

# CONQUEST OF THE EVERMIRE

HINTERLAND FORTRESS

CHEAT SHEETS  
PRINTABLES  
DM REFERENCES  
& NOTE TAKING  
CREATURE STATS

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## BLACKSMITH

### Gurek the Dwarf

*stoic, business, fair*

#### Adjustments to non-magical, 4gp each

Sharpen blades +1d4, expend +1 to hit and damage for next series of attacks.

Reinforce armor +1d6 AC(reaction), expend at will until used up. Can expend after being attacked but before damage roll.

#### For Sale

Weapons non-magical +1 quality, x10 price

#### Medium Armor

Chain Shirt AC12 + Dex modifier (max 2) 50gp

Scale Mail AC13 + Dex modifier (max 2) 50gp

Breastplate AC14 + Dex modifier (max 2), 400gp

Half Plate AC15 + Dex modifier (max 2), disadvantage stealth, 750gp

#### Heavy Armor

Splint AC17, Str15, disadvantage stealth, 200gp

Plate AC18, Str15, disadvantage stealth, 1500gp

#### High Quality Armor adjustments

Increase max of Dex modifier to 3, x2 cost

Removes disadvantage to stealth, x3 cost

+1 to AC, x3 cost

#### Magic Weapons & Armour to craft

+1 weapons 1000gp, dwarfy kind

+2 weapons 5000gp, dwarfy kind

+1 shield 1000gp

+2 shield 3500gp

## CRAFTSMAN ROW

Various fledgling or odd craftsman sells their trades here at the various booths. Some share booths, others are temporary.

#### Craftsmen Persuasion +4

**Hideout Pack** +1 reroll to avoid random encounter checks. Camo tent, bedrolls, ropes & small axe to cut branches. DC10 survival roll to setup each night. 20gp

**Healer's Bread** +1HD heal with short rest, 4 thick slices, 20gp. Old kind lady, slightly enchanted skills? Ancient recipe. A druid of peace, old and helpful.

#### Laundering Women

Clean set of clothes. 1 gp.

**Warning Bird** (small cage) Keep in camp, will warn of intruders, Passive Perception 14. 10gp

**Handy Vial on a Necklace** Fill with one potion to imbibe as bonus action instead of an action. 150gp

**Spiderweb Cover** +4 to Stealth rests, looks like a thick web covering, 1 body. 50gp. Delicate! DC12Dex not to rip when setting up. They will buy spider web sacs! 200gp each.

**Cart & Goat** Tough swamp goat, trained to stay near cart. Don't tie it up! Knows to hide from anyone not familiar with. Can load heavy treasures. Goat Survival +5 in swamp. Great for the Long Road. 75gp

**Ballista** Must be put on cart or mounted on boat. 1 turn to load, aim, then shoot. 250gp. Bolts 5gp each.

**Bolt** Ranged Weapon Attack: +6 to hit, range 120/480ft. one target. Hit: 22 (4d10) piercing damage.

**The Drake Killer!** Bolt crits on 19 or 20. 10gp each.

## THE FLETCHER

### Ehdey the Fletcher, high elf outlander

*Never seems busy, attentive, smiles a lot.*

20 Arrows 1gp      Shortbow 25gp  
Longbow 50gp      Silver Arrow 10gp

#### Finer Fletchwork

Quiver of Speed +1 initiative. 300gp

Finer Arrows +1 to hit quality, 25gp each

Shortbow of Speed, +1 bonus attack/fight 250gp

Longbow of Speed, +1 bonus attack/fight 500gp

#### Magical Bows and Arrows

+2 bow 7000gp

+2 arrows of returning 750gp







## NOBLE LANDING

### THE NOBLE LANDING

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This area is closed off to any new recruits. Many of the crafters or merchants may come here for business, especially if they've acquired anything rare from the adventurers. The Fighter's Guild may invite potential recruits for their occasional arena fights. If the wizards hear of any grand successes by treasure hunters, they may send an invite.

### WIZARDS HALL

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This exclusive academy and school of wizardry will not allow anyone in unless they are referred by someone of upmost note!

Yet... the Hall is in disarray and disrepair. None of the few wizards who went on quests have returned, and no new ones are coming to fill the ranks. All that is left are these few. The acolytes are young and not stalwart. It's been an utter disaster! There are only a few left!

#### Isilmote Archmage & Magister of the Hall Undyth, Mage & Scholarium

**1 Apprentice, 1 Shield Guardian, as a metal statue. Shield & oversize gauntlet for pounding.**

**1 Veteran**

*Quote: "I am Isimolte! Archmage & Magister of the Hall! Great Wizard! Defeater of Ich-Zuhl the Black Draconis! Survivor of the Zhentag Blood Rebellion! And Councilor to the Kings of Old!"*

*An account: At first they thought this another servant or sweeper, for the old man was bent over and hobbling in. He wore an over-sized robe and some arcane spectacles upon the bridge of his nose. His bald head was not so by shaving but by the vast thinning of gray hairs.*

Isilmote is actually an Ancient Gold Dragon, Ithmolten the Gold, but has come here, knowing the ancient threats that populate the Evermire. He is seeing if there is courage and capability at Hinterland Fortress, to help discover what lost evil relics may be discovered and which evil forces are building or returning after a millennial of slumber.

Undyth suspects Isimolte is not human and told, in secret, Cleric Ibolde. However the cleric has reassured Undyth, that whatever Isilmote is, he is very, very good at heart.

They will offer missions that are about lost, fallen, or malicious spell casters spread throughout the Evermire. They will provide ancient maps, some lore, and a Decree of Assignment by the Wizard's Hall, that will get you +2 to trading with the Merchants'n'Bankers.

#### Rare Reward

**Ring of the Wizard:** 1 charge per combat, use at casting! Disadvantage to target's save or +1lvl.

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This exclusive club is for the Duke's guards and armorer. They are looking for more members but only those worthy to join. It will allow newcomers for the arena fights. They will provide better deals on armour and weapons if one is a member, giving advantage to trade with all in town and access to the Armourer Eite.

To be a member of the fighter's guild is a 500gp, one time payment. A Fighter's Sigil is awarded. But again, the fighter must be referred or of renown.

#### Fighter's Arena

Once in awhile, they will have a competition for an item of great value. Clerics will come, ready to heal. It will be a fight till one falls. The winner gets the item. There may be a series of fights in one day, and no one is allowed to heal! Only clerics can heal once they've fallen. Though they will have short rests between fights, it will not be long enough for any healing. Clerics will be eyeing any magic uses to detect any cheating! Cheaters will be removed from the fight and fined their membership due or be cast out!

It will be a competition of elimination. Use Guard, Veteran, Knight, then Gladiator variants for the fights. After first fight, each round, -1d20 hit points from the next fighter challenger in the bracket, make it cumulative. Clerics enforce the 'no healing' rule fastidiously!

They may use their own weapons and armor, even magical bonuses, but no spell effects. If the adventurers are low level, have them fight up to Veteran or Knight.

#### Arena Prize

Writ of Credit, that must be spent at Hinterland

- Upto Veteran 750gp
- Upto Knight 1000gp
- Upto Gladiator 2000gp

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## ARMOURER ELITE

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#### Noble Human armourers. Aethelwus House.

*Snobby till proven worthy, then straightforward.*

Must be a member of the Fighter's Guild or given commission by the Duke.

All heavy armor, +1, x10 price.

#### Masterworks

- Fitted Ring Mail +1, Stealth normal 3500gp
- Chain Mail of Fortitude +1, Resist Slash, 4250gp
- Hardened, Fitted Splint +1, Stealth normal, 5000gp
- Knight's Full Plate +2, shield can't work with, 20,000gp





## THE DUKE AND HIS MOUNT

**Great Sword of the Gnomes** +3, 1 extra attack, +1 to critical chance.

**Gnome Plate of Armour** +2, Resistance to Bludgeon, Crushing, Falls

**Fey Symbiosis** The Duke and his griffon mount are connected as one unit during combat. The griffon is a summoned creature by a fey queen, gifted to the Duke for his courage and goodness. He has advantage to any handling rolls or if grappled or any attempt or situation tests his ability to stay mounted. He can attack freely from the mount gaining a 10' reach against any targets nearby. His griffon can also move and attack freely.

**Fey Name** The griffon's name is in fey and unable to be spoken by humans. The Duke knows it, but can't explain how he calls the griffon, it merely knows when he calls it's 'name'.

**Nibbles of Healing** The Duke can use an action to feed his griffon a nibble that heals 2d12 hit points. He has four of them.

**Nibbles of Attack** The Duke can use an action to feed his griffon a nibble that gives it a +2 to its attacks for the duration of one combat. He has four of them.

**Fey Familiar** Because the griffon is a familiar created by a fey queen, it can be resummoned. However its spirit will take some time to return to the queen then she will divine its demise. If it is noble, she will resummon it to return to the Duke.

This fey spirit has a noble love for the Duke and his self sacrifice for Good. It was once a mare horse but in its previous demise, its spirits desire to return to the Duke was so strong it came back as a greater griffon.

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### Duke Groffham

*Human, lawful good*

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Armor Class 20 (plate +2)  
Hit Points 126 (12d10+36)  
Speed 30 ft.

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STR	DEX	CON	INT	WIS	CHA
19(+4)	15(+2)	16(+3)	13(+1)	15(+2)	17(+3)

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Skills Athletics +9, Intimidation +5, Animal Handling +7

Damage Resistance Bludgeon, Falls

Senses Perception +6, passive Perception 16

Challenge 9 (5,000 XP)

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**Indomitable** 2/day, rerolls failed saves.

**Criticals** on 18-20

**Second Wind**, regain 20hits, twice per short/long rest.

**Parry** x4/day Reaction, 1d10+2 HP reduction.

**Fey Symbiosis** Mounted, he can attack any target within 10' with no penalties, using all four attacks.

### ACTIONS

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**Multiattack.** The Duke makes four attacks with his greatsword.

**Greatsword.** *Melee Weapon Attack:* +13 to hit, reach 5ft., one target. Hit: 18 (2d10+7) slashing damage.

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### Great Fey Griffon

*Large fey creature, lawful good*

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Armor Class 16 (natural & fey magics)  
Hit Points 110 (12d10+36)  
Speed 50 ft., fly 100 ft.

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STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	16(+3)	8(-1)	15(+2)	7(-2)

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Skills Athletics +9, Perception +6

Senses darkvision 80ft, passive Perception 16

Challenge 6 (5,000 XP)

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**Dive Attack** If the griffon can fly 60ft to a target, it must make a DC 18 Dexterity or Strength save or be knocked prone. Then its proceeding attacks are at advantage and get +2d6 slashing & bludgeoning damage.

### ACTIONS

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**Multiattack.** The griffon can make a dive attack and two attacks. One with its beak and one with a claw.

**Beak.** *Melee Weapon Attack:* +8 to hit, reach 5ft, one target. Hit: 11 (1d10+5) slashing damage.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5ft, one target. Hit: 12 (2d6+5) slashing damage.



# RULES FOR SWAMP PLAY

## BOAT N CAPSIZE RULES

**Maps** 1 day travel refers to average on foot and rafts in water. Boats are about a 1/4 faster.

**Small Dingy:** Up to 4 medium-sized passengers. AC15, 20 hit points. Capsize DC12Str. 25gp.

**Medium Fishermen Boat:** Up to 8 medium-sized passengers. AC15, 30 hit points. Capsize DC15Str. 100gp.

**Large Longboat:** Up to 12 medium-sized passengers. AC15, 45 hit points. Capsize DC20Str. 500gp.

**Large Raft:** Up to 12 medium-sized passengers. AC15, 100 hit points. Capsize DC25Str. 200gp. Slow.

**Huge Raft-Barge:** Up to 24 medium-sized passengers. AC15, 200 hit points. Capsize DC25Str. 400gp. Very slow, unless one uses an ogre!

### CAPSIZING N OVERBOARD

- Str Check to capsize boat. Check vessel for DC#Str to capsize.
- Passengers must make Athletic or Acrobatic check. First to fall prone. Second to avoid falling overboard. Rafts get Adv versus overboard.

### RAMMING ADVANTAGE

- If surprise it rams with Adv.
- If no surprise, it may be attacked but is in water and uses top armor.
- If it takes damage it is at DisAdv to ram.

**Ramming damage:** Their HD x every 10 ft. swimming speed (not dash). Plus capsizing.

### ROWERS AVOIDING CAPSIZING N RAMMING

If rowers are utilized Ram & Capsize check is at Disadv. Attackers get Adv to hit any ramming attacker. At least half the passenger size in rowers must be rowing and all must make a DC12Str for boats and DC16Str for rafts.

## SWIMMING N FIGHTING

- Con bonus is how many rounds one can fight while not breathing.
- Drowning is 1d6 damage per round.
- Medium armor swim DC15 Athletics
- Heavy armor swim DC20 Athletics
- Swimming, no armor, open water DC10 Athletics or Acrobatics
- Roll a 2d6 to determine how deep
- If they can stand in the water, all rolls are at DisAdv and the terrain is difficult
- Do tests against attacks to see if they can keep standing. Base it off the Athletics or Str of the creature attacking.
- If it is 1 feet below their height they will struggle with drowning. Have each swim roll represent one effort to surface and take a breath and to remain above surface. This requires a move, and if one fails and were in a fight they'd begin the drowning process with Con modifier as rounds.
- If they have underwater breathing, no drowning damage is taken but they still have underwater combat Disadvantage to rolls. Also, they will sink to a suctioning bottom and must deal with returning to the surface somehow.
- Walking on the bottom DC15 for medium and DC20 for heavy armor.
- Removing armor will help, as well as ropes or finding solid ground like rocks or tree roots to hold on to and traverse.

## Underwater Activities & Combat

- Hold breath during strenuous activity, Con ability score modifier in rnds!
- Drowning is 1d6 per rnd
- Disadvantage to combat, except piercing spears and crossbows
- Swim normally, DC10 Acrobatics or Athletics
- Swim in light armor, DC12 Acrobatics or Athletics
- Swim in medium armor, DC15 Athletics
- Swim in heavy armor, DC20 Athletics
- Trudging on muddy bottom, medium armor, DC15 Athletics, heavy armor, DC20, one fourth speed

## Tests Around Hinterland Fortress

- Walkways are difficult terrain
- Climbing the natural embankments, DC14
- Climbing stone walls, DC14
- Traversing tile rooftops, DC14
- Staying afloat in treacherous waters, DC16

## Failure Results

- Any failure means going prone and taking 1d4 straining hit points.
- Drowning is 1d6 exhausting hit points per turn.
- 2 in 6 change of alerting nearby swamp beast!

## FUN FUMBLE CHARTS

### PLAYER CHARACTER FUMBLE CHART

On a roll of 1, consult chart below. You may allow a DC20 save with apropos ability score.

d8	Fumble result
1	Wound thyself at full damage.
2	Wound thyself at half damage.
3	Weapon slips out, flies 1d4 x 5feet, random direction (roll d8, whichever way # points)
4	Fall prone. Take 1d4 of embarrassing bludgeon damage damage.
5	Expose oneself to one reaction attack.
6	Break, ruin gear. Randomly roll. Non-magical item. If fragile or regular it breaks. If master crafted, lose any quality modifiers, until repaired or mended.
7	Hesitate embarrassingly. Disadvantage to next Action.
8	You lose this turn only. Lucky you!

### HUMANOID FUMBLE CHART

Goblins fumble on a 1-4. They're stupid!  
 Orcs fumble on 1-3. They're reckless!  
 Other humanoids fumble on a 1-2. They're brutish!

d6	Fumble result
1	Hit one of their own, who fights back!
2	Injures itself, full damage roll.
3	Loses or breaks weapon, it backs away, giving a free reaction attack!
4	Falls prone in random direction, knocking others, DC12Str or Dex to avoid. Roll d8, whichever way number points up is direction.
5	Growls stupidly or hops around cowardly losing its turn & exposes itself to a reaction attack.

## Travel Time To Any Mission

1d6 days lake or marshland journey via a raft. Add more to more epic missions.

## Encounter Chance

1 in 6 chance per day and per night. If precautions are made it can decrease the chance of an encounter by making the roll 1 in 8, or 1 in 10 and so forth.

## Challenges & Situations

Adjust difficulty, numbers, and challenge accordingly. If they are in their boats or near swampland, you can add rafts, barges to the humanoids and/or they could be camping on isles or narrow passageways. If they are traversing on land and you roll for a water creature, you could reroll or add a body of water that is blocking their passage.

d10	Creatures
1	Goblins 1-4 or Orc Raiders 5-6
2	Goblins 1-4 or Swarms 5-6
3	Bugbear Scouters or Bullywug Hunters
4	Unique Monster or Serpentine Hunters
5	Treacherous Terrain
6	Unique monster 1-4 or Swarms 5-6
7	Unique fungi or plant 1-4 or Swarms 5-6
8	Unique fungi or plant
9	Treacherous Terrain 1-4 or Swarms 5-6
10	Ogre Gang or Swamp Giants
11	Unique monster
12	Unique monster encounter

d6	Distance
1	Suddenly right up close! Check to see who is surprised or ambushed!
2	Visible within a hundred paces, both get a perception check!
3	Off in the distant murkiness, roll Stealth for each, check passive Perception
4	Can be heard but not yet seen, ask them to describe their activities whether camping or traveling to decide any Stealth rolls. Roll for encounter & their purpose, to see if they are stealthy or not.
5	Tracks, clues or other obvious signs of recent passing, must use Perception or Survival to notice, roll again on this table for change in half a day.
6	Was here recently, campsite or passing, but gone... at least hours away. Use Survival to track if wanted.

d8	Purpose, Activity
1	They're nomadic and moving about.
2	They're camping for days to live off the area.
3	They're actively hunting. Stealthy.
4	They're weak, fleeing something.
5	They're scouting or patrolling from a settlement. Stealthy.
6	They're on a raiding mission. Extra healing potions & acting stealthy.
7	They're returning from a raid. (extra treasure, slaves) Disadv to their perception.
8	This group leads to the larger campaign, whether their going to war, they are part of a nearby settlement or fortress. Or this group leads to that in some way.

## Leader Has Magic Item It Uses!

Roll d6, 1 it has 2 items, 2 it has 1 item

d10	Magic Item To Be Used
1	Healing potion 2d8
2	Healing potion 4d8
3	Blade poison 1d6, DC10Con, 1 fight x2
4	Stun gourd, DC10Str or Dex to throw accurately, DC10Con, 30'. 10'radius. 1min at DisAdv. may save end of each turn
5	+1 weapon, quality only
6	+1 weapon, magical
7	+1 armor, quality only
8	+1 armor, magical, resist elemental damage
9	+2 heavy weapon magical
10	Rare Item from treasure

d20	Unique Monster
1	Zombies
2	Ghouls
3	Carriion Crawlers
4	Blights
5	Ettin
6	Swamp Eel (grick)
7	Swamp Otyugh
8	Swamp Roper
9	Frog giant
10	Shambling Mound
11	Swamp Troll
12	Swamp Bullete
13	Zombie horde
14	Swamp Grabber or Tentacle Horror
15	Swamp Drake wid legs (large croc)
16	Swamp Drake (giant serpent)
17	Swamp Drake wid armour (giant torto)
18	Evil Swamp Trees
19	Black Dragon (not adult or ancient)
20	Clash of Titans! Two appear, fighting each other.

d6	Treacherous Terrain
1	Very swampy difficult terrain, slower, x2 encounters till next one.
2	Foul or poisonous bubbly water or mud. DC12Con disease or poison, 1d10hp, needs cure disease or poison, may save once per day! No natural healing till recovered.
3	Sinkhole or whirlpool. DC10Dex to avoid. Fall 1d4x10feet into rocky mudhole or thrown in water. DC14 to climb out, swim out. Boat damaged 2d6hp.
4	Boiling or pressurized blowhole! DC10Dex to avoid. Advantage in boat. 4d6hp seering heat or deep acidic minerals.
5	Poisonous plant. Use Needle Blight 1d4, with additional poison. DC12Con. 2d6 damage. Not mobile.
6	Carnivorous plant. Use something like a shambling mound, but looks like large foul fungi moldy growth. 20' reels in victims 10' turn, upto 6 vines, only needs 1 grapple to reel closer. Not mobile.

Adjust encounter according to the party! If the party is low level, make the creatures few and/or younger. So a lesser shambling mound would have a +5 attack, do 2d6+3, DC12 tests, and about half hit points and so forth. It would be a Challenge 3 (700 XP).

Treasure Search Result	
DC18	1d20 x 10 gold pieces. Valuable Items
DC20	1d4 roll
DC22	1d8 roll
DC24	1d12 roll
Nat20	Roll 1d12 with Adv plus DC result

Valuable Items	
1-10	Common trinkets. 1d20
11-15	Merchant items. 1d10
15-19	Noble faire. 1d4
20	Lordly. 1d4. if 4. 1 Legendary!

d12	Treasure Table
1	1d20 x 10 gold pieces
2	1d20 x 10 gold pieces
3	Valuable Items
4	Valuable Items
5	Survival Gear
6	Survival Tools & Material
7	Potions & Things
8	Potions & Things
9	Helpful Magic Items I
10	Helpful Magic Items II
11	Weapon or Armor
12	Magics

**Valuable Items value (x1d10)**

Common: trinkets, games, accessories	1gp
Merchant: gems, jewels, fine items	10gp
Noble: crafted, artworks	100gp
Lordly: royal, rare, gifts	1,000gp
Legendary: crowns, scepters, kingly	10,000gp

d20	Survival Gear
1	Small barrel of Ale
2	Bundle of wood/torches (8)
3	Bundle of wood/torches (12)
4	Skin of wine
5	Roll of animal furs (bedding/clothing)
6	Roll of animal furs (bedding/clothing)
7	Building Toolkit (ax. hammer. spikes. rope)
8	Fishing tackle
9	Tool kit tools +1 (not stackable)
10	Crossbow heavy. 20 bolts
11	Hunter's bow & quiver of 20 arrows
12	Animal trap (small). DC12 Nature success
13	Animal trap (large). DC14. 1d6
14	Hide/tanning items 1d10 uses
15	Smithing items 1d10 uses
16	Flasks of oil (4)
17	Small 3 man boat. needs 1d6 wood to repair
18	Swamp boots +1 to terrain saves
19	Dried Rations. sealed. 1d8 uses
20	Camping gear

d20	Survival Tools & Materials
1	Swamp Lore* of hidden supplies
2	Recipe book. +1 to cooking (not stackable)
3	Salted meat stored. 1d4 meals. 1d10hp. short rest
4	Crusty bread. 1d6 servings. +1 exhaustion level
5	Swamp meat. cook/eat or lure? 1d4
6	Swamp hide. leather or camo?
7	Jar of fruit preserves. 1d4 inspiration points
8	Jar of pickles. 1d4. with long rest. raises exhaustion by 2
9	Cookery kit
10	Alchemy kit
11	Sausage rolls. 1d4. 1d10hp each. 1 inspiration each
12	Sack of grain. 10 servings
13	1d20 cooking/potion ingredients in vials
14	Smithing toolkit
15	Tanning toolkit
16	Flasks of oil (4)
17	Cart & wagon repair 1d10 uses
18	Masonry toolkit
19	Digging tools
20	Ropes & Reins

d20	Potions & Things
1	Heal Potion 2d8
2	Heal Potion 2d8
3	Heal Potion 2d8
4	Greater Heal Potion 4d8
5	Greater Heal Potion 4d8
6	Potion of Climbing. 1 hour
7	Potion of Underwater breathing 1 hour
8	Potion of Speed, x2move, Disengage bonus action, 1 combat, AC+2
9	Potion of Elemental Resistance (fire, cold etc)
10	Potion of Damage Resistance. nonmagic
11	Cure/Resist Disease/Poison 1 hour
12	Potion of Pure Damage Resistance (melee & magical) 1 combat
13	Potion of Flying 50ft. 10min
14	Dust of Fortitude AC+2. 1 combat
15	Potion of Giant Strength 24. +7. 1 hour
16	Potion of Heroism. +1d8/CON hp temp. +1insp
17	Potion of Intelligence+2. 1 day
18	Potion of Mind Reading. 1 min
19	Potion of Gaseous Form. 1hour. 10ft. concentrate
20	Potion of Greater Restoration

d20	Helpful Magic Items I
1	Swamp Lore* of a beasts lair
2	Bag of Holding, 500lbs
3	Cloak of Elvenkind +1 to stealth
4	Cloak of Prot +1 AC & Saves
5	Ring of Jumping, 20ft. bonus action.
6	Boots of Speed, +10ft move. Adv to Dex Saves.
7	Boots of Levitation, 10ft. hover, 10min/short
8	Boots of Flying, 30ft. 10min/short
9	Amulet of Health Con is 19
10	Ring of Waterwalking, Snow, Ice
11	Ring of Evasion, All Dex saves Adv
12	Ring of Protection +1AC & Saves
13	Bracers of Dexterity +1 to ability score
14	Beads of Prayer, +1lvl to spell, 6 beads
15	Ring of Frost Resistance
16	Ring of Fire Resistance
17	Cap of Fishery, bubble around head
18	Bear bracelet, 1d6 uses, summons brown bear, 1hour
19	Holy Symbol, inspiration, +1Attack & DC (Wis)
20	Gem of Enchantment*

d20	Weapon or Armor
1	Weapon +1 (based on what found)
2	Ammo +1 x 1d8
3	Shield +1
4	Studded Leather Armor +1
5	Bracers AC +1
6	Oil of Permanent Sharpness +1 (+3 max)
7	Oil of Permanent Hardening (armor) +1
8	+2 Splint Leather armor of fitting, any size
9	Greater Weapon +1
10	Quiver of Speed +1init, +1shot/combat
11	Weapon +2
12	Weapon +1, +1 attribute
13	Arrow +2, 1d4
14	Breastplate+2
15	Bracers of Defense +2, leather only, no shield
16	Manuel of a Feat (player's choice)
17	Tome of Dextrous Pedigree +1 to Dexterity ability score, 1 use magical tome
18	Elixir of Constitution, +1 to Con Ability score! 1 use.
19	Tome of Armour Enhancements, +1AC, And gain a new trait? Based on spell cast with it. ~5000gp worth of craftsman, time, effort. 1 use magical tome
20	Gem of Enchantment

d20	Helpful Magic Items II
1	Swamp Lore* of some boss & tribe
2	Ogre Collar* (see next page for info)
3	Jug of Water, turns dirty water into clean
4	Sharpening Stone, use during short rest, +1 to 1d4 slash or pierce weapons, for 1st hit
5	Drying Tile, dries anything placed on it during a short rest
6	Animal Whistle +2 to animal handling
7	Elven Rope +2, unties itself
8	Gem of Enchantment*
9	Scroll for 1d6 spell levels
10	Ring of Darkvision
11	Bracers of Strength +1 to ability score
12	Necklace with vial, 1 potion, bonus to use
13	Accessory of Charisma, +1 to ability score
14	Bracers of Strength, Adv to Str tests
15	Ring of Devil's Sight
16	Lessons on Insight, Adv to Insight, Investigate, a daily journal, takes 10min
17	Gem of Perception & Investigate, Advantage
18	Tome of History +2, huge book
19	Swamp Lore* of legendary weapon
20	Swamp Lore* of legendary armor

d20	Magics
1	Swamp Lore* of ancient lore!
2	Sorcerer components +1 attack/DC, 1d12uses.
3	Scroll kit, 1d20 lvls ink & quill
4	Blank scrolls, 1d4, 2 at 1st, 1 at 2nd, 1 at 3rd
5	A holy symbol, can hold +1 inspiration
6	Vial of the Elemental, lasts 24hours, add fire, water, earth or air(nothing) to summon, 1 use.
7	Ring of Spell Turning lvl5, 10'radius, 1/short
8	Journal of swamp travels, Adv to Nature
9	Staff of Range, x2 range
10	Sorcerer's broach, +1HD to attack spells
11	Wild Magic circlet, may reroll once, must pick 2nd.
12	Talisman of Power, +1lvl to spell 1/combat
13	Circlet of Misty Step, 100ft, bonus1/combat
14	Gem of Enchantment*
15	Wand of Spells, upto 10lvls, Fire+1HD
16	Rod of Might, +1 attack, +1HD
17	Ward of Blades bracelets, 3xReact/combat
18	Tome of Intelligence +1, 1 use
19	Staff of the Ancients +1 Int, Adv to History & Arcana, adds Spell Slots based on Int bonus, adds AC+2
20	Legendary Staff of the Magic, +1 attacks, +1DC, +1Spell Lvl to spell cast, x2 spell range, +1 spell resist (only 1 in swamp)

## GOBLINS

### Goblin Raider

*Small humanoid (goblin), neutral evil*

**Armor Class** 15 (leather & shield)

**Hit Points** 9 (2d6+2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	14(+2)	13(+1)	10(+0)	8(-1)	8(-1)

**Skills** Stealth +6

**Senses** darkvision 60ft, passive Perception 9

**Challenge** 1/4 (50 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

*Pick one.*

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hits 5 (1d6+2) slashing damage.

**Pike or Spear.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hits 4 (1d8-1) piercing damage. 2-handed.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320ft., one target. Hit: 5 (1d6+2) piercing damage.

### WAR CART

*Large object*

**Armor Class:** 14

**Hit Points:** 65

The war cart has 2 drivers, 1 mob of 5 archers, and provides a bit more than half cover +3AC to the occupants. It is pulled by 2 boars.

### WAR WAGON

*Huge Object*

**Armor Class:** 15

**Hit Points:** 150

The war wagon has 2 drivers, 3 mobs of 5 archers, and provides three-quarters cover, +5AC to the occupants. It is pulled by 2 big boars or 4 boars.

The occupants are mobs of archers. Top covers will have a mix of hide, shields & boards. They also use these to quickly climb over walls or get a start on climbing towers. Several mobs can be clinging to the top and sides.

## Mob Rules

**Armor Class** same.

**Hit Points**, multiply based on number in the Mob.

**Advantage** to tests or saves involving Strength, Fear, Perception, vs Charm where numbers helps.

**Damage Vulnerability**, any area effect attack.

**Disadvantage** to Stealth, Hiding, Dexterity saves, where unison and size are compromising.

### Mob Sizes

Mob of 3

+1 to attack, +1 to damage, +1 HD, +1 CR

Mob of 5

+2 to attack, +2 to damage, +2 HD, +2 CR

Mob of 7

+3 to attack, +3 to damage, +3 HD, +3 CR

### Mob's Destruction

If the mob is at half hit points, it loses -1 to attack, damage & HD. Less at a quarter of hit points.

### Mob of Goblins 3, CR1/2(100)

Hit Points 27

Scimitars+5, 2d6+3

Pikes n Spears+5, 2d8

Shortbows+5, 2d6+3

### Mob of Goblins 5, CR2(450)

Hit Points 45

Scimitars+6, 3d6+4

Pikes n Spears+6, 3d8+1

Shortbows+6, 3d6+4

### Mob of Goblins 7+, CR3(700)

Hit Points 63+

Scimitars+7, 4d6+5

Pikes n Spears+7, 4d8+2

Shorbows+7, 4d6+5

**Orc Berserker**

*Medium humanoid, chaotic evil*

**Armor Class** 13 (leather armor)

**Hit Points** 26 (3d8+9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	16(+3)	16(+3)	7(-2)	11(+0)	9(-1)

**Skills** Athletics+6, Intimidation+2

**Senses** darkvision 60ft, passive Perception 11

Languages Common, Orc

**Challenge** 1 (200 XP)

**Aggressive.** As a bonus action, it can leap and charge up to their speed toward a target it can see. They are also more difficult to hit, gaining AC+2.

**Reckless Rage.** If it can reach its target using its Aggressive move, the berserker has advantage on its melee weapon roll, but attack rolls against it have advantage. It gains a +2 to damage and resists melee damage for this turn only.

**ACTIONS**

**Axe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage.

**Throwing Blade.** *Ranged Weapon Attack:* +5 to hit, range 30/60ft., one target. Hit: 6 (1d6+3) piercing damage.

**Orc Berserker Gang of 3, CR2(450)**

Hit Points 78

Axes+6, 2d6+4

Throwing Blades+6, 2d6+4

**Iron Orc Wall of 3, CR3(700)**

Hit Points 150

Shield Bashes+6, 3d4+5, DC16Str

Heavy Blades+6, 3d10+5

**Orc Smasher Clan of 3, CR2(450)**

Hit Points 78

Heavy Cudgels, Morninstars+6, 3d10+4

**Iron Orc**

*Medium humanoid, chaotic evil*

**Armor Class** 19 (full plate & shield)

**Hit Points** 50 (4d8+16)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	13(+1)	18(+4)	7(-2)	11(+0)	9(-1)

**Skills** Athletics+6, Intimidation+2

**Senses** darkvision 60ft, passive Perception 11

Languages Common, Orc

**Challenge** 2 (450 XP)

**Orc Fury.** It deals an extra HD damage when it hits with a weapon attack (included in attack).

**Aggressive Hunker.** If it dashes, it can add +2 to its AC.

**ACTIONS**

**Multiattack.** The orc makes one shield bash then one heavy blade attack.

**Shield Bash.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit:10 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the prone is successful its heavy blade will be at advantage.

**Heavy Blade.** *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. Hit: 15 (2d10+4) slashing damage.

Languages Common, Orc

**Challenge** 1 (200 XP)

**Aggressive.** As a bonus action, it can leap and charge up to their speed toward a target it can see. They are also more difficult to hit, gaining AC+2

**Orc Fury.** It deals an extra HD damage when it hits with a weapon attack (included in attack).

**ACTIONS**

**Heavy Cudgel.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 14 (2d10+3) slashing damage.

**Orc Smasher**

*Medium humanoid, chaotic evil*

**Armor Class** 15 (plates)

**Hit Points** 26 (4d8+9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	17(+3)	7(-2)	11(+0)	9(-1)

**Skills** Athletics+6, Intimidation+2

**Senses** darkvision 60ft, passive Perception 11

## Bugbear Scouts

Medium humanoid, chaotic evil

**Armor Class** 14 (hide armor)

**Hit Points** 27 (5d8+5)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
15(+2)	15(+2)	13(+1)	9(-1)	11(+0)	9(-1)

---

**Skills** Stealth+6, Survival+2

**Senses** darkvision 60ft, passive Perception 11

Languages Common, Goblin

**Challenge** 1 (200 XP)

**Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

**Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

### ACTIONS

**Morningstar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

**Javelin.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

### Bugbear Scouts of 3, CR2(450)

Hit Points 71

Morningstars+5, 3d8+3

Javelins+5, 2d6+3

Perception+5, Stealth is still +6

## SWAMP ETTIN

Large giant, chaotic evil

**Armor Class** 15 (debris coverage)

**Hit Points** 85 (10d10+30)

**Speed** 40 ft.

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STR	DEX	CON	INT	WIS	CHA
21(+5)	8(-1)	17(+3)	8(-1)	10(+0)	8(-2)

---

Senses Perception+6, passive Perception 16

Languages Goblin, Giant, Common, Self-Gibberish

Challenge 54 (1,100 XP)

**Two Headed Awareness.** The ettin has a high perception as noted above. It has advantage to any save against being blinded, charmed, deafened, frightened, stunned or knocked unconscious.

**Dual Personality.** One head is mean and vicious. The other may be willing to make an unfair deal in their favor. Or if below half hit points, in the enemy's favor.

### ACTIONS

**Multiattack.** The ettin makes two attacks, one with each weapon or two rocks.

**Giant Bardiche.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. Hit: 16 (2d10+5) slashing damage.

**Giant Crude Blade.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. Hit: 13 (2d8+5) slashing damage.

**Large rock.** *Ranged Weapon Attack.* +7 to hit, range 60/240 ft., one target. Hit: 21 (2d10+5) bludgeoning damage.

# BULLYWUG HUNTERS

## GRUNGE WARRIOR

*Small humanoid (grung), lawful evil*

**Armor Class** 15 (primitive armor)

**Hit Points** 49 (9d6+18)

**Speed** 25 ft., climb & swim 25 ft. swamp terrain

STR	DEX	CON	INT	WIS	CHA
9(-1)	16(+3)	15(+2)	10(+0)	11(+0)	8(-1)

**Saving Throws** Dex+5

**Skills** Athletics+4, Perception+4, Stealth+5

**Damage, Condition Immunities** poison

**Senses** watervision 30ft, passive Perception 14

**Languages** Grung

**Challenge** 2 (450 XP)

**Amphibious.** Can breathe air and water.

**Poisonous Skin.** Any contact with its skin must succeed on a DC 12 Con or become poisoned for 1 minute. May

save at the end of each turn.

**Standing Leap.** It can long jump 25 feet and high jump 15 feet as a bonus action.

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hits 5 (1d4+3) piercing damage plus 5 (2d4) poison damage.

**Dagger.** *Ranged Weapon Attack:* +5 to hit, Range 20/60 ft., one target. Hits 5 (1d4+3) piercing damage plus 5 (2d4) poison damage.

**Pike or Spear.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hits 4 (1d8+3) piercing damage. 2-handed.

**Mesmerizing Chirr (Recharge 6).** It makes a chirring noise. Within 15 feet must succeed on a DC12Wis or be stunned until the end of the grung's next turn.

**Mob of 3 Warriors, CR4(1,100)**

Hit Points 147

Pike or Spear +6, 2d8+4

Dagger +6, 2d4+4, poison 3d4

## GRUNGE BULL WARRIOR

*Large humanoid (grung), lawful evil*

**Armor Class** 16 (primitive armor)

**Hit Points** 112 (9d10+18)

**Speed** 25 ft., climb & swim 25 ft. swamp terrain

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	16(+2)	10(+0)	11(+0)	12(+1)

**Saving Throws** Str+6

**Skills** Athletics+4, Perception+4

**Damage, Condition Immunities** poison

**Senses** watervision 30ft, passive Perception 14

**Languages** Grung

**Challenge** 4 (1,100 XP)

**Amphibious.** Can breathe air and water.

**Poisonous Skin.** Any contact with its skin must succeed on a DC 10 Con or become poisoned for 1 minute. May save at the end of each turn.

**Standing Leap.** It can long jump 25 feet and high jump 15 feet as a bonus action.

**Charge Leap.** If it lands within 5' of a target its first attack gains an additional 2d8 damage.

### ACTIONS

**Large Pike or Spear.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hits 13 (2d8+4) piercing damage plus 3 (1d6) poison damage. 2-handed.

**Spear.** *Ranged Weapon Attack:* +7 to hit, range 60/120 feet, one target. Hits 13 (2d8+4) piercing damage plus 3 (1d6) poison damage.

## GRUNGE SHAMAN

*Small humanoid (grunge), lawful evil*

**Armor Class** 13 (16 barkskin)

**Hit Points** 44 (8d6+16)

**Speed** 25 ft., climb & swim 25 ft. swamp terrain

STR	DEX	CON	INT	WIS	CHA
7(-2)	16(+3)	15(+2)	10(+0)	15(+2)	11(+0)

**Saving Throws** Dex+5

**Skills** Athletics+4, Perception+4, Stealth+5

**Damage, Condition Immunities** poison

**Senses** watervision 30ft, passive Perception 14

**Languages** Grung

**Challenge** 4 (1,100 XP)

**Amphibious.** Can breathe air and water.

**Poisonous Skin.** Any contact with its skin must succeed

on a DC 12 Con or become poisoned for 1 minute. May save at the end of each turn.

**Standing Leap.** It can long jump 25 feet and high jump 15 feet as a bonus action.

**Spellcasting.** The shaman is a 6th-level spell caster. Its spellcasting ability is Wisdom (spell save DC13, +5 to hit with spell attacks). The shaman has the following shaman spells.

Cantrips (at will): *infestation poison spray, thorn whip*

1st level (4 slots): *entangle, jump, thunderwave*

2nd level (3 slots): *barkskin, spike growth*

3rd level (3 slots): *tidal wave, wall of water*

### ACTIONS

**Shaman Staff.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hits 7 (1d8+3) bludgeoning damage plus 7 (2d6) poison damage and save versus a DC13Con or be poisoned until end of one's next turn.

## GIANT SWAMPFROG

*Large beast, unaligned*

**Armor Class** 14

**Hit Points** 42 (4d8+12)

**Speed** 30 ft. swamp

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	16(+3)	5(-3)	10(+0)	4(-4)

**Skills** Stealth+4, Perception+2

**Senses** darkvision 30 ft., passive Perception 12

**Challenge** 2 (450 XP)

**Swamp Native.** It has advantage to stealth and perception in the swamp. It is amphibious.

**Standing Leap.** It can leap 30 ft. across and 20 ft. up.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 30 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage and target is grappled & restrained, DC13 Str or Dex to escape or it is swallowed if medium or smaller.

**Swallow** It is blinded and restrained. It takes 5 (3d4) acid damage and is drowning at (1d6) damage.

## SERPENTINE TRIBE

### SERPENTINE WARRIOR

*Medium Monstrosity, neutral evil*

**Armor Class** 18 (scales)

**Hit Points** 66 (12d8+12)

**Speed** 30 ft., swim/difficult terrain 25 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	13(+1)	14(+2)	12(+1)	14(+1)

**Saving Throws** Magic Resistance, Dex+5, Cha+3

**Skills** Deception+5, Stealth+6

**Damage, Condition Immunities** poison

**Senses** darkvision 60ft, passive Perception 11

**Languages** Common, Draconic

**Challenge** 4 (1,100 XP)

**Amphibious.** Can breathe air and water.

**Innate Spellcasting.** Charisma spell save of DC12, the

serpentine can cast these spells.

At will: *animal friendship* (reptiles only)

3/day: *suggestion*

**Serpentine Coil.** If the serpentine uses Dash, it coils its scales at a speed to deflect physical or magical attacks. All attacks are at disadvantage.

#### ACTIONS

**Multiattack.** Serpentes have two weapon attacks or one coil and bite attack.

**Barbed blades.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hits 8 (1d10+3) slashing, piercing damage. 2-handed.

**Coil & Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. The target must make a DC14 Str or Dex save or is considered restrained. If so, it then gets a bite attack. Hits 7 (1d8+3) piercing damage plus 7 (2d6) poison damage.

### Serpentine Troupe of 3, CR6(2,300)

Hit Points 198

Barbed Blades+6, 2d10+4

Coil&Bites+6, DC15Str or Dex, 2d8+4 plus 3d6 poison.

### Slithren Mob of 3, CR5(1,800)

Hit Points 144

Claws & Coil +6, 3d8+5, DC15Str or Dex or restrained. Then:

Venomous Bite+6, 2d6+5, DC15Con or be paralyzed.

Special: One will play as decoy, as others slither close by to attack from flanks or rear. While they have disadvantage as a mob, they utilize it to their advantage. It won't be a surprise attack, but if successful with stealth, they will gain advantage to their attacks as flank and rear.

### SERPENTINE SLITHREN

*Medium Monstrosity, neutral evil*

**Armor Class** 17 (scales)

**Hit Points** 48 (8d8+8)

**Speed** 30 ft., swim/difficult terrain 25 ft.

STR	DEX	CON	INT	WIS	CHA
14(+1)	18(+4)	13(+1)	16(+3)	10(+0)	8(-1)

**Saving Throws** Magic Resistance, Dex+6

**Skills** Deception+6, Stealth+7

**Damage, Condition Immunities** poison

**Senses** darkvision 60ft, passive Perception 12

**Languages** Common, Draconic

**Challenge** 3 (700 XP)

**Amphibious.** Can breathe air and water.

**Innate Spellcasting.** Charisma spell save of DC12, the serpentine can cast these spells.

At will: *animal friendship* (reptiles only)

3/day: *suggestion*

**Serpentine stealth.** In their environment, they have advantage to perception and stealth.

**Serpentine climb.** They can traverse walls, rocks, and trees as easily as the ground.

#### ACTIONS

**Multiattack.** Slithrens have two types of attacks. They use the first to then have advantage with the following attack.

**Claws & Coil.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hits 8 (2d8+4) slashing damage. 2-handed. The target must make a DC14 Str or Dex save or is considered restrained. If so, it immediately does its next attack.

**Venomous Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hits 7 (1d6+4) piercing damage plus the target must make a DC14 Con save or be paralyzed. It

## SERPENTINE SORCERER

*Medium Monstrosity, lawful evil*

**Armor Class** 17 (16 barkskin)

**Hit Points** 44 (8d6+16)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	10(+0)	14(+2)	15(+2)	18(+4)

**Saving Throws** Magic Resistance, Cha+7

**Skills** Intimidation+5, Deception+7, Stealth+5, Perception+7

**Damage, Condition Immunities** poison

**Senses** darkvision 60ft, passive Perception 16

**Languages** Abyssal, Draconic, Common

**Challenge** 4 (1,100 XP)

**Amphibious.** Can breathe air and water.

**Innate Spellcasting.** Charisma spell save of DC16, the serpentine can cast these spells.

At will: *animal friendship* (reptiles only)

3/day: *suggestion*

**Serpentine Coil.** If the serpentine uses Dash, it coils its scales at a speed to deflect physical or magical attacks. All attacks are at disadvantage.

**Spellcasting.** The sorcerer is an 8th-level spell caster. Its spellcasting ability is Charisma (spell save DC16, +7 to hit with spell attacks).

Cantrips (5 at will): *acid splash, blade ward, message, poison spray, shocking grasp*

1st level (4 slots): *charm person, ray of sickness*

2nd level (3 slots): *detect thoughts, hold person*

3rd level (3 slots): *counterspell, fear, haste*

4th level (2 slots): *confusion, polymorph*

Sorcery Points 8

Subtle Spell, 1 pt, no verbal or somatic needed.

Quickened Spell, 2 pts, cast spell as a bonus action.

### ACTIONS

**Multiattack.** The sorcerer can cast a spell OR use quicken to cast a spell as a bonus action, then make two attacks first with coil then its dagger.

**Coil. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. Hits 4 (1d4+2) bludgeoning. The target must save on a DC14 Dex or Str or is considered grappled. The sorcerer can then use the magical dagger attack at advantage.

**Magical Dagger. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. Hits 4 (1d4+2) piercing plus 7 (2d6) poison damage. The wielder gains half the poison

### Serpentine Thrall Mob of 3, CR4(1,100)

Hit Points 156

Claws +6, 3d8+3

Bite+5, 2d8+3, poison 3d6

Thralls were once Man. They've been horribly sacrificed and changed into thralls.

## SERPENTINE THRALL

*Medium Monstrosity, neutral evil*

**Armor Class** 16 (scales)

**Hit Points** 52 (8d8+16)

**Speed** 30 ft., swim/difficult terrain 25 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+1)	15(+2)	8(-1)	8(-1)	7(-2)

**Damage, Condition Immunities** poison

**Senses** darkvision 60ft, passive Perception 11

**Challenge** 3 (700 XP)

**Mental Resistance.** Thralls have advantage against

charm or any mind control that is not from serpentes. They are also resistant to paralysis, sleep, hold or any other mental or magical control & restraints.

**Relentlessly Reckless.** It has advantage to all attacks but all attacks against it have advantage.

### ACTIONS

**Multiattack.** Thralls use all their attacks in one round.

**Claws. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. Hits 6 (2d8+2) slashing damage.

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. Hits 6 (1d8+2) piercing damage plus 7 (2d6) poison damage.

## HILLSIDE OGRE

*Large giant, chaotic evil*

**Armor Class** 14 (hide armour)

**Hit Points** 68 (9d10+18)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	10(+0)	14(+2)	5(-3)	7(-2)	7(-2)

Senses darkvision 60ft, passive Perception 8

Languages Goblin, Giant, Common

Challenge 3 (700 XP)

**Leap and Land.** These ogres are adapt on the rocky hillside terrain. As a bonus action they can leap down 30' without hindrance or harm. If they land within 5

ft. of a target they gain one free Reaction attack. They can also leap and bound up as a bonus action but do not gain the attack.

### ACTIONS

**Multiattack.** The ogre makes two melee or ranged attacks.

**Large Stone Club.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. Hit: 14 (2d8+5) bludgeoning damage.

**Rock.** *Ranged Weapon Attack.* +7 to hit, range 30/240 ft., one target. Hit: 12 (2d6+5) bludgeoning damage.

**Javelin.** *Ranged Weapon Attack.* +7 to hit, range 60/240 ft., one target. Hit: 12 (2d6+5) piercing damage.

## OGRE SHAMAN

*Large giant, chaotic evil*

**Armor Class** 12 (hides, robes)

**Hit Points** 68 (9d10+18)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	14(+2)	14(+2)	5(-3)	12(+1)	7(-2)

Senses darkvision 60ft, passive Perception 8

Languages Goblin, Giant, Common

Challenge 4 (1,100 XP)

**Spellcasting.** The shaman is a 6th-level spell caster. Its spellcasting ability is Wisdom (spell save DC12, +3 to hit with spell attacks). The shaman has the following shaman spells.

Cantrips (at will): *create bonfire, poison spray, thorn whip*

1st level (4 slots): *earth tremor, entangle, jump*

2nd level (3 slots): *earthbind, spike growth*

3rd level (3 slots): *erupting earth*

**Indomitable** 2/day, rerolls failed saves.

### ACTIONS

**Multiattack.** The shaman makes two melee attacks or one ranged attack.

**Bonestaff.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. Hit: 14 (2d8+5) bludgeoning damage.

**Throw Foul Container.** *Ranged Weapon Attack:* +7 to hit, range 40/80ft., one target. Hit: 7 (1d6+4) plus unleash a swarm of poisonous bugs upon the target. Pick from the list provided in swarm section.

## ARMOURED OGRE of Fury

Large giant, chaotic evil

**Armor Class** 18 (plates n things)

**Hit Points** 105 (11d10+44)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
21(+5)	8(-1)	18(+4)	5(-3)	7(-2)	7(-2)

---

Senses darkvision 60ft, passive Perception 8

Languages Goblin, Giant, Common

Challenge 4 (1,100 XP)

### ACTIONS

**Multiattack.** The ogre makes two melee attacks. It can use its Wrathful Smite or Cleaving Swing instead.

**Large Iron Mace.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. Hit: 18 (2d12+5) bludgeoning damage.

**Rock.** *Ranged Weapon Attack.* +7 to hit, range 30/240 ft., one target. Hit: 12 (2d6+5) bludgeoning damage.

**Cleaving Swing (Recharges 6)** Every creature within 5 ft. that is medium or smaller must save on DC15Dex or take 14 (2d12+5) bludgeon and fall prone.

**Wrathful Smite (Recharge 5-6)** With blood red eyes and fury, its two attacks gain a 1d12 of damage and anyone hit must save versus a DC11Wis or be at disadvantage on their next attack against it. It also takes 1d12 of exhausting damage.

## OGRE CHIEFTAIN

Large giant, chaotic evil

**Armor Class** 17 (wood shield n things)

**Hit Points** 137 (13d10+65)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
22(+6)	8(-1)	20(+5)	8(-1)	10(+0)	11(+0)

---

Senses darkvision 60ft, passive Perception 8

Languages Goblin, Giant, Common

Challenge 6 (2,300 XP)

### ACTIONS

**Multiattack.** The ogre makes two melee attacks with its mace and blade. It can use its Cleaving Swing on its first attack.

**Large Iron Mace.** *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. Hit: 19 (2d12+6) bludgeoning damage.

**Large Crude Blade.** *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. Hit: 19 (2d12+6) slashing damage.

**Large Javelin.** *Ranged Weapon Attack.* +9 to hit, range 60/240 ft., one target. Hit: 13 (2d6+6) piercing damage.

**Cleaving Swing (Recharges 4-6)** Every creature within 5 ft. that is medium or smaller must save on DC17Dex or take 14 (2d12+6) bludgeon and fall prone.

## SWAMP GIANT (Hill Variant)

Huge giant, chaotic evil

**Armor Class** 13 (natural, hide)

**Hit Points** 105 (10d12+40)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
21(+5)	8(-1)	19(+4)	5(-3)	9(-1)	6(-2)

---

Senses Perception+2, passive Perception 12

Languages Goblin, Giant, Common

Challenge 5 (1,800 XP)

### ACTIONS

**Huge club.** *Melee Weapon Attack:* +8 to hit, reach 10ft.,

upto two targets. Hit: 24 (3d12+5) bludgeoning damage. It cleaves two in a 5' by 10' path. Whether the giant hits or not, both must save on a DC15Dex or fall prone.

**Large rock.** *Ranged Weapon Attack.* +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10+5) bludgeoning damage.

**If in water.** Anyone adjacent the cleaving swing's path, must save on a DC13Dex or be deluged with swampy water and be at disadvantage to their next attack and maneuver rolls.

**Capsize.** The giant has Strength Advantage checks to knocking boats and passengers into the water.

## GRABBER

*Small Beast, unaligned*

**Armor Class** 16 (shell top) 10 bottom

**Hit Points** 19 (3d8+6)

**Speed** 20 ft. swim & 10 ft. land

---

STR	DEX	CON	INT	WIS	CHA
14(+2)	11(+0)	14(+2)	2(-4)	10(+0)	3(-4)

---

**Skills** Stealth+4, Perception+4

**Senses** watervision 10ft, passive Perception 10

**Challenge** 1/2 (100 XP)

**Muck Camouflage.** Grabbers have advantage on Stealth checks in muck & water.

**Mucky Terrain.** Anyone attacking a grabber that is in the muck has disadvantage to any weapon with a 5 ft. range or ranged weapon attack. If one is pulled into the mucky, watery terrain, the victim is still at disadvantage to attacks and also ability checks and the grabber is at advantage to bite attacks.

### ACTIONS

**Spiked Tentacle.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 3 (1d4+1) piercing damage and target is grappled (escape DC10 Str or Dex). If successful they are prone and in the water.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. Hit: 9 (2d6+2) piercing damage.

## BIG'UM GRABBER

*Large Beast, unaligned*

**Armor Class** 18 (shell top) 12 bottom

**Hit Points** 60 (8d8+24)

**Speed** 30 ft. swim & 20 ft. land

---

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	16(+3)	2(-4)	10(+0)	3(-4)

---

**Skills** Stealth+6, Perception+6

**Senses** watervision 20ft, passive Perception 12

**Challenge** 2 (450 XP)

**Muck Camouflage.** Grabbers have advantage on Stealth checks in muck & water.

**Mucky Terrain.** Anyone attacking a grabber in the muck has disadvantage to any weapon with a 5 ft. range or ranged weapon attack. If one is pulled into the mucky, watery terrain, the victim is still at disadvantage to attacks and also ability checks and the grabber is at advantage to bite attacks.

### ACTIONS

**Spiked Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. Hit: 6 (1d8+2) piercing damage and target is grappled (escape DC13 Str or Dex). If successful they are prone and in the water.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5ft, one target. Hit: 12 (2d8+3) piercing damage.

## Swampy Swarm Of...

*Medium swarm of tiny beasts, unaligned*

**Armor Class** 12 (natural)

**Hit Points** 22 (5d8)

**Speed** 20 ft. swim, climb, fly

---

STR	DEX	CON	INT	WIS	CHA
1(-5)	13(+1)	10(+0)	1(-5)	7(-2)	1(-5)

---

**Damage Resistance** Bludgeon, Piercing, Slashing

**Condition Immunities** Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned.

**Senses** blindsight 20ft, passive Perception 8

**Challenge** 1/2 (100 XP)

**Muck Camouflage.** Swarms have advantage on Stealth checks in muck & water.

**Swarm.** It can occupy any space. It is vulnerable to area effect spells, especially fire.

### ACTIONS

**Bites, Stings.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target. Hit: 10 (4d4) piercing damage. Some may have poison, DC12 Con or take 7 (2d6)

**Half HP.** If at half hp, damage is halved.

## Swamp Krokos, drakos, large croc

*Large Beast, unaligned*

Armor Class 16 (natural armor) 12 bottom

Hit Points 60 (8d10+16)

Speed 40 ft. swim & 20 ft. land

---

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	14(+2)	2(-4)	10(+0)	3(-4)

---

Skills Stealth+5, Advantage in water

Senses passive Perception 10

Challenge 2 (450 XP)

**Hold Breath.** It can hold its breath for 20 minutes.

**Ram & Capsize.** It utilizes this tactic as Str+6

**Pounce.** If stealth is successful, as a bonus action, it can burst forth up to its speed on land or water.

### ACTIONS

**Multiattack.** The croc makes two attacks: one with its bite and one with its tail.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5ft, one target. Hit: 12 (2d8+3) piercing damage, and the target is grappled (escape DC14 Str). Until this grapple ends, the target is restrained, and the crocodile can't bite another target. Next: Advantage bite & drowning!

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 10ft., one target not grappled by the crocodile. Hit: 7 (1d8+3) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

## Krokodon, Drakonos, giant croc

*Giant Beast, unaligned*

Armor Class 18 (natural armor top) 14 bottom

Hit Points 85 (9d12+27)

Speed 50 ft. swim & 20 ft. land

---

STR	DEX	CON	INT	WIS	CHA
18(+4)	13(+1)	16(+3)	2(-4)	10(+0)	3(-4)

---

Skills Stealth+5, Advantage in water

Senses passive Perception 10

Challenge 5 (1,800 XP)

**Hold Breath.** It can hold its breath for 30 minutes.

**Ram & Capsize.** It utilizes this tactic as Str+7

**Pounce.** If stealth is successful, as a bonus action, it can burst forth up to its speed on land or water.

### ACTIONS

**Multiattack.** The crocodile makes two attacks: one with its bite and one with its tail.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5ft, one target. Hit: 15 (2d10+4) piercing damage, and the target is grappled (escape DC16 Str). Until this grapple ends, the target is restrained, and the crocodile can't bite another target. Next: Advantage bite & drowning!

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10ft., one target not grappled by the crocodile. Hit: 9 (1d10+4) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

## Swamp Drake, giant serpent

*Large Beast, unaligned*

Armor Class 14 (natural armor)

Hit Points 26 (4d10+4)

Speed 30 ft. swim & 30 ft. land

---

STR	DEX	CON	INT	WIS	CHA
16(+3)	15(+1)	13(+1)	2(-4)	10(+0)	3(-4)

---

Skills Stealth+4

Senses passive Perception 11

Challenge 2 (450 XP)

**Constricting.** If successfully grappled, the snake constricts its target freely, inflicting 15 (2d12+3) bludgeoning damage per round and has Advantage to new bites. The target may attempt to free themselves with a Str check versus DC14 per turn.

**Slither Climb.** Able to climb or slither anywhere to lie in wait.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 10ft, one target. Hit: 12 (2d8+3) piercing damage, and the target is grappled (escape DC14 Strength save). Next turn Constricting will commence. Until this grapple ends, the target is restrained, and the snake can't bite another

### Swamp Drake w/ Armor, snapping torto

*Large Beast, unaligned*

Armor Class 20 (natural armor)

Hit Points 68 (8d10+24)

Speed 30 ft. swim & 20 ft. land

---

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	16(+3)	4(-3)	10(+0)	5(-3)

---

Skills Stealth+6, Perception+5, Capsize+5

Senses passive Perception 14

Challenge 3 (700 XP)

**Holds Breath.** The dragon turtle can hold its breathe for

30 minutes.

**Ram & Capsize.** It utilizes this tactic as Str+6.

**Camouflage.** Its shell can appear as a small rock isle giving it Advantage to Stealth.

**Swamp Awareness.** It is highly perceptive in its natural surrounding with Advantage to checks.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit: 14 (2d10+3) piercing damage, and the target is restrained & drowning (escape DC14 Strength save). Each round the victim takes 8 (1d10+3) piercing damage plus drowning 3 (1d6).

### Giant Swamp Pikey

*Large Beast, unaligned*

Armor Class 14 (natural armor)

Hit Points 26 (4d10+4)

Speed 60 ft. swim

---

STR	DEX	CON	INT	WIS	CHA
15(+2)	17(+3)	12(+1)	11(+0)	14(+2)	8(-1)

---

Skills Stealth+5, Athletics+7

Senses passive Perception 10

Challenge 1 (200 XP)

**Drowns Prey.** If a bite restrains target, it is brought underwater. It takes (1d6+3) drowning damage and the

Pikey has Advantage to bite attacks. It can also swim at full speed to get away with prey in its mouth.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit: 8 (1d10+2) piercing damage, and the target, medium or smaller, is restrained. Roll a DC14 Str to escape.

**Flop Attack.** If it successfully rolls Athletics, it lands in the boat or raft and flops about. Everyone within 5 ft. must save on a Str or Dex save or fall 5 ft. away from the gar. On its next turn it must roll Athletics again to flop back into the water.

Small boat, DC12Athletics, DC18 save

Medium boat, DC14Athletics, DC15 save

Raft, DC14Athletics, DC12 save

#### Giant Torto

HP124

Str+4, Con+4

Stealth+4, Perception+4, Capsize+7

passPer12, CR5 (1,800)

Bite +6, 3d10+4, DC16 to save

#### Massive Pikey

HP64

Str+3, Dex+3, Con+2, Wis+3

Stealth+4, Athletics+8

passPer11, CR3 (700)

Bite+6, 1d12+3, Roll DC15Str to save

Flop Attack: same Athletics check, but +1 difficulty to saves.

## Swamp Tree

*Huge plant, chaotic evil*

**Armor Class** 15 (barkskin)

**Hit Points** 85 (9d12+27)

**Speed** 15 ft. land or water

STR	DEX	CON	INT	WIS	CHA
21(+5)	8(-1)	16(+3)	6(-2)	10(+0)	7(-2)

**Damage Vulnerabilities** any kind of axe, due to swamp they are not vulnerable to fire

**Damage Resistance** bludgeoning, piercing, slashing of any kind (except axes), lightning, cold, charms, poison

**Senses** passive Perception 10

**Challenge** 4 (1,100 XP)

**False Appearance.** While the tree remains motionless, it is indistinguishable from nearby swamp trees.

**Capsize Only.** It utilizes this tactic as Str+8.

**Siege Monster.** This deals double damage to objects and

structures like boats and rafts.

**Grasping Roots.** It can grasp with its roots within a 20 foot range. It may grasp upto three targets. Each target must make a DC15 Strength or Dexterity save or be grappled. If there's water. They can be drowned, taking 1d6 damage per round. Each root is AC14, Hits 20.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. Hit: 14 (3d6+4) bludgeoning damage. One hit must take a DC15 Str or Dex check in Athletics or Acrobatics or be knocked prone.

**Mud Toss.** *Ranged Weapon Attack.* +6 to hit, range 80/180ft., one target. Hit: 14 (2d8+5) bludgeoning damage. The target must make a DC15 Strength or Dexterity save or be paralyzed in the mud. Each successive round the target may make a new save at +1 at the end of its turn, as the mud oozes away.

## SHAMBLING SWAMP MOUND

*Large Plant, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 136 (16d10+48)

**Speed** 20 ft. swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	8(-1)	16(+3)	5(-3)	10(+0)	5(-3)

**Skills** Stealth+6

**Damage Resistances** cold, fire

**Damage Immunities** lightning

**Condition Immunities** blinded, deafened, exhaustion

**Senses** blindsight 60 ft., passive Perception 10

**Challenge** 5 (1,800 XP)

**Lightning Absorption.** It absorbs lightning as healing.

**Swamp Native.** It has advantage to stealth and

perception in the swamp.

### ACTIONS

**Multiattack.** The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC14Str or Dex), and the shambling mound uses its Engulf on it.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

**Engulf.** The swamp mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe. It must succeed on a DC14Con at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

## SWAMP BLIGHT

*Medium Plant, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (4d8+4)

**Speed** 30 ft. swamp

---

STR	DEX	CON	INT	WIS	CHA
12(+1)	12(+1)	13(+1)	5(-3)	8(-1)	4(-4)

---

**Skills** Stealth+4, Perception+2

**Condition Immunities** blinded, deafened

**Senses** blindsight 60 ft., passive Perception 9

**Challenge** 1/2 (100 XP)

---

**Swamp Native.** It has advantage to stealth and perception in the swamp. It appears like a thorny plant.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 1) slashing damage.

**Needles.** *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. Hit: 11 (3d6 + 1) piercing damage.

### Mob of Blights 3, CR1(200)

Hit Points 66

Claws +4, 3d8+2

Needles +4, 3d6+2

### Mob of Blights 5 CR2(450)

Hit Points 110

Claws +5, 4d8+3

Needles +5, 4d6+3

### Hoard of Blights 7+, CR3(750)

Hit Points 154+

Claws +6, 5d8+4

Needles +6, 5d6+4

Vulnerable to area effect attacks.

Reduce by 1 at half hit points, then at quarter.

## SWAMP TROLL

*Large giant, chaotic evil*

**Armor Class** 15, 17 in water

**Hit Points** 115 (10d10+50)

**Speed** 30 ft., swim 30ft., Amphibious

---

STR	DEX	CON	INT	WIS	CHA
18(+4)	13(+1)	20(+5)	7(-2)	9(-1)	7(-2)

---

**Skills** Perception +3, Stealth +3

**Vulnerabilities** Petrification, Sunlight, Radiant light doubles hit point total for DC save, fire, acid

**Senses** darkvision 60ft, passive Perception 12

**Languages** Giant

**Challenge** 6 (2,300 XP)

---

**Keen Smell & Swamp Awareness.** Trolls have advantage to perception checks, especially smell. They also have advantage to stealth.

**Regeneration.** They regain 1d20 hit points at the start of their turn. If it takes acid or fire damage and it fails to

resist, the regeneration does not work.

**Swamp Resistance.** Due to their wet nature, they get to save against fire or acid damage. The DC Con save is based on total hit points taken in one turn. If they are fully immersed they save automatically. If they are standing in water or within 5' they get advantage.

### ACTIONS

**Multiattack.** These trolls can make one bite and one claw attack or a grapple and drown attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. Hit: 7 (1d6+4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. Hit: 11 (2d6+4) slashing damage.

**Grapple & Drown.** +7 to hit, reach 5ft., if they hit, the target must resist a DC15 Str or Dex or be restrained. If they save, they only take damage from a claw attack. If they fail, the troll then dunks (disengages) back into the water and swims away. At the end of the target's turn it takes 11 (2d6+4) of drowning and crushing damage

## Orc Necromancer

Medium humanoid (orc), evil

**Armor Class** 15 (bracers of defense+2)

**Hit Points** 82 (11d8+33)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+1)	16(+3)	17(+3)	18(+4)	18(+4)	18(+4)

**Saving Throws** Con+6, Int+7, Wis+7

**Skills** Deception+8, Persuasion+8, Religion+7, Stealth+6

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60ft, passive Perception 14

**Challenge** 8 (3,900 XP)

**Special Equipment.** It has *bracers of defense* +2. A *quarterstaff of vileness* +2, anyone coming within 5' must save versus a DC15 constitution save or be at disadvantage to any attacks and be poisoned.

**Spellcasting.** This orc is a 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard

spells prepared:

Cantrips (at will): acid splash, fire bolt, mage hand, mending, poison spray

1st level (4 slots): expeditious retreat, false life, ray of sickness, shield

2nd level (3 slots): blindness/deafness, hold person, misty step

3rd level (3 slots): animate dead, counterspell, fireball

4th level (3 slots): blight, polymorph

5th level (2 slots): cloudkill, telekinesis

6th level (1 slot): create undead

**Grim Harvest.** Killing any creatures per turn with its spells, it can harvest up to 22 hit points or 33 if a necromantic spell is used. (ray of sickness, blight)

**Undead Thralls.** +1 undead with Animate Dead, hit points increased 11 hit points, +4 damage rolls.

**Inured to Undeath.** Resistance to necrotic damage, immune to hit point reduction, and inured to their worst effects.

### ACTIONS

**Quarterstaff (two-handed)** *Melee Weapon Attack*:+8, Reach 5 ft., One target, Hit: 7 (1d8+3) bludgeoning damage.

He commands 10 zombies & 3 ghouls with +11 hit points and +4 damage rolls. Using 6th and one 5th spell slot

### Swamp Zombie Horde, 10ish, CR6(2,300) (Necromancer version)

Hit Points 330

Claws +8, 5d6+8, DC18 Str or Dex escape

Bite +8, 7d6+8

### Gang of Ghouls, 3, CR4(1,100) (Necromancer version)

Hit Points 99

Claws +6, 3d4+7, DC12 Con or paralyzed then next turn (with adv):

Bite +5, 3d6+7, DC14 Con

## Swamp Zombie

Medium Undead, neutral evil

Armor Class 8

Hit Points 22 (3d8+9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	6(-2)	16(+3)	3(-4)	6(-2)	5(-3)

**Vulnerabilities** radiant

**Damage & Condition Immunities** poison, charm, exhaustion, fear, confusion, necrotic

**Senses** darkvision 60 ft., passive Perception 8

**Challenge** 1/4 (50 XP)

**Undead Fortitude.** When it drops to 0 hit points, it drops to 1 instead, unless it was a critical or radiant damage.

**Horde.** If a zombie has grappled a target, any other zombie within 5 ft. gets to use their bite attack at Advantage. They will ignore other targets.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage. The target must save vs a DC12 Str or Dex or be grappled. If grappled, the zombie may use their bite attack.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

**Mob of Zombies, 3, CR1 (200)**

Hit Points 66

Claws +4, 2d6+2, DC13 Str or Dex escape

Bite +4, 3d6+2

**Mob of Zombies, 5, CR2 (450)**

Hit Points 110

Claws +5, 3d6+3, DC14 Str or Dex escape

Needles +5, 4d6+3

**Hoard of Zombies, a bunch, CR5 (1,800)**

Hit Points 220

Claws +7, 4d6+4, DC16 Str or Dex escape

Needles +7, 6d6+4

**Gang of Ghouls, 3, CR2 (450)**

Hit Points 66

Claws +6, 3d4+3, DC12 Con or paralyzed then next turn (with adv):

Bite +5, 3d6+3, DC14 Con

## Mire Ghoul

Medium Undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft. difficult swamp terrain 20ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	15(+2)	10(+0)	7(-2)	10(+0)	6(-2)

**Vulnerabilities** radiant

**Damage & Condition Immunities** poison, charm, exhaustion, fear, confusion, necrotic

**Senses** darkvision 60 ft., passive Perception 10

**Challenge** 1 (200 XP)

**Aggressive.** As a bonus action, it can move up to its speed toward a target it sees.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. The target must save vs a DC10 Con or be paralyzed for 1 min. If paralyzed, the ghoul may use its bite attack on the next turn (with advantage).

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 2) piercing damage. The save is now DC12 Con.

## Swamp Hag Beast

*Large monstrosity, icky evil*

**Armor Class** 15 (natural armor)

**Hit Points** 82 (11d10+22)

**Speed** 30 ft., swim 30 ft., swamp does not hinder

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STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	14(+2)	12(+1)	16(+3)	8(-1)

---

**Saving Throws** Int+4, Wis+6, Cha+3

**Skills** Arcana+4, Deception+4, History+3, Insight+6, Survival+6

**Senses** darkvision 60ft, passive Perception 15

**Challenge** 7 (2,900 XP)

**Spellcasting.** This hag is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +6 to hit with spell attacks). It has these druid spells:  
Cantrips (at will): druidcraft, poison spray, produce flame, thorn whip  
1st level (4 slots): charm person, detect magic(rit), detect poison & disease(rit), entangle, jump  
2nd level (4 slots): animal messenger(rit), hold person, locate animal/plant, spike growth  
3rd level (3 slots): stinking cloud  
4th level (3 slots): conjure woodland beings (Sea Hag), giant insect (5 **giant wasps**)  
5th level (1 slot): planar binding (**Sea Hag**)

**Wild Shape.** Use **large croc** here at CR2.

**Find Familiar.** Swamp bat to scout around.

**Horrific Appearance.** Upon first site within 60 ft., anyone must save vs a DC11 Wisdom or be frightened for 1 minute. They may attempt to resave at the end of their next turns at disadvantage if she is in site.

### ACTIONS

**Claws** *Melee Weapon Attack*:+6, Reach 5 ft., One target, Hit: 12 (2d8)+3 slashing damage, plus DC16 Con save or take 12 (4d6) poison damage.

## Orc Sorcerer

*Medium humanoid (orc), evil*

**Armor Class** 13 (natural armor)

**Hit Points** 71 (11d8+22)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
10(+0)	11(+0)	14(+2)	18(+4)	16(+3)	18(+4)

---

**Saving Throws** Int+7, Wis+6, Cha+7

**Skills** Arcana+7, Deception+10, History+7, Insight+6, Survival+6

**Senses** darkvision 60ft, passive Perception 13

**Challenge** 7 (2,900 XP)

**Spellcasting.** This orc is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following sorcerer spells prepared:  
Cantrips (at will): acid splash, fire bolt, light, mage hand, ray of frost  
1st level (4 slots): chromatic orb (poison), ray of sickness, shield  
2nd level (4 slots): invisibility, misty step  
3rd level (3 slots): water walk, fly  
4th level (3 slots): blight, polymorph (swamp goat)  
5th level (1 slot): insect plague

**It has 9 sorcery points**

**Quickened Spell (2 pts)**

When it casts a spell that has a casting time of 1 action, it changes the casting time to 1 bonus action for that casting.

**Empowered Spell (1 pt)**

It can reroll upto 4 damage dice but must take the new roll.

### ACTIONS

**Quarterstaff (two-handed)** *Melee Weapon Attack*:+3, Reach 5 ft., One target, Hit: 4 (1d8) bludgeoning damage