

# CONQUEST OF THE EVERMIRE

HINTERLAND FORTRESS

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## INTRO TO THIS SANDBOX STYLE REALM

The Conquest of the Evermire is a sandbox style campaign. It has a base of operations called the Hinterland Fortress. Tradesman and crafters can resupply the adventurers at low levels. As they progress they will find more powerful items in the swamp. Each location should be a greater challenge to overcome.

At low level, the adventurers will have access to the Docks and Commons area. Many requests for adventure will be offered here. The biggest is to keep The Long Road open, to deal with any goblin or creature attacks. There will be plenty of bestial pests lurking in the waters around the fort and the need for short excursions on boat or raft around the area.

As they progress, you as the DM can start deciding what mid-level villains and locations there are. Is there a goblin boss organizing stronger raids? Does the Church seek an old relic at a lost mountain temple? Did some fisherman spot a sunken galleon rising from the swamp? Is a nest of beasts growing nearby?

The options are endless! This campaign PDF offers you only a smidgen of ideas.

## A SIMPLE BACK STORY

The Duke and his small force took Hinterland Fortress only a few seasons ago. It was an ancient fortress three days journey into the swamp. It had been occupied by a small band of orcs and goblins who, for now, have dispersed.

The Evermire was once a vast land of great evil. Then the All Father in his anger opened the sea gates and flooded the realm burying the ancient ones in their grand palaces. Ages have past and the threat has been forgotten. But the waters are receding, the ruins unveiled, the minions called back, the ancient evils are awakening.

The border kingdom has become aware of this threat, but only those who do not forget, who are not caught up in their own ambitions and indulgences. A duke, commissioned by the Crown-Prince has secured an old fort on a mound of rock within the border realms of

the Evermire. Here with finances from ex-patriates and the exiled ignoble, he has drawn criminals and miscreants. They've cobbled together the ruins of Hinterland Fortress into something of a settlement. New recruits are offered fame & fortune in the cursed swamp that is called the Evermire. Of those that go out, few return. Now, fewer are taking the risk to journey The Long Road through the swamp. Supplies are dwindling and the swamp seems to awaken ever more. The fortress is becoming surrounded with greater and greater evil.

**A call has been made for adventurers, those desperate enough to come and seek their fortune!**

## LIGO THE CRUSTY GNOME DEALER

With Persuasion +6, this crusty gnome is desperate to hire anyone. Veteran adventurers don't want to work with this lowly hustler. He offers many low-level challenges. He has acquired a few rumors and maps. He lives on his dinghy longboat at the docks. Once he gets coin he will hire a veteran fighter to help protect him. The boat is large enough to carry six plus supplies.

He wants a 50/50 split, but in all his greedy malcontent, he has a soft spot for easing on trade with players who need items and potions that will aid them in their success.

He can offer them a mission or they can go around the Keep to find missions. He can take them on his boat through the marshland. He'll get close enough so their land travel is only hours or days away at most. In lower level missions, he lands them within site of the location. All they have to do is signal him to pick them up. He'll row ashore to whisk the adventurers to safety so they can hide away for a long rest out on the misty water or on a hidden isle.

On his boat, Ligo has Survival+5 in avoiding encounters when camped or anchored in a quiet spot.



# HINTERLAND FORT N SETTLEMENT

This rock is sectioned off into quarters. It goes from bottom right, the Commons, clockwise up to top right where the Duke resides. He is rarely here, he continually returns to the old kingdoms to secure more funding, recruit, and order supplies. He flies to and fro on his great griffon.

The Commons has the main gate and outside are the docks and wagon holdings. Inside this area has the market and coin for useful items. The Duke has made sure the Merchants stock their shelves with items needed by adventurers. The Duke tries to get the prices to be somewhat fair but the Merchants know the risks and are always raising the prices.

The Ex-patriates area is well guarded and the gate is locked. It has the invested guilds and two noble groups residing here. Only those of heroics

deeds are allowed here. Or who may be able to help, rescue, secure or otherwise aid them.

The Duke's Keep is the highest point, where the lord resides.

The fort is a base of operations but it will have adventures too, requiring chases and epic defense of the settlement against pests and powerful evils.

Remember, there is no place to run, the fort is quite alone in the Evermire. Any attack upon it will be a fight to the death.

It is remarked by many who have known the Duke's heroic past, that if the Duke was there, he would never fly away, but fight alongside those present, knowing that if the evils are not stopped here, they will move on to the old kingdoms.



# HINTERLANDS ESTABLISHMENTS

# COMMONS



The Frontgate and Towers are run by Orgro and Gorky of the Merchants of Barter n Trade. Some of their garrison and stock is within these towers. They generally keep the gates open as long as they don't spot any goblin raiders or swamp beasts nearby. Its rare anyone actually comes and any that do, arrive by boat as a few treasure hunters or by the rare caravan delivery.

Either event offers the most activity to this otherwise dreary somber setting.

Bards in the cities are paid to recruit the reckless youth whenever a caravan is organized by the Duke to bring more supplies. This is the best opportunity to bring a low level party together, to escort the caravan. Using the Long Road maps A1 and A2 will bring plenty of adventure and experience.

A couple of wagons with a few dour drivers is all that is needed. As these traverse the Long Road,

beasts and goblins will certainly take interest. Raiders will probably have a hide out (B1 Ruin Fort) where they gather and may even have loot. More info on that in the maps section. The Commons area is for low level downtime, they also have access to the second quadrant to the west. The

northern sections are closed off to all new recruits. Only those who have either enriched the nobles, saved the fortress from a siege, or accomplished great tasks will have access to the lords and the Duke.

Here, in the Commons, is where minor magic and upgrades can be bought as the adventurers find more and more treasures from the lost sites of the Evermire. New recruits must pay their dues before anyone will pay them any

respects, so trading at first will be unfair and frustrating. But as they bring in more, expect a sense of respect rise.

## MERCHANTS OF BARTER N TRADE

Mix of humans, dwarves, and tough half orc ruffians. *Pawn store attitude*

**Note: These will not trade in gems. By Order of the Duke & investors, any gems or valuable items must be sold for coin at the Merchants N Bankers.**

**Orgro**, an astute half-orc **bandit captain**, runs the Barter & Trade. He seems ruthless and ruffian, but his heart is in the right place. He admires the Duke and knows they are in bad need of a financial success. The Hinterland Fortress was built on favors, loans, and some heroics, but it's cause is even more important. Few in the West realize the dangers that are coming.

**Gorky**, a tired human **veteran**, knows he must continually bring in a hefty profit and will do whatever it takes. Many think he is greedy, but he is heavily taxed by the Duke and both know why. They must finance this venture and get better soldiers and supplies. Things have become desperate.

They will have **2d4 guards** at any one time. Most will look more like hired ruffians, a few will be the noted noble guards. These usually guard the bought goods and the gems and coin used to buy salvage & treasures.

**Several dwarves, Kihl, Blahg, Dohr**, handle the trade windows and have very taugt expressions.

### d10 Available Items for Sale

- 1 Healing potion 2d8
- 2 Healing potion 2d8
- 3 Empty scroll, tiny vial of ink, 1st level
- 4 Empty scroll, tiny vial of ink, 1st level
- 5 Oil of Sharpness +1/fight
- 6 Dust of Fortitude +1 AC/fight
- 7 Potion of Water Walking 1min!
- 8 Incense of Camping+2, 8 hours
- 9 Cures Disease & Poison
- 10 Oil of Vigor +1 Str or Dex, for 1 hour

*Persuasion +5.*

They will have 1d6 Magic Items to sell or trade at low, low prices. 50gp + 10gp per Persuasion point fail.

The items are simple enhancements to help low level adventurers. Not all will be available all the time. Some say the Duke personally transports these items, or the Wizard's Hall makes them, or they are delivered via caravan and the next one is coming so someone should go out to meet it and escort it back. They might earn some favors!

### On the back wall are the fancy things!

Potion of Invulnerability, Damage Resist, 1min 200gp

Potion of Invisibility, 1hour 350gp

Amulet of Spells, +1 1st lvl slot, 1500gp

Bracers of Defense +1AC, 1000gp

### Additional Items For Sale or Notes:



## THE DOCKS

### Fredrik the poor sappy boatswain

Outside along the marshy lakes is just a few wooden piers. Docked are dinghy style small boats and rafts. The air is stuffy, still and turbid, limiting any sailing. Once a few gnomes and humans built the lackluster boats to sell for would be adventurers. Fredrik doesn't know if they left or the swamp took them. He now tries to keep the rickety dock and what boats are left serviceable.

Ligo has his own tied up here. See the Boat Rules section for advice on how to play these.

Traveling on boat is essential in the Evermire, it is a series of interconnected lakes, lagoons, swamps, fens, marshes, bogs, glades, moors, ponds, and really, really big muddy puddles.



4 man dinghy,  
1gp a day.

Large raft or  
barge, 50+gp  
upfront. Good  
luck. Return  
it when you  
return, get  
30gp back.



## 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



## TANNER

### Himley the old Barbarian troll hunter

*boisterous of his own exploits back in the day*

#### Adjustments

Fix leather armor, 4gp

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

#### For Sale

Leather AC11+ Dex modifier 10gp

Studded Leather AC12 + Dex modifier 45gp

#### Master Tanner Works

Leather, High Quality AC11 + Dex modifier, Advantage to Acrobatics OR Athletics 250gp

Studded Leather, High Quality AC12 + Dex modifier, Advantage to Acrobatics OR Athletics 500gp

Leather Bracers Advantage to Str Checks 250gp

Leather Gloves Advantage to Dex Checks 250gp

Improved Scabbard +1 to Initiative. 250gp

Improved Straps & Belts Advantage versus damaging or losing equipment. 125Gp

#### Magical Tanner Works

+2 Leather armor 4500gp

+2 Leather bracers 4000gp

## 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



## 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

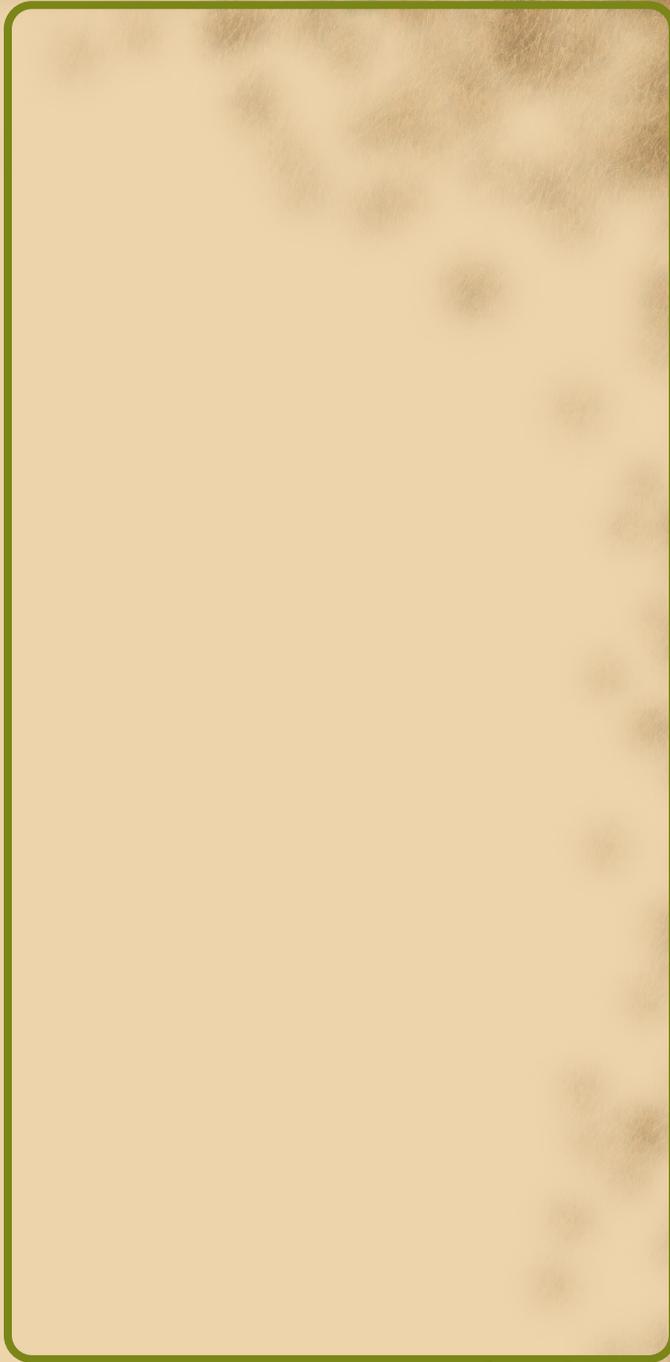
**Spiderweb Cover** +4 to Stealth rests, looks like a thick web covering, 1 body. 50gp. Delicate! DC12Dex not to rip when setting up. They will buy spider web sacs! 200gp each.

**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.



## HINTERLANDS ESTABLISHMENTS

## MERCHANTS



This area is open to all adventurers. However the guards at the Merchants'n'Bankers will only allow those in who pay a few gold and show they've got gems and valuables to trade.

The other places are welcoming, to those who have coin. The Church is always on the lookout for adventurers but is not wont to send the youth out upon dangerous missions no matter the seeming reward.

All will have needs, it is just a matter of the adventurers to get out of them what they need, and then go seek, plunder, or acquire those things to then get something valuable in return.

And quite frankly that is how the Evermire shall work, with each adventure becoming more and more dangerous, the more successful and further out they go.

### INN N TAVERN

#### INNKEEPER BRUNSWICK

**Brunswick the Innkeeper, barman, cook, sweeper, veteran.**

A portly dwarf, with leather armor and sandals. He's desperate for ale and food supplies. He tends the bar and stays back letting his barmaid do most of the talking. He's seen plenty of adventurers go missing and doesn't feel much like





befriending any. They just don't seem to last and it breaks this poor dwarf's hardened heart. Will heroes have show up to make a difference?

**Barmaid Esmah, a sweet plump young lady, she can fight with her axe and dish tray (shield). She's a veteran.**

They are simple folk wanting to run a business. But it's hard without ale or food. They always seem to have just a bit for sale, for 1gp, one can get a full meal (whatever that means), but any conversation will lead to them huffing about lost wagons and the need for ale and food stock. They will pay 20gp for a barrel of ale or crate of food!

This place is as dour as the swamp. It is filthy and mostly empty. Here the party will meet Ligo at some point. The place will only have a few ruffian guards and a crafter having whatever meal and ale is available. Ligo will come right up to them with his mug and offer his services. Rooms are 1gp a night but the keeper is willing to give that up for any

## MERCHANTS N BANKERS

Nobility have been given Writ of Trade to buy and secure the treasures and relics found in the Evermire. It was part of the loan deal. The Nobles are seeking a profitable venture and powerful relics. There is tension between the Duke and the Nobility. Both have a common cause to make this endeavor successful. But the Duke is not sure how many of the ex-Patriates and ignoble understand the true threat of these ancient evils and the need to use these ancient weapons against them as opposed to profit from it.

## COMMONS BUILDING

Persuasion +7. When trading in gems for coin, there is a Persuasion test. If bankers win, they will offer half the price of the gem's value.

The dwarf gem dealers in the commoners building are behind bars and have several **Knight-variant guards**. Many ruffians feel swindled by them, but the

Bankers hold complete control over anyone getting coin for gems. This is the only place to get coin for items. Expect to swindle the adventurers until they prove their worth.

## MERCHANTS COURT

This area is for their favored customers. If adventurers continually accept their bad gem trades, and are polite, they'll eventually be invited and escorted mysteriously to the Court. It is the nicer buildings with luxurious furnishing, discrete Knight



guards, and appealing elf and human dealers. They will offer fair trades and offer high paying missions.

**Leandahl the Female High Elf gem dealer**

**Azzerohl the Human Noble gem dealer**

**Turkon, the Dwarf exchequer**

Lord Simienne is included here. After the party shows some success they may be confronted by him.

**Lord Simienne**, a wiry thin man who is part stakeholder and resides at one of the Noble Abodes. He is a servant to nobles in far away lands. He is spiteful that he is here and very snobby. He does not like anyone, even the Duke. His plan is to get the most powerful of relics so he can return to the Great City and take his rightful place among the lordship. He has 2 **assassins** as his personal bodyguard.

The assassins, **Zhen** and **Tarim**, can actually be humorous assets. They don't mind teaching lowly ruffians like the adventurers hard lessons, but they have no desire to kill them. They know the fort needs treasure hunters willing to go out into the Evermire. So whatever bad deals or forced acquisitions Lord Simienne does against the lowly pawns, the assassin will enforce it, but also give the party opportunities or quests or a way to redeem themselves.

As much as Zhen and Tarim want riches and gold, they need swamp searchers! If the adventurers

## HERBALIST

become successful, Zhen and Tarim may 'ambush' them one scary night and pull out dangerous poisons. For sale of course! To help them out.

**Some basic poisons.** Blade poisons take 1 action to apply or shortly before an encounter.

- Poison for a blade lasts 1 fight, if hit, DC10Con or take additional 1d12, 50gp
- Poison smoke bomb, 30', DC10Con, 10'radius, wrenching & at DisAdv to all roles for 1min. May resave at end of each turn, 75gp
- Poison for blade 1 hit, DC16Con or restrained (not fully paralyzed) Unable to move and at DisAdv to all rolls, 100gp
- Food poison, lace any meat, DC18Con, puts to sleep for 1 hour, only a violent hit will awake, 200gp

Note: Taking away magic items from players is uncool. So this should be an adventure all its own where Lord Simienne does this, but then needs their help! Or they've become such heroes that the Church or Wizard's Hall or even the Duke may intervene. However all of the powers that be are interested in ancient relics! So make sure whatever relics they find, some are quite useless to them. Yet hold great knowledge, history, or legendary renown to the nobles and lords that they want only these and not the adventurer's useful items.

If things have gone sour between Lord Simienne and the players, one simple tactic is having a beast crawl into Lord Simienne's abode and he's desperate to get it cleared out. The assassin's won't do it because they're only hired to protect the Lord from other humanoids.



### Seer-Ah the Herbalist, wood elf druid

*Calm, serene, helpful.*

She only has 1d6 of each.

Healing Herbs 1d6, 5gp  
Herbal Ointments 2d6+2, 25gp  
Herbal Alertness +1 initiative for 1 hour, 50gp  
Herbal Awakening +1 bonus action per fight, 50gp

She is greatly interested in any strange flora found in the swamp. She may even be interested, albeit with apprehension, any rune skins of swamp hags, showing their recipes & concoctions.



## ALCHEMIST

**Emmry the Gifted Gnome,**  
*Odd twitchy genius, defensive, grumpy, weak spot for rare ingredients.*



Must be referred to by a noble, the Wizard's Hall, or the Merchants & Bankers. While there is no guard, he looks apprehensive and if annoyed suddenly has two scary looking potions in his hands! Ready to use!

He can infuse almost any spell into his secretive alchemical goo. If he likes you or you know Ligo, he'll charge 50gp for 1st level, 100gp for 2nd, doubling each level. Or if he snarls at you, 100gp for 1st, 200gp for 2nd, 400gp for 3rd etc...

He also has for sale:

- Potions +1 ability score bonus for 1 fight or 10min, 100gp
- Potion of Amazing Luck, get to reroll any 1s for 1 combat. 100gp Or for 1 day, 600gp
- Tiny pouch of Poof, bonus action toss, negates any reaction attack if you retreat. 10gp

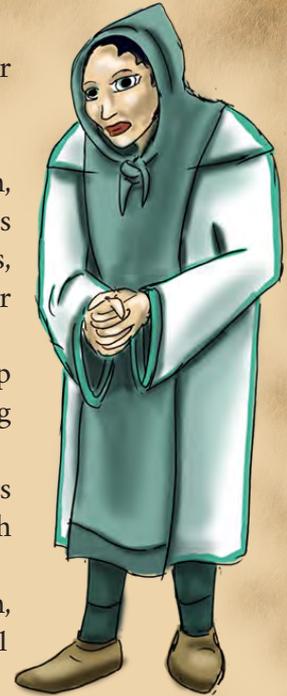
He needs gems to crush and turn into his goo and make his vials. The Merchant Bankers don't like it but the Duke has given him permission, since his stuff is mightily needed.

## APOTHECARY

**Zanneh, the Human Healer nun**  
*Strong willed but helpful.*

She 1d4 of each of these for sale.

- Life's Door herbal bunch, stabilizes whoever is wearing, +1 to death rolls, fades after one soul stays or goes, 100gp
- Potion of Healing 2d8, 50gp
- Potion of Better Healing 4d8, 100gp
- Potion of Swampness (smell), 50gp Adv to Stealth against the beasts, 1 day
- Potion of Regeneration, heals 1d4 per turn, lasts 1 combat. 200gp
- Potion of False Life, 2d8+2 hit points, lasts until used, 100gp



She has some requests for materials to make potions. She can provide 1 sealed jar per player. She can make them 1 potion for free as she makes more for sale.

*Rare Fungi & Growths*

Potion of Healing or 2 jars Better Healing

*Beast parts & blood*

Potion of Swampness, Potion of False Life

*Troll blood*

Potion of Regeneration

## THE CHURCH

Clerics of Healing and the Holy War are a venerable group of humans and half-races. They are loyal to the Duke and the cause. The few clerics here worship the Father of Light, they all are united in the one cause and are generally helpful. They will always have missions for anyone who looks worthy, acts kindly, or is at least courageous. But a heavy weight is upon them, for they have foolishly sent others into the swamp, never to see them.

Cleric Ibolde is their main cleric, he was once an adventuring cleric and quite able, though mature in years. He seeks adventurers of good heart to help in their struggle.

The Church is trying to unite the Fortress occupants but know the various factions all have different goals and morals. They are all kept in check by the threat of the Evermire and its awakening evils.

**Cleric Ibolde the Strong** (he doesn't like the name since he is old now) frequents the Fighter's Guild as a judge for the arena, hoping to find great warriors for the cause.

**Bishop Elder Hilghen**, senile, weak, miserly, is prone to hiding away. He is in constant prayer, knowing full well the evils all around and hoping the Father of Light will reveal heroes to come to their

aid.

Six clerics of lower level, mostly healers and servants, try to keep the church building in order.

**Brother Misole** is the head monk, he is a short stocky cleric and their main messenger.

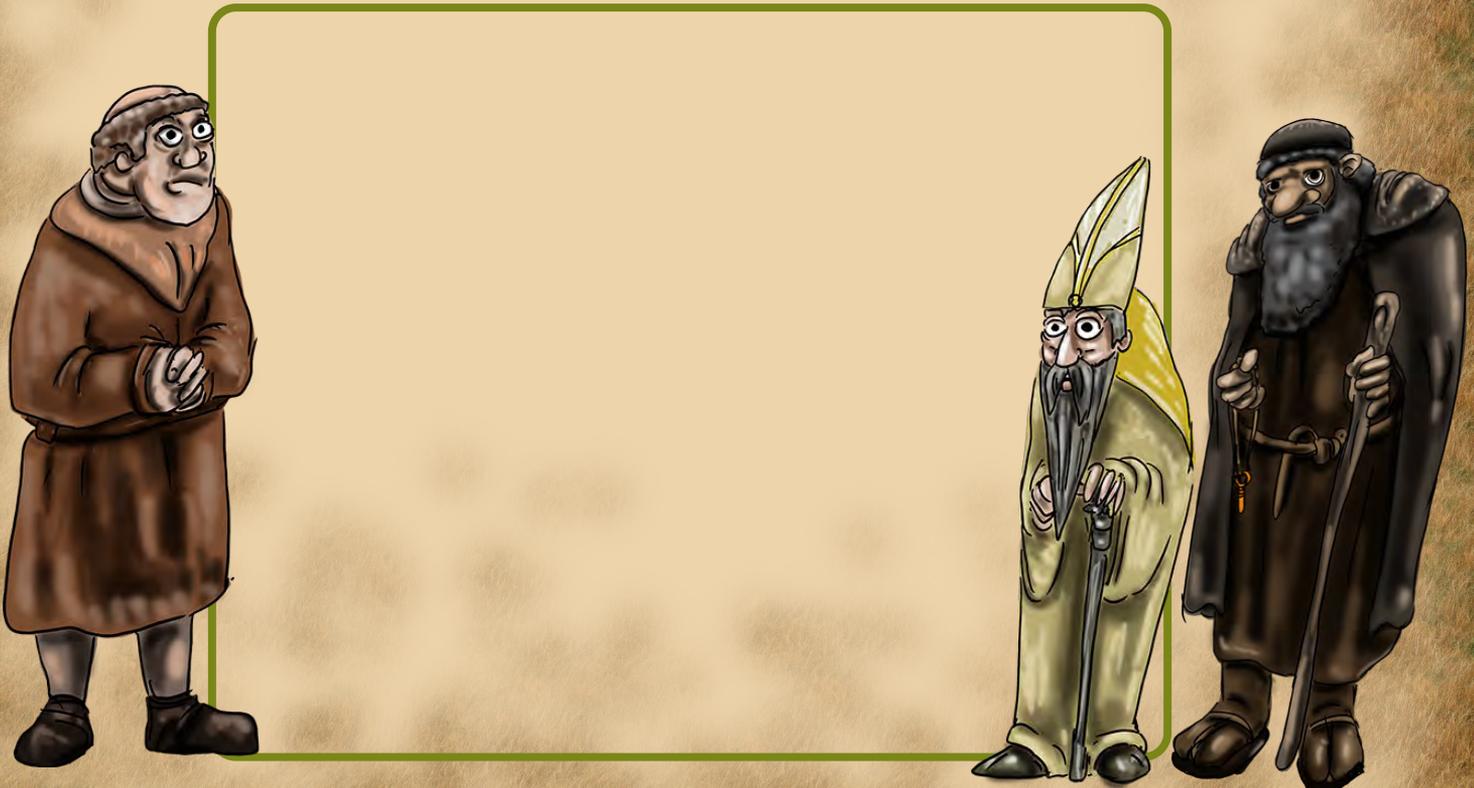
Use these for any missions, any investigations into the Evermire. The clerics aren't concerned with items but are with tomes and scrolls, seeking to learn about the lost history of the ancient evil kingdoms that once ruled the land.

### Rewards

**Amulet of Health:** Constitution 19

**Holy Symbol of Inspiration:** Can hold an extra inspiration.

They will not give any coin or treasure reward but will aid the adventurers in trade deals with the crafters and traders, if asked. They will not help with the Merchants'n'Bankers and won't say why. (The Wizard's Guild will handle that.) At lower levels, Brother Misole can give advantage to their rolls. At higher levels, Cleric Ibolde can help with their deals whether with aid to rolls or roleplaying. And when epic deals are needed, Bishop Hilghen may finally show up, and not seem so senile and miserly after all!





## THE NOBLE LANDING

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

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 Undythy, 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.

Undythy suspects Isimolte is not human and told, in secret, Cleric Ibolde. However the cleric has reassured Undythy, 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.



## FIGHTERS GUILD

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



## ARMOURER ELITE

**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



## NOBLE ABODES

**Bishop Isolde** *"Only the servants of lords, the taskmasters and marquis holders are present. A few knights, a lord's ignoble son, some fallen royalty, a count of infamy, we are but a few derelicts out here hanging by a threadbare clothe!"*

The two mansions house 3 noble representatives. They have not come to Hinterland out of choice. They are of ignoble stature, controversy or ill fated. **Count Haswey** is a drunk and lives in the bright home. He is a great investor and has thrown coin at the Duke, having been promised some return to his royal positions. But his health and sanity are getting worse. So the Duke has brought him to remain here. Unfortunately the coin has run out and now the Count, while drunk, is becoming more alarmed at the failed promises and little return on his investment.

Soon, he may cause a ruckus, go mad, or do something ridiculously dangerous. Unless rare items are found and sold to his merchant outfits, that he can take back to the kingdoms to prove whatever it is the Duke and lords want!

**Lord Simienne** resides in the other one. He has furnished it as if he were some extravagant lord. How he got all that here is a mystery or rather no one knows of his furnishings nor cares. He had a teleportation circle made in the dungeon area below. Little does he know that with such evil abounding nearby, they will soon 'detect' that gateway and use it to whatever purpose they desire. Like sending in an umber hulk or other ancient old beast to Hinterland!

His lord has also forbidden him to use it anymore unless it is a dire emergency. However from time to time he can't help himself!

The other lords are the **knights** who reside at the Armourer, Fighter's Guild or Tax Collector. They may come out from time to time but are bitter and frustrated at their predicament. Maybe a heroic adventurer could give them hope for the future or help them see noble or profitable aspirations in this dismal swamp.



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## THE DUKES KEEP

### Duke Groffham & his Griffon Mount Gruffur!

The Duke is hardly around. He is busy flying the dangerous skies back and forth to the kingdoms. Desperate for more support and knowing or sensing the dangers of the Evermire he is finding less and less support. Rumors abound that adventurers who go there never return. And it's true. Now veterans won't go, only those young and ignorant of the news go, and sadly, they don't last long. The Duke has no choice! Something big has to happen, something discovered like an ancient relic or evil exposed to make the bordering kingdoms realize the impending doom.

He must recruit for the fortress, settle in all merchants of war, build up the defenses in preparation for some uniting force that may finally

conquer the Evermire. He will only seek audience with adventurers of renown. He greatly desires funds for defense and lots of quality weapons and armor. If the party is trading in lots of weapons to any of the merchants, the Duke will take interest.

He can provide greater missions, greater rewards, and greater lore of the area. If so, he will first send them to the Tax Collector.

Anyone seen summoned to meet with the Duke will get Advantage to Persuasion in all trade deals.

The Duke is wrought with anxiety and stress. He sees in prophetic nightmares the greater threat of the Evermire and knew someone had to have the courage to setup a foothold here and see what great evils would be building.

If the adventurers ever meet him, they'll see his funds are low, his faith sapped, and however hopeful and courageous, he can not hide the fear of failure in his eyes.

## TAX COLLECTOR

### Exechequer

Scholarly Knight Kalin-Dohr

*A learned elderly knight he once served in the great Knights of the Order Light, but now resides here knowing of the ancient dangers.*

The financier keeps all tradesmen and merchants in check. He handles all book keeping and scribbles all the financial transactions and artifact collections. He may have some of the highest level missions, finding very rare to legendary relics. He will have good maps and some intelligence reports from failed missions. Any scrolls or maps found will also be valued by Kalin-Dohr. He may be able to research the maps and find out what may have been lost there. No one can enter without an invitation. He works closely with the Duke and is in charge of most of his missions.

## GARRISON

Most of it is quarters for the guards who secure the keep and any treasures and relics destined to be carted back to the old kingdoms. The guards are oddly loyal to this Duke, having some history with him. The dozen here are of a **veteran or knight** status.

There are some livestock here, especially draft horses to pull carts. These must be well guarded against the treacherous swamp creatures lurking about in the nearby dark waters.

They are vigilant and well equipped with polearms, armor and crossbows.

The Duke has managed to get some decent funding for their gear and uniforms.





**Duke Gromm**  
Human, lawful good

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

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

Skills Athletics +9, Intimidation +5, Animal Handling +7  
Damage Resistance Bludgeon, Falls  
Senses Perception +6, passive Perception 16  
Challenge 9 (5,000 XP))

**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**

**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.

**Great Fey Griffon**

*Large fey creature, lawful good*

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

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

Skills Athletics +9, Perception +6  
Senses darkvision 80ft, passive Perception 16  
Challenge 6 (5,000 XP))

**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**

**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.

## 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.

# RULES FOR SWAMP PLAY

## BOAT N CAPSIZE RULES

All boats in the Evermire have shallow bottoms and slow rowing capability. There is no breeze to speak of, so sailing is not an option. A single rower using a sculling oar on the stern accounts for the travel time in the mire. This works best in the narrow muddy channels of the swamp and saves room on the boat for extra salvage. Extra oars could be bought as backup or, if proficient, give aid or advantage to the rear rower in evasion, speed or dislodging.

The boats have the option of regular rowing which can increase the speed in open waters. This can save any travel by one quarter. Boats will also decrease travel time by one quarter.

**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

Creatures can use their Str check to ram and capsize a boat or raft. If it fails it can still knock passengers overboard. Whatever the resulting roll number, each passenger must make an Athletic or Dexterity check against it or fall prone. On boats, this can easily be overboard, if they fail & fall, then they must save again or their overboard. On a raft, if they fall prone, they get Advantage to the second save to avoid falling overboard.

## RAMMING ADVANTAGE

A beast always tries to gain an Advantage. It will roll Stealth to attack the boat with surprise. If it succeeds, it can ram with Advantage, attempting to capsize it without being noticed or attacked. If it fails its Stealth, the defenders get to make attacks upon it, but can only attack its top armor, which is generally more than its bottom. If the beast takes damage, their Ram & Capsize check will be at Disadvantage.

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

## ROWERS AVOIDING CAPSIZING N RAMMING

If rowers are utilized and they are aware of an attack, they can make the Ram & Capsize check be at Disadvantage and give any attackers on the boat an Advantage to hitting the beast. 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

One can only fight in water as many rounds as their Con modifier. After that they must swim to the surface or begin drowning, taking 1d6 damage per round. Anyone wearing medium armor will be at DC15, anyone wearing heavy armor will be at DC20. Use Athletics with medium to heavy armor. Acrobatics is optional with light armor. Swimming in the swamp is DC10 normally. It is mucky and heavier than normal water.

Most of the water of the Evermire is not very deep, roll a 2d6 to determine how many feet. But the substrate is also suctioning mud. If they can stand in it, then all rolls are at DisAdv and the terrain is difficult at best. But do tests against attacks to see if they can even keep standing. Base it off the Athletics or Str of the creature attacking.

If it is 1 foot below their height they will struggle with drowning for sure. Have each swim roll represent one effort to surface and take a breath and to remain at the 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 will be extremely difficult starting at DC15 for medium and DC20 for heavy armor. The rest can swim. Removing armor will help, as well as ropes or finding solid ground like rocks or tree roots to hold on to and traverse.

### ME OWN NOTE ON HOLDING BREATH

These rules are different than the original 5E rules. This is my experience in medieval training & fighting, not in water, but certainly in holding my breath! A bad habit for beginners and veterans when striking or grappling vigorously. Mere seconds will pass before one becomes utterly exhausted. Breathing is an important part of fighting and holding one's breath has a debilitating effect within seconds, not minutes!

We may be able to hold our breath for minutes, but that is when we are calm. Try holding one's breath while doing strenuous exercise much less struggling with maximum effort in a muddy dark wet place with fangs and tentacles all about thee!

I believe these rules are more in line with reality but also with fun playability. It puts into question whether one should wear heavy armor in boats and near water and keeps the combat mechanics short and dire!

Make sure to inform the players if you choose to use these rules. And the characters can also be warned by Ligo or others of the danger of armor and capsizing!

If we were to use the original rules, an 18 Con fighter could fight underwater for 5 minutes. First, that's impossible, but is more than enough time to defeat any creature. Which means there is no concern about wearing plate mail in a boat at all. Let's bring the concern back!

Another option that fits with real life, is each minute is a new exhaustion level. Obviously at 6 minutes, they are at 0 hit points!

### Underwater Activities & Combat

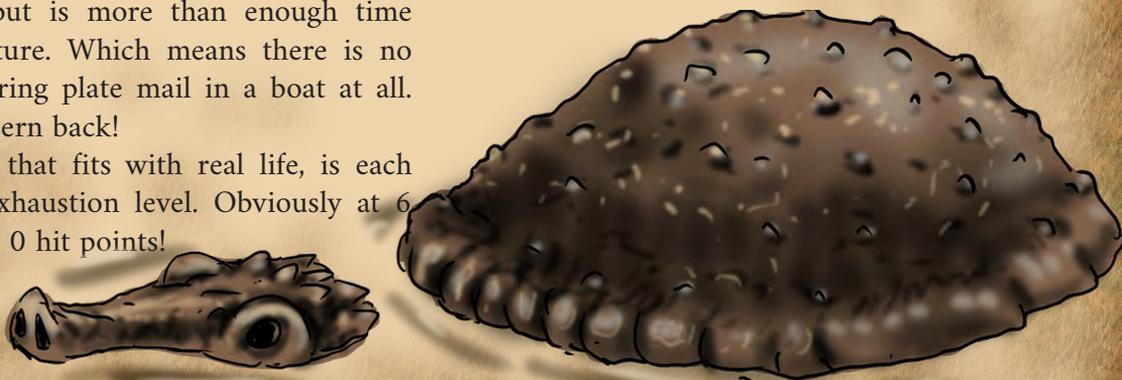
- Hold breath during strenuous activity, Con ability score modifier in rnds!
- Drowning is 1d6 per rnd
- Disadvantage to combat, except piercing spears and crossbows
- Swim normally, DC10 Acrobatics or Athletics
- Swim in light armor, DC12 Acrobatics or Athletics
- Swim in medium armor, DC15 Athletics
- 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.
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.
6	Reckless behavior, next attack against it has Advantage.



## 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	Carrion Crawlers
4	Blight
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 TABLES

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

**Searching for treasure** in the swamp is a difficult task. Use the search result table to determine the result after a successful encounter or where treasure may be located. Nature, Perception, Investigate would all seem like apropos skill rolls, the players describing how they use them. Also the more natural the area use Nature, the more ancient and built would use Investigate.

**Valuable Items** can be a mix of things. The value is what a merchant could possibly pay for it. The final d10 factor could go up or down based on Persuasion tests. Items can be sold in groups or individually. Legendary items are not sold but can be given as gifts & diplomacy to those who know of its value and history.

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	Salty rosemary 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

**Swamp Lore** can be rolled up scrolls, folded parchments, a leathery skin with markings, a carving or crafted work that denotes a clue to more locations, treasure, legends, or lore of the Evermire. This item can merely have a coin value or lead to the next adventure, based on the DM's plotting! The level of difficulty to decipher it whether History or Arcana or Nature is also at the DM's discretion.

These may be from previous adventurers or ancient lore newly found. It could help in avoiding 'dangerous encounters' giving them a pass on the next encounter or Adv to stealth to avoid it. These have a one trip use.

If the party can not decipher it, the Church or Wizard's Hall will have grave interest in doing so.

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*

**Gem of Enchantments** are unique crystals or gemstones that are conducive to enchantments. They can be added by attunement to one's own personal magic items. As it is attuned, a caster can infuse the gem with a magical power or the bearer can perform a ritual or meditation. Whether casting specific spells or general enchantment the gems have a will to attune. Thusly the item infused with this gem can gain more or new powers. It can gain additional bonuses or gain a new trait. The gem will usually hold a power that compliments the item it

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

attaches to.

Optionally it can require a craftsmen skilled with such items to attach the gem. At a cost of 2500gp, the crafter can attach it, gaining whatever spell or will the owner infuses.

It should be limited to giving powers at a maximum of +2, 1st or 2nd level spells, one extra HD, or adding one extra charge to an item. It would take two gems to give the next level of powers, and doubling beyond that plus some amazing occurrence or intelligent item for powers above that.

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	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)

### Ogre Collar, controls an ogre!

Ogres fear choking. Put this non-magical collar on a new ogre and choke it. One must start with a naive ogre. When they are near 0 hits or restrained, put the collar on them, choke and intimidate them. Then heal them, feed them, and they will serve you as a loyal dog till death. But one must feed them! Also be sure to keep away from unfamiliar folk or

they will inevitably attack. They are very insecure and emotional, in the brutal bestial way. They also will take heal potions and spells at twice the amount healed.

# HUMANOIDS OF THE EVERMIRE

**Goblins** are the most prevalent humanoids scouring the Evermire for food and treasure.

At low levels, adventurers will encounter these as individual units who scout, scavenge, raid, ambush and steal. But as they gain levels, add bugbears, orcs, or ogres as leaders. Then add goblins as mobs, and the leader leading them on to more dire missions.

Expect much activity in the form of scouting, hunts, raids, encampments, and expansion. They, like all the evil races, speak angrily of Man coming into the swamp and camping on the Rock (Hinterland). All of them hate Man and want to kill and eat every one they can find.

**Orc raiders** are bred for war and are drawn here to find a great lord or powerful being to fight under. A large group had camped on the Rock but after the Duke's attack were scattered in the swamp. Now they muster again, seeking vengeance and calling upon the dark lords to give them powers to defeat Man and prepare for 'the Awakening'. The orcs being bred for war by powerful lords may be the one humanoid race that is most sensitive to any powerful being nearby and whose powers are rising.

**Bugbears** will organize goblins for their stealthy purposes, being their greater kin. They may tolerate orcs too for awhile, especially if there is a raid or war to be had. Though many evil races are drawn here, very few get along.

**Ogres**, while not that bright, will lead goblins to war, using them as pawns for everything.

Bugbears and Ogres, like goblins, are tribal and will seek areas to start breeding their kin. They will setup areas to protect and raid from.

At some point as they see the looting and resources grow on the Rock, a war party will be drawn from these forces to attack Hinterland.

**Bullywugs** will not join with the goblin kind. These have their own ancient gods to call forth and are more tribal in nature. They expect this land to be for them and want to build an empire of bullywugs. They are a reclusive tribe of warriors and are looking to defeat others with their amphibian nature. They see the swamp as natural to them and not to 'dry

footers' or 'dry skins'.

They will use stealth, ambush, and their swamp skills to attack any travelers to kill and eat. They will not attack settlements directly, preferring to leap upon travelers as they try to go in and out. If they can get enough together to form a Great Nation of Bullywugs they may attack Hinterland to drive out the 'dry folk'.

**The Serpentes** are kin to the Yuan-Ti. This swamp dwelling race can sense the ancient evils perhaps more than the orcs. They are connected to magic and darkness, having innate magic themselves. They will be lead by some powerful caster, whether serpentine or otherwise.

Aside from eating their victims, their main objective is gathering slaves to build their temples or more importantly in this swamp to find and dig open ancient tombs. They work the slaves until near death, then sacrifice them. Many of their slaves are goblinkin but they've gotten some slaves from the far south through hidden waterways. Many are the dark skinned men from the south. They are suffering greatly under the serpentes.

These reptilians are searching amongst the water ways for ancient tombs of powerful dark lords to unleash, worship and serve. If they find adventurers, they will send out a powerful force to raid for slaves and food. They will not ally with anyone unless they sense a great evil power making them. There is a group of them serving a black dragon who is aware of the evils and wants to harness any power found.

**The Swamp Giants** (hill giant variant) and other possible giants like the Ettins tend to keep to themselves. They may bargain with goblinkin but a few will get eaten in the process. The Swamp Giants like the amount of beasts lurking in these areas and are roaming about from large isle to large isle. At the moment, there's enough chaos that the smaller folk can't summon a large enough war band to deal with the giants or force them to be part of their group, but that may change soon enough!

# 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.* ffa

**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.

Carts & wagons aren't very viable in the swamp, but the goblins are focusing on the road built and upkept by Man. They will have a series of encampments and forts along the road to raid and feed off the weakening caravans.

## 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

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**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

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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

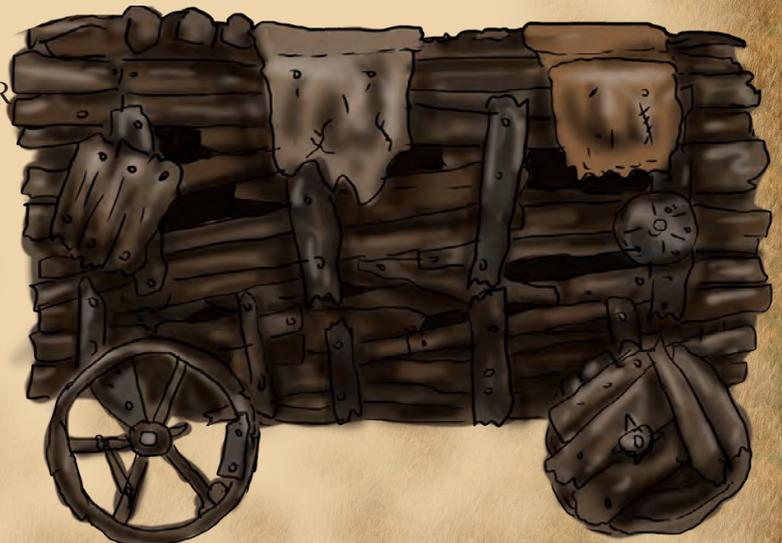
+3 to attack, +3 to damage, +3 HD, +3 CR

Generally, only CR2 or lower should be mobs, but if the creature is a CR3 or 4 already, then a mob of 3, which should be maximum for that CR, could easily be rated a CR5 or 6.

### Mob's Destruction

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



# ORC RAIDERS



## 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.



## 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** 1 (200 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.

# BUGBEAR SCOUTS

Mobs stats for all of these are on the cheat sheets.



## 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

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.



## Bugbear Scouts

Medium humanoid, chaotic evil

**Armor Class** 14 (hide armor)

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

**Speed** 30 ft.

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.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

# 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.

## 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.

## Mob of 3 Warriors

Hit Points 147

Pike or Spear +6, 2d8+4

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



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

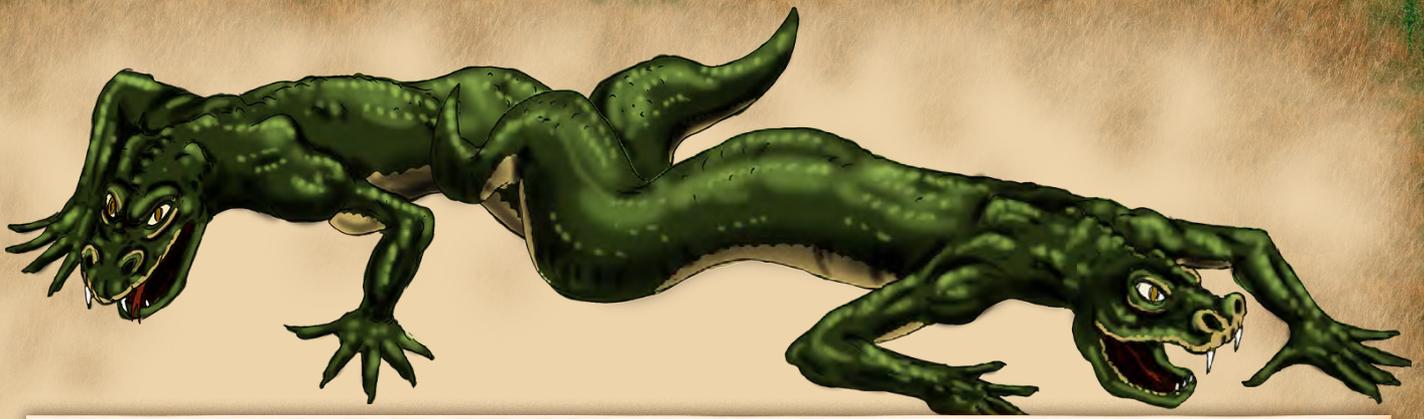
## ACTIONS

**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 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 may attempt to resave at the end of each of its turns.





## 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.

### Slithren Mob of 3

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 Thrall Mob of 3

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 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 damage in healing.

## 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

Languges 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

Languges 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

Languges 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

Languges Goblin, Giant, Common

Challenge 6 (2,300 XP)

### ACTIONS

**Multiattack.** The ogre makes two melee attacks with it 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.

## OGRES

The shaman ogre's earth tremoring spells do not affect the ogres themselves. They are used to the treacherous terrain and the upheaval caused by their leaps and bounds. They will all use the terrain and their gorilla like mobility to attack anyone who enters the area.

While the armoured ogres attack the hillside ogres will maneuver to leap down from above. The ogres will protect both the shaman and the chieftain.

## SWAMP GIANTS

These are hill giants who have come down from the mountains sensing the growth of great swamp beasts for the hunt. They rove in small bands and will attack anything that moves. They may appear

curious to folk in boats, but eventually they will discard their curiosity for hunger. It is just a matter of time before enough of them organize some great encampment in the swamp to hunt the beasts. Could this be exploited or a gigantic threat!?

### 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.





Juvenile giant, treat as a hillside ogre.



## SWAMP ETTIN

*Large giant, chaotic evil*

**Armor Class** 15 (debris coverage)

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

**Speed** 40 ft.

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

Senses Perception+6, passive Perception 16

Languges 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.

## ETTINS

These loners have come down from the mountains finding the swamp the perfect place to isolate themselves while hunting the many beasts that are suddenly merging. They could be great guards for other evil minions who set them up nearby with food and interesting trinkets and treasures.

# EVERMIRE BESTIARY

## GRABBERS



### 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** Bludgeonig, 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.

Swarms are prevalent in the Evermire. They are the main food of the larger predators but are dangerous in their own right. They furiously eat up smaller things or dead carrion or anything stuck in the mud. They gather quickly and bite until all that is there is eaten up or they are killed.

Feel free to add more creating larger swarms, just like a mob. Adding multiple hit point factors, plus attack bonus and extra hit die of damage. As hit points are doubled, one may increase the CR accordingly.

Every 5d8 or so could add a +1 to attacks, +1 HD to damage and if poisonous +1 to DC and HD damage. Consider each 5d8 as taking up an additional 5 ft square space.

Provided tokens and paper minis are feral fish, bugs, flying pests, and wormys.

These large bloated **alligators or crocs** float about like scary logs then submerge, swimming under boats to capsize them. They are also surprisingly quick on land. If a party camps near the edge of a lake, or on a small isle, these crocs can easily rush them for the kill. Their hides are surprisingly thick and hardened, making them seem like some sort of swamp dragon. Which they are!

## SWAMP DRAKE



### 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 OR GIANT SERPENT

These serpents main tactic is to lie in wait for its prey. They seem to be aware of water or land passageways and lie in low hanging trees or submerged just below the water. They tend to have the tenacity to be in hard to reach places, whether above or coiled in a cave below the water. They will bite and draw prey to their body, coiling around them for the kill. They are quite successful against the lone

monster or fleeing goblinoids but their weakness may be the heroic rescue of other adventurers.

If they have a prey constricted, they will not release and must be killed.

The serpents scales, eyes, fangs, and preserved organs are extremely valuable to alchemists. Their meat, cooked, tastes like chicken and affords an additional HD of recovery during a short rest.

### 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 target.

These are giant sized snapping or alligator turtles. They tend to lie in wait till something crosses their path underwater or bumps into them or lands on them. Their shells look like a small remote moss ridden isle amidst a bog or swamp land.



**Swamp Drake wid 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

These are vicious cunning pike fish who are super fast and have very sharp teeth. Their tactic is to bite and drown their prey, holding on to them and swimming down into the deepest pool of dark swampy water. They can leap atop a small to medium boat flopping about to knock their prey into the water. It will immediately flop back in and attack any who have fallen.

### 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

## TOUGHER BIGGER VERSIONS

### Giant Torto, CR5(1,800)

HP124

Str+4, Con+4

Stealth+4, Perception+4, Capsize+7

passPer12, CR5 (1,800)

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

### Massive Pikey, CR3(700)

HP64

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

Stealth+4, Athletics+8

passPer11, CR3 (700)

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

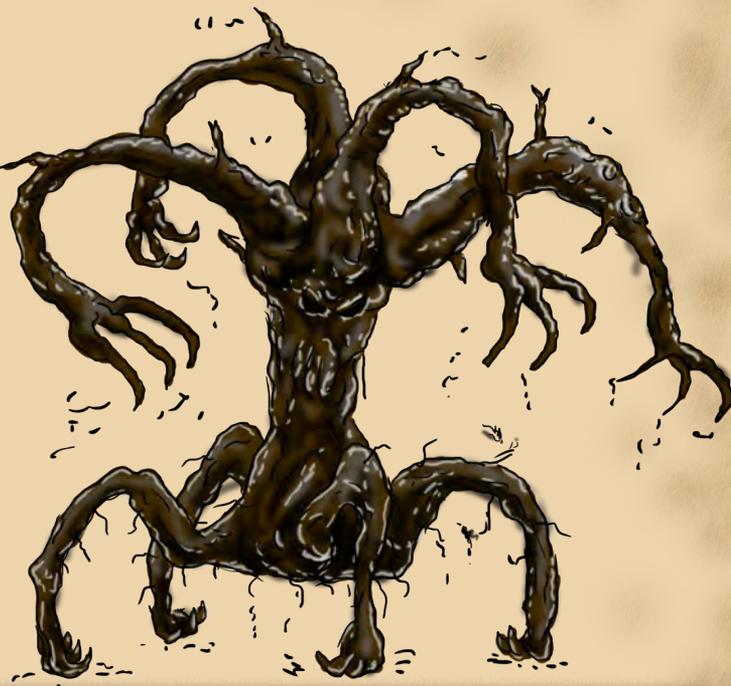
Flop Attack: same Athletics check, but +1 difficulty to saves.

## SWAMP TREES

These are awakened trees in the swamp. They sit amongst their counterparts in the fetid bog. They could be in the water or on land. They like to slam their target into the sunctioning mud or boggy

waters, to keep them from escaping.

These trees are some sort of cursed evil tree, perhaps spawned by some ancient dark lord as warriors, for they love killing anything they sense as good or intruding in a designated area. Hags also know to awaken these as the perfect lair guardian.



### 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.

## 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.

## SWAMP BLIGHT

### 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



### 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 (700)

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.



While incredibly dangerous, they still hate bright radiant lights and could be distracted by small pretty trinkets or thrown chunks of foul meat.

They hate all other creatures and are usually alone, guarding some pathway or waterway they know other creatures pass through.

## 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

## 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

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



## 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

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.

## 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, CR3(700) (Necromancer version)

Hit Points 99

Claws +6, 3d4+3, DC12 Con or paralyzed then next turn (with adv): Bite +5, 3d6+3, DC14 Con

## Mob of Zombies 3, CR1(100)

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

## 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.

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Here's a **Regional Map**, to give a DM a bigger picture scheme. A one day travel refers to the arduous muddy roadway or on a raft using a sculling oar. The Evermire swamp is meant to be landlocked and surrounded by various mountain ranges.

A great flood long ago buried the warring empires of evil. These ancient beings and their archaic history has been long forgotten. The waters are slowly receding and the evils are awakening. Each area is meant to be its own little fiefdom of horrors but one could see a dark lord expanding outward, and perhaps becoming the all powerful one in the 'finale' of this sandbox campaign.

This is all up to the DM and how far you want to take this open ended adventure. Adding border kingdoms in as reluctant and frustrating allies can add to the desperation and challenges the Duke and heroes must overcome.

This map has low to mid level locations written in red. A player's version is without the red listings

and is available as an image file on my website or part of the digital map package.

The sandbox adventure doesn't require this map at all, just any epic swamp in one's own world will suffice. And any backstory will work. After all, who doesn't want to go exploring in a vast swamp? They all have ancient buried evil things!

Proceeding pages are the various location battlemaps that one can use and use repeatedly. It is a back and forth sort of setting where once an area is cleared out, new threats will inhabit! And don't forget to have the swamp be a villain too, always attacking with its DC12 or 14 grappling, suctioning mud or various DC12Con leeches or take damage or downgrade one level of woozy exhaustion.

Use the swamp rules to test their meddle and make them roleplay precautions, but of course, as I always say, up to a point, then as they get up levels, and become swamp worthy get on with the adventure!



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# THE LONG ROAD WEST



The top map is for the western edge of the road, coming in from the old kingdoms. The bottom map represents the road further in, closer to Hinterland Fortress. Of course they can be reused either way and digitally be flipped for additional encounters. Expected repeated missions against raiders along these routes and beasts lurking along the edge, sensing new travelers and their weak goat or ox

hauler animals. These maps are meant for low level adventures.

The road must stay open and somewhat safe for the supplies to make it. The merchants will undoubtedly have escort, scouting, retrieval and patrolling missions. The pay is minimal but anything retrieved could afford some payout or be in good favor with them. Keep the rewards in the form of a

one free item to use in their adventures and favored trading in the future.

The goblin and beasts are constantly lurking along it. Smaller groups may have hidden caches near the road on smaller isles or mounds. But as they become more successful they'll grow in strength and numbers.

The next level of retribution would be to extend out into the swamp to find their base of operations or lairs where the beasts defecate their treasures and breed.



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Above is an old ruins map with other foul things living about. The goblins will do some netting and fishing to pass the time away. Some will get caught by beasts in the water! An ancient titan helmet will house the leader. Even after anything is defeated here, others will be drawn to the ruins and start a

new base. Below is a map of water beasts living along the rotted tree stumps. Many varied beasts live in the area feeding off the left overs and each other.

Expect several foul things to come out of the features to attack anything that comes nearby.

Don't forget to use ability checks for boating, rafting, swimming, moving in this harrowing place. The creatures know to use the terrain in their favor and know land creatures are at grave danger when falling, pulled or under the water.

Boats, while faster, are harder to deal with and a DC14 would be apropos while for rafts a DC12 or less would work. Check the swamp rules, but use these DC's as averages for their tests. Falling, then catching themselves from falling into the water. And then, do they have no armor, DC10, medium armor, DC14, or heavy armor, DC16 to do things.



Attacks and drowning will be the main threats as they try to get back on their vessel or onto the difficult terrain around them.

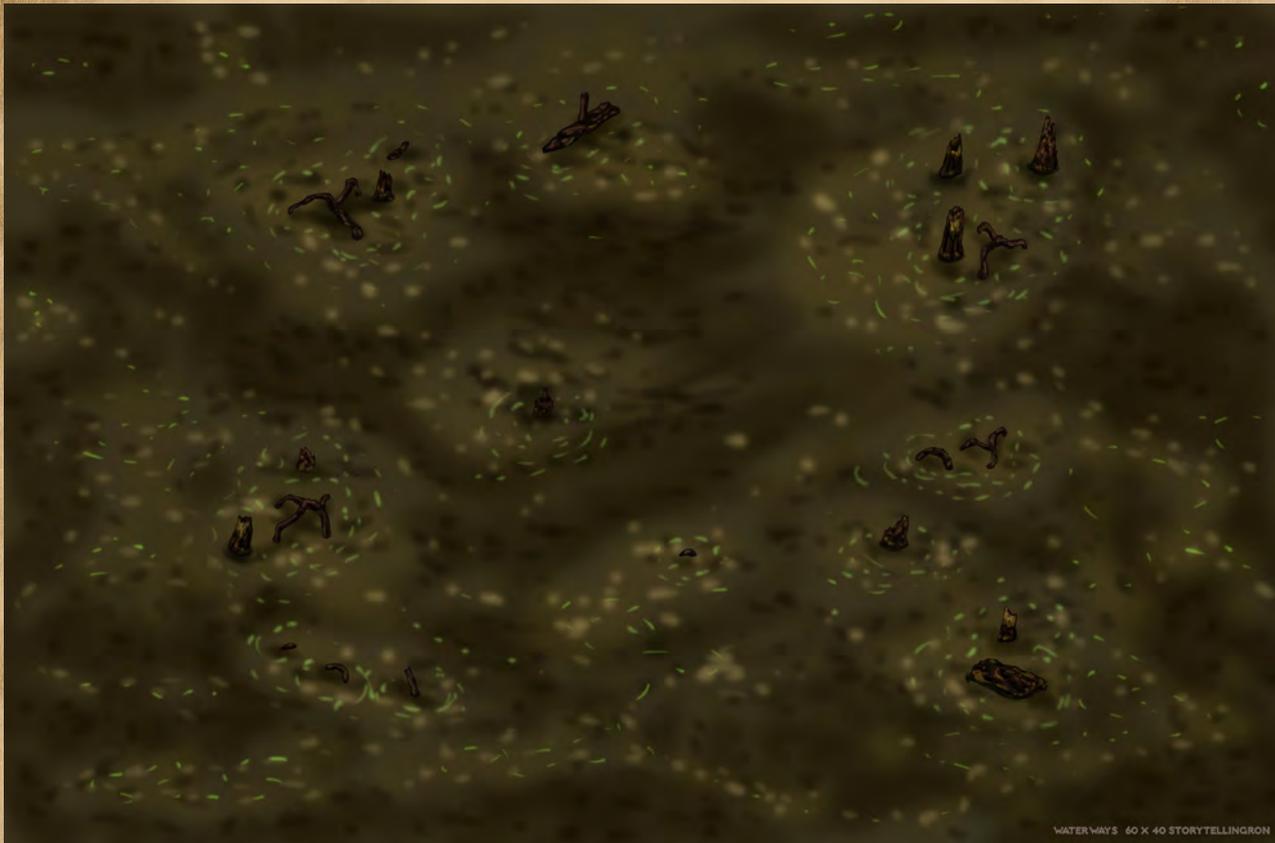
Another fail award could be a level of exhaustion, but no more than one, and that could affect them until they get a long rest at a decent camp site.

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WATERWAYS 60 X 40 STORYTELLERON

**The Waterways** map can be used over and over with traveling to different locations in the Evermire. Here is where greater beasts could be encountered. The water can be from a few feet to a dozen feet deep. Larger beasts will come through here and make chase with any vessel they come across. Pikes in particular prefer the open water for their speed.

A large boat battle can also occur here as a flotilla of rafts bearing goblinkin pass this way! And don't forget to have a few beasts smell the blood in the murky water.

**The Ogre Mounds** are home to ogres of course! They have a tribe here and are anxious to begin searching out the swamp nearby for food and expansion. They can sense the growing evil and want to be part of whatever that is. They have a tough leader, a shaman, and plenty of aggressive warriors.

They will have goblin thralls and some sort of dealings with bugbears and possibly orcs. Giants may be nearby as well.

These mounds are on the rise heading up the mountain range that has surrounded and kept the

swamp confined to this vast area. One could go further up the slopes to the Old Temple from here. Or, dealing with the ogres, take back any treasures found to Hinterland, and perhaps some reports of what is happening in the area.

Many interesting growths are inside the tunnels, some could be healing, poisonous or used for other purposes. The ogres leftovers and waste have created a rich area full of nasty and nifty surprises.

Utilize the terrain to the ogres' advantage. They know how to leap and bound on the difficult terrain and avoid falling damages. They are astute crawlers in the tunnels and will go in and out of the various areas to trap their victims.

They use lots of poky sticks to barricade and keep other beasts out and will use them to block and trap intruders as well.

The terrain will have various DC challenges whether muddy, suctioning, slippery or difficult. But not so to the ogres, they seem to revel in the muddy setting and many are covered in muddy filth all day long. Some may even pop out of the mud to surprise!

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# OGRE MOUNDS



OGRE MOUNDS  
80 X 48 STORYTELLINGRON



OGRE TUNNELS  
80 X 48 STORYTELLINGRON

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# THE OLD TEMPLE



**The Old Temple** map is oddly not in the swamp but on the hillside at its border. The Church knows about it and knows of a relic there they desire to be retrieved. They can entice adventurers saying any other treasure they find is theirs. They have a map to the location. They are unaware that the map leads to the old docks where the Ogre mound is, then up some old road into a foresty bit of the mountain side.

Here there resides some blights, evil awakened trees, and a shambling mound that guards the inner sanctum, sensing the relic on back wall.

Other beasts can certainly lurk about along the cliffside or in the foliage to guard their area near this temple.

Something special could await any travelers at the altar or the hidden pool, whether blessings, healing, divination or something cursed! These maps are all at the choice of the DM.

Also, at some point this could become a base of operations for some evil lord who wants a hillside view of the swamp and the Hinterland Fortress in the far off distance.

If this indeed occurs, the dark lord will use the ogres mounds as a forward operating base. So these maps can be used first as encounters and second as epic build ups to a dark lord nemesis.

Other options are to have ancient stone golems guarding it, a black dragon residing here, or a plethora of gargoyles.

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## DRAGON BONES



DRAGON BONES 80 X 43 STORYTELLINGRON

**Dragon Bones** map is a great place to put the bullywugs. They found this boneyard or grave site of a fallen ancient dragon and claimed it as their worship site and lair. Plenty of beasts lurk around the edges or with them, especially giant frogs and swarms of foul insects.

They could have some magical feat or bonus residing with these bones, or carving a bit off and consuming it they become slightly... something better. Or they make potions from it or from the foul growths on it. Who knows, there's no limit to the options each DM can make to what the creatures do in this world.

The bones could be from an ancient green dragon that died during the swamp, or some other chromatic dragon that died during the flooding and is now exposed. Who knows what legacy or residual effect the bones have on the area and the inhabitants.

**The Mired Galleon** is certainly more of a 'recent' event than an ancient one. However it must have stopped or anchored above some ancient lair! What happened here is a mystery to anyone but the DM!

Suffice it to say, the galleon was certainly in the wrong place! Its captain found or knew some secret way through the waters from the far south seas to come up to this area. Searching in the area, it came across a secret lair. Perhaps it has a map or some tome of lore on this site. Was it also a slave ship selling to the Serpentes? Or a liberator trying to end the slave trade hidden in the swamps?

Suffice it to say, something bad or rather evil happened and the ship and crew were lost. Utterly destroyed and turned on its side it sits here now as a draw for any adventurers. The boat is now a shipwreck slowly rotting away.

Below it is a temple of great evil, its dark lord or inhabitants awakening and pondering their next move! It was once a remote temple with a boat building dock, summoning and worship halls, a lordly post with a master bedroom, and quarters and workshops for the workers and priests.

Many of these are awakening as wights, ghosts, ghastrs and mummies perhaps.

Or any other ancient evil idea the DM can come up with. Have at it!

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# THE MIREG GALLEON



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## THE GOBLINKIN FORTRESS



**The Goblinkin Fortress** is a map that could be used as the culminating finale in Hinterland forces vanquishing a growing and powerful enemy. This can house a small army and some sort of dark lord or dragon leader. This is meant for some epic battle! It could be a base of operations that the heroes must sneak in and discover, sabotage, steal and/or assassinate!

This can be used for a mix of goblinkin and orcs. And if the heroes prevail, can be used by other kinds who take up residence. It will certainly be a nearby bane for the Duke. For real estate such as this, in the Evermire, it will inevitably be occupied by some foul thing. Unless in such great success, drawing in more support from outside, the party is able to fortify and defend this spot and use it as their own to go up against more dangers deeper in the Evermire!

After all, this is titled, the Conquest of the Evermire!

The separated abode could house a swamp hag or sorcerer allied with the group. Various creatures will lurk about trying to pick off a goblin or be hunted by

the goblins. Swamp beasts will always sense where there is activity and migrate there. Goblins have daily tasks to reinforce or mend broken defenses, patrol, hunt or fish. A few may disappear in the process.

Like the previous work, *Goblin Fortress*, it shouldn't assumed that there is an alert system or organized defense. There is tribal gang warfare even amidst these fortresses and goblins ignore the strife and clatter of other goblins. A few will poke their heads to look, if they do indeed see humies or something other than goblinkin they are sure to drum up a gang of goblins to investigate but no one dares call the war council except whoever is in charge.

It could be a goblin king, a tough bugbear cadre, some orcs, ogres or a sorcerer. Whoever is in charge will be at the top and either enjoying the spoils of the raids or investigating the latest artifacts found. They may also be plotting their next move against the forces of Man!

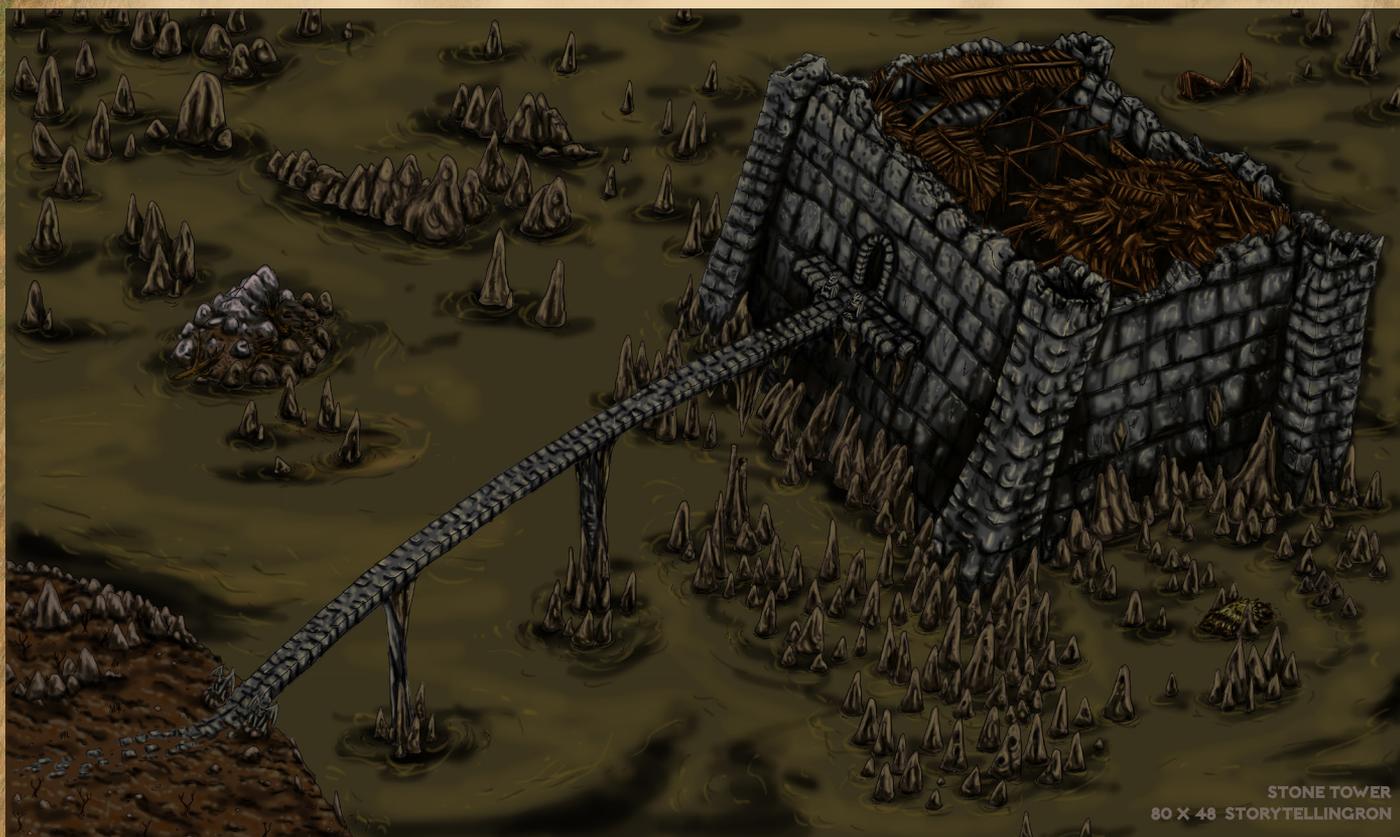
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# THE STONE TOWER



STONE TOWER  
80 X 48 STORYTELLINGRON



STONE TOWER INTERIOR  
80 X 48 STORYTELLINGRON

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**The Stone Tower** is an ancient tomb or monument. It somehow has risen high above the Evermire swamp. It's top is in utter ruin and exposed to the elements. If the swamp has only recently been receding, why has this one raised up so high? Certain tombs have been jutting forth, their entire foundation pushing upward, seeking the surface and shaking up the evil within!

The Wizard's Hall knows of it by some over zealous apprentice wizards who heard and researched it. They ventured out and never returned. The remaining leaders are anxious to get someone out there to see what calamity has befallen their students. They hope someone capable and if not, expendable will go. After losing so many wizardly recruits what choice do they have? They won't be deceptive, denoting the danger, missing apprentices, and possible ancient evils.

This place can have a **galeb duhr** or **earth elemental** guarding the causeway. Once players get to midway or near the end, it will come forth as a rolling boulder. **Gargoyles** can magically awaken and harass them as well, having a special talent to yank anyone off the bridge.

Below in the waters are plenty of dangerous swamp beasts and swamp waters and rocks are DC15 or more, being so difficult to climb or cling to.

Within, this could be a lair for a **black dragon** since the tower is approachable by air. The black dragons are spreading themselves and their offspring across the swamp. They sense the great evils and want it to empower them. The age of it based on the party.

The dragon is hunting and lives on the top area, growing in size and strength. While it senses the evil below it hasn't yet crawled down to acquire anything. It doesn't feel it is strong enough yet. Or if the party is high enough level, it has and has gathered minions to serve it.

For some additional fun, a **mimic** could be residing here, feeding off the dragon's leftovers than appearing like anything in the lair from the rotted wood, to a small chest amongst its limited treasures or as a stone.

Below the Stone Tower, is a map made for any

purpose a DM wants. Provided are interesting and feasible rooms for work and quartering whomever was needed. It could be an ancient sorcerer or wizards place, an evil cleric or druid and their brotherhood? It has a summoning, teleporting or conjuring circle. Or some otherworldly races that had once stopped come to this world to conquer amongst the evil struggles but were trapped during the floods. Who knows?! Oh yes... the DM of course! Anything is possible!

So ends the Conquest of the Evermire campaign PDF. This is meant to give a DM lots of useful creatures, maps, minis and ideas to create their own sandbox adventure in a swamp setting.

For me, I tend to DM it in waves of ever increasing sub plots. On the following pages were ideas I've used to create adventure lines the heroes had to discover, investigate, and fight their way through.

And don't forget about the inevitable counter attack, the siege upon the fortress and the desperate situation everyone knows they're in!

Anyone of these plots or more can be dropped into the Evermire, ever building up an ancient evil that wants to get out and conquer the lands of men, elves, dwarves and all free peoples! Who can stop them?

A lone fortress on a rock? A few vagabond heroes?

It's Conquest of the Evermire!!!!

Thank you to all Kickstarter backers. I hope this will give you a few moments of fun! ;) As it already as has me and then some!

If interested check out my website for more content and I did write an ongoing little pulp book series "Conquest of the Evermire" of actual gameplay with my daughter when we started to learn 5E together. It's there and available on Amazon.

Onward!

Ron Smorynski, aka StoryTellingRon

[www.storytellingron.com](http://www.storytellingron.com)

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## THE HORDE???

GROWING THREAT OF GOBLINS, ORCS, BUGBEARS ON ROAD AND BUILDING TO A GREAT SIEGE

## GIANTS & OGRES???

CLAN OF GIANTS & THEIR OGRE & GOBLIN MINIONS WHO WANT THE SWAMP ALL TO THEMSELVES. LEAD BY A GIANT WHO FOUND SOME POWERFUL ARTIFACT.

## THE NECROMANCER???

A POWERFUL LICH HAS AWAKENED, HAVING BEEN BURIED WITH HIS ARMY INTACT. HE BEGINS HIS RUTHLESS EXPANSION!

## BLACK DRAGON???

AND ITS SERPENTINE THRALLS DRAWN TO ANCIENT TEMPLES AND GREAT EVILS. THEY PREY ON ALL OTHERS FOR SLAVES AND SACRIFICES.

## COVEN???

SWAMP HAGS GROWING BLIGHTS AND EVIL TREES, GATHERING BEASTS, SUMMONING BLIGHT DEMONS, TO WIPE OUT ANY INCURSION BY MAN

## BEHOLD!!!

## THE EVIL EYE???

A BEHOLDER HAS AWAKENED, DOING THE BIDDING OF AN ANCIENT LICH? OR ON ITS OWN SEARCHING FOR POWERFUL MAGIC? IT CRAFTS ITS TUNNELS, TRAPPING MINIONS IN EACH AREA, DRAWING BEASTS AND HUMANOIDS TO ITS PITS AND HOLES.

## ANCIENT ONE???

CHUULS & OTHER ANCIENT CHITIN CREATURES (THAT SENSE ANCIENT MAG[C!]) WITH UMBER HULKS AND OTHER ABOMINATIONS GATHER AROUND A POWERFUL ABOLETH AWAKENING FROM A LONG SLUMBER AND ARE PUSHING UPWARDS AND OUTWARD...

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