

MELVIN'S MINUTE MONSTERIUM: SWAMPS & SEWERS

 DECK OF JOKERS

A COMPENDIUM OF MONSTERS AND ADDITIONAL RESOURCES
FOR RUNNING ADVENTURES IN THE SWAMPS AND SEWERS



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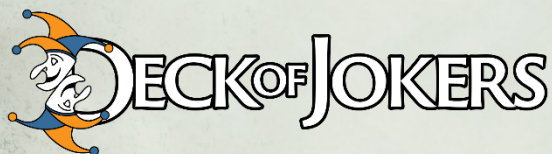
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PART I: THE WETLANDS

The forested swamp is only one of the three main types of wetlands: the others are the open mire and the reed covered marsh. While often associated with death, the wetlands are teeming with diverse life. They can be found in any kinds of continents and in wildly varying locations.

The wet environment provides a unique atmosphere for any adventure, one defined by poor vision range, difficult movement, sudden natural traps and hunters that know how to utilize these features.

Sewers, on the other hand, are essentially of man-made wetlands. A labyrinthine network of reeking water and waste isn't something one would like to enter without a good reason, but many adventures may take your heroes in these locations as well. Many creatures that live in the sewers come from the wetlands, so there is a significant overlap with these two environments, but while the wetlands are often the crossing points between rivers and forests or plains, a sewer is more than a meeting point of two environments: they are a place where civilization meets the unknown, right under the feet of the inhabitants of the city.

This booklet features a group of monsters native to the wetlands and sewers. Most of these monsters fit best to the classic dark, damp swamps of fantasy adventuring. This first section, however, is dedicated to the different kinds of wetlands and provides some ideas for running adventures in them and ways of giving your adventure in these locations a unique feel.

MIRES

Mires, bogs and fens are all mostly open wetlands. They are dominated by plants that slowly form layers upon layers of decaying vegetation, which in the end turns into peat.

Mires can be very difficult to traverse: the decaying plant matter can be treacherous, so heavily travelled mires often have clear paths and timber boardwalks, also known as duckboards, to make travel easier and safer. However, these walkways are tempting locations for ambushes for creatures that can hide underwater, since travelers are forced to move through narrow paths that may come near ponds or cross over surprisingly deep pools.

If the characters are determined to move away from the clear paths, travel will be difficult. The spongy terrain is always considered difficult terrain, and characters must succeed in a DC 10 Constitution saving throw at the end of each hour of travel or gain one level of exhaustion. Characters can use special bog shoes so they can avoid getting stuck in the spongy moss and avoid the saving throw. Locals can often provide such equipment. A character that falls prone in a bog must use all their movement getting up instead of half.

One additional hazard in a mire are the quagmires. In the right conditions, decaying vegetation can float on top of a layer of water, creating a sort of a pit trap in open terrain. The DC for detecting quagmires is 12. Anyone that steps in the quagmire falls into a deep pool of water.

Visibility is rarely an issue in a mire, since plants that grow above the thick layers of moss are usually stunted. Hiding in shadows is not a possibility, so creatures that hunt here are either flying creatures, amphibian ambush predators, capable of somehow disregarding the difficult terrain, or lost and very hungry.



Humanoids have many uses for bogs. Peat can be harvested, dried and used for fuel. Berries, mushrooms, herbs and medicinal flowers bloom in the wet, sunny environments. Mires can have a ritual meaning as well. Some cultures bury their criminals in bogs, sometimes while they are still alive.

SPECIAL ENCOUNTER: BOG BODY

At times humans and other civilized humanoids may punish a criminal by sinking them into a bog. Sometimes the criminal is executed beforehand, sometimes the drowning is the execution.

One northern culture has a special kind of bronze amphora they use for this exact method of execution. The arms of the criminal are broken, and the criminal is sealed within the amphora, which in turn is placed in a pool in a bog during a dry day. The mouth of the amphora is above the water, and the inside of the amphora remains empty at first, but as it starts to rain, which it often does in these parts, it begins to fill. The criminal then dies either by freezing to death in the frigid water, or the amphora fills completely, drowning the criminal.

These amphoras are often cursed, so that the souls of the criminals will not be able to depart. They may haunt the area near the amphora during the night, appearing as **specters**, **ghosts** or **wraiths**.

MIRE RANDOM ENCOUNTERS (LEVEL 1-4)

d100	Encounter
01 – 15	1d4 swarm of insects
16 – 20	1d8 giant rats
21 – 24	1d8 commoners gathering peat or berries
25 – 28	2d10 vultures
28 – 30	2d6 + 3 tribal warriors
31 – 40	1d6 swarms of ravens
41 – 44	2d4 poisonous snakes
45 – 46	1d12 zombies
47 – 48	1 black bear + 1 thug
49 – 55	A bandit captain , tied up in a pool that is slowly filling up
56 – 58	1d8 + 1 hodgepokers (see this booklet)
59 – 64	A bog body (see above), which during the night haunts the location as a specter .
65 – 70	1d6 gorgemaws (see this booklet)
71 – 75	1d4 scouts + 1d4 mastiffs
76 – 79	1 bogmangler (see this booklet)
80 – 85	1d4 harpies sit on a stunted tree, waiting for a moment to strike a character into a pond
86 – 89	An old crone collecting medicinal herbs
90 – 91	A green hag impersonating as an old hag collecting medicinal herbs
92 – 95	2d8 zombies + 1 ogre zombie
96 – 99	1 mire ooze (see this booklet)
00	1 hydra bursts from under a quagmire



MIRE RANDOM ENCOUNTERS (LEVEL 5-10)

d100	Encounter
01 – 05	1d10 + 3 harpies
06 – 08	1 sea hag + 1d4 wererats
09 – 13	2d4 giant vultures
14 – 17	1 cult fanatic and 2d8 cultists
18 – 22	2d6 naiad (see this booklet)
23 – 26	A weird stunted tree that secretes a deep red, blood-like substance
27	1 druid + 2 brown bears + 1 giant boar
28 – 33	1d6 + 1 bogmanglers (see this booklet)
34 – 40	A bog body (see above), which during the night haunts the location as a wraith
41 – 43	1 shambling mound
44 – 47	2d6 ghouls + 1d4 ghosts
48 – 50	1 wight + 1d6 ghouls
51	1 wight riding a nightmare
52 – 54	1d4 + 2 perytors
55	1 wyvern
56 – 58	1 ettin + 2d6 orcs + 1d6 worgs
59 – 65	1 mire ooze (see this booklet) + 1d4 will-o'-wisps
66 – 70	3d6 orcs + 1d4 ogres
71 – 74	1 chimera
75	1 young black dragon circling above you
76	1 night hag + 1d6 giant constrictor snakes
77-80	1d4 + 1 veterans riding griffons
81-88	1d10 + 5 bugbears , 1d6 dire wolves + 1 bugbear chief
89	1 clay golem
90-93	1d4 + 2 wereboars
94-96	A coven of 3 green hags , conducting a ritual
97-99	1 roc
00	1 young red shadow dragon

MARSHES

Marshes are areas dominated by large bodies of water and reeds. While most often these areas can be found near lakes or rivers, they can also form a larger area filled with occasional islands of trees. Especially warm climates can have huge mangrove forests surrounded by marshes.

Large marsh areas are labyrinths of waterways and shallow waters. The depth of the water varies wildly and while at times traveling by foot is possible, most civilized creatures use boats or rafts when moving through them.

The reeds in marshes can often be high enough to obscure vision for small or shorter creatures, but sometimes even medium-sized creatures aren't able to see through the reeds. Taller creatures can see over the reeds and stride through the shallow water faster, so running away from large or bigger creatures with long legs can be unfeasible. Depending on the thickness of the reeds, a character's vision can be either obscured or heavily obscured beyond 30 feet.

Getting lost in a marsh is easy: vision is impaired, and every spot looks identical. Landmarks can be hard to find and even orienting oneself can get troublesome at times. Maps are rare, so the best option for a group of adventurers is to hire a boat and a guide to find their way.

Obviously, amphibian creatures have an advantage in these environments as they can usually move faster than other creatures. Humanoids travelling through marshes often use boats or rafts, which amphibian monsters naturally will try to capsize.

Humanoids use marshes to hunt birds and fish. Life is abundant in these areas, and a skilled hunter or a fisher can use the environment to their advantage. The reeds can also be useful: thatched roofs are made from reeds harvested from marshes, and some reeds can be used for making papyrus or similar paper-like materials.

Constructing buildings is very difficult in marshlands. These areas are prone to flooding, so people construct stilt houses high above the water line. Whole villages can be constructed on

A MONTH IN THE MARSH KEEPS
THE HEAT AT BAY!

BANDIT PROVERB

stilts and are usually accessed via boats instead of roads. Some cultures may extend such villages by creating artificial floating islands out of reeds and soil, providing an excellent location for a garden, for example.

SPECIAL ENCOUNTER: WALKING HUT

There may be solitary huts concealed in the marshlands that work as hiding places for bandits and smugglers. Sometimes hedge wizards or other outcasts build these lonely huts deep into the marshes to get away from the civilized world.

Some spellcasters go even further: they enchant the hut with the ability to walk and move when their owner wills it. The hut may be stationary and sit on an island when the stilts are not needed, hiding the magical abilities of the hut. Some hags may create outlandish versions of such huts by creating magical legs, such as chicken legs, that carry the hut around.

A walking hut is often tied to the spellcaster that created it but may also be autonomous. In these cases, it is even possible to commandeer such a hut if the party has a sufficiently skilled spellcaster that can find the method of controlling the hut by passing a DC 20 Arcana check.

SENTIENT WALKING HUTS

A walking hut may also be able to fight. One way is to use the stat block of a **treant** but make the following changes: The hut is gargantuan in size, which increases its hit points to 186 (1d20 + 60). It is immune to poison and psychic damage and the blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned and prone conditions. It loses the Animate Trees ability and gains the following trait.

Antimagic Susceptibility. The hut is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the hut must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.



MARSH RANDOM ENCOUNTERS (LEVEL 1-4)

d100	Encounter
01 – 06	2d8 quippers
07 – 15	1d4 swarms of insects (leeches) (see this booklet)
16 – 19	1d4 crocodiles
20 – 24	1d4 + 2 bullywugs
25	1 faerie dragon willing to give directions in exchange for treats
26 – 27	2d4 + 2 skeletons slowly trudging through shallow water, as if on a march
28 – 32	1 naiad (see this booklet)
33	A small pixie shrine crafted out of reed and lotus flowers. There are 2d4 invisible pixies hiding nearby
34 – 39	1 giant toad
40 – 45	1d6 + 3 bezzan workers (see this booklet)
46 – 52	1d8 commoners on a punt, gathering reeds
53 – 59	2d8 merfolk
60 – 69	1d6 lizardfolk
70 – 74	1 svampyr (see this booklet)
75	1d4 satyrs on a raft, clearly enjoying themselves and having a party
76 – 80	1d6 + 4 molder spawn (see this booklet) + 1 molder bloom (see this booklet)
81 – 84	1 bogmangler (see this booklet)
85 – 88	1d6 molder spawn (see this booklet) + 1 molder bloom (see this booklet) + 1 molder titan (see this booklet)
89	A walking hut (see above) created by an alchemist wizard, who is doing research in the swamps. He can be persuaded to sell his creations
90 – 94	1 dire pangolin (see this booklet)
95 – 99	1 giant constrictor snake + 1d6 constrictor snakes
00	1 banshee

MARSH RANDOM ENCOUNTERS (LEVEL 5-10)

d100	Encounter
01 – 04	1d10 + 2 naiads (see this booklet)
05 – 07	1 dire pangolin (see this booklet)
08	1d4 + 2 swarms of quippers + 1 lizardfolk shaman , controlling them
09	1 ettin , obviously lost and bickering with itself
10 – 13	1d4 svampyrs (see this booklet)
14 – 15	1d8 + 3 bullywugs riding giant toads
16 – 19	1d4 crocodiles + 1 giant crocodile
20 – 26	2d8 + 4 molder spawns (see this booklet) + 1d4 molder titans (see this booklet)
27 – 33	2d6 + 4 lizardfolk + 1 lizardfolk shaman
34 – 38	1 shambling mound
39 – 42	1d4 manticores
43 – 49	1 bezzan wasp herder + 3d6 giant wasps
50 – 56	2d4 giant constrictor snakes
57 – 60	1d6 + 2 bogmanglers (see this booklet)
61 – 67	1d4 + 2 merrows + 1 sea hag
68 – 72	1d6 + 2 ogres with goblins riding them
73 – 76	1 cyclops
77	A coven of 3 sea hags
78 - 81	1 wyvern
82 – 85	1d4 water weirds + 1d4 will-o'-wisps
86	1 hydra
87	A walking hut (see above) moving on its own. It ignores the party, even if they enter it.
88	A sentient walking hut (see above) moving on its own. Wants to kill the party's spellcasters for some reason
89	1 stone golem
90 – 93	1d4 + 1 shambling mounds
94 – 95	1d4 + 2 trolls
96	1 djinni in a beautiful floating raft tent with 2d6 commoner servants and 1d4 veterans as guards
97 – 99	1d4 + 3 water elementals
00	1 adult black dragon



SEWERS

Sewers are not a natural place for swamp-dwelling creatures, but they share many features of other wetlands: shallow, often stagnant water and dark places to hide.

Sewers are home to many kinds of creatures, many of which originally come from the wetlands. These areas can become strange meeting places where two kinds of worlds meet: the civilized world of humanoids and the wild world of monsters.

Sewers are seldom constructed all at once. They sprawl over time, section by section, century after century. Some parts are abandoned or collapse, some are expanded. There are different kinds of sections, some drier, some wetter. There are areas where the water flows fast and free and areas where pools of stagnant sludge form. Appendix C provides means of creating sewers randomly.

Almost all areas in the sewers are dimly lit or completely dark. Some places see some sunlight, while others are so deep underground that the sun is merely a distant memory to the creatures that live there.

Many humanoids live in the sewers or use them as a base of operations for clandestine ventures. There are bandit hideouts, kobold caverns and even secret cultist temples. As it is quite difficult to navigate in the labyrinthine sewers, many of these inhabitants mark their routes with hidden symbols or by other means. Knowing these markings can make it easier to navigate in the sewers, and perceptive characters may even notice these hidden patterns on their own. A character who wants to decipher these markings must move slowly and take note of all the markings. After one hour of movement and research, they can make a DC 15 Investigation check. If they succeed, they can read the markings and use them to their advantage going forward.

SPECIAL ENCOUNTER: LINGERING STENCH

There are many kinds of disgusting gases and vapors forming in the dark corners of the sewers. Sometimes a source of fumes can cause a whole area to be filled with disgusting stench, which may make travel through it difficult or even impossible. Often creatures will use these locations to ambush their enemies and attack them when they enter the fumes. Any gas cloud can be dispersed with strong winds, such as those created by a *gust of wind* spell. After a few hours the source of the gas fills the area once again. The save DC for the following effects should be chosen to fit for the abilities and level of the party.

Stinking Cloud. Many sewer gases are merely repulsive. A section of a sewer tunnel may be filled with gas which has the same effect as the *stinking cloud* spell.

Cackling Cloud. There are stories of terrifying laughter that can be heard in some parts of the sewer, caused by this purple, sweet smelling gas. Creatures who start their turn inside this gas must make a Wisdom saving throw or be subjected to the effects of the *hideous laughter* spell.

Confusing Fumes. Some sewer gases can affect the mind in more serious ways. Creatures that start their turn inside the gas must make a Wisdom saving throw or be under the effects of the *confusion* spell.

Convulsive Vapors. Other gases cause spasms or other physical effects. Creatures that start their turn inside the gas must make a Wisdom saving throw or be under the effects of the *irresistible dance* spell.

Cloudkill. Dangerous gases can also form. An area of the sewers may be filled with a deadly gas, which has similar effects to the *cloudkill* spell, except the vapors are stationary.

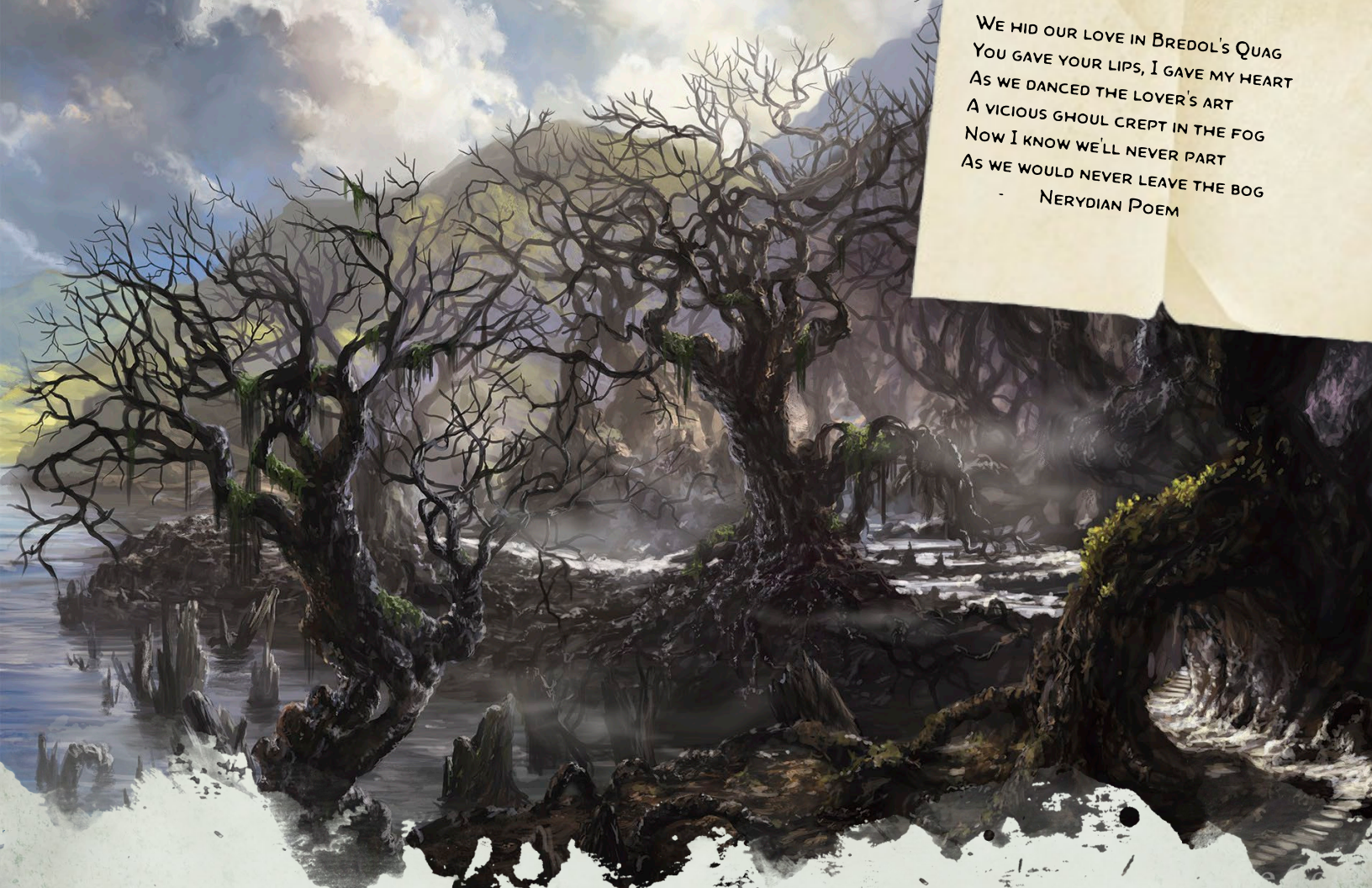


SEWER RANDOM ENCOUNTERS (LEVEL 1-4)

d100	Encounter
01 – 05	2d4 skull mollusks (see this booklet)
06	1 zombie , pierced with a metal spike and unable to move
07 – 11	1 bezzan wasp herder (see this booklet) + 1 swarm of insects (wasps)
12 – 16	2d6 bezzan workers (see this booklet)
17	A makeshift crypt hidden in the sewer. Disturbing the graves raises a specter .
18	A seemingly mad commoner , who warns about a threat around the corner. Roll twice on this table, take the highest, to determine what the commoner is warning about
19 – 23	2d4 + 4 kobolds carrying 2d6 pieces of miscellaneous adventuring gear as loot
24 – 29	1d8 skeletons
30 – 32	1d4 shadows
33 – 36	A lingering stench (see above) covers a 30-foot radius area in an intersection
37 – 40	2d4 swarms of bats
41	1 ghost of a young man, lost and begging for help to find a way back to the surface
42	2d4 goblins + 1 crocodile on a leash and controlled by one of the goblins
43 – 46	2d8 swarms of rats , running away from something. Are not hostile unless they are blocked
47 – 51	1d4 crocodiles
52 – 58	1 svampyr (see this booklet)
59	2d6 + 6 cultists are conducting a ritual in front of what seems to be a statue of a frog god of some sort
60 – 63	1d4 ghouls eating a corpse
64	1 mad druid + 1 swarm of insects (beetles) + 1 giant centipede
65 – 71	1 oozehound (see this booklet)
72 – 78	1 ochre jelly
79	1d4 bandits and 1 bandit captain , arguing about something
80	1 spectator and 1d6 zombies protecting a small chest with a magic item
81 – 87	1 shadestalker (see this booklet)
88 – 93	1 oozehound (see this booklet) + 3d6 + 4 kobolds
94 – 98	1d4 + 3 wererats
99	1 giant crocodile
00	1 maladrix (see this booklet)

SEWER RANDOM ENCOUNTERS (LEVEL 5-10)

d100	Encounter
01 – 08	1d6 + 2 swarms of insects (leeches) (see this booklet)
09 – 15	1 oozehound (see this booklet) + 2d6 goblins
16 – 20	1d6 + 4 bezzan workers (see this booklet) + 1d10 + 2 bezzan warriors (see this booklet)
21 – 24	1 black pudding
25 – 29	2d6 giant spiders
30 – 35	A lingering stench (see above) covers a 50-foot long section a tunnel
36 – 40	1d6 shadows + 1 shadestalker (see this booklet)
41 – 47	1d6 ghouls + 1d4 ghasts
48 – 51	1 maladrix (see this booklet)
52 – 56	1d4 werewolves
57 – 60	1 otyugh
61	A makeshift crypt hidden in the sewer. Disturbing the graves raises a wraith and 1d4 shadows
62 – 65	1 invisible stalker
66 – 72	1d6 crocodiles + 1 giant crocodile
73	1 medusa + 2d4 animated armors
74 – 79	1d6 + 3 svampyrs (see this booklet)
80	1d6 + 5 cultists + 1d4 cult fanatics , sacrificing one of their own in front of a makeshift altar. A vrock sits upon a throne of discarded metal junk, overseeing the proceedings
81 – 84	1 otyugh + 1d4 oozehounds (see this booklet)
85	A tiny laboratory of a mad mage with a flesh golem . The mage is not hostile unless the party tries to find out what the mage is doing.
86	A beautifully armored corpse of a paladin, carrying a cursed item
87 – 89	1d4 vampire spawns
90	1 assassin + 1d6 spies
91	1 clay golem
92	1 behir
93 – 96	1d6 + 1 trolls
97 – 98	1d4 + 2 shambling mounds , made from trash instead of plant matter
99	A coven of 3 night hags
00	1 vampire



WE HID OUR LOVE IN BREDOL'S QUAG
YOU GAVE YOUR LIPS, I GAVE MY HEART
AS WE DANCED THE LOVER'S ART
A VICIOUS GHOUL CREPT IN THE FOG
NOW I KNOW WE'LL NEVER PART
AS WE WOULD NEVER LEAVE THE BOG
- NERYDIAN POEM

SWAMPS

Swamps are the archetypal wetlands: they combine the treacherous pools of mires and the labyrinthine waters of marshes with the dark cover of trees. Water moves slowly, and the trees are adapted to these locations: many of them grow long roots that resemble the legs of spiders, which form perfect hiding places for amphibian creatures. The trees offer shade, but also a way to move for some creatures. For humanoids these locations are difficult to traverse, maps of large swamps are rare, and orienting oneself using landmarks can be impossible because of low visibility. Even a short distance can take two or even three times more travelling if there isn't an experienced guide to help the adventurers.

While bogs and marshes have their uses, swamps are commonly regarded with fear. People tell horror stories about the things hidden in the swamps in hushed voices around the warmth of a hearth. Many of these tales are overexaggerated, but there's no telling what horrors lurk hidden in these places: kobolds, hags, lizardfolk, even black dragons build their lairs in swamps, which is enough to keep any sane person out of these areas.

However, swamps are also abundant with precious rare resources and hidden treasures. The waters are abundant with life unique to these locations, such as birds, amphibian creatures and many rare plants. Swamps are also perfect places to hide bases of operation, cult temples

and secret laboratories. After all, no-one in their right mind goes to a swamp without a good reason.

At times a swamp may be located near the ocean, creating a saltwater swamp. These locations host a completely different fauna compared to the freshwater swamps that are mostly found inland near rivers: crabs and other sea creatures come to these locations to spawn in the quiet waters. The creatures that live here can survive in brackish water, but humanoids travelling in these locations may find themselves confronted with the sailor's dilemma: being surrounded by water too salty to quench their thirst.

Saltwater swamps can be difficult to move through depending on the weather and the tide. The water levels can change dramatically, depending on the conditions. Because of this, there may be locations hidden by the high water that are only exposed when the water levels are low. Exploring these locations has a time limit, though: when the waters rise, these places can flood quickly and become death traps to those too slow to realize what is happening.

SPECIAL ENCOUNTER: SACRIFICIAL ALTAR

Because cults often hide in swamps, there is almost an overabundance of strange altars. Many cults are short lived, but while the cult may be long forgotten, the altar remains as a powerful reminder of the cult's sinister glory days.

Many of these altars are still capable of terrifying magic, but only if worshippers provide a sacrifice. The tables below provide some examples of sacrificial altars and the things a sacrifice may achieve. Some of these effects may be deadly or overpowered, so discretion is advised.



ALTAR

d10	Description of Altar
1	A round, decorated stone vessel filled with a dark, opaque liquid
2	A bloodstained stone slab with runic inscriptions and a grooved path that forms the shape of a spider
3	A pure white stone slab with chains, clearly intended to keep a humanoid in place
4	An altar made from willow branches and rope in the shape of a humanoid with a stag's head
5	An ancient, mossed over obelisk that has the Infernal letters A and O written at the top and the bottom of the pillar.
6	An altar made from red granite in the form of a lion lying down
7	An altar made from swords and shields, melted together to form two wings that surround the main altar
8	A stone slab which depicts a an intricately carved humanoid face, eyes rolled back
9	A man-made shallow pool with a circular stone in the middle, which is just below the surface of the water
10	Standing stones encircling a plain stone slab. The inside of the circle is completely barren with no signs of life and the standing stones are completely devoid of moss

SACRIFICES

d10	Requirements and Effects of Sacrifice
1	Bleeding on the altar casts the <i>locate object</i> spell
2	A beast must be sacrificed on top or in front of the altar. Smearing a character's face with the blood causes other beasts to be frightened of the character for 24 hours
3	A weapon must be broken on top of the altar. The weapon recombines with a thunderous boom and is replaced with a suitable magic weapon of the same type
4	Burning the body of a deceased humanoid that has been dead no longer than 10 days in a fire laced with 2,000 gp worth or rare oils and unguents casts the <i>reincarnate</i> spell
5	Burying a diamond worth at least 100 gp into the ground in front of the altar casts the <i>contact other plane</i> spell
6	A bonfire must be made in front of the fire. A character can jump into the fire to determine whether they are worthy. Roll d6: 1-3: Unworthy. Nothing happens and the character is on fire, taking 2d10 fire damage while in the bonfire and 1d6 fire damage on subsequent turns until the fire is extinguished 4-5: Worthy. The character gains resistance to fire for the next 48 hours 6: Chosen. The character is immune to fire for the next 48 hours
7	Burning rare oils and incense worth 500 gp in front of the altar casts the <i>geas</i> spell on anyone bound to the altar
8	Kissing the altar with bloody lips summons an incubus or a succubus
9	Killing a humanoid on top or in front of the altar summons a barlgura
10	Killing a loved one on top or in front of the altar casts the <i>wish</i> spell



SWAMP RANDOM ENCOUNTERS (LEVEL 1-4)

d100	Encounter
01 – 07	1 skullmollusk (see this booklet) hidden on a branch above.
08 – 12	1d4 gorgemaws (see this booklet)
13 – 17	1d6 + 2 hodgepokers (see this booklet)
18	1d4 kobolds riding giant badgers
19 – 22	1d8 + 3 bezzan workers (see this booklet)
23 – 24	1 naiad (see this booklet)
25 – 26	1 giant toad
27	A speaking giant owl wants to debate about a moral or a societal issue
28 – 30	2d6 + 3 blood hawks
31 – 33	2d4 molder spawns (see this booklet)
34	1 bane bogy (see this booklet) + 1 swarm of bats
35 – 37	2d6 hodgepokers (see this booklet) + 1 hodgepoker crackerjack (see this booklet)
38 – 40	1 hodgepoker crackerjack (see this booklet) riding a giant toad
41 – 44	1d4 bezzan warriors (see this booklet) + 1 bezzan wasp herder (see this booklet) + 1 giant wasp
45 – 47	1d4 + 1 cockatrices
48 – 51	1d6 swarms of insects (leeches) (see this booklet)
52 – 53	1 bane bogy + 1d6 giant rats
54 – 55	1 druid gathering herbs
56 – 59	1 bogmangler (see this booklet)
60 – 63	1d4 giant spiders
64 – 65	1d6 cultists + 1 cult fanatic conducting a ritual around a sacrificial altar (see above)
66 – 68	1d6 + 1 gnolls + 1 giant hyena
69 – 72	A sacrificial altar (see above)
73	1 golden hart (see this booklet)
74	1 knight hunting a golden hart (see this booklet)
75 – 76	1d6 naiads (see this booklet)
77 – 79	2d6 bane bogies (see this booklet)
80 – 83	2d6 molder spawns (see this booklet) + 1d4 molder blooms (see this booklet)
84 – 85	1 bogmangler (see this booklet) + 1d4 ghouls
86 – 88	1d4 bane bogies (see this booklet) + 1 urburd (see this booklet)
89 – 92	1 dire pangolin (see this booklet)
92 – 94	1d4 svampyrs (see this booklet)
95 – 97	1 shadestalker (see this booklet)
98	1 wereboar + 1 giant boar
99	1 gorgon guarding the collapsed entryway of a ruined temple
00	Gargantuan gorgemaw (see this booklet)

SWAMP RANDOM ENCOUNTERS (LEVEL 5-10)

d100	Encounter
01 – 05	1 bogmangler (see this booklet)
06 – 08	1d4 naiads (see this booklet)
09	1 golden hart (see this booklet)
10 – 12	1 dire pangolin (see this booklet)
13 – 15	1d4 ogres
16 – 18	1 ghast + 1d6 ghouls
19 – 22	1d6 + 3 molders spawns (see this booklet) + 1d4 molder titans (see this booklet)
23 – 26	1d6 bogmanglers (see this booklet)
27 – 30	2d8 molder spawns (see this booklet) + 1d6 molder blooms (see this booklet) + 1 molder titan (see this booklet)
31	2d8+5 bullywugs , their leader is riding a basilisk . The bullywugs are wearing blinkers to avoid the basilisk's gaze. Stealth rolls against them have advantage.
32 – 33	1 naiad (see this booklet) + 1d6 will-o'-wisps
34	1 maladrix (see this booklet)
35 – 38	1d6 + 3 bugbears + 1d4 dire wolves
39	1 druid + 1d6 awakened trees
40 – 44	A bane bogy nest with 2d6 + 3 bane bogies (see this booklet) + 1 urburd (see this booklet)
45 – 49	A sacrificial altar (see above)
50 – 55	1d4 + 1 ettercaps + 1d8 giant spiders
56 – 57	1 vampire spawn + 1d6 death dogs
58 – 62	1d6 + 1 werewolves
63 – 68	1d8 + 3 svampyrs (see this booklet)
69 – 73	1d4+1 chuuls
74	1 hydra
75 – 78	1 assassin
79 – 83	1d6 + 1 shadestalkers (see this booklet)
84 – 86	1 treant
87	A coven of 3 green hags
88 – 91	1d4 cyclops
92	1 stone golem , guarding a sacrificial altar (see above)
93	1 mage + 1 clay golem + 1d6 veterans
94	A hanging tree with 1d20 corpses. The text "Worship No Demon" is scribbled to the bark of the tree.
95	A black obelisk surrounded by 3d6 cultists . 1 horned devil + 1d4 imps have been summoned in front of it
96	4 trolls , carrying a night hag on a huge, outrageously decorated litter
97	1d4 assassins
98	1 adult black dragon
99	1 vampire + 1d4 vampire spawns
00	1 death knight



PART II: CREATURES

This section of the booklet describes monsters specifically designed for the wetlands. The monsters have different behavior, strategies, and natural habitats. Some are more at home in the treeless mires, while others would not survive in such open environments.

The monsters are designed for parties between levels 1 to 10. Monsters with a challenge rating between 3 and 6 in this booklet are intended to be used independently as single monsters, while creatures with challenge ratings of 2 or lower are more suitable for massed encounters. Mixing and matching the monsters in this booklet can be difficult, but many of them would probably work well with monsters from the original monster collections.

Customizing the monsters can help use these monsters in different kinds of adventures. For inspiration, Appendix A contains two monsters from the base game customized for swamp environments.

The monsters are listed alphabetically, but Appendix B contains the monsters listed by challenge rating. All of the monsters work well in the classic wooded swamp environment, but Appendix B also has a list of the creatures by natural environment for the other versions of the wetlands described in Part I.



BANE BOGY

Bane bogies are fey that live in the swamps near human settlements. They are at a constant low intensity war with the big people around their home for reasons only their fey minds can fully understand. They harass the villages and other settlements with the ultimate plan of either forcing them to leave or destroying their homes altogether. They resemble sprites or pixies but have wings that look like the wings of a crow mixed with a moth. They are also much larger than their cousins.

Foul Rituals. Bane bogies can cast powerful spells when a circle of them gathers in a place of power. The best known of these is the ritual to create an *utburd*, a morbid and horrifying beast formed out of a newborn baby. They can also cast other spells, but only when there are exactly seven bane bogies casting the spells.

Thieves and Tormentors. Bane bogies get their name from the persistent harassment they inflict upon the villages near their home. They steal things, break things and even kill livestock if they get the chance. Because of this, nearby villagers often send raiding parties to destroy the nests of bane bogies, which are usually located in old trees. Such forays often end badly, as the bogies know the swamps better than the backs of their hands and often create traps around their homes to ward of anyone trying to attack them. Also, whenever they are threatened, they will certainly use their biggest weapon: the *utburd* (see this booklet).

BANE BOGY

Small fey, neutral evil

Armor Class 14 (leather)
Hit Points 14 (4d6)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	11 (+0)	15 (+2)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +7
Senses passive Perception 14
Languages Sylvan
Challenge 1 (200 XP)

Magic Resistance. The bogy has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The bogy's innate spellcasting ability is Intelligence (spells save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *druidcraft*, *faerie fire*

3/day each: *heat metal*, *invisibility*

1/day each: *dominate beast*, *plant growth*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

BOGY CIRCLES AND SPELLCASTING

A group of exactly seven bane bogies form a circle, which can cast certain spells or turn regular berries into fowlberries.

Circle Spellcasting. While all seven members of the circle are within 30 feet of each other, they can cast the following spells once per day as a group: *bestow curse*, *locate object*, *polymorph*, *remove curse*, *stone shape*.

The bogies use their Innate Spellcasting trait to cast these spells, with the following modifications: casting the spells requires material components and the bogies can't use a spellcasting focus to replace them. The spells have a casting time of 10 minutes and the duration of the spells is changed to 24 hours, unless it is instantaneous. The bogies can't perform other actions while casting.

Fowlberries. A circle can perform a ritual to create fowlberries, which resemble *goodberries*, but have a different effect. If a humanoid consumes a fowlberry, it must succeed on a DC 12 Wisdom saving throw or be consumed with an insatiable hunger to eat more. It must spend its action eating fowlberries, if any are available. If none are available, it will spend its action eating anything close by, even dirt. At the start of each of its turns, it may repeat the saving throw, ending the effect on itself on a success. Fowlberries can also be used to create *utburds* from humanoid newborns.



BEZZANS

Bezzans are humanoid wasps that originate from the warm southern wetlands but have spread north, especially into the sewers of large cities. Bezzans construct large, sprawling nests suspended on trees and sewer ceilings. They hunt small game and forage plants to use in construction of their nests.

Nest Builders and Weapon Crafters. Bezzans use their saliva combined with the digested and regurgitated pulp of plant matter to create their nests. This material, once dry, is extremely resilient and can be made into light-weight armor and even weapons. Although the material can be sharpened, bezzans prefer metal weapons when they are able to trade them in exchange for their own creations. Although some humans scoff the rugged and often quite ugly equipment bezzans craft, many do find the light weight of the equipment very useful. Bezzans living in sewers are often found trading with the people living above. Since others are not usually keen on buying their crafts, bezzans will often sell foraged goods that they don't need but know humans are willing to pay for.

Hierarchical Society of Females. A bezzan nest is similar to a wasp's nest in construction and social structure. There are one or more queens, which produce all the bezzans living in the nest. The other bezzans are either male drones that form a harem for the queens, or infertile female workers. The workers have different duties at different stages of their life. They begin their life as larval caretakers, after which they work in nest construction and maintenance, equipment crafting, food foraging, hunting and finally warrior duty. At each stage the bezzan grows larger and stronger and its armor grows thicker.

BEZZAN WORKER

Most members of the nest are workers. They are not equipped to fight but will do so when the nest is threatened. Workers are usually the ones other humanoids will come across. They forage in groups and are sometimes willing to trade with outsiders. In combat situations, workers usually support warriors and try to fight together as a group, using their wings to create a low, droning sound that confuses their opponents.

BEZZAN WARRIOR

The oldest, largest and strongest bezzans are warriors. They form troops that patrol the surroundings of the nest and often go hunting with foraging workers. Warriors are often hostile on sight if there are no pre-existing relations between the bezzan and the intruders or if the strangers come unaccompanied by bezzans. They are not usually interested in negotiating and prefer to leave that to the workers.

BEZZAN WASP HERDER

Some bezzans like to go their own way. They stray from the normal duty cycle of the bezzan and build a small nest in the outskirts of the bezzan's domain. They begin studying the nature around them and especially focus on their smaller insect cousins. These bezzan are known as wasp herders. They live on the outskirts of the nest and provide valuable semi-religious services to the nest, which is why they are tolerated by the others. Bezzan wasp herders feel that their tiny relatives are more in tune with nature than the bezzans themselves, so they seek guidance from them. They perform auguries with these insects, studying their flight patterns and behavior. Over time, they start to learn how to guide them and are eventually capable of controlling them using their voices and other signals.

BEZZAN WORKER

Small humanoid (bezzan), neutral good

Armor Class 13 (natural armor)

Hit Points 7 (2d6)

Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	11 (+0)	12 (+1)	14 (+2)	6 (-2)

Senses darkvision 60 ft., passive Perception 12

Languages Bezzan, Common

Challenge 1/8 (25 XP)

Protective Droning. The bezzan emits a droning sound that makes it hard to focus. Every creature that is not a bezzan and is within 5 feet of three or more bezzans has a disadvantage on attack rolls.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) piercing damage.

Dart. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target.

Hit: 3 (1d4 + 1) piercing damage.

BEZZAN WARRIOR

Small humanoid (bezzan), neutral good

Armor Class 14 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	12 (+1)	14 (+2)	6 (-2)

Senses darkvision 60 ft., passive Perception 12

Languages Bezzan, Common

Challenge 1/4 (50 XP)

Protective Droning. The bezzan emits a droning sound that makes it hard to focus. Every creature that is not a bezzan and is within 5 feet of three or more bezzans has a disadvantage on attack rolls.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage and the target must succeed in a DC 11 Constitution saving throw or be poisoned until the end of its next turn.

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

BEZZAN WASP HERDER

Small humanoid (bezzan), neutral good

Armor Class 13 (natural armor)

Hit Points 10 (3d6)

Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	14 (+2)	15 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages Bezzan, Common

Challenge 1/4 (50 XP)

Protective Droning. The bezzan emits a droning sound that makes it hard to focus. Every creature that is not a bezzan and is within 5 feet of three or more bezzans has a disadvantage on attack rolls.

Spellcasting. The bezzan is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12). The bezzan has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*

1st level (2 slots): *detect poison and disease*, *faerie fire*, *speak with animals*

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Release Wasps (1/Day). The bezzan releases wasps from a nest it is carrying to a space within 5 feet of it. A **swarm of insects (wasps)** with 11 hit points appears and rolls initiative. It is friendly to bezzans and disperses when the bezzan that released it dies.

BOGMANGLER

Sometimes a half-rotten corpse hidden in a bog or a swamp near magical places of power can transform into a bogmangler. These ravenous undead resemble ghouls that have fused with the roots and plants of the bog. The vines coil around their skeleton like muscles, their teeth are thick thorns and it is impossible to tell where the bogmangler ends and the flora around it begin. They can control the vines and roots around them and even use them to catch prey that is trying to escape it. A bogmangler makes the bog its hunting ground and pulls more victims into the depths of the swamp, and these victims in turn may slowly transform into more bogmanglers.

Endless hunger. Like many undead, bogmanglers have an insatiable hunger for mortal flesh. Eating does nothing, however, as there is no stomach to hold the flesh it gorges down its hungry maw. Bogmanglers are stuck in an eternal cycle of feeding and hunger which only ends when the monster is finally killed.

Patient hunters. Bogmanglers are ambush hunters: they prefer to catch their prey alone, if possible, but may attack against several creatures if its hunger has grown strong enough. They seldom work together with other undead, but it isn't unheard of to have several bogmanglers preying on a particularly abundant hunting spot. A bogmangler usually stays underwater when preying for its victims and uses the vines growing from its body to sense the presence of its potential victims.



BOGMANGLER

Medium undead, chaotic evil

Armor Class 13

Hit Points 37 (5d8 + 15)

Speed 15 ft., 20 ft. (swim)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	13 (+1)	11 (+0)	5 (-3)

Skills Perception +2, Stealth +5

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages Common

Challenge 2 (450 XP)

Ambusher. In the first round of combat, the bogmangler has advantage on attack rolls against any creature it has surprised.

Actions

Multiattack. The bogmangler makes two attacks with its vine whip.

Vine Whip. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed in a DC 13 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pounce. If the bogmangler is underwater, it pounces on its enemy using a network of vines to propel itself. It jumps up to 30 feet in a straight line and makes a bite attack against a target within reach.

Entangling Plants. (Recharge 5-6). Grasping roots and vines sprout in a 30-foot-radius sphere centered on the bogmangler, withering away after 1 minute. For the duration, that area is difficult terrain for creatures other than bogmanglers and plant creatures. In addition, each creature of the bogmangler's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC12 Strength check, freeing itself or another entangled creature within reach on a success.

YOU'RE ASKING ME HOW CRACKSKULL GOT
KILLED, EH? HE WAS EATEN BY A BLOODY
PANGOLIN. LAUGH ALL YOU WANT, YOU
BASTARDS. YOU DIDN'T SEE THE CLAWS ON
THAT THING. YOU WEREN'T THERE TO SMELL
IT. IF YOU HAD, YOU'D BE REAL SILENT.
- ALON OF ROSES, ADVENTURER



DIRE PANGOLIN

Only ants fear a regular pangolin, but any creature smaller than an ogre should at least be wary of the hungry dire pangolin that hunts the swamps. These creatures are gigantic when compared to their less dangerous cousins, and they are often referred to simply as maneaters.

Ambush Predators. Dire pangolins are slow moving but have ways of getting their prey closer to themselves if the need arises. They dig and cover themselves in mud, leaves and other camouflage and wait for their prey to come close enough. Once this happens, the pangolin uses its sticky tongue to pull the victim closer and uses its claws to rip the unsuspecting prey into pieces.

Masters of Self-Defense. The scales of a dire pangolin are extremely hard to penetrate, especially with slashing weapons. It can also use its chemical glands to emit noxious, foul-smelling chemicals against those that threaten it.

DIRE PANGOLIN

Huge beast, unaligned

Armor Class 18 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	7 (-2)	10 (+0)	5 (-3)

Skills Perception +2, Stealth +3

Damage Resistances slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages –

Challenge 4 (1,100 XP)

Actions

Multiattack. The pangolin makes three attacks: one with its tongue lash and two with its claws.

Tongue Lash. *Melee Weapon Attack:* +5 to hit, reach 20 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is Large or smaller, the pangolin pulls the target up to 20 feet closer to it.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Noxious Cloud (1/Day). The pangolin emits a 20-foot-radius sphere of yellow, nauseating gas centered on itself. The cloud spreads around corners and lingers in the air for 1 minute. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Each creature that is completely within the cloud at the start of its turn must make a DC 13 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.



GOLDEN HART

Golden harts are elusive and extremely intelligent mythical creatures that dedicate their existence to maintaining balance in the swamps and wetlands they call home. They resemble deer but have four horns and twin tails. Otherwise golden harts are rather inconspicuous in their appearance, at least when compared to most celestials.

Hearts of Gold. Some folk tales tell their hide is golden in color, but this is not the case. The name of these beasts is a misnomer: golden harts are named after their heart, which made from pure gold. Very few hunters have the skills required to kill a golden hart and even fewer hunters wish to do so. Killing a golden hart is considered bad luck and any fortune derived from selling the heart is said to be cursed. Some powerful magical spells require the heart as a spell component.

Guides and Arbiters. Golden harts observe their habitat with great interest, taking note of any suspicious activities and creatures that enter the swamp with ill intent. Dangerous monsters are a natural part of the swamp and the hart will protect them like it protects every other creature in the swamp, but creatures that would seek to corrupt or otherwise harm the swamp itself will find the hart gathering all the help it can get to destroy them or throw them out. If adventurers are seeking out some creature in the swamp that the hart wants removed from the swamp, they will find it observing and aiding them in their endeavors, overtly or covertly.

Beasts in the Mist. Those who would hunt these magnificent beasts will find their job difficult: golden harts can manipulate the fog around them to evade those who would harm it. Many hunters leave offerings to the golden harts when they hunt in swamps a hart is known to inhabit as a way of asking permission to hunt there.

GOLDEN HART

Large celestial, lawful neutral

Armor Class 14

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	20 (+5)	18 (+4)	16 (+3)

Senses darkvision 60 ft., passive Perception 14

Languages understands Celestial, Elvish, and Sylvan but can't speak
Challenge 3 (700 XP)

Magic Resistance. The hart has advantage on saving throws against spells and other magical effects.

Charge. If the hart moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Innate Spellcasting. The hart's innate spellcasting ability is Intelligence (spell save DC 15). The hart can innately cast the following spells, requiring no components:

At will: *fog cloud, pass without trace*

1/day each: *entangle, greater restoration, mass cure wounds*

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) radiant damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 19 (3d10 + 3) bludgeoning damage.

Reactions

Misty Escape. The hart surrounds itself with silvery mist and adds 1d6 to its AC against one attack that would hit it. After the attack hits or misses, the hart teleports up to 40 feet to an unoccupied space that it can see.



GORGEMAW

Gorgemaws are relatively harmless monsters that live in the swamps. They resemble big, blubbery slugs that eat carrion and other small animals. They move fast, eat voraciously and hunt by sneaking up on their prey. When food is scarce, they may attack creatures bigger than them, but usually they skulk in the shadows, waiting for bigger creatures to go away. But occasionally and for unknown reasons, gorgemaws start behaving in horrifying ways.

Endless Hunger. From time to time a single gorgemaw starts to eat even more hungrily than usual. It starts to eat constantly, devouring everything it can catch, and begin to grow. Within days it's bigger than a horse, within a fortnight the size of an elephant and continues to grow even after that. At this point, the swamp will be completely void of other animal life. Creatures that can escape have done so and the gorgemaw moves beyond the swamp – and usually into humanoid settlements.

Massive Threat. A gargantuan gorgemaw can eat entire villages. It eats the livestock, the villagers and everything it can digest. It continues to eat, until it finds a location that fits its needs and ends its rampage, then it disappears, usually into a cave near a river, and begins to lay eggs. It lays thousands of eggs in one go and then dies. The newborn gorgemaws eat their mother and leave the nest to populate the surrounding countryside.

Cyclical Menaces. Scholars are not sure why these horrifying rampages come about. Some believe that the cycles are based on the availability of food and others believe that some other factor triggers the process, but nobody knows for sure. Heroes who hear about a gorgemaw growing nearby would be wise to move fast, because while a gorgemaw threat disappears on its own, the devastation it will leave behind will be horrendous.

GORGEMAW

Small monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 35 ft., burrow 25 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	1 (-5)	5 (-3)	1 (-5)

Senses darkvision 60 ft., passive Perception 7

Languages –

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., *Hit:* 6 (2d4 + 1) piercing damage.

BIG GORGEMAW

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft., burrow 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	1 (-5)	5 (-3)	1 (-5)

Senses darkvision 60 ft., passive Perception 7

Languages –

Challenge 1 (200 XP)

Actions

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

LARGE GORGEMAW

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 47 (5d10 + 20)

Speed 30 ft., burrow 20 ft., swim 30 ft.

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

Senses darkvision 60 ft., passive Perception 7

Languages –

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., *Hit:* 12 (2d8 + 3) piercing damage and the target is grappled (escape DC 13).

Swallow. The gorgemaw makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gorgemaw, and it takes 10 (3d6) acid damage at the start of each of the gorgemaw's turns. The gorgemaw can have only one target swallowed at a time.

If the gorgemaw dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

HUGE GORGEMAW

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 69 (6d12 + 30)

Speed 25 ft., burrow 20 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	1 (-5)	5 (-3)	1 (-5)

Damage Resistances piercing

Senses darkvision 60 ft., passive Perception 7

Languages –

Challenge 4 (450 XP)

Actions

Multiattack. The gorgemaw makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., *Hit:* 15 (2d10 + 4) piercing damage and the target is grappled (escape DC 14).

Swallow. The gorgemaw makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gorgemaw, and it takes 10 (3d6) acid damage at the start of each of the gorgemaw's turns.

If the gorgemaw takes 23 damage or more on a single turn from a creature inside it, the gorgemaw must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the gorgemaw. If the gorgemaw dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

GARGANTUAN GORGEMAW

Gargantuan monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 115 (7d20 + 42)

Speed 20 ft., burrow 15 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	22 (+6)	1 (-5)	5 (-3)	1 (-5)

Damage Resistances piercing

Senses darkvision 60 ft., passive Perception 7

Languages –

Challenge 6 (2,900 XP)

Actions

Multiattack. The gorgemaw makes two bite attacks. It can use Swallow in place of one of these attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 17 (2d12 + 4) piercing damage and the target is grappled (escape DC 15).

Swallow. The gorgemaw makes one bite attack against a Huge or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gorgemaw, and it takes 10 (3d6) acid damage at the start of each of the gorgemaw's turns.

If the gorgemaw takes 38 damage or more on a single turn from a creature inside it, the gorgemaw must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the gorgemaw. If the gorgemaw dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.



HODGEPOKER

Small humanoid (goblinoid), chaotic evil

Armor Class 11
Hit Points 9 (2d6 + 2)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	11 (+0)	9 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/8 (25 XP)

Sure-Footed. The hodgepoker has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Rolling Tumble. Opportunity attacks against the hodgepoker have disadvantage.

Actions

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target.
Hit: 3 (1d4 + 1) piercing damage.

HODGEPOKERS

Goblinoids come in many different shapes and sizes, and one of the most unusual among them are the hodgepokers. These short creatures walk with a deep hunch, which makes them look like they are as wide as they are tall. They have large heads, big mouths and their heads are covered in hard carapace which grows hornlike growths asymmetrically around their head.

Swamp Dwellers and Raiders. Hodgepokers don't build, craft or grow. They steal. Hodgepokers find a lair of another creature, kill it or force it to leave and conduct raids from there to humanoid settlements around their lairs. They prefer to live in the wetlands, because it provides cover for them and helps them hide from the inevitable reprisals they will get from their constant raiding.

Shrewd and Resourceful. Hodgepokers aren't terribly smart but have a knack of finding useful and clever uses for items they find and utilizing their surroundings to their advantage. They know how to create distractions and ambushes and prefer to attack with overwhelming numbers in a location of their choosing. They are not for plans, but instead prefer to come up with a strategy as the situation develops.

Anarchistic and Chaotic. Hodgepokers are chaotic by nature. In addition to stealing, hodgepokers destroy and damage property with glee. They burn crops, smash windows and destroy anything that they don't find useful. They also don't care for hierarchy or structure in their groups. Leaders in hodgepoker groups are temporary raid bosses and often a raid is not even led by anyone: a group steals what it finds, destroys whatever it likes and leaves when the situation gets too risky for them.

CRACKERJACKS

Especially crafty hodgepokers are called crackerjacks. Although hodgepoker groups are anarchistic in nature, crackerjacks tend to end up calling the shots in raids because they are the most quick-witted and clever. A single raiding party can have several crackerjacks, which may end up dividing the raiders into smaller groups, each following one crackerjack's bright idea. One of the most common tricks crackerjacks like to use is using **skull mollusks** (see this booklet) as improvised projectiles.

HODGEPOKER CRACKERJACK

Small humanoid (goblinoid), chaotic evil

Armor Class 13 (hide)

Hit Points 11 (2d6 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	13 (+1)	9 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Sure-Footed. The hodgepoker has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Rolling Tumble. Opportunity attacks against the hodgepoker have disadvantage.

Actions

Flail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8 + 1) bludgeoning damage.

Hurl Mollusk (1/Day). *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage. The thrown **skull mollusk** (see below) attempts to grapple the target using its tentacles. If it is unsuccessful, it appears in an unoccupied space within 5 feet of the target. It is hostile to the target.

Toss Mud. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* The target is blinded. The target can use its action to remove the mud and end the effect.



MALADRIX

No-one knows how a maladrrix is born. Some say that a city that is sinful will spawn one in the hidden corners of the city. Others speculate that it is a spirit that has infested a collection of filth and bones to find a form to inhabit. Nevertheless, it is a scourge that will torment a city in many terrible ways, if left unchecked.

Revolting and Ghastly. Maladrrixes have the upper bodies of ghosts and an insectoid lower body with six legs. Their bones extrude from their flesh in disgusting ways and they smell like a combination of dead flesh and sewer waste.

Horrors in the Sewers. Maladrrixes are usually found in the sewers of large cities, but sometimes they can be found in swamps or underground caves. Most prefer to be near their prey, which is why they prefer cities over the wilderness – even if cities are more dangerous hunting grounds for them.

Telepathic Mind Breakers. Maladrrixes are telepathic, but they don't speak any languages. Instead, they communicate by images and emotions. They project an

VARIANT: YOUNG MALADRIX

A maladrrix that has just spawned is less aggressive and more defensive in its behavior. A **young maladrrix** is Challenge 4 (1,100 XP) monster with 58 (9d8 + 18) hit points and it loses its legendary actions but gains the following reaction:

Psychic Screams. When the maladrrix is subjected to damage, it can bombard the attacking creature with psychic screams. The creature must make a DC 15 Wisdom saving throw. On a failure, it is deafened and can't stop screaming. It can't cast any spells with a verbal component while it is screaming. The effect lasts until the end of the creature's next turn.

aura of telepathic, incoherent whispering near them, which twists the minds of their victims, creating waking nightmares and pitting them against each other. They hunt at night and kill their prey in horrible and sadistic ways before feasting on their souls and leaving the bodies out in the open to spread fear.

Harvesters of Souls. When a maladrrix kills a creature, it consumes the victim's soul. Reviving a creature that has lost its soul this way is not possible, although the soul remains intact for a few days hidden in the maladrrix's heart, which is a calcified, bonelike structure in the chest of the monster. Breaking the heart releases all the souls that have not yet been consumed.

Dreadful Silencers. Maladrrixes seem to make no sound when they move, but the reality is even more disturbing. Maladrrixes deafen all sound around them, making them impossible to detect by sound.

MALADRIX

Medium undead, chaotic evil

Armor Class 14

Hit Points 78 (12d8 + 24)

Speed 35 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	13 (+1)	15 (+2)	12 (+1)

Saving Throws Wis +5, Cha +4

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

Damage Vulnerability thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages –

Challenge 5 (1,800 XP)

Aura of Silence. No sound can pass through or be created within 15 feet of the maladrix if the maladrix is not in sunlight. Any creature or object entirely inside the radius is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Soul Harvest. A creature that dies from the maladrix's attacks can't be revived with spells of 7th level or lower unless the maladrix is dead and its heart is destroyed.

Spiderclimb. The maladrix can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the maladrix has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Whispers of Madness. Any creature that starts its turn within 5 feet of the maladrix must make a DC 15 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d10 to determine what it does during its turn.

On a 1 to 3, the creature feels horrifying anxiety and is frightened until the end of its turn.

On a 4 to 6, the creature succumbs to a fugue state and is incapacitated until the end of its turn.

On a 7 to 8, the creature is overwhelmed with dread; it can't take any action or bonus action and uses all its movement to move away from the maladrix.

On a 9 to 10, the creature feels uncontrollable rage and makes a melee attack against a random ally within its reach or makes a melee attack against itself if it can't make such an attack.

Actions

Multiattack. The maladrix makes three attacks with its claws.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) slashing damage.

Necrotic Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 9 (2d6 + 2) piercing damage plus 13 (2d12) necrotic damage.

Legendary Actions

The maladrix can take 3 legendary actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. The maladrix regains spent legendary actions at the start of its turn.

Claw Slash. The maladrix makes a claw attack.

Detect. The maladrix makes a Wisdom (Perception) check.

Jump. The maladrix jumps up to its speed to an unoccupied space without provoking opportunity attacks.

VARIANT: ELDER MALADRIX

Left unchecked, a maladrix entrenches itself in the sewers and gains a magical hold of its surroundings. The tunnels around its lair are decorated with the mutilated bodies of its victims and other grotesque displays. An **elder maladrix** is a Challenge 6 (2,300 XP) monster with 91 (14d8 + 28) hit points and gains the following lair actions and regional effects.

Lair Actions

On initiative count 20 (losing initiative ties), the maladrix takes a lair action to cause one of the following effects; the maladrix can't use the same effect two rounds in a row:

- A wave of sewage ploughs through one the tunnels within 300 feet of the maladrix. Each creature in that tunnel must make a DC 15 Strength saving throw or be pushed 30 feet in the direction of the wave and be knocked prone.
- A noxious cloud fills a 20-foot radius sphere within 60 feet of the maladrix. The cloud spreads around corners. Each creature that starts its turn in the sphere or moves into it for the first time on their turn must make a DC 15 Constitution saving throw. A creature takes 12 (5d4) poison damage on a failed save, or half as much on a success. Undead and creatures that cannot breathe or are holding their breath are immune to this effect. The cloud lasts until initiative count 20 next round, or until dispersed by a strong wind (at least 20 miles per hour).
- The maladrix sends out a telepathic scream that penetrates any obstacles. Any creature within 300 feet must make a DC 14 Charisma saving throw. On a failure, the creature takes 6 (1d12) psychic damage, is deafened until the end of its next turn, cannot take reactions and the maladrix learns the location and creature type of the creature.

Regional Effects

A city an elder maladrix inhabits is twisted by its presence, which creates one or more of the following effects:

- Creatures within 1 mile are more suspicious of other people and have trouble sleeping, making long rests impossible.
- Streets of the city are covered in a thick, foul smelling fog, which rises from the sewers and doesn't disperse naturally.

If the maladrix dies, these effects fade within 24 hours.

MIRE OOZE

Huge ooze, unaligned

Armor Class 7

Hit Points 76 (8d12 + 24)

Speed 20 ft.

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

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages –

Challenge 4 (1,100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the ooze remains motionless and is at the surface of water, it is indistinguishable from the surface of the water it is floating on.

Floater. The ooze can move on top of water as if it were solid ground.

Actions

Drown. If the ooze is on top of water, it attempts to pull a target that is smaller than it underneath itself and into the water.

Melee Weapon Attack: +5 to hit, reach 10 ft., one target.

Hit: The target is pulled into the ooze's space. The target takes 10 (3d6) acid damage. The target can't breathe, is restrained, and takes 10 (3d6) acid damage at the start of each of the ooze's turns. When the ooze moves, the target moves with it.

A target subjected to this ability can try to escape by taking an action to make a DC 13 Strength check. On a success, the target escapes and enters a space of its choice within 5 feet of the ooze.

Pseudopod. **Melee Weapon Attack:** +5 to hit, reach 10 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) acid damage.

Splash. If the ooze is on top of water, it warps its form suddenly to create a wave. Each creature within 5 feet of the ooze must succeed on a DC 13 Strength saving throw or be knocked prone.

Reactions

Split. When an ooze that is Medium or larger is subjected to lightning or slashing damage, it splits into two new oozes if it has at least 10 hit points. Each new ooze has hit points equal to half the original ooze's, rounded down. New oozes are one size smaller than the original ooze. If a creature is under the effects of Drown when the ooze splits, the creature can use its reaction to attempt to escape. The effects of Drown end if splitting the ooze causes it to be the same size or smaller than the creature being drowned.



MIRE OOZE

Floating on the surface of the small, but deep pools found in bogs and mires, the mire ooze is one of the rare oozes that prefers the outside to the damp insides of caves and dungeons. The ooze chooses a pool that is near the same size as it is and spreads itself out thinly on top of the water. They are black as the pools they float on and hunt by waiting for some creature to come too close to it.

Manipulators of Water. While a mire ooze is not any more intelligent than the next ooze, it has adapted to its surroundings. It floats effortlessly on top of water and can use that water to drown its victims. At times a mire ooze will warp their forms violently to create waves around themselves, causing their unsuspecting prey to fall prone and become more susceptible to its cold, acidic embrace.

Ooze Nature. An ooze doesn't require sleep.

MOLDERS

Molders are a group of swamp-dwelling creatures formed when a certain type of fungus finds suitable hosts to grow on. Creatures that wander off into the swamp and get lost and exhausted or fall ill are the most common victims of a molder colony taking over them. Once an infection sets in, it can be easy to cure, but left untreated, the result can be a fate worse than death – an unlife in the service of the fungi.

Spreading Blight. If there are enough suitable hosts, molders can spread rapidly and completely take over a swamp. They do decay over time as they slowly break down and eat their hosts, so an outbreak of molders can quiet down after a while. Times after war are a common situation when molders can become a veritable plague near a swamp. Thankfully – or unfortunately, depending on your point of view – molders can only infect a humanoid creature. Keeping out of a molder infested swamp will eventually force an outbreak to die out.

Swamp Dwellers. Molders need a lot of shade and moisture to survive, so they seldom wander off from the swamps they have infested.

MOLDER SPAWN

The simplest forms of molders are the molder spawn. They are usually small or medium humanoids transformed into something that resembles a humanoid fungus. The transformation process consumes the host somewhat, resulting in a shrunk version of the creature. Despite their size, these creatures are aggressive and will attack mercilessly against any opponents.

Drones and Protectors. Some have speculated that molders may retain some of the intellectual capacity of their hosts and can form a sort of a hivemind when enough hosts are close by. In these situations, it is believed that molder spawns begin to perform more complex tasks and become drones for a wider molder colony consisting of several molder hosts working together.

MOLDER BLOOM

If a host is large enough to nourish a large and particularly aggressive colony of molder spores, the result is referred to as a molder bloom. These creatures are easily distinguished from mere molder spawn: they are more colorful and much larger in size, although still significantly smaller than their original hosts.

Poisonous Spores. Molder blooms are covered in sporocaps, which can easily burst and spread choking, poisonous spores that may even spread the molder colony into a host that is too weak to fight their infection.



MOLDER SPAWN

Small plant, unaligned

Armor Class 12 (natural armor)

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	10 (+0)	5 (-3)	6 (-2)	3 (-4)

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages –

Challenge 1/4 (50 XP)

Fungal Communication. The molder spawn can communicate silently with molders within 60 feet of it by secreting smells.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) slashing damage plus 3 (1d6) poison damage.

MOLDER TITAN

Swamps are home to many trolls, which in turn at times can become hosts for molders. In these situations, the strange mutative properties of the troll create a monstrous being known as a molder titan.

Hulking Mass. The molder titan differs from other molders by its size: the regenerative properties of the troll's tissues provide the molder colony a seemingly endless supply of sustenance, which in turn creates an increasingly large monster. Over time these regenerative properties diminish as the flesh rots, and the molder colony begins to consume more than there is available. Thankfully this leads to molder titans being short-lived abominations.

MOLDER BLOOM

Medium plant, unaligned

Armor Class 12 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	6 (-2)	6 (-2)	3 (-4)

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1 (200 XP)

Fungal Communication. The molder bloom can communicate silently with molders within 60 feet of it by secreting smells.

Noxious Spores. A creature that touches the molder bloom or hits it with a melee attack while within 5 feet of it takes 3 (1d6) poison damage.

Actions

Pummel. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 8 (2d6 + 1) bludgeoning damage plus 3 (1d6) poison damage.



MOLDER TITAN

Large plant, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	5 (-3)	5 (-3)	3 (-4)

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 2 (450 XP)

Fungal Communication. The molder titan can communicate silently with molders within 60 feet of it by secreting smells.

Actions

Multiattack. The molder titan makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) slashing damage plus 3 (1d6) poison damage.

Entangling Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) poison damage. If the target is a Large or smaller creature, it must succeed in a DC 12 Strength saving throw or be grappled (escape DC 12). Until the grapple ends, the molder titan can bite only the grappled creature and has an advantage on attack rolls to do so.





OOZEHOUND

Oozehounds are neither hounds nor oozes, but have similarities with both, at least on the outside. An oozehound is a truly hideous being created by foul sorcery. It can be smelled well before it is seen: the overpowering smell of the slime it is covered in resembles the stench of rotten eggs. They live in wet, secluded locations such as swamps, lakeside caves or even sewers.

Solitary Hunters. An oozehound claims an area large enough to sustain itself as its territory and guards it fiercely against all possible intruders, including other oozehounds. It may tolerate creatures that are significantly smaller than it, provided they keep their distance and don't seem like a threat to it.

Covered in Slime. The Oozehound is covered in a sticky, viscous fluid it secretes constantly. This allows it to climb surfaces and trap its opponents. It has a multitude of tentacles growing out of its back, all of them covered in this sticky, smelly substance. Anyone that gets hit with a slap is instantly covered with the disgusting slime and will find movement difficult.

Unlikely Guard Dogs. Despite being quite aggressive, some small humanoids, such as kobolds, have learned how to use oozehounds as guards by providing food for them and keeping a respectful distance. A well fed oozehound is quite happy staying in place, so it can be used to guard a strategic location in a sewer, for instance.

OOZEHOUND

Large monstrosity, unaligned

Armor Class 14

Hit Points 60 (8d10 + 16)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	5 (-3)	14 (+2)	1 (-5)

Skills Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Smelly. Any creature that has advantage on Wisdom (Perception) checks that rely on smell automatically knows the location of an oozehound that is within 120 feet of it.

Sticky. The oozehound can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The oozehound makes four tentacle slap attacks.

Tentacle Slap. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target must succeed on a DC 12 Constitution saving throw. On a failed save, the creature can't use reactions and its speed is halved until the end of its next turn.

If the target is already under the effects of this ability and is hit again, it repeats the saving throw, and is restrained on a failure until the end of its next turn. On a success, the original effects continue until the end of the target's next turn.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 11 (2d10) poison damage.

SHADESTALKER

Travelers who move through swamps are threatened by many different beings, but few are as frightening as the shadestalker. These beings are native to the elemental plane of Shadow, but often slip into the mortal planes when an opportunity arises or when summoned by spellcasters or other powerful beings. They are rarely seen in direct light, and most people only see their green eyes glittering in the darkness before being impaled by them.

Masterful Lurkers. The shadestalker resembles a plant but seeing it up close reveals that it is something else. Although its body looks like a collection of roots, it's covered in skin rather than bark. The skin is slick with a chameleonlike surface that shifts its color and manipulates light in a way that seems to create texture where there is none. Only in direct light it is revealed that a shadestalker is actually the color of white pearls. They usually stay in place or move from shadow to shadow when hunting their prey, whatever fits the situation best.

Servants and Sentinels. Shadestalkers often serve more powerful beings, such as hags or evil spellcasters, or even black dragons. They usually act as guards around their master's lair and kill all those who wander too close to it. They are callous beings that enjoy seeing the life disappear from their victim's eyes as their spear-like limbs impale them. At times their master commands them to scout and spy for them, something the shadestalker is good at, but does not enjoy. On such missions, its bloodthirsty nature may take the better of it and it may attack its target against orders.

SHADESTALKER

Large monstrosity, neutral evil

Armor Class 15

Hit Points 52 (8d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	12 (+1)	14 (+2)	12 (+1)	5 (-3)

Skills Perception +5, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing while in dim light or darkness

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. (penetrates magical darkness), passive Perception 15

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

Shadow Stride. When the shadestalker is in dim light or darkness, it can use a bonus action to teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness.

Sunlight Weakness. While in bright light created by sunlight, the shadestalker has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Multiattack. The shadestalker makes three impale attacks.

Impale. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target.

Hit: 7 (1d10 + 2) piercing damage.

Obscure (Recharge 5-6). A 15-foot radius of magical darkness extends out from the shadestalker and spreads around corners. The darkness does not move with the shadestalker, but lasts as long as the shadestalker maintains concentration, up to 1 minute (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.



SKULL MOLLUSK

Skull mollusks are land-dwelling cousins of the octopus. They get their name from their habit of taking a skull or a similar round object as a protective shell to hide in. They carry the shell around, climb up trees and wait their to ambush their prey. Skull mollusks are carnivores, but have a peculiar feeding habit: they prefer to use their tentacles to grab larger creatures and gnaw at them, removing small bites of flesh to eat. When such prey is unavailable, they scavenge and consume carrion. Their tentacles are covered in small, curved barbs which make it easier for them to attach to any kind of creature.

Pets of Hodgepokers. Creatures such as **Hodgepokers** (see earlier in this booklet) like to catch skull mollusks to use in their tricks. Carrying these creatures is easy, as the mollusk usually hides in the skull and becomes inactive when put into a dark place, such as a bag. Hodgepokers sometimes throw these creatures at unsuspecting enemies with the intent of slowing them down or distracting them.

SKULL MOLLUSK

Small beast, unaligned

Armor Class 14 (natural armor)

Hit Points 3 (1d6)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	10 (+0)	6 (-2)	9 (-1)	6 (-2)

Senses passive Perception 9

Languages –

Challenge 0 (10 XP)

Actions

Tentacles. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage and the target is grappled (escape DC 8). Until the grapple ends, the mollusk can gnaw the target and has advantage on attack rolls to do so.

Gnaw. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target that is grappled by the mollusk. *Hit:* 2 (1d4) piercing damage.

Reactions

Drop Attack. When the mollusk drops onto or otherwise impacts a creature, it makes a tentacles attack against it with advantage.



SVAMPYR

Named by the now forgotten evil wizard who needed sentinels to guard his hidden laboratory and had the bright idea of creating giant, ravenous leeches to do the job, svampyrs are one of the ugliest and most dangerous things swimming through the wetlands.

Bloodsucking Grapplers. A svampyr lurks in the shallow waters of the swamp and roams searching for prey. Once it finds its quarry, it waits and tries to find a moment to attack. Once it finds an opportunity, it attempts to grapple its target and envelop it with its jaws. The many sharp blades hidden in its mouth parts penetrate the victim's skin and the svampyr begins to suck blood out of the victim.

SVAMPYR

Large monstrosity, neutral evil

Armor Class 10

Hit Points 85 (10d10 + 30)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	5 (-3)	8 (-1)	3 (-4)

Senses blindsight 20 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 9

Languages –

Challenge 2 (450 XP)

Amphibious. The svampyr can breathe air and water.

Water Dependency. The svampyr takes 6 (1d12) acid damage every 1 minute it goes without exposure to water.

Actions

Grapple. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13).

At the start of each of the svampyr's turns, the target loses 6 (1d6 + 3) hit points due to blood loss, and the svampyr regains hit points equal to the damage taken. The grapple ends if the svampyr takes the Flail About action.

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

Flail About. If the svampyr is at least partially submerged in water, it swings its body around violently, causing the water to splash everywhere. Each creature within 10 feet of it must succeed on a DC 13 Constitution saving throw or be blinded until the end of the svampyr's next turn. Additionally, the svampyr makes a slam attack against each creature within 5 feet of it.





UTBURD

Utburd means “taken outside”, it’s an old phrase referring to children that are abandoned after birth. Often a newborn is hidden in the swamp, where the bane bogies find it, but at times bane bogies may even steal newborns from nearby villages. The bogies feed the baby foulberries until it begins to transform and grow, creating a massive monster that sees the bane bogies as its family and protects them fiercely. The heads of utburds bear some semblance of humanoid features, but their bodies do not: they have stout, short bodies that resemble massive moles, and sharp claws which they use for maiming their enemies and digging.

Horriying Howlers. An utburd makes sounds that are almost identical to the sounds a newborn would make, which is enough to give chills to anyone trying to hunt or fight them. Their eerie howls are loud and can be heard for miles around, so anyone brave enough can use these sounds to find the location of a bane bogy tribe.

Servants of Bane Bogies. Utburds serve **bane bogies** (see earlier in this booklet) and protect them. They dig a cave near the home tree of the bogies as a nest for themselves, and attack anyone trying to get near the tribe. Sometimes, if an utburd grows large enough, the bane bogies can use it to attack a village to destroy the village and everyone in it. Such occurrences are rare, however, as most utburds are not large enough to be used in such a manner.

UTBURD

Large monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 25 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

Senses passive Perception 10
Languages understands Sylvan but can't speak
Challenge 2 (450 XP)

Actions

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

Horriying Wail (Recharge 5–6). The utburd releases an unnerving wail. Each creature of the utburd's choice within 60 feet of the utburd that can hear it must succeed on a DC 10 Wisdom saving throw or be frightened until the end of the utburd's next turn.

Reactions

Furious Retribution. When a creature within 15 feet of the utburd kills a bane bogy, the utburd can move up to 10 feet towards that creature and make a claw attack against the creature if it is able.

APPENDIX A: MODIFIED MONSTERS

SWARM OF LEECHES

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages –

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer; and the swarm attaches to the target. While attached, the swarm moves when the target moves. The swarm can detach by spending 5 feet of movement.

NAIAD

Medium fey, neutral

Armor Class 11

Hit Points 22 (5d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The naiad's innate spellcasting ability is Charisma (spell save DC 14). The naiad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *faerie fire*, *goodberry*

1/day each: *blur*, *fog cloud*, *shillelagh*

Magic Resistance. The naiad has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The naiad can communicate with beasts and plants as if they shared a language.

Hazy Disappearance. As long as the naiad is underwater, it can cast *invisibility* at will, requiring no material components.

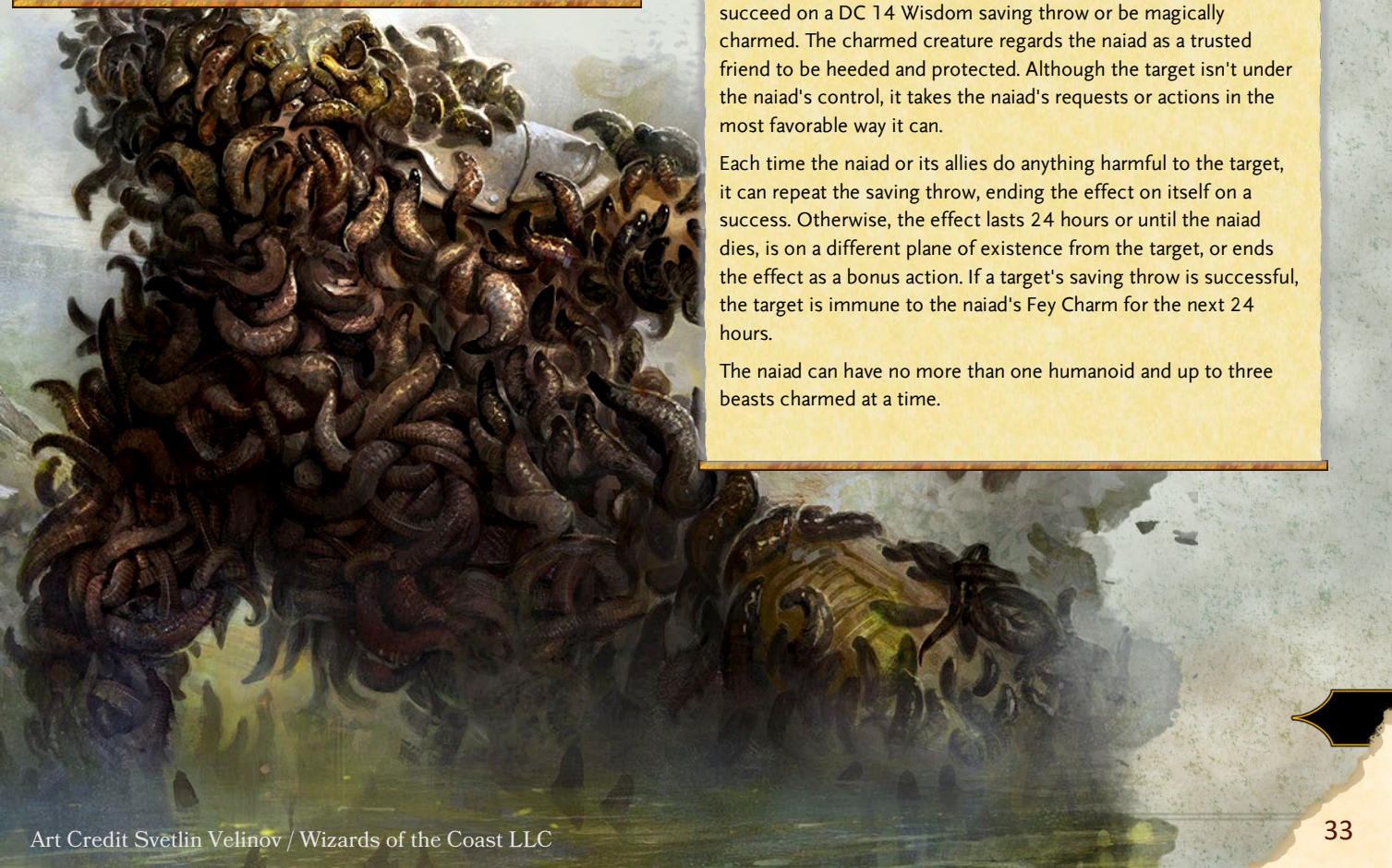
Actions

Club. *Melee Weapon Attack:* +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh.

Fey Charm. The naiad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the naiad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the naiad as a trusted friend to be heeded and protected. Although the target isn't under the naiad's control, it takes the naiad's requests or actions in the most favorable way it can.

Each time the naiad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the naiad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the naiad's Fey Charm for the next 24 hours.

The naiad can have no more than one humanoid and up to three beasts charmed at a time.



APPENDIX B: STAT BLOCKS BY CHALLENGE RATING AND ENVIRONMENT

Creatures	Challenge
Skullmollusk	0 (0-10 XP)
Hodgepoker, bezzan worker	1/8 (25 XP)
Molder spawn, gorgemaw, bezzan wasp herder, bezzan warrior	1/4 (50 XP)
Hodgepoker crackerjack, swarm of leeches,	1/2 (100 XP)
Bane bogy, big gorgemaw, molder bloom, naiad	1 (200 XP)
Bogmangler, large gorgemaw, molder titan, svampyr, utburd	2 (450 XP)
Golden hart, oozehound	3 (700 XP)
Dire pangolin, huge gorgemaw, mire ooze, shadestalker, young maladrix	4 (1,100 XP)
Maladrix	5 (1,800 XP)
Elder maladrix, gargantuan gorgemaw	6 (2,900 XP)

Signature Environment	Monster
Mire	Gorgemaws, hodgepokers, mire ooze, naiad, svampyr, swarm of leeches
Marsh	Bane bogy, bogmangler, dire pangolin, gorgemaw, hodgepokers, molders, naiad, svampyr
Sewer	bezzans, oozehound, maladrix, shadestalker, skullmollusk, svampyr

APPENDIX C: SEWER GENERATOR

This section provides means for creating a sewer randomly. Sewers consist of larger sections, which in turn are divided into smaller subsections, such as tunnels and sections. The first table provides a general description of an area, which determines the major features of the area in question, followed by the water level of the area in question. After that, you can determine the subsection's features.

d4 Section Description

- 1 **Very old.** Many of the walls are partially collapsed. People from the city visited this section in a very long time. Water is stagnant. Many of the creatures here are old or have inhabited these areas for at least decades.
- 2 **Old, but still in relatively good condition.** A lot of different kinds of activity and creatures, some older inhabitants, some newcomers. Water flows slowly, but trash and waste may have formed blockages.
- 3 **Old, but recently renovated.** Water flows slowly, but freely. Many of the less used subsections have been sealed off, but there may be creatures that have burrowed holes into the walls to get back to their old lairs. Most creatures have recently arrived or returned here.
- 4 **Recently constructed.** Water flows freely and rarely forms stagnant pools. Not many creatures in these parts of the sewer.

d4 Section Water Level

- 1 **Dry.** There is little or no water.
- 2 **Shallow.** The walkways are above water, but the canals are waist high for a medium creature.
- 3 **Deep.** Even the walkways are ankle deep under water for medium creatures. Canals must be swum through, wading through is not possible. This section is almost entirely difficult terrain.
- 4 **Completely submerged.** There are pockets of rancid air, but otherwise characters must dive through this section or use *waterbreathing* and regret it.

d100 Subsection description

- | | |
|---------|--|
| 01 – 10 | A tunnel that bends a both ways a few times |
| 11 – 20 | <i>A tunnel that ends in a grate. Grate d4:</i> |
| 1 | Someone has made a hole in the grating, but it is difficult to get through for medium creatures and unpassable for large creatures |
| 2 | There is a lock, which can be picked: Dexterity check (DC 15), thieves tools, and proficiency to use them required |
| 3 | The grate is rusted so badly, it can be broken. The lock is rusted shut. Breaking the grating is a DC 17 Strength check |
| 4 | Impossible to go through without somehow destroying the grate through magical means |
| 21 – 27 | A crossroads with a large waterway in the middle. If there is water, the middle forms a whirlpool, which requires a Strength (Athletics) check to escape, the DC depends on the water flow |
| 28 – 35 | A large, circular room that connects this section to several other sections. The top is connected to the surface, and there is a deep pool in the middle. Sections that are full of water form waterfalls that plummet into the pool in the middle. There are haphazardly constructed walkways that connect the different sections |
| 36 – 39 | A tunnel with small holes in the walls. These walls are large enough for medium creatures to crawl into, and lead into another subsection |
| 40 – 49 | A long tunnel with a single ladder up to the surface |
| 50 – 54 | A blockage of waste and grease blocks the way. It can be destroyed with slashing weapons or spells that deal thunder or fire damage. There is a 50% chance the tunnel beyond is flooded and breaking the blockage results in a deluge of water |
| 55 – 64 | A wider subsection that forms a room of a sort. Possible monster lair |
| 65 – 69 | Something has dug a room next to a tunnel. Possible monster lair. The room is dry if the section isn't completely submerged |
| 70 – 74 | A large subsection has been turned into a shanty town inhabited by outcasts or monsters. There are several tunnels, which all have small huts and other abodes. |
| 75 – 79 | A crossroads which connects several sections on different levels. There are ropes and walkways that connect the different levels together |
| 80 – 84 | The sewer connects to an underground cave |
| 85 – 89 | A long tunnel. A hole in the tunnel leads into the cellar of building |
| 90 – 00 | An exit that flows into a river. |

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PREPARE TO ENTER THE WETLANDS

There are few places filled with the same kind of mystique and dread as the swamp. This booklet contains rules that help you create encounters and adventures in the wetlands. It details four different types of environments and gives you random encounters and ideas for running adventures in these environments.

Included are also 20 new monsters designed specifically for the wetlands.

