

# d30 Swamprawl Encounters & Random Locations Table

Version 1

Written by Thaumiel Nerub (2014)

[cryptofrables.blogspot.com](http://cryptofrables.blogspot.com) for:

*David Brawley's challenge hosted at:  
[towerofthearchmage.blogspot.com](http://towerofthearchmage.blogspot.com)*

This set of tables is for use with swamp areas for random encounters, monsters and locations. Use as stand alone when you feel like it or as a tool with swamp hexcrawl!

Have fun!

**Compatibility:** Old-school rules and simulacrum games with HD, AC etc.

**Instruction:** To use this set of tables efficiently you need to have a 30-sided-die (d30). It can generate you three different ranges of numbers:

- a.** 1-3, as d3 (1-10 = 1; 11-20 = 2; 21 - 30 = 3)
- b.** 1-10 as d10 (just drop the 10s digit, so 3, 12, 23 are 3; 10, 20, 30 are 10 etc.)
- c.** 1-30 unmodified

## TABLE 1. NATURE OF THE ENCOUNTER

This table gives general nature, hostility and idea of encounter. For example lawful or good monster might not have bad intentions when chaotic or evil healing mushroom might have really nasty side effects. Be creative. Can be used with both tables 2 and 3.

<i>d3</i>	<i>Nature</i>
1	<i>Lawful or Good</i>
2	<i>Neutral</i>
3	<i>Chaotic or Evil</i>

## TABLE 2. RANDOM CREATURES

D10 table for random swamp wandering monsters, creatures and men.

<i>d10</i>	<i>Creatures</i>
1	Giant Spitter Frog
2	Merchants
3	Lost Swamp Children
4	Swamp Treant
5	Swamp Spawns
6	Carnivorous Swamp Tea
7	Yuck Fish
8	Mosquito Soldiers
9	Rolling Snake
10	Witch Of The Swamp

1. **GIANT SPITTER FROG** is an ugly, bloated and disfigured dark green mass size of a pony. There is nothing in the world what resembles this creature, but frog is quite close. Its only purpose seems to be to just stay there and spit nasty slime on by-passers. When at 0 HP it explodes spreading vile smelly intestines all around the place in 30ft. radius.

*HD 3+2; AC: 9 (11); Attacks 1 (spit); Damage: special; Save F2; Morale 12; # of appearing 1 (50%) or 2d4 (50%).*

Spit: Save or:

<i>1d3</i>	<i>Result</i>
1	Puke slime for 3d6 rounds. The cramps are so bad you cannot do anything but suffer and gack. Every round you puke there's 1 in 3 chance that you loose 1 HP because the cramps really are killing you.
2	That spit is like glue. All movement and maneuvering actions are 50% harder than normally. Must be washed off. If the glue-spit has been on a victim for 6 or more rounds it starts to work it's way through the armor and clothes and burn the skin. 1 round for clothing, 2 for lighter armor, 3 for heavier armor to get through. When in contact with skin 1 HP per round is lost because of the irritation. The locations this stuff burns are permanently swamp green for now on. -1 CHA.
3	The spit is just that but there's some nasty parasites within. The parasites start to crawl and find new intestines to conquer. They try to crawl through eyes, ears, nostrils and mouth. Save to avoid parasites. If failed, then you are

infected. Loose 1 CON per day. If CON reaches 0 the victim dies. Some serious medication is needed to get rid of the parasites. When cured, 1 CON point is gained back per week.

2. **MERCHANTS.** No one wants to be in these swamps for fun and there is no one to sell items to. Well, except you dear Adventurers. So lucky we met here in the middle of nowhere. Are you interested in...

*Stats as normal 0-level men. 3 bodyguards are 1st level Fighters. # of appearing 2d4.*

3. **LOST SWAMP CHILDREN** lurk the swamps. No one knows where their parents are, but rumors tell evil swamp spirits lure and manipulate children to eat their parents and move into this swamp. When Lost Swamp Children grow up they turn into evil swamp spirits. This is how the story goes anyways.  
They avoid contact and will keep distance still being curious. They will only fight if there is no other solutions. They prefer running. They are extremely agile in swamp environment and outrun anyone easily.  
And they are cannibals.

*HD 1; AC 7 (13), Attack 1 (improvised weapon); Damage 1d4; Save Halfling 1; # of appearing 1d6 (roll 6s again and add).*

4. **SWAMP TREANT** is like its cousin, Treant, a mobile intelligent tree-like creature. Swamp Treant has dark bark, moss growing all over and long poisonous vines swinging around. Their intelligence is not of men, but of swamp.

*HD 10; AC 3; Attacks 3d6 (poisonous vines); Damage 1d6 per vine + poison; Save M-U 14; # of appearing 1 (5% chance 2).*

Poisons effect lasts for 20-CON days. Save to avoid.

<i>1d3</i>	<i>Result</i>
1	Eyesight is lost.
2	Hearing is lost.
3	Touch is lost.

5. **SWAMP SPAWNS.** Rarely those spawned from spawning pools stray too long from their moist birth pits, but sometimes they do. Weird mutated creatures with idiotic intentions. Might be anything from aggressive to curious to even friendly. Randomly decide things (legs, arms, tentacles, heads, eyes, what ever) and roll d30 for everything (decide do you use it as d3, d10 or d30). HD usually is 1-3 but in rare occasions it might be even 10 for those Swamp Spawns melted together into a weird chaotic mass of creatures. Attacks usually are swing extensions or bite.

They worship The Swamp Lord Who Created Us. Small weird shrines crafted from bones, branches and stones can be found near swamp spawning pools.

6. **CARNIVOROUS SWAMP TEA.** From far looks like an ordinary swamp tea plant, but is a size of a man. Intelligent as predator animals and hunts in packs. Its leaves are razor sharp and it uses them to sprinkle blood with slashes. The blood drops it saturates from the ground and on its body to feed itself. In the middle of the flower there is one eye. Favorite diet is men (human, elf, dwarf, halfling, etc.).

*HD 3; AC 6 (14); Attack 2 (razor sharp leaves) or 1 (eye-ray); Damage 3d3 or special; Save F4; # of appearing 4d4*

Special: Shoots ray from its single eye. The target must

Save or blood is thinned. Suffer additional 2 points of damage from sharp attacks for as many rounds as Save roll failed.

7. **YUCK FISH.** Small slimy and ugly seven eyed fish living in swamp ponds that emit gas bubbles from the bottom sludge. These fish adsorb these gasses and in self defense excretes it. Yuck Fish eyes are a delicacy and expensive.  
*HD 1/2 (1 HP); AC 3 (17); Attacks 2 (bite and gasses); Damage 1 and special; Save F1; # of appearing 1d30×10*

Gasses: Gas covers 10ft. Radius, lasts 4 rounds and everyone suffers different symptoms (1d10):

<i>1d10</i>	<i>Result</i>
1	Burns eyes, hard to breath. Extremely uncomfortable. -4 penalty (or 20%) to all actions. Duration as long as in gas or 1d6 rounds after exiting gas cloud.
2	Horrible hallucinations. Every round 1 in 6 chance to hit a fellow because thinks the fellow is a demon instead. 1% chance the hallucinations are permanent.
3	Lungs fill with it and victim starts to levitate 1ft. above the ground. Hard to maneuver (-2 penalty or 10%).
4	All hair (including body hair) falls off. For someone this might be devastating.
5	Items start to rust. 1 round to react for this or items are ruined (basically try to get items out of the cloud).
6	Skin starts to melt starting with burning feeling. If not dipped in water (or other wet) suffer 1d6 and 1 CON damage per round until at 0 HP you die or 2 CON you are skinless and 0

	CON you die.
7	It replaces all oxygen. Everyone except the fish around start choke.
8	Mosquitos really love the gas and gather around eating everything in the cloud. -2 to rolls (10% penalty) and loose 1 HP every round. Also extremely annoying.
9	Gas penetrates flesh tainting it. Roll a permanent mutation from a chart of your choice!
10	This gas is toxic! Roll twice, combine and double effects.

**8. MOSQUITO SOLDIERS.** 6ft. tall armed mosquito soldiers walking on four are patrolling the area. Their spear ends are hollow and with small hooks around. A tube is in the other end leading to their proboscis. This is how they feed while they fight. Their armor is of black unknown shiny material. Behave more like soldier ants than mosquitos, but can fly.

*HD 9; AC: 1 (19); Attacks 1 (spear), Damage 1d8 and special; Save F2; # of appearing 4 + 1d6.*

**Special:** When an attack is successful the spear is attached to the victim. Mosquito soldier drinks 1d3 blood and 1d3 (temporary, get 1 per day back) CON per round. Also wiggles the spear making additional 1d6 normal damage automatically.

Roll 1d30 under your STR score to remove the spear tip and loose 1 point of CON doing it.

**Black armor:** Not suitable for other beings but astonishing Dwarven blacksmith can modify it to suit people. Extra light (no encumbering) and AC 2.

**9. ROLLING SNAKE.** Because of all the creatures eating snakes (rats, moles, cranes, giant frogs...) some snakes in hazardous areas for get rolled and packed together. If there are 1000 snakes in a thick roll change of an individual being eaten is smaller. They can even move slowly in a roll. These snake packs are only temporary, but can be encountered sometimes. Extremely vicious. Use snake venoms and bite rules of your favorite rules book. When Rolling Snake's HP reaches zero all the snakes flee in different directions.

*HD 6; AC 9; Attacks as many as in reach; Damage bite (as normal snake bite xd30) and poison (as in your rules); Save F1; # of appearing 1 roll*

**10. WITCH OF THE SWAMP.** Witch of the swamp is a weird lady. She can imitate any creature she has ever seen and usually does observing unnoticed. She prefers mice, snakes and birds but may also be a big beast when trying to protect area around her hut. She has many potions and recipes for different conditions you can catch in this swamp. Not much is known of this lady. (Have fun making Witch Of The Swamp your own!)

### TABLE 3. RANDOM ENCOUNTERS & LOCATIONS

Roll 1d30 for random swamp locations. You might fill your swamp hex map beforehand or use this as random encounter table for every new hex entered. What ever rocks your boat.

**1. Spawning pond of Giant Spitter Frogs.** The croaking of dozens of (1d10×5) Giant Spitter Frogs can be heard thousands of feet away. These are more likely aggressive than randomly encountered ones. (Table 2 Entry 1 for creature).

**2. Village of Lost Swamp Children.** Village of 1d3×5 weird children. The village is built:

<i>1d3</i>	<i>Result</i>
1	On weird crooked swamp treetops.
2	Caves in rock formation.
3	At pond on floating platforms.

(Table 2 Entry 3).

**3. Spawning pool of the Swamp Spawn.** Nuff' said. Lots of weird creatures around. LOTS of them. At least d30×100. (Table 2 Entry 5).

**4. A pond.** Nice and refreshing, unless in 2 in 3 change it is not nice and refreshing and the water is bubbly of gas and smelly and there are Yucky Fish. (Table 2 Entry 7).

**5. Mosquito Soldier HQ.** Black large monolith like tower made of weird black material. Mosquito soldiers are heavily patrolling the area. Intruders are captured and taken to their god-queen... (Table 2 Entry 8).

**6. Witch Hut.** Like the Witch Of The Swamp already is your creation, so should be her hut. But there should be all kinds of medicines for different conditions you can catch in the swamp. (Listen to the band Acid Witch for inspiration, especially Witchtanic Hellucinations album!).

**7. Weird rock formations** can be found around the swamp. When sun is set and sky is dark they start to glow. Around midnight Mi-Go fly there and start to do weird space insect rituals. Better not get caught or your brain might end up in a jar!

**8. Old ruins.** Old ruins are always full of danger, traps, and many treasures. Add a random cool ruin/dungeons map here and stock it with random rolls. Old ruins are totally random and weird. And if you survive, those pay well.

**9. River.** Rivers are nice, they always lead out. There's also fresh water (if you don't mind leeches, mosquito eggs and nasty things like that). Alligators can be a problem. Also weird half-human half ape (make up yourself) men of the swamp clan live around the river bend (1 in 3 change right here!).

**10. Alien artifact** from the times before this location was a swamp. Look around. Imagine how to make an ancient alien artifact of the first item to catch your eyes. Be wild, creative, what ever comes first in your mind should work as long as it is cool.

**11. Rough terrain** extremely hard to proceed. Also when you start, it's impossible to find your way back. The swamp feels like living around you. No matter what you do it takes at least one day (1d3) to get out. Camping will be extremely uncomfortable - and dangerous.

**12. Corpse Lights.** Nice flickering lights what lead you to bog eye.

**13. Hell's toilet.** You have heard stories where snakes crawl out of toilet seats in apartments? This is hell version of it. Instead of toilet seat this is a wet hole on the ground. Instead of pet snakes here crawl demons.

**14. Flickering sky.** In this area sky is flickering like it is a thunderstorm, but there is no sound.

**15. Nothing.** No sound, no movement, no smell, no colors. Nothing except dead still swamp. And a feel that "something" is watching you.

**16. Hanging tree.** There is no reason why in the swamp there should even be a hanging tree, but there it is. 9 skeletons are hanging from the dry branches. In dusk the skeletons wake alive and start dancing their struggle to get free. They never success.

**17. Zombies.** Every nasty location, for example a swamp, needs walking and wandering corpses. Make them extra nasty, rotten and smelly.

**18. Escapee from a prison.** Exhausted and lost. Would appreciate any help. Will pay, because knows where he has hid treasure in the swamp.

**19. A nest of swarming critters.** Swarm does 1d3 HP direct damage per turn. With successful attack against AC 7 the swarm loses 1 HP per attack. When suffered 15 HP of damage dispatches. Every round victims must Save or suffer fever. In fever maximum HP is  $\frac{1}{2}$  of normal max HP for CON - 20 days (minimum of 1 day). Swarming critters

are a mixed chaos of rats, snakes, insects flying and crawling and some unrecognizable weird beasts.

**20. Someone actually lives here,** and he is a weirdo! Make up a weird dude/dudette.

**21. Bog eye to Anotherswamp.** If someone steps on this bog eye it sucks him in. Beyond the bog eye is Anotherswamp. Like this swamp, but nice, sunny, warm, smells nice with flowers, butterflies instead of mosquitos. Unicorns and elflings. Opposite of the nasty swamp character was seconds ago. But as the swamp is opposite now so is the rest of the world. But how can you get back now, as the opposite bog eye obviously doesn't suck you in?

**22. Temple of The Swamp Lord Who Created Us** and many swamp spawns worshiping it. Deep within the temple there is a tunnel what leads to The Swamp Lord Who Created Us.

**23. Voodoo dolls everywhere.** It seems that where ever you lay your eyes on this location, there's a weird voodoo doll. At some point the Adventurers will encounter voodoo dolls what resemble them. Better be careful with those, you know how these dolls work? What happens to them happens to you too!

**24. Dinosaurs!** Yes, you heard it, dinosaurs:

<i>1d10</i>	<i>Result</i>
1	Tiny running. Might bite (1 in 3 chance).
2	3d8 small vegetarian, will flee.
3	3d4 small carnivorous, might attack if hungry.
4	3d6 medium eating plants.
5	3d6 medium hunters.

6	2d3 big eating plants.
7	1d3 big carnivorous.
8	1d4 huge vegetarians, watch your toes! They don't watch their steps.
9	1-2 huge carnivorous. Better run or hide!
10	Roll twice, results interact.

(I suggest to get the "manual of monsters (MM) for dinos!)

## 25. Mushrooms.

Roll these tables to find out what:

Size:

<i>1d4</i>	<i>Result</i>
1	Small (size of a finger tip).
2	Medium (fits in palm).
3	Big (needs two hands to carry).
4	Gigantic (must cut pieces of it).

Shape:

<i>1d4</i>	<i>Result</i>
1	Round
2	Flat top
3	Tube
4	Sponge

Color:

<i>1d10</i>	<i>Result</i>
1	Red
2	Yellow

3	Blue
4	Orange
5	Purple
6	Green
7	Black
8	White
9	Transparent
10	Multi-colored. Roll twice!

Mushroom effects last 2d6 hours:

<i>1d30</i>	<i>Result</i>
1	Nausea (-2 to all saving rolls).
2	Trippy-hippy (+2 Wis, +2 Initiative, -2 Int).
3	Shrinking (reduce size one category).
4	Growth (increase size one category).
5	Stomach discomfort (-1 Con, -2 Cha).
6	Poisoning (-1 HP per 10 mins).
7	Healing (+ 1d30 HP).
8	Change color (roll Color table to see your new skin color).
9	Hair growth (add 10ft. to all body hair).
10	Slippery skin (-2 grapple for enemies, being barefoot or naked could bring problems in stairs and other situations).
11	Dragon barf (1d6 fireball damage 10ft. cone).
12	Good odor (sweat smells like flowers, +1 Cha).
13	Bad odor (swampsweat -1 Cha).

14	Nimble (+2 Dex).
15	Tiredness (-2 Attributes and Initiative).
16	Sharpen senses (sense based rolls roll twice, choose better).
17	Slooooow motion (everything takes twice as long to perform).
18	Weakness (carry capability halved).
19	Sickness (-5 Con).
20	Mighty (+5 Str).
21	Magical wisdom trip (learn 1 random spell).
22	Mutation (use your favorite random mutation table).
23	Paralyze (cannot move at all).
24	Turn to stone (forever until dispelled).
25	Mute.
26	Shrink head (Int, Wis, Cha all -2).
27	See dead people.
28	Turn into zombie like.
29	Be one with the swamp.
30	Roll twice, combine.

26. **Weird vegetation.** Nothing anyone has ever seen. Also the critters are weird. There might be something worth to study, if someone is into brewing potions - or quick cash.

27. **Village Of The Ape-men.** Half ape and half men they think Adventurers are gods. The village is simple and huts not very cozy. In the middle is a rough totem what

looks like one from the party. He god guy! He must be sacrifice!

28. **Earthquakes** shatter the ground making new ditches and bog eyes. Moving rivers and crashing trees. Earthquake itself is very dangerous and after it the landscape has changed.

29. **Undead dragon** what was slain in this swamp, now keeping it as its home and sanctuary. Doesn't like disturbance. Will negotiate to get treasures. Shiny items are what it likes.

30. **Farm animal gotten lost.** In the bog eye there's drowning a:

1d6	Result
1	Duck
2	Goat
3	Pig
4	Cow
5	Lamb
6	Horse