Mace of Disruption <i>or</i> Cape of the Mountebank
15	Bag of Beans <i>or</i> Figurine of Wondrous Power (Ebony Fly)
16	Ring of Free Action <i>or</i> Portable Hole
17	Rod of Alertness <i>or</i> Dragon Scale Armor (Black)
18	Crystal Ball <i>or</i> Demon Armor (cursed)
19	Cloak of Arachnida <i>or</i> Mirror of Life Trapping
20	Figurine of Wondrous Power (Obsidian Steed) <i>or</i> Ring of Elemental Command (Water) - legendary

ACTIVITIES & COMPLICATIONS

SWAMP ENCOUNTER ACTIVITY OR STATE

They are... (or one is...)

d8+d12

- 2 haunted (or harassed) by another creature
- 3 investigating (or playing with) an item (roll on Swamp Mundane Items)
- 4 stuck (or drowning) mud or mutilated (or mutated) in some way
- 5 following a light or close to giving birth
- 6 wallowing (or playing) in mud or making a new home (or lair)
- 7 investigating a boat (or wreck); or waiting for someone (or something)
- 8 hiding from (or watching) a threat or guarding the local area
- 9 wading through (or covered in) in mud or cursed
- 10 harassed by insects or drinking (or collecting) from a water source
- 11 hiding (or resting) in suitable terrain or eating
- 12 swimming (or preparing to swim) in the water or near to their home
- 13 infected with a disease (or starting) a journey (or migration)
- 14 stalking (or being stalked by) something or searching for sustenance (or a companion)
- 15 adapted to the water (swim 20 ft. and amphibious); or tired
- 16 covered in leeches or making a new home
- 17 investigating a dead body (roll on Quick Swamp NPCs) or resting
- 18 marked by (or bearing symbols of) a swamp deity (or a local faction)
- 19 injured (not on full hit points) or adapted to walk on water
- 20 being noisy or a shapechanger

SWAMP ENCOUNTER SENTIENT ACTIVITY

Extra options for sentient creatures. They are... (or one is...)

d8+d12

- 2 warding off (or talking to) spirits or making music
- 3 making a raft (or other watercraft) or spying on someone else
- 4 searching for (or investigating) a ruin or relaxing
- 5 trying to lift a curse or telling a story
- 6 talking (or trading) with someone (roll on Quick Swamp NPCs)
- 7 hacking through thick foliage or searching for a person (or place)
- 8 gathering reeds or on a raft
- 9 following a guide (or trail); or hunting a beast
- 10 lost or foraging for sustenance (or herbs)
- 11 catching frogs (or other animals); or making something with plants
- 12 in a boat or preparing (or consuming) food
- 13 fishing or partway through a journey
- 14 repairing a boat or playing with a pet
- 15 gathering poisonous creatures / things or intoxicated
- 16 pulling something from the muck or chopping down trees
- 17 shouting for help or display the symbol of a local deity (or faction)
- 18 trying to find somewhere dry or scavenging for valuables
- 19 making (or following) a map or performing a ritual
- 20 digging peat or stirring a big cauldron



ENCOUNTER COMPLICATION OR ENHANCEMENT

d8+d12

- 2 There is a hallucinatory terrain (or programmed illusion) here
- 3 There are bullywugs (or roll on Swamp Humanoids) here (or nearby) as allies (or servants / mercenaries)
- 4 There is a glowing arcane eye belonging to a local spellcaster or hag
- 5 A jetty with several old boats tied to it or roll on Swamp Combat Terrain
- 6 There is a wight here (or roll on Swamp Spirits) that tries to pull creatures in to water where it hides
- 7 There is a platform between two trees or roll on Swamp Combat Terrain
- 8 There is someone with a lantern nearby or roll on Mysterious Lights
- 9 There is a vent of flammable marsh gas or roll on Swamp Combat Terrain
- 10 There are giant lizards here (or nearby) as pets (or guards). For alternatives roll on Swamp Beasts
- 11 There is a boat (or a raft) adrift in the water
- 12 There are frogs here making a lot of noise. Go quiet if disturbed
- 13 There is flammable swamp gas or roll on Swamp Hazards and Obstacles
- 14 There are recent signs of creatures mounted on giant boars (or roll on an appropriate encounter table) in the area
- 15 Several kobold corpses float here, infected with disease or roll on Swamp Hazards & Obstacles
- 16 There are streams of flying glowing insects. They are harmless and attracted to movement and bright colors.
- 17 There is an area of razorvine (DMG pg 110) submerged in water or roll on Swamp Hazards and Obstacles
- 18 Area is cursed with of misfortune. Ability checks and attack rolls at Disadvantage unless creature protected from evil (or similar). Or the curse is removed from the area.
- 19 The creatures are carrying a magic item (or it is hidden nearby). Roll on Magic Items - Swamp
- 20 There is a submerged ruin that is a crossing to the Shadowfell (or a portal to a lower plane)

OTHER ENCOUNTER TABLES



KOBOLD ENCOUNTERS (LEVELS 1-4)

d4+d6

2	2d4 winged kobolds and 1d4+1 blood hawks or 2d4 winged kobolds led by 1 kobold scale sorcerer (VGtM)
3	2d6 kobolds and 1d4+1 winged kobolds or 1d4+1 kobold inventors (VGtM) with... (roll on Beast Encounters)
4	2d4+2 kobolds with 1d6 mantraps or 4 kobolds carried by 1 ogre howdah (MToF)
5	2d4 winged kobolds or 2d6 kobolds led by 1 kobold scale sorcerer (VGtM)
6	3d6 kobolds or 2d6 kobolds led by 1 kobold dragonshield (VGtM)
7	2d6 kobolds with 1 swarm of bats or 2d6 kobolds with 1 guard drake (VGtM, red)
8	1d4+1 kobolds with... 1d2 giant toads (or roll on Beast Encounters)
9	2d6+2 kobolds with 1d4+1 stirges in a cage or 2d4 kobolds and 1d4 kobold inventors (VGtM)
10	1d6+1 kobolds led by 1 ogre or 1d4+1 kobold dragonshields (VGtM)

LIZARDFOLK ENCOUNTERS (LEVELS 1-4)

d4+d6

2	1 lizardfolk shaman with 1 black dragon hatchling
3	2d4 lizardfolk with 1d4 captive commoners
4	1 lizardfolk shaman with 1d4 giant lizards
5	1d4 lizardfolk with... (roll on Beast Encounters) or 1d4 lizardfolk with 1 guard drake (black, VGtM)
6	1d4 lizardfolk with 1 lizardfolk shaman
7	2d4 lizardfolk or 1d4 lizardfolk mounted on hadrosauruses (VGtM)
8	1 lizard king / queen with 1 giant lizard
9	1d4+1 lizardfolk mounted on giant lizards
10	1 lizard king / queen with 1d2 lizardfolk

ORC ENCOUNTERS (LEVELS 1-4)

d4+d6

2	1d2+1 orcs led by 1 orc war chief or 1d4 orc nurtured ones of Yurtrus (VGtM) led by 1 orc hand of Yurtrus (VGtM)
3	1d3 orcs with 1 orog and 1 orc eye of Gruumsh; or 1d2 orcs led by 1 orc blade of Ilneval (VGtM)
4	1d3 orcs with 1 ogre or 1 orc red fang of Shargaas (VGtM) mounted on a giant bat
5	1d4 orcs led by 1 orc eye of Gruumsh or 1 orog mounted on a hadrosaurus (VGtM)
6	1d6 orcs or 1d4 orcs with 1 orc nurtured one of Yurtrus (VGtM)
7	1d4 orcs led by 1 orog or 1d4+1 orcs with 1 orc claw of Luthic (VGtM)
8	1d4+1 orcs with 1d4 commoner slaves or 1d2 orc red fangs of Shargaas (VGtM)
9	1 orc eye of Gruumsh served by 1 orc or 1 orc claw of Luthic (VGtM) with 1 cave bear
10	1 orc war chief mounted on a giant lizard or 1 tanarukk (VGtM)

ORC ENCOUNTERS (LEVELS 5-10)

d4+d6

2	1 orc war chief and 1d4+1 orogs all mounted on giant lizards or 2d4 orogs on hadrosauruses (VGtM)
3	2d4+2 ogrillons (half-ogres) with 1 orc eye of Gruumsh and 1 troll or 2d4 orc red fangs of Shargaas (VGtM)
4	2d4 orcs with 1d2 trolls or 3d4 orcs with 2d4 aurochs (VGtM)
5	2d6+2 orcs with 1d4 ogres or 1d6+2 orcs with 2d6 orc nurtured ones of Yurtrus (VGtM) led by 1d3 orc hands of Yurtrus (VGtM)
6	4d6 orcs or 3d6 orcs led by 1 tanarukk (VGtM)
7	2d6+2 orcs led by 2 orogs or 2d6 orcs with 1d2 orogs led by 1 orc blade of Ilneval (VGtM)
8	3d6 orcs led by 1 ettin or 2d6 orcs with 1d2 orc claws of Luthic (VGtM) and 1d3+1 aurochs (VGtM)
9	1d3 orc eyes of Gruumsh with 2d4 orcs and 1d3 ogres or 2d6 orcs led by 1 orc blade of Ilneval (VGtM) with 1d2 orc eyes of Gruumsh
10	2d6 orcs with 1 orc war chief and 1 orc eye of Gruumsh or 1d6+6 orcs led by 1 orc war chief with 1 tanarukk (VGtM)



SWAMP MONSTERS (LEVELS 1-4)

d4+d6

- 2 1 **shambling mound** or 1d2 **merrow**
- 3 1 **black pudding** or 2d4 **oblex spawn** (MToF)
- 4 1 **chuul** or 1d2 **sword wraith warriors** (MToF)
- 5 1 **ochre jelly** or 1d4+1 **vegepygmies** (VGtM) with 1d2 **thornies** (VGtM)
- 6 1d3 **vine blights** and 2d4 **twig blights** or 1d2 **vampire mists** (MToF)
- 7 1d2 **will-o'-wisps** or 1d3 **shadow mastiffs** (VGtM)
- 8 2d4 **needle blights** or 1d3 **imps**
- 9 1d3 **gray oozes** or 1d2 **displacer beasts**
- 10 1 **troll** or 1 **vegepygmy chief** (VGtM) and 1d4 **vegepygmies** (VGtM)

SWAMP MONSTERS (LEVELS 5-10)

d4+d6

- 2 1 **treant** or 1 **elder oblex** (MToF)
- 3 1d6 **chuuls** or 2d4 **shadow mastiffs** (VGtM) led by 1 **shadow mastiff alpha** (VGtM)
- 4 1 **spirit naga** or 1d4 **adult oblexes** (MToF)
- 5 1d4 **shambling mounds** or 1 **venom trolls** (MToF) with 1d2 **trolls**
- 6 1d2 **hydras**
- 7 1d4 **trolls** or 1 **corpse flower** (MToF) with 1d10 **zombies**
- 8 1d4+2 **gricks** and 1 **grick alpha** or 1d3 **catoblepases** (VGtM)
- 9 1d4 **ettercaps** and 1d4 **phase spiders**
- 10 1 **aboleth**

SWAMP SPIRITS (LEVELS 1-4)

d4+d6

- 2 1 **night hag** or 1 **revenant**
- 3 1d4+1 **ghouls** or 1d4 **specters**
- 4 2d4 **mud mephits** or 2d4 of the **wretched** (MToF)
- 5 1d2 **will-o'-wisps** or 2d6 **skeletons**
- 6 1 **green hag** or 1d2 **vampire mists** (MToF)
- 7 1d2 **wights** or 1d2 **sword wraith warriors** (MToF)
- 8 1 **water weird** or 1 **ghost**
- 9 3d4 **zombies** or 1d3 **ghasts**
- 10 1 **water elemental** or 1 **allip** (MToF)

SWAMP SPIRITS (LEVELS 5-10)

d4+d6

- 2 A coven of 3 **hags** (mix of green, night and sea)
- 3 1d3 **wights** with 3d4 **zombies** or 1d2 of the **lost** (MToF)
- 4 1d4 **revenants** or 1d2 **bodaks** (VGtM)
- 5 2d6 **ghouls** led by 1d4+1 **ghasts** or 2d4 **vampiric mists** (MToF)
- 6 1 **water elemental** and 2d6 **mud mephits** or 1d4 **ghosts**
- 7 1 **green hag** and 2d4 **will-o'-wisps** or 2d4 **shadow mastiffs** (VGtM) led by 1 **shadow mastiff alpha** (VGtM)
- 8 1d4 **water elementals** or 1 **sword wraith commander** (MToF) with 1d4 **sword wraith warriors** (MToF)
- 9 1 **wraith** and 2d4 **specters** or 1 **spirit troll** (MToF)
- 10 1 **marid** or 1d4 **allips**



YUAN-TI ENCOUNTERS (LEVELS 1-4)

d4+d6

- 2 1 **yuan-ti malison** with 1d4 **constrictor snakes**
- 3 1d2 **yuan-ti purebloods** with 1d4+1 **giant poisonous snakes** or 1 **yuan-ti nightmare speaker** (VGtM) and 1d4 **giant poisonous snakes**
- 4 1 **yuan-ti malison** with 1d2 **yuan-ti purebloods** or 1d3 **yuan-ti purebloods** with 1 **yuan-ti broodguard** (VGtM)
- 5 1d4+1 **yuan-ti purebloods** or 1 **yuan-ti mind whisperer** (VGtM)
- 6 1d2 **yuan-ti malisons** or 1d3 **yuan-ti broodguards** (VGtM)
- 7 1 **yuan-ti pureblood** with 1 **giant constrictor snake**
- 8 1d3 **yuan-ti purebloods** with 1d4 **cultists** or 1 **yuan-ti broodguard** (VGtM) and 1d4 **giant lizards**
- 9 1d3 **yuan-ti purebloods** with 1d2 **swarms of poisonous snakes**
- 10 1d4 **yuan-ti purebloods** with 1d3 **commoner prisoners** or 1 **yuan-ti pit master** (VGtM)

YUAN-TI ENCOUNTERS (LEVELS 5-10)

d4+d6

- 2 1d4+1 **yuan-ti malisons** led by 1 **yuan-ti abomination**
- 3 2d6 **yuan-ti purebloods** with 1d4+1 **yuan-ti malisons** or 1d2 **yuan-ti mind whisperers** (VGtM) and 1 **yuan-ti abomination**
- 4 2d4 **yuan-ti purebloods** led by 1 **yuan-ti abomination** or 1 **yuan-ti pit master** (VGtM) with 2d6 **yuan-ti broodguards** (VGtM)
- 5 2d4 **yuan-ti malisons** or 1d4 **yuan-ti mind whisperers** (VGtM) with 2d4 **yuan-ti purebloods**
- 6 1 **yuan-ti abomination** or 2d4 **yuan-ti broodguards** (VGtM) led by 1d4+1 **yuan-ti malisons**
- 7 3d6 **yuan-ti purebloods** or 1 **yuan-ti abomination** with 1d6 **yuan-ti broodguards** (VGtM)
- 8 2d6 **yuan-ti purebloods** with 1 **giant constrictor snake** and 1d6+1 **swarms of poisonous snakes**
- 9 1d3 **yuan-ti malisons** with 1 **hydra** or 1 **yuan-ti pit master** (VGtM) with 1d4 **giant constrictor snakes** and 1d4 **yuan-ti malisons**
- 10 1 **yuan-ti abomination** with 3d6 **giant poisonous snakes**