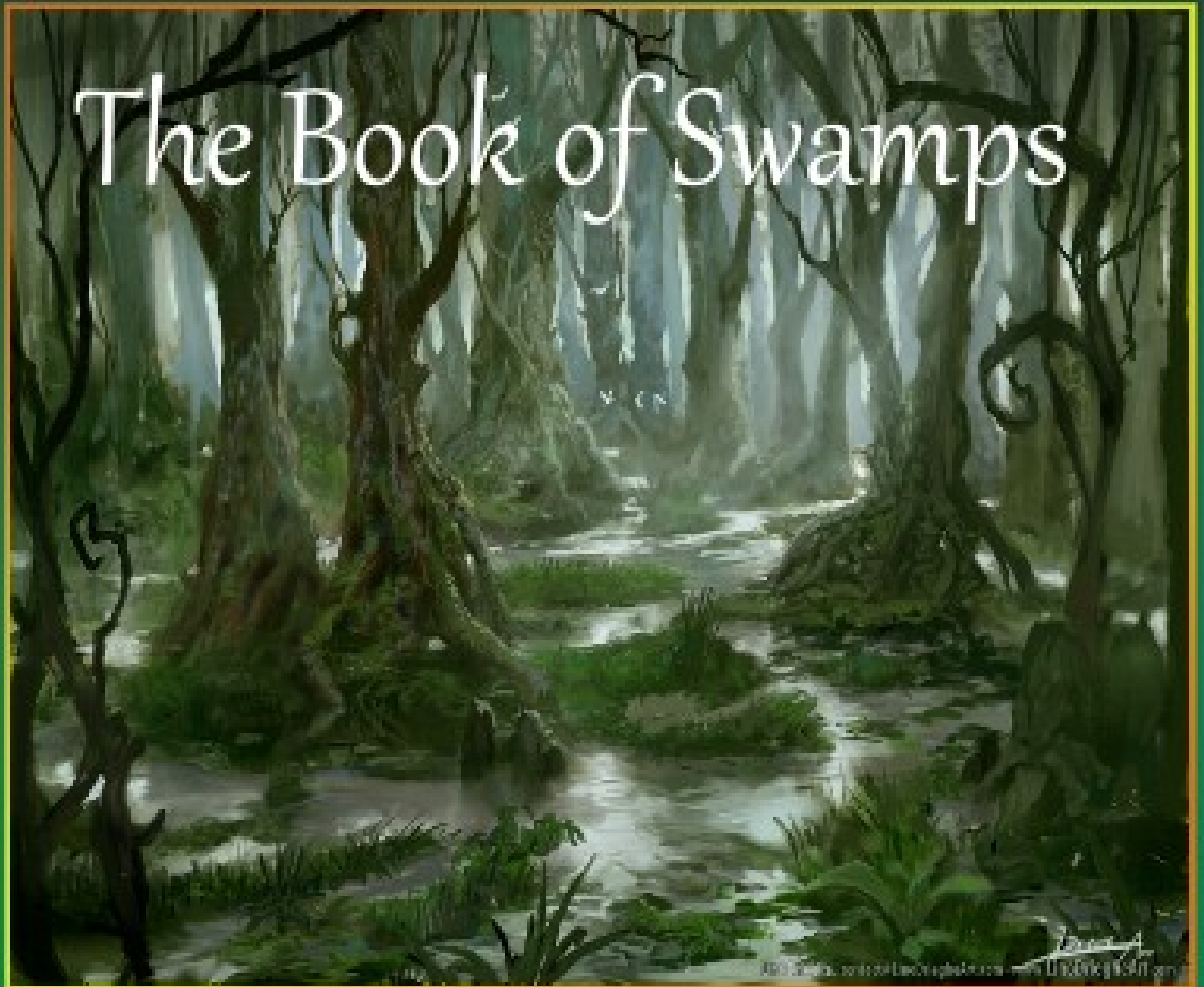


Beyond Heroes

Companion Rules BH18

The Book of Swamps



The Role Playing Game for all Genres

The Beyond Heroes Roleplaying Game Book XVIII: The Book of Swamps

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Foreword

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2nd edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

In fiction, swamps are often portrayed as godforsaken places that no man enters willingly. When they aren't infested with undead horrors, they hide tribes of hideous frog-, lizard-, or fish-men (or possibly fishlizardfrogmen) who slink from their half-sunken temples to grasp the unwary with their cold hands and drag them beneath the still black water. At the very least, they are the home of poisonous snakes and strange, incurable diseases. Often, there are ancient curses that cause travellers to become lost and wander the swamps forever. A Will-o'-the-Wisp (also called corpse candles) may lead the unwary into quickbogs to die.

For extra horror, people who get lost in the swamp may themselves become one of the monsters infesting it. Swamps are also a popular home for witches, voodoo ladies, families of inbred cannibals, zombies, and other unsavoury types. There is an element of Truth in Television to this: Swamps were long regarded as dangerous and unsanitary. They tend to attract a lot of insects, which can spread disease; the sodden terrain can make traversing them on foot difficult; many swamps are prone to heavy fog because of all the water, which can make it easy to get lost; and some swamps are also inhabited by dangerous animals, such as alligators and piranhas.

A swamp is a wetland that is forested. Many swamps occur along large rivers where they are critically dependent upon natural water level fluctuations. Other swamps occur on the shores of large lakes. Some swamps have hammocks, or dry-land protrusions, covered by aquatic vegetation, or vegetation that tolerates periodic inundation. The two main types of swamp are "true" or swamp forests and "transitional" or shrub swamps. In the boreal regions of Canada, the word swamp is colloquially used for what is more correctly termed a bog or muskeg. The water of a swamp may be fresh water, brackish water or seawater. Swamps are characterized by slow-moving to stagnant waters. They are usually associated with adjacent rivers or lakes. Swamps are features of areas with very low topographic relief. Swamps generate coal as rock.

Fish are more dependent on wetland ecosystems than any other type of habitat. Seventy-five percent of the United States' commercial fish and shellfish stocks depend solely on estuaries to survive. Tropical fish species need mangroves for critical hatchery and nursery grounds and the coral reef system for food. Amphibians such as frogs need both terrestrial and aquatic habitats in which to reproduce and feed. While tadpoles control algal populations, adult frogs forage on insects. Frogs are used as an indicator of ecosystem health due to their thin skin which absorbs both nutrient and toxins from the surrounding environment resulting in an above average extinction rate in unfavourable and polluted environmental conditions. Reptiles such as alligators and crocodiles are

common reptilian species. Alligators are found in fresh water along with the fresh water species of the crocodile. The saltwater crocodile is found in estuaries and mangroves and can be seen in the coastline bordering the Great Barrier Reef in Australia. The Florida Everglades is the only place in the world where both crocodiles and alligators coexist. Snakes, lizards and turtles also can be seen throughout wetlands. Snapping turtles are one of the many kinds of turtles found in wetlands. Mammals include numerous species of small mammals in addition to large herbivorous and apex species such as the beaver, swamp rabbit, and Florida panther, live within and around wetlands. The wetland ecosystem attracts mammals due to its prominent seed and vegetation sources, abundant populations of invertebrates, small reptiles and amphibians.

Insects and invertebrates total more than half of the 100,000 known animal species in wetlands. Insects and invertebrates can be submerged in the water or soil, on the surface, and in the atmosphere. Algae are diverse water plants that can vary in size, colour, and shape. Algae occur naturally in habitats such as inland lakes, inter-tidal zones, and damp soil and provide a dedicated food source for animals, fish, and invertebrates. There are three main groups of algae: Plankton are algae which are microscopic, free-floating algae. This algae is so tiny that on average, if 50 of these microscopic algae were lined up end-to-end, it would only measure one millimetre. Plankton are the basis of the food web and are responsible for primary production in the ocean using photosynthesis to make food. Filamentous algae are long strands of algae cells that form floating mats. Chara and Nitella algae are upright algae that look like a submerged plant with roots.

1. Types of Swamps

Freshwater swamp forests, or flooded forests, are forests which are inundated with freshwater, either permanently or seasonally. They normally occur along the lower reaches of rivers and around freshwater lakes. Freshwater swamp forests are found in a range of climate zones, from boreal through temperate and subtropical to tropical. Peat swamp forests are swamp forests where waterlogged soils prevent woody debris from fully decomposing, which over time creates a thick layer of acidic peat.

Coniferous swamps are forested wetlands in which the dominant trees are lowland conifers such as northern white cedar. The soil in these swamp areas is typically saturated for most of the growing season and is occasionally inundated by seasonal storms or by winter snow melt. The substrate is usually organic in nature and may contain peat in varying amounts or be composed entirely of muck. The swamp substrate is typically nutrient-rich and neutral to alkaline but can be acidic and nutrient-poor. Coniferous swamps vary in composition, with different species of conifer dominating, and varying amounts of deciduous hardwoods growing within the swamp. A wide diversity of plants is represented within the swamps, with certain species dominating in a variety of microhabitats dependent on factors such as available sunlight (as in cases of trees downed by wind or disease), soil Ph, standing groundwater, and differences of elevation within the swamp such as tussocks and nurse logs.

Peat swamp forests are tropical moist forests where waterlogged soil prevents dead leaves and wood from fully decomposing. Over time, this creates a thick layer of acidic peat. Large areas of these forests are being logged at high rates. Peat swamp forests are typically surrounded by lowland rain forests on better-drained soils, and by brackish or salt-water mangrove forests near the coast. Tropical peatlands, which coexist with swamp forests within the tropical and subtropical moist broadleaf forests biome, store and accumulate vast amounts of carbon as soil organic matter - much more than natural forests contain. Their stability has important implications for climate change; they are among the largest near-surface reserves of terrestrial organic carbon. Tropical peat swamp forests are home to thousands of animals and plants, including many rare and critically endangered species such as the orang-utan and Sumatran tiger, whose habitats are threatened by peatland deforestation.

In usage in the United States, a bayou is a body of water typically found in a flat, low-lying area, and can be either an extremely slow-moving stream or river (often with a poorly defined shoreline), or a marshy lake or wetland. The name "bayou" can also refer to a creek whose current reverses daily due to tides and which contains brackish water highly conducive to fish life and plankton. Bayous are commonly found in the Gulf Coast region of the southern United States, notably the Mississippi River Delta, with the states of Louisiana and Texas being famous for them. A bayou is frequently an anabranch or minor braid of a braided channel that is moving much more slowly than the mainstem, often becoming boggy and stagnant. Though fauna varies by region, many bayous are home to crawfish, certain species of shrimp, other shellfish, catfish, frogs, toads, American alligators, American crocodiles, herons, turtles, spoonbills, snakes, leeches, and many other species.

A bog is a wetland that accumulates peat, a deposit of dead plant material—often mosses, and in a majority of cases, sphagnum moss. It is one of the four main types of wetlands. Other names for bogs include mire, quagmire, and muskeg; alkaline mires are called fens. They are frequently covered in ericaceous shrubs rooted in the sphagnum moss and peat. The gradual accumulation of decayed plant material in a bog functions as a carbon sink. Bogs occur where the water at the ground surface is acidic and low in nutrients. In some cases, the water is derived entirely from precipitation, in which case they are termed ombrotrophic (rain-fed). Water flowing out of bogs has a characteristic brown colour, which comes from dissolved peat tannins. In general, the low fertility and cool climate results in relatively slow plant growth, but decay is even slower owing to the saturated soil. Hence peat accumulates. Large areas of landscape can be covered many metres deep in peat. Bogs have distinctive assemblages of animal, fungal and plant species, and are of high importance for biodiversity, particularly in landscapes that are otherwise settled and farmed.

A marsh is a wetland that is dominated by herbaceous rather than woody plant species. Marshes can often be found at the edges of lakes and streams, where they form a transition between the aquatic and terrestrial ecosystems. They are often dominated by grasses, rushes or reeds. If woody plants are present they tend to be low-growing shrubs. This form of vegetation is what differentiates marshes from other types of wetland such

as swamps, which are dominated by trees, and mires, which are wetlands that have accumulated deposits of acidic peat. Marshes provide a habitat for many species of plants, animals, and insects that have adapted to living in flooded conditions. The plants must be able to survive in wet mud with low oxygen levels. Many of these plants therefore have aerenchyma, channels within the stem that allow air to move from the leaves into the rooting zone. Marsh plants also tend to have rhizomes for underground storage and reproduction. Familiar examples include cattails, sedges, papyrus and sawgrass.

Aquatic animals, from fish to salamanders, are generally able to live with a low amount of oxygen in the water. Some can obtain oxygen from the air instead, while others can live indefinitely in conditions of low oxygen. Marshes provide habitats for many kinds of invertebrates, fish, amphibians, waterfowl and aquatic mammals. Marshes have extremely high levels of biological production, some of the highest in the world, and therefore are important in supporting fisheries. Marshes also improve water quality by acting as a sink to filter pollutants and sediment from the water that flows through them. Marshes (and other wetlands) are able to absorb water during periods of heavy rainfall and slowly release it into waterways and therefore reduce the magnitude of flooding. The pH in marshes tends to be neutral to alkaline, as opposed to bogs, where peat accumulates under more acid conditions.

Saltwater marshes are found around the world in mid to high latitudes, wherever there are sections of protected coastline. They are located close enough to the shoreline that the motion of the tides affects them, and, sporadically, they are covered with water. They flourish where the rate of sediment build-up is greater than the rate at which the land level is sinking. Salt marshes are dominated by specially adapted rooted vegetation, primarily salt-tolerant grasses. Salt marshes are most commonly found in lagoons, estuaries, and on the sheltered side of shingle or sandspit. The currents there carry the fine particles around to the quiet side of the spit and sediment begins to build up. These locations allow the marshes to absorb the excess nutrients from the water running through them before they reach the oceans and estuaries. Ranging greatly in both size and geographic location, freshwater marshes make up the most common form of wetland in North America.

Wet meadows occur in areas such as shallow lake basins, low-lying depressions, and the land between shallow marshes and upland areas. They also occur on the edges of large lakes and rivers. Wet meadows often have very high plant diversity and high densities of buried seeds. They are regularly flooded but are often dry in the summer. Vernal pools are a type of marsh found only seasonally in shallow depressions in the land. They can be covered in shallow water, but in the summer and fall, they can be completely dry. In western North America, vernal pools tend to form in open grasslands, whereas in the east they often occur in forested landscapes. Further south, vernal pools form in pine savannas and flatwoods. Many amphibian species depend upon vernal pools for spring breeding; these ponds provide habitat free from fish which eat the eggs and young of amphibians. An example is the endangered gopher frog (*Rana sevosa*). Similar temporary ponds occur

in other world ecosystems, where they may have local names. However, the term vernal pool can be applied to all such temporary pool ecosystems.

Playa lakes are a form of shallow freshwater marsh that occurs in the southern high plains of the United States. Like vernal pools, they are only present at certain times of the year and generally have a circular shape. As the playa dries during the summer, conspicuous plant zonation develops along the shoreline.

Prairie potholes are found in the northern parts of North America as the Prairie Pothole Region. These landscapes were once covered by glaciers, and as a result shallow depressions were formed in great numbers. These depressions fill with water in the spring. They provide important breeding habitats for many species of waterfowl. Some pools only occur seasonally while others retain enough water to be present all year. Many kinds of marsh occur along the fringes of large rivers. The different types are produced by factors such as water level, nutrients, ice scour, and waves.

A mire or quagmire, sometimes called a peatland, is a wetland terrain without forest cover, dominated by living, peat-forming plants. For botanists and ecologists, the term peatland is a more general term for any terrain dominated by peat to a depth of at least 30 cm (12 in), even if it has been completely drained (i.e., a peatland can be dry, but a mire by definition must be wet). There are two types of mire: bogs and fens. A bog is a landform that due to its location relative to the surrounding landscape obtains most of its water from rainfall (i.e., is ombrotrophic), while a fen is located on a slope, flat, or depression and gets its water from both rainfall and surface water. Also, while a bog is always acidic and nutrient-poor, a fen may be slightly acidic, neutral, or alkaline, and either nutrient-poor or nutrient-rich.

A mire is distinguished from a marsh by its water nutrients and distribution: marshes are characterized by nutrient-rich stagnant or slow-moving waters while mire waters are located mostly below the soil surface level. A mire is also distinguished from a marsh by its plant life: marsh plants are generally submerged or floating-leaved while those in a mire are not. Relying on rainwater for nutrient input, mires are usually deficient in both nitrogen and phosphorus and may vary widely with regard to nitrogen. The term quagmire is a variant term for mire, the prefix quag- having variously been written as qua-, quab-, quad-, quake-, qual-, quave-, and quaw- in the 16th and 17th centuries, and afterwards the prefixes bob-, gog-, and wag- having also been used in the same way. The relationship among these terms and prefixes is not linguistically clear, though they may all have been an attempt to express the same general idea of shaky, wet, unsteady ground that cannot support the weight of a man or large animal and is therefore dangerous to enter and difficult to leave.

A blackwater river is a type of river with a deep, slow-moving channel flowing through forested swamps or wetlands. As vegetation decays, tannins leach into the water, making a transparent, acidic water that is darkly stained, resembling tea or black coffee. Most major blackwater rivers are in the Amazon Basin and the Southern United States. Some rivers in temperate regions, which drain or flow through areas of dark black loam, are simply black due to the colour of the soil; these rivers are black mud rivers. There are

also black mud estuaries. Blackwater rivers are lower in nutrients than whitewater rivers and have ionic concentrations higher than rainwater. The unique conditions lead to flora and fauna that differ both from whitewater and clearwater rivers. Black and white waters differ significantly in their ionic composition. Black waters are more acidic, resulting in an aluminium concentration greater than that of the more neutral white waters. The major difference is the concentrations of sodium, magnesium, calcium and potassium; these are very low in black waters.

This has ecological implications. Some animals need more calcium than is available in blackwaters, so for example, snails, which need much calcium to build shells, are not abundant in blackwaters. The lack of dissolved ions in black waters results in a low conductivity, similar to that of rainwater. Black and white waters differ in their planktonic fauna and flora. The black water holds greater numbers of rotifers but fewer crustaceans and mites. These crustaceans are important foods for larval fish. The zones where the two waters mix are attractive to ostracods and young fish. These mixing zones tend to have many animals. Blackwater rivers resemble clearwater rivers in having a low conductivity and relatively low levels of dissolved solids, but clearwater rivers have water that at most only is somewhat acidic (typical pH ~6.5) and very clear with a greenish colour.

In a moor, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is $6D6 \times 10$ feet. In a swamp, this distance is $2D8 \times 10$ feet. Undergrowth and deep bogs provide plentiful concealment, so it's easy to hide in a marsh. A marsh imposes no penalties on Listen checks, and using the Move Silently skill is more difficult in both undergrowth and bogs.

2. Movement in swamps

If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the chance of a tumble increases by 2. A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog. The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't underwater. Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

The bushes, rushes, and other tall grasses in marshes function as undergrowth does in a forest. A square that is part of a bog does not also have undergrowth. Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of

quicksand at a normal pace is entitled to a perception check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her D4 ×2 feet into the quicksand. Characters in quicksand must make a Swim check every round to simply tread water in place, or to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath.

Characters below the surface of a bog may swim back to the surface with a successful Swim check. Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a Strength check to successfully pull the victim, and the victim must make a Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a Climb check need only 2 squares of movement to move through the square.

Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don't provide the concealment that undergrowth does.

Characters knee-deep in the water suffer a -1 to hit and damage rolls, and lose their DEX bonus to AC. In waist-deep water the penalty is -2. If the water is chest deep the penalty is -3, and a +1 penalty to AC applies, and shield use is not possible. If they are sitting atop a mount, or standing within a boat, they (again) lose their DEX bonus to AC and are -1 to hit and damage; they can, however, retain the use of their shields, but doing so under such conditions is awkward, and may result in the character becoming dismounted or falling overboard. Thus, the character must roll his DEX or less to maintain his position and use his shield.

3. Common Swamp Animals

Alligator:

Alligators are smaller and less aggressive than crocodiles, and have a broad, round snout. Unlike a crocodile, you can't see an alligator's teeth when its mouth is closed. Alligators generally hunt prey at night, occasionally forming loose social groups for this purpose. They are cold-blooded and bask in the sunlight to regulate their internal temperatures.

Bird:

A distant ancestral relative of the reptile family. By comparison, a bird is typified by a covering of feathers (that evolved from scales), a four-chambered heart served by an aortic arch, fully separate systemic and pulmonary circulations, a warm-blooded metabolism, large eggs with hard calcareous shells, forelimbs modified into wings, jaws without teeth, and a breastbone enlarged by a ventral keel for the attachment of the pectoral muscles that control the action of the wings. Common birds that live in or migrate through swamps include the common loon, white pelican, brown pelican, anhinga, great blue heron, great egret, cattle egret, marsh bittern, green heron, snowy egret, little blue heron, tricoloured heron, night heron, white ibis, glossy ibis, wood stork, snow goose, whistling swan, wood duck, mallard duck, mottled duck, turkey vulture, osprey, swallow-tailed kite, bald eagle, harrier, red-shouldered hawk, merlin, peregrine falcon, clamper rail, rail, sora, purple gallinule, moorhen, coot, plover, oystercatcher, stilt, avocet, spotted sandpiper, whimbrel, common snipe, woodcock, laughing gull, tern, mourning dove, black skimmer, screech owl, barred owl, belted kingfisher, ruby-throated hummingbird, redheaded woodpecker, yellow-bellied sapsucker, flycatcher, blue jay, crow, purple martin, tree swallow, marsh wren, mockingbird, warbler, water thrush, swamp sparrow, and red-winged blackbird.

Fish:

A fish is typified by an elongated, somewhat spindle-shaped body terminating in a broad caudal fin and limbs in the form of fins (when present at all). Fish have two-chambered hearts by which blood is sent through the thoracic gills to be oxygenated before passing to the organs and tissues of the body and returning in venous condition to the heart. Fish are usually oviparous, often producing great numbers of eggs which are fertilized in the water after they are laid. Common freshwater fish that live in swamps include the longnose gar, bowfin, common carp, golden shiner, fathead minnow, brown bullhead catfish, channel catfish, grass pickerel, chain pickerel, warmouth, bluegill, largemouth bass, black crappie, and yellow perch.

Frog:

A smooth-skinned, web-footed, tailless, agile, leaping amphibian that is largely aquatic, feeding chiefly on insect larvae, small fishes, and other water dwellers. Their eggs are laid in clusters, enclosed in a gelatinous matrix from which hatch tadpoles, the tailed, gilled larvae that later metamorphose into 4-limbed adults without tails or gills. Toads are frogs that live on land, although they are still amphibious.

Lizard:

A reptile closely related to snakes. Lizards are distinctive from snakes in that they have a fused and inseparable lower jaw, a single temporal opening, two pairs of well differentiated functional limbs, external ears, and eyes with moveable lids. All have scaly skin and replaceable teeth that lack true sockets, fused to the ridge or side of the jaw.

Mammal:

A mammal nourishes its young with milk, has skin covered mostly in hair, a mandible articulating directly with the squamosal, a chain of small ear bones, a brain with four

optic lobes, a muscular diaphragm separating the heart and lungs from the abdominal cavity, only a left aortic arch, and warm blood containing red cells without nuclei (except in the fetus). Common mammals that live in and around swamps include the opossum, yellow bat, brown bat, nine-banded armadillo, swamp rabbit, marsh rabbit, fox squirrel, flying squirrel, beaver, marsh rice rat, golden mouse, hispid cotton rat, woodrat, common muskrat, black bear, common raccoon, bobcat, wild boar, white-tailed deer, coyote and red fox.

Salamander:

A small amphibian that superficially resembles the lizard, but is scaleless and covered with a soft, moist skin. Salamanders are usually semiterrestrial as adults and live in dark, moist places. However, just like frogs they pass through a larval stage during which they breathe by gills. Salamanders feed on small animals, such as worms and insects.

Snake:

Any of the numerous scaly, limbless reptiles with a very elongated body. The mandibles are connected in front by an elastic ligament so that the mouth is very distensible, the eyes are permanently covered by a transparent membrane, and there is only one lung. Snakes are predaceous, in the habit of killing their prey by constriction or by injection of venom with hollow, grooved fangs, and then swallow the prey whole. Snakes lack the tympanum of the ear, but can hear (and smell animal breath) with its forked tongue. Nodules behind the ear allow detection of infrared light, sometimes called ‘snake vision’. Snakes lay eggs and give live birth, depending on the species. Common snakes that live in swamps include the ring-necked snake, corn snake, common kingsnake, rat snake, plain-bellied water snake, water snake, coachwhip snake, ribbon snake, garter snake, copperhead snake (poisonous), cottonmouth snake (poisonous), pygmy rattlesnake (poisonous) and timber rattlesnake (poisonous).

Turtle:

A catch-all name for any of the various carnivorous freshwater and herbivorous terrestrial reptiles that have a trunk mostly enclosed by a strong, thick, convex carapace of dermal plates firmly united with its vertebrae, ribs, sternum and toothless jaws. Common turtles that live in swamps include the mud turtle, snapping turtle, painted turtle, chicken turtle, red-eared slider turtle and box turtle.

4. Common Swamp Insects

Black Widow Spider:

This ¾-inch spider is known by the female’s red hourglass marking on its black abdomen, possessing a poisonous [equivalent to burnt othur fumes, DMG Poison], often fatal, bite.

Brown Brushfoot Butterfly:

This 1¾-inch butterfly is light brown and has prominent black, yellow and white ringed eyespots on its wings.

Bumble Bee:

These 1-inch overly bulbous bees gather nectar and pollen, nest underground and only sting if molested.

Bush Katydid:

This ½-inch long, bright green grasshopper feeds on bushes and the foliage of bushes and trees.

Chigger:

These tiny 1/16-inch red arachnids produce larva that bite, causing welts and intense itching.

Cockroach:

Often considered the scourge of civilization, these 2-inch long insects are at home in the swamp, eating offal, fungus and carrion.

Crane Fly:

These 2½-inch, delicate, nectar-sipping flies are harmless, often mistaken for huge mosquitoes as they enter homes.

Daddy-Long-Legs:

Although spider-like in appearance, this ½-inch arachnid is not a true spider, lacking a segmented body. Its eight, arching, wiry, long black legs spread out 2-3 inches in all directions. It feeds on spiders, insects and plant juices.

Dragonhunter:

Other dragonflies, as well as butterflies, are a primary food source for this striking yellow and black, 3¼-inch dragonfly.

Fire Ant:

A dull orange, [1-inch long insect that gives a painful bite.

Firefly:

Also known as a “Lightning Bug,” this bizarre ½-inch long beetle flashes light from its abdomen to attract a mate, each species with a unique flashing pattern.

Golden-Silk Spider:

This 1-inch orange and black spider builds large, 24 to 36-inch webs.

Horse Fly:

This 1-inch long, hairy black fly has red eyes and the females suck blood, a coagulant in her saliva causing bleeding wounds.

Hummingbird Moth:

This unusual, brown 1½-inch moth hovers on rapidly beating wings at flowers, often mistaken for hummingbirds.

Lady Beetle:

Also known as a “Ladybug,” this ¼-inch beetle has distinctive orange wings with 13 black dots, and feeds on aphids.

Love bug:

These delicate, ½-inch, black flies have an orange spot near their heads and are often seen attached, mating while flying.

Luna Moth:

This huge, 4-inch silkworm moth has green forewings with purple eyespots and very long, light-green hindwings, often feeding on hickory, walnut and sweet gum trees.

May Beetle:

Also called a “june bug” in some quarters, this brown beetle makes a slow, buzzing flight toward light.

Mosquito:

½-inch long, slender flies wherein the female sucks blood and male sucks plant juices.

Palamedes Swallowtail Butterfly:

This 4½-inch butterfly is blackish above, with yellow band and spots, feeds on red bay, sweet bay and sassafras leaves (caterpillars are green with orange and black eyespots).

Paper Wasp:

1-inch long brown and yellow wasps that sting, but are not aggressive, and build globular, hanging nests that have a consistency like paper.

Pondhawk:

Mosquitoes are a primary food source for this bright green, 1¾-inch dragonfly with dark markings on its abdomen.

Subterranean Termite:

½ -inch long insect that feeds on rotting, moist wood, and is often found living in dead trees.

Tent Moth:

This tan, 1½-inch moth transforms from a hairy, black and orange caterpillar that builds communal tents of silk.

Viceroy Butterfly:

A 2¾-inch butterfly with orange and black markings resembling the monarch, but feeds on willows.

Water Strider:

This ½ -inch insect feeds on mosquito larvae by skimming across the surface tension of still water using its long, slender legs.

Water Boatmen:

This strange swimming, ½-inch insect has a grey, oval body with scooped forelegs and paddle-shaped hind legs for rowing, and although they can usually be seen darting in circles in water, they can fly quite well.

Wood Tick:

This 1-inch oval arachnid buries head under skin to suck the blood of mammals, sometimes causing infections.

Wooly Bear:

This 1½-inch moth begins life as a distinctive caterpillar, extremely hairy and fluffy in appearance.

Yellow Jacket:

¾-inch yellow and black wasp that stings repeatedly if bothered.

Zabulon Skipper: 1¼-inch, orange moth with dark orange spots and big black eyes, feeds on grasses.

5. Common Swamp Plants

Alligator Weed:

A sprawling 3 ft. long plant with half-inch white flowers in rounded, crowded clusters.

Bald Cypress:

Up to 130 ft. tall tree with an enlarged, irregular trunk base, often with 1-2 ft. high conical “knees” projecting up from roots. Its light wood is resistant to both rotting and termite infestation.

Barnyard Grass:

A 3 ft. high tufted grass found in marshes.

Black Needlerush:

Grows in brackish marshes, with 4 ft. erect stems producing grey, sharp leaves that prick.

Black Willow:

Growing waterside, these 75 ft. tall trees produce 8-inch, narrow, hanging leaves.

Bog Hemp:

Green flowers produced in 4-inch spikes along the length of this 4 ft. tall plant.

Box Elder:

This maple tree extends upward to 65 ft. from a broad, irregular trunk with wide-spreading branches producing 5-inch pinnately compound leaves with 4-inch leaflets.

Broomsedge Bluestem:

A 4 ft. tall grass often located on bogs.

Bush Palmetto:

A 6 ft. clumping shrub that grows distinctive, 3 ft. wide, pointy, fan-shaped leaves.

Butterweed:

Bright yellow, densely clustered, 1-inch flowers form atop erect, 3 ft. tall stems.

Cardinal Flower:

Bright red, tubular flowers form along this 6 ft. tall plant that is a favourite of hummingbirds.

Climbing Hempweed:

Also known as “pipeweed” by the Bayou Halflings, who smoke it in their pipes.

Common Cattail:

Stiff stemmed plant in which females have brown cylinders beneath tan flowers.

Dodders:

A tiny scrambling and twining vine, parasitic on a variety of plants, producing small white flowers.

Duckweed:

Nearly a millimetre long, this extremely common, green, floating plant can choke stagnant waters in great numbers.

Elderberry:

A 13 ft. shrub to small tree, forming 10-inch leaves with 6-inch leaflets, and producing purple berry-like fruit in 16-inch clusters.

Elm:

A grey-barked tree with forked trunk and numerous upward-angled branches that droop at ends, reaching heights of 90 ft.

Giant Cane:

Bamboo-like stems reach 7 ft. tall, producing narrow leaves and flowers in clusters.

Giant Cutgrass:

The largest grass in the region, this 8 ft. tall marsh plant produces 20-inch flower panicles.

Giant Plume Grass:

Grows in marshes in clumps, reaching 10 ft. tall and topped in dense foot long flower panicles.

Great Rhododendron:

This 15 ft., thicket-forming shrub grows narrow, 6-inch leaves and produces large clusters of 2-inch pink and white flowers.

Green Ash:

A 90 ft. tall tree with 8-inch leaves and narrow, 2-inch cream-colored fruit that hangs in dense clusters.

Highbush Blueberry:

A 10 ft. shrub with erect branches, 3-inch ovate leaves, and distinctive urn-shaped white flowers that hang down in short clusters.

Hooded Pitcher Plant:

A 2 ft. predatory plant that attracts insects, then traps and digests them with its secretions.

Horrible Thistle:

A purple flower with stems covered in prickly barbs.

Jack-In-The-Pulpit:

The red berries of this swamp plant cause mouth irritation, and unfortunately it draws attention to itself by producing flowers with a maroon-striped, hood-like 3-inch spathe curving over in fleshy green spadix.

Live Oak:

A sprawling tree extending up to 55 ft. high with stout branches, buttressed trunk and large acorns. It produces elliptical, wavy-edged leaves.

Lizard's Tail:

3 ft. tall plant forming in extensive colonies, producing tiny, bottlebrush-like flowers with drooping tips.

Marsh Bulrush:

An erect, 5 ft. tall sedge atop which is a flower spikelet of open, rounded panicles.

Muscadine Grape:

A climbing woody vine that produces green fruit used for jam and wine.

Pepper Vine:

A climbing woody vine that produces purple berries, used by the Bayou Halflings as seasoning and for their deadeye spitshot weapon.

Pickerelweed:

A 3 ft. tall stalk with lavender flowers in 6-inch spikes.

Plain Willow:

A short willow tree, only extending up to 40 ft., producing 8-inch, thin, hanging leaves that distinctively sway in the wind.

Poison Ivy:

A climbing vine that can cause severe inflammation with skin contact, and possesses poisonous white fruit.

Poison Sumac:

Appearing as a 20 ft. tree or 8 ft. shrub, this shunned plant produces sap that causes a severe rash and grows 12-inch compound leaves with 4-inch leaflets.

Pond Cypress:

Ranging from 25-50 ft. at maturity, this smaller cypress is found nearer the seacoast.

Red Chokeberry:

A 10 ft. shrub with wand-like stems, 4-inch elliptical leaves, and red berries.

Red Maple:

Reddish leaves grow from this 90 ft. tall tree, bearing leaves 3 to 5-lobed and toothed.

River Birch:

Growing to 70 ft. at maturity, these black trees grow brown bark in curly plates that hang down its trunk.

Saltmarsh Fleabane:

A swamp plant with tiny lavender flowers emitting a camphor scent that repels fleas.

Saltmarsh Cordgrass:

A 6 ft. tall grass with 6-inch flowered panicles, dominating tidal mudflats and brackish estuaries.

Saltmeadow Cordgrass:

A thin, tufted grass reaching up to 5 ft. high, found in mudflats, saltmarshes and moist meadows.

Sea Oats:

Grows on beaches with drifting sand, reaching up to 6 ft. tall 18-inch panicles of flowers.

Sea Purslane:

A sprawling, mat-forming 6-ft. long plant dominating salt flats.

Silver Maple:

This 90 ft. tall tree produces 6-inch leaves that are lobed and toothed, extending from grey-barked branches and trunk.

Smooth Alder:

25 ft. thicket-forming shrub with 3-inch elliptical leaves.

Snowbell:

A 12 ft. shrub or small arching tree, with 3-inch elliptical leaves and a distinctive white flower with strongly recurved petals and yellow anthers.

Southern Magnolia:

Often a cultivated plant due to its beautiful, white, 8-inch flowers. This shiny-leaved tree extends as high as 90 ft.

Spadderocks:

A very common, flat-floating water lily that produces 15-inch wide pads and 1-inch yellow flowers above a 4-inch stalk.

Spicebush:

A 9 ft. shrub that produces tiny yellow flowers and red berries.

Stinging Nettle:

A 5 ft. tall plant with green flowers in dangling clusters, the entirety of which is covered in stinging hairs that cause painful skin irritations.

Swamp Chestnut Oak:

Up to 100 ft. tall tree with light grey bark with 9-inch obovate leaves and acorns.

Swamp Cyrilla:

A 25 ft. tall, multi-stemmed shrub grows 4-inch leaves with narrow, long clusters of mini white flowers.

Swamp Lily:

A 3 ft. tall stem that produces an 8-inch spidery, white flower with six thin petals.

Swamp Rose:

A 3 ft., low, multi-branched, thicket-forming shrub with 4-inch compound leaves, producing a 5-petaled, 3-inch wide pink flower with a yellow centre.

Sweet Bay Magnolia:

Although reaching 80 ft., this magnolia produces only 3-inch flowers and dull, leathery, green leaves.

Sweetgum:

A 130 ft. tall tree with grey bark and 7-inch lobed leaves with points.

Sweet Pepperbush:

A 6 ft. tall, multi-branched, leafy shrub that produces tiny flowers with 10 long stamens.

Switch Grass:

A many-stemmed grass forming in 6 ft. tall, erect clumps within brackish marshes.

Sycamore:

A massive trunk grows up to 115 ft., distinctive because of its grey bark overlaid with peeling patches of tan, producing 10-inch leaves.

Tread Softly:

White trumpet-shaped flowers on a 3 ft. tall stem, covered in stinging hairs that produce severe reactions.

Yellow-Eyed Grass:

This strange-looking plant has yellow, 3-petaled flowers borne atop pine-cone-like structures.

Yellow-Iris:

Produces large, yellow flowers in marshes.

Yellow Lotus:

A 3 ft. estuary plant producing a 10-inch wide yellow flower.

Watershield:

Produces 4-inch elliptical pads that float above a short stalk.

Water Smartweed:

These rose-pink cluster flowers form atop a tall stalk aside floating, oblong pads.

Water Hemlock:

A deadly poisonous cluster of tiny white flowers.

Water Hickory:

A tall 115 ft. walnut tree, creating narrow, upright branches with 12-inch compound leaves with 4-inch leaflets.

Water Oak:

Rising up to 80 ft., this black to grey tree has obovate 4-inch leaves with 3 or 5 lobes and acorns.

Water Tupelo:

A buttressed trunk extends up to 80 ft. high, with dark brown bark, oblong, leathery leaves, and dark berries.

White Ash:

Up to 90 ft. tall, producing large 12-inch leaves that extend from stout, brown branches.

White Swamp Azalea:

A 12-inch, stiff-branched shrub with ovate, 3-inch leaves, producing 2-inch white, trumpet-shaped flowers that hang in clusters.

Wild Olive:

This 50 ft. tall tree has a short trunk, slender branches, and produces tiny white flowers that form in bell-shaped clusters.

Winterberry:

A 20 ft. rounded, deciduous shrub of the holly family, producing tiny, red berries.

Fungi:

These plants lack true chlorophyll and have a body made up of single cells or specialized hyphae. They are often saprophytic or parasitic plants, including molds, mildews, rusts, smuts, mushrooms, toadstools, puffballs, and some yeasts, bacteria and slime molds. Common fungi that live in or around swamps are artist's fungus, chicken mushroom, destroying angel, meadow mushroom, oyster mushroom, pigskin puffball, ravenel's stinkhorn, shaggy mane, and witch's butter.

Lichens:

These complex plants are thallophytic, made up a fungus growing in symbiotic association with either of algae or bacteria. They form on solid surfaces, breaking down rocks and trees. Some lichens are sources of food and dyes. There are hundreds of types of lichens in swamps alone.

6. Swamp Races

These races includes all species which (for the most part) dwell within the various types of swamps.

- 01-10 Fomorian
- 11-20 Grenouille
- 21-30 Grippli
- 31-40 Lizardman
- 41-50 Mangal
- 51-60 Myconid
- 61-70 Quetzal
- 71-80 Sobek
- 81-90 Vermin
- 91-00 Yuan-Ti



Fomorian

Species Name: Fomorian, Fomoire, Fomoiri, Fomors, Fomori, Fomóraig

In Irish mythology, the Fomoire (or Fomorians) are a semi-divine race said to have inhabited Ireland in ancient times. They may have once been believed to be the beings who preceded the gods, similar to the Greek Titans. They are sometimes said to have had the body of a man and the head of a goat, according to an 11th-century text in Lebor na hUidre (the Book of the Dun Cow), or to have had one eye, one arm and one leg.

First Appeared: 1200 BC

Type: Humanoid Reptilian, Reptilius Erectus

Physical Traits: Fomorians have one eye, barbed tails, beak-like snouts, with skins that varied from a dark green to a muddy brown colour.

Height: 5 - 7 feet

Weight: 150-250lbs

Abilities: They can hold their breath underwater for 6 turns and are able to dive down to a maximum depth of 5 metres per CON. Nightvision equal to normal vision.

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg

INT: 3D6, **WIS:** 3D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** 3D6, **MR:** 3D6, **HPs:** CON +D10, **AC:** 8

Feeding Habits: Omnivore

Lifespan: 40 years

Technology: 2

Culture: Malevolent. Truly malicious race with no redeeming qualities at all. Fomorian are amphibious and inhabit wetlands, bogs, fens and desolate moorlands typically within crudely constructed fortifications resembling nothing more than a pile of rocks. From these locations, they raid the homes of humans, taking captives for daemonic sacrifices. They loathe sunlight.

Society is divided into a caste system, consisting of Witches, the Shaman, the Warriors, and the slaves. The Witches are the leaders of Fomorian colonies, as well as the only females. Shamans described as daemon-friends are a caste of wizards specialising in the worshipping of Daemons. The Warrior caste take the brunt of raiding and fighting. The slaves of a settlement exist only to work and die. The ruling Witches hold the clans together. However they are sterile and therefore unable to breed. So as to replenish their numbers Fomorians kidnap young fertile human women to use as breeding stock.

Their strongholds take the form of forbidding, craggy piles of rock, crudely build in the semblance of the castles of more civilised races. Such dwellings are seldom seen by outsiders for they are wreathed in thick mist, a miasma which is magically generated to shield their Fortresses from prying eyes, and themselves from the harsh glare of the sun. Because of their lack of engineering and building skills they often prefer to occupy Human strongholds rather than build their own.

Government: Tribal Leaders

Population: 55,550 on Earth

Creating a Fomorian character

Step 1: Attributes

Roll attributes as normal but AC is 8. Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner according to the character's class.

Step 3: Abilities

All Fomorians gain all the following free;

Night Vision - The character can see in absolute darkness at a distance equal to their normal sight.

Additionally Fomorians start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Enhanced Taste	5	Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.
Fortitude	5	+1 vs poisons, toxins and diseases. This then increases by +1 every second level.
Immune	5	Fomorians are immune to charm and hold magic.
Increased Thac0	10	+1 Thac0 with hand to hand weapons at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.
Natural Chameleon	5	Using this ability the Fomorian can blend into and render himself nearly invisible in swamp areas, rainy forests, or marshes. When hiding he can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled area and secretly observe passersby, or conceal himself near an enemy campsite waiting for an opportune moment to steal their supplies.
Natural Mana	10	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Nature Survival	5	Due to a Fomorian's extensive experience and training in swamps and marshes they gain +1 to any physical, combat and survival rolls made while within that environment.
Sense Hidden	10	The Fomorian gains +1 per 5 INT to detect a hidden object, door, person, etc.
Telescopic	10	Normal sight range is doubled.
Witch Sight	10	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 4: Classes

Any.



Grenouille

Species Name: Grenouille, Frog Man

A race of bipedal large humanoid frogs which inhabit wet places - rainy forests, marshes, damp caves or virtually any other place which is shady or dark and has water nearby.

First Appeared: 12,100 BC

Type: Humanoid Frog, Anoures Erectus

Physical Traits: Grenouille are covered with smooth, mottled olive green hide that is reasonably tough. Their faces resemble those of enormous frogs, with wide mouths and large, bulbous eyes; their feet and hands are webbed. Though they wear no clothing, all use weapons, armour, and shields if they are available.

Height: 5-7' feet

Weight: 60-250lbs

Abilities: Grenouille are rapid swimmers, and have an attack routine that combines a hopping charge with an impaling weapon to deal extra damage to opponents. They can hold their breath underwater for 7 turns and are able to dive down to a maximum depth of 5 metres per CON. They also have the chameleon-like power to alter their skin-colouration to different shades of grey, green, and brown, so that they can hide and attack from surprise.

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg.

INT: 2D6, **WIS:** 2D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** 3D6, **MR:** 2D6/hop
3D6, **HPs:** CON +D8, **AC:** 6

Feeding Habits: Omnivore. They live primarily on fish and any other game, preferring a diet of meat.

Lifespan: 20 years

Technology: 2

Culture: Malevolent. Truly malicious race with no redeeming qualities at all. Grenouille form organised bands led by at least one large individual, and sometimes a tribal shaman or great chief. They readily serve chaotic evil masters of other races. Some are more intelligent than others, and that these groups use armour, shields, and weapons, and tend to dwell in caves or deserted human habitations; the less advanced hate these groups and make war on them. Sahuagin hold Grenouille in disdain, and may raid a lair for sport of out of sheer malice, eating captives alive.

They live in somewhat-organized socially fascist groups, cooperating for the purpose of hunting and survival .. adept hunters and fishermen, and skilled in the use and construction of snares and nets, and that in their savage society Males are the dominant sex, and females exist only to lay eggs. Though females and young make up about one-half of any tribe, they count for little in the social order. They do not deal with incursions into their loose territorial boundaries very efficiently, but do kill and eat interlopers. Members of the same group hardly ever fight each other, except when determining a new tribal leader.

It is often females who take up the life of an adventurer, due to their extremely limited opportunities in Grenouille society. Also, most other humanoid races fear and detest them, making adventuring life dangerous.

Grenouille always attack in groups, trying to use their numbers to surround their enemies. Whenever they can, they attack with their hop, which can be up to 30 feet forward and 15 feet upward. When attacking with a hop, add a +1 bonus to their attack (not damage) rolls, and double the damage if using an impaling weapon. This skill, combined with their outstanding camouflage abilities, frequently puts them in an ideal position for an ambush (+2 bonus to initiative checks).

Grenouille tend to disrupt ecosystems, rather than fill a niche in them. They do not have the intelligence to harvest their food supplies sensibly and will fish and hunt in an area until its natural resources are depleted, and then move on to a new territory. They hate

men, and will attack them on sight, but fortunately prefer to dwell in isolated regions far from human beings.

Government: Tribal

Population: 40,000

Creating a Grenouille character

Step 1: Attributes

Roll attributes as normal including INT and WIS as a character will be more intelligent than the average Grenouille. Mana = INT + WIS x2. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner according to the character's class.

Step 3: Abilities

Grenouille gain all the following free;

Hop - All Grenouille can attack with their hop, which can be up to 3 metres per STR forward and 1 metre per STR upward. When attacking with a hop, add a +1 bonus to their Thac0, and double the damage if using an impaling weapon.

Toxins - +1 vs poisons, toxins and diseases.

Additionally Grenouille start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Animal Empathy	5	Grenouille can establish telepathic communication with any normal swamp animal within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. It will answer any of his questions.
Enhanced Taste	5	Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.
Fortitude	5	+1 vs poisons, toxins and diseases. This then increases by +1 every second level.
Increased AC	5	+1 AC
Increased Thac0	10	+1 Thac0 with melee weapons at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.

Ability	Cost	Notes
Natural Chameleon	5	Using this ability the Granouille can blend into and render himself nearly invisible in swamp areas, rainy forests, or marshes. When hiding he can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled area and secretly observe passersby, or conceal himself near an enemy campsite waiting for an opportune moment to steal their supplies.
Natural Mana	10	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Nature Survival	5	Due to a Granouille's extensive experience and training in swamps and marshes they gain +1 to any physical, combat and survival rolls made while within that environment.
Smell	5	Smell increases to x1 normal range per 3 WIS with an additional x1 per level. It can only be used for smelling poison or impurities in food and beverage.
True Sight	10	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 4: Classes

Any but Shaman is the favoured mage class.



Grippli

Species Name: Grippli, Frog Man, Tree Hunter

Grippli resemble small, intelligent, humanoid tree frogs. They have a primitive culture and are nonaggressive.

First Appeared: 12,100 BC

Type: Humanoid Frog, Anoures Erectus

Physical Traits: Their bodies are shaped like those of frogs, except for the human-like hands and hand-like feet. Their eyes are yellow with vertical slit pupils. Their skin is grey-green with camouflage stripes and swirling patterns. Although their skin looks wet and shiny, it is actually dry to the touch. Grippli smell of old, wet vegetation.

Height: 2-3 feet

Weight: 10-30lbs

Abilities: A Grippli can climb trees or non-sheer rock at its normal movement rate, thanks to its unusual hands and feet. When keeping still among vegetation, a grippli's natural camouflage causes a -3 penalty to its opponents' surprise rolls. They have infravision good up to 10 metres, which means they can operate at night almost as well as during the day.

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg

INT: 3D6 +2, **WIS:** 3D6 +2, **STR:** 2D6, **DEX:** 3D6 +1, **CON:** 3D6, **CHA:** 3D6, **MR:** 4D6 hopping, **HPs:** CON +D4, **AC:** 5

Feeding Habits: Grippli eat fruit and insects. They trap small insects in large quantities and hunt the giant varieties like humans hunt stags. They are in turn hunted by most large, ground- and tree-based predators. Giant snakes and spiders in particular are fond of Grippli as meals.

Lifespan: 20 years

Technology: 2

Culture: Xenophobic but passive. They love bright colours and eagerly acquire any such items. They wear clothing only for decoration or for a particular functional purpose, such as for pockets. A normal encounter with Grippli outside of the village finds them wearing only thin belts or loin cloths to hold weapons or acquired items. They speak a language of

croaks, groans, clicks, and squeaks. In a tribe there is usually at least one member that can speak either common, Elvish, or some other jungle humanoids' language.

Because of the gripli's colouring, opponents suffer a -3 penalty to their surprise rolls. Gripli defend themselves with snares, nets, poisoned darts, and the occasional sword or dagger. Any metal weapons must be manufactured elsewhere for the Gripli, so swords are rare. They can adapt to use any weapons, and they have been known to use spears and blowguns on rare occasions. They never wear armour. Generally speaking the Gripli prefer small weapons that don't get in the way of climbing.

They are very capable of formulating strategies and tactics to overcome a larger, more powerful force. Gripli prefer ambushes and traps to most other strategies. By trapping their opponents in snares and nets, they can hurl darts at them safely from high in the trees. If unprovoked, they attack only to steal various brightly coloured baubles.

A Gripli tribal village is made of small huts of wood and mud built on the ground, in the deep shadows of large trees. On rare occasions, a Gripli village is found in the strong limbs of the trees. Each village is led by a tribe mother. Once per day the tribe mother can emit a musk cloud, which is treated as a stinking cloud spell. She looks like any other Gripli, except for being almost four feet tall. She has D3 mates of larger than normal size, standing three to three-and-a-half feet tall. The tribe mother is supposed to have a touch of the blood of their god in her.

A typical village has 5D6 males capable of defending it. There are an equal number of non-combatant females and D6 offspring, also non-combatants. They have basic family units, just like humans, and each family has its own hut. The tribe mother's hut doubles as a temple to their small, frog-like deity. Other deities in the pantheon include evil snake gods and spider goddesses.

Their natural high intelligence enables them to learn new devices and weapons quickly and easily. As a race they have no desire to manufacture such items themselves. However, they will trade for them with other races. Trade items usually include rare fruits or other hard-to-get jungle specimens. They are extremely cautious and only develop trade relations with groups that they trust completely, such as good elves or the rare village of good humans in their area. Gripli are rare in the world, mostly because of their low birth-rate. They live to be 700 years old, but give birth to only six or so young in that time. Because of this, the Gripli defend their young ferociously.

Government: Tribal

Population: 32,000

Creating a Gripli character

Step 1: Attributes

Roll attributes as normal including INT and WIS +2, DEX +1, and MR +D6. AC 5 due to their small size and agility. Mana = INT + WIS x3. Mana is recovered at a rate of 10 per

hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner according to the character's class.

Step 3: Abilities

Grippli gain all the following free;

Climb - All Grippli can climb and move along any surface at their normal running MR.

This doesn't include loose rocks, ice or any other slippery surface, but does allow them to run upside down.

Infravision - equal to their normal sight.

Additionally Grippli start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ability	Cost	Notes
Enhanced Taste	5	Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.
Fortitude	5	+1 vs poisons, toxins and diseases. This then increases by +1 every second level.
Increased AC	5	+1 AC
Increased Thac0	10	+1 Thac0 with bow weapons at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.
Natural Chameleon	5	Using this ability the Grippli can blend into and render himself nearly invisible in swamp areas, rainy forests, or marshes. When hiding he can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled area and secretly observe passersby, or conceal himself near an enemy campsite waiting for an opportune moment to steal their supplies. Enemies are -3 to initiative or detect the Grippli.
Natural Mana	10	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Nature Heal	5	A Grippli may select the swamp as his specialty area for healing. Whenever in this terrain he can heal at phenomenal rates. He must concentrate for 1 minute uninterrupted to perform the following healing; restore 1 HP per INT, +1 per level per 10 minutes; reduce the damage and duration of drugs, toxins and poisons by 5% per INT, +1% per level and gives +1 to save per 4 INT; negate all pain for 1 minute per INT, +1 minute per level; or stabilize his condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.
Nature Survival	5	Due to a Grippli's extensive experience and training in swamps and marshes they gain +1 to any physical, combat and survival rolls made while within that environment.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Plant Empathy	5	Grippilis can establish telepathic communication with any plant or tree within line of sight if he does nothing else in the round. The plant will answer any of his questions.
True Sight	10	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 4: Classes

Any but Shaman is the favoured mage class.



Lizardman

Species Name: Lizardman, Reptilian

The history of the Lizardmen begins with the arrival of the Demons on Earth. They experimented on various reptile species creating different humanoid races to combat the Elves, Dwarfs, and Men.

The race of Lizardmen further sold itself out to demonic entities in exchange for occult powers and dominion over the human race. In 79,980 BC they began their war on man however they were opposed at every turn by the Battle Mage and Champion of Order known as Aeolus. By 79,950 BC Aeolus had exterminated most of the Cult of Kali. The Lizard man king Y'smallar fled to Eurasia with the Necronomicon. The remainder of the Lizard man race died during the final invasion of Atlantis which also saw the destruction of that city. Y'smallar was kept alive by the infernal magic of the Necronomicon and in

6200 BC he resurfaced in Elam (a region just east of Ancient Sumeria) to establish the Sons of Anubis. Why he abandoned Kali for Anubis remains a mystery.

Perhaps he felt betrayed by her allowing his race to die. However this time the Pharaoh and his mystic were quick to react to this cult and had them ruthlessly hunted down and exterminated. Y'smallar again escaped.

This time Y'smallar was forced to go underground and make his abode in the subterranean networks which honeycomb the sub-crust of the earth. From these nether regions he began conducting experiments on his human and demonic followers leading to the creation of the various Subterranean races. Without the Necronomicon to sustain him Y'smallar finally died in 6100 BC. It was left to his protégés to continue his work. For thousands of years the Sons of Anubis have been carrying out their ancient and secret warfare against humanity whom they hate intensely for displacing them as the rulers of the earth.

In 1562 AD Cain the last Inquisitor (also known as the Damascus man) learned that a subterranean hybrid race of reptilian-like humanoids were causing a great deal of harm in America through their attempts to manipulate the minds of those on the surface through "witchcraft" and "sorcery". Cain eventually led an army of followers into the tunnels and caverns below and after a considerable conflict the reptilians were driven out. The other Subterranean races then moved into the abandoned underground cities earning the enmity of the Sons of Anubis. Ever since that time the reptilians have been plotting a retakeover of these caverns and have been using occult means to prepare.

First Appeared: 90,000 BC

Type: Humanoid Reptile, Agamidae Erectus

Physical Traits: Standing taller than any man, Lizardmen are exceptionally strong, and covered in thick, scales. They are brutal and savage foot-soldiers, with a formidable ability to both take and deal damage.

Height: 6' - 7' feet

Weight: 200-250lbs

Abilities: Can spray a burning, corrosive acid onto prey and predators.

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg.

INT: 3D6, **WIS:** 3D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** 3D6, **MR:** 3D6, **HPs:** CON +D12

Feeding Habits: Lizardmen are omnivorous, but are likely to prefer human flesh to other foods. In this regard they have been known to ambush humans, gather up the corpses and capture the survivors, and take the lot back to their lair for a rude and horrid feast.

Lifespan: 70 years

Technology: 2

Culture: Hostile, intolerant and aggressive, held in check by strong social customs. The Reptilian's sole purpose is their eventual domination of the world and extermination of mankind. They truly believe with all their heart and soul that they are the true children of Anubis, touched by His finger and given powers as evidence of their favour in His eyes. And it followed logically that the world was rightfully theirs to rule, to build the Kingdom of Anubis on Earth. Humans being untouched by the Almighty are to be exterminated like the vermin that they are.

Besides expanding their secret underground lairs, the Reptilians have taken steps to assure that their plans will unfold with minimal interference. Puppet groups with extremist views are used to discredit or dispose of potential foes and troubles. Corporate or governmental plans which conflict with their long term goals are undercut through the action of moles or influenced officials. Physical installations are located as far apart as is practical, to protect the rest should one fall to any threat.

They also fund a number of fanatical extremist groups, who for the most part are perceived as eccentrics or lunatic fringe cults. An example includes PETA. These groups will often be sent on missions based on a false pretence, but secretly have disguised Reptilians with them who perform the true mission while the others are distracted. On a more extreme end they also organize and finance coups and coup attempts among various third world countries. The Reptilians have control either psionically, emotionally, or economically over a number of influential individuals in every country. Currently these contacts are used to facilitate the Reptilian's agenda and to screen them from scrutiny.

In the fantasy era Lizard men are typically found in swamps, marshes, and similar places, often dwelling totally underwater in air-filled caves. A tribe rarely numbers more than 150 individuals, including females and hatchlings.

Government: Tribal Council

Population: 55,350

Creating a Lizard Man character

Step 1: Attributes

Roll attributes as normal. Mana = INT + WIS x2. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner according to the character's class.

Step 3: Abilities

Lizardmen gain all the following free;

Acid Spray - Lizardmen can spray acid from their mouths doing D6 per 5 WIS (+D6 per level over 1 metre per 2 WIS, +1 per level).

Aquatic - Lizardmen can swim underwater for brief periods of up to 1 minute per CON. They are able to dive down to a maximum depth of 5 metres per CON.

Additionally Lizardmen start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Animal Empathy	5	Lizardmen can establish telepathic communication with any normal swamp animal within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. It will answer any of his questions.
Enhanced Taste	5	Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.
Fortitude	5	+1 vs poisons, toxins and diseases. +1 every second level.
Increased AC	10	+1 AC to their skin.
Increased Thac0	10	+1 Thac0 with melee weapons at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.
Natural Chameleon	5	Using this ability the Lizardman can blend into and render himself nearly invisible in swamp areas, rainy forests, or marshes. When hiding he can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled area and secretly observe passersby, or conceal himself near an enemy campsite waiting for an opportune moment to steal their supplies.
Nature Survival	5	Due to a Lizardman's extensive experience and training in swamps and marshes they gain +1 to any physical, combat and survival rolls made while within that environment.
Natural Mana	10	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Ability	Cost	Notes
Smell	5	Smell increases to x1 normal range per 3 WIS with an additional x1 per level. It can only be used for smelling poison or impurities in food and beverage.
True Sight	10	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 4: Classes

Any but Shaman is the favoured mage class.



Quetzal

Species Name: Quetzal, Snake People

Quetzal are a race of exotic humanoids with serpentine characteristics.

First Appeared: 12,6000 BC

Type: Humanoid, Homo Sapien Serpentes

Physical Traits: Possessed of an alien beauty, these graceful humanoids see the world through serpentine eyes of burnished gold. A Quetzal's flesh is made up of fine scales that from a distance of even a few feet look just like particularly smooth skin. These scales are usually a single dark colour, although some of them have complex patterns like stripes or even spirals, often of a light green, which are sometimes arrayed in patterns not unlike those of a serpent. A Quetzal's tongue is forked like a serpent's tongue, and its eyes lack visible pupils.

Height: 5-6 ft

Weight: 100-250 lbs

Abilities: Quetzal have poisonous blood which can kill a human size lifeform in 30 minutes unless they save vs lethal poison in which case they only lose half their HPs. They also have naturally strong immune systems and are immune to all poisons and venoms. Quetzal can also spit a non lethal toxin which puts victims to sleep; initial effect staggering for D4 rounds; then unconsciousness for D6 minutes. Quetzals can see twice as far as humans in conditions of dim light.

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6 +1, **WIS:** 3D6 +1, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6 -2, **CHA:** 3D6 +2, **MR:** 3D6, **HPs:** CON +D10

Feeding Habits: Carnivore, feasting mainly on rats, worms, and other vermin.

Lifespan: 160 years

Technology: 2

Culture: Standard. Diversified mix of kind and evil people. Although legends abound that the merest touch from a Quetzal can slay a mortal humanoid, these tales are patently false. A Quetzal's skin is no more poisonous than that of any human, but it is true that their blood, spit, and other bodily fluids can be dangerous. Quetzals are skilled in using their own spittle or even their blood to envenom their weapons, and those who fight them should be wary of exposure to the Quetzal's poison.

Within their own culture, Quetzal keep to themselves; each lives alone rather than sharing a living space with others of its kind, seeking to amass as much knowledge and capability as possible in its lifetime. They avoid emotional attachments to other creatures, including their own offspring. Males and females pair only for the purpose of mating, and then separate to pursue individual interests.

Likewise, they form no bonds with the animals or slaves they keep, viewing such creatures as tools or commodities. Quetzal value sensual experiences and intellectual challenges. They delight in taking that which they desire, and often challenge one another to duels or gamble their prized slaves through deadly games as a form of entertainment.

Government: Monarchy

Population: 180,000

Creating a Quetzal character

Step 1: Attributes

Roll attributes as normal but WIS is +1, DEX and CHA is +2, and CON is -2. Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner according to the character's class.

Step 3: Abilities

Quetzal gain all the following free;

Low Light Vision - See in dim or star light as if it were normal light.

Poison Blood - The character's blood is a lethal poison which can kill a human size lifeform in 30 minutes unless save vs lethal poison in which case they only lose half their HPs. -1 minute per level. One minute is the minimum it can drop to. The poison can be coated onto weapons, lasting for 1 hour per CON. As a result he gains +2 to save vs all poisons and venoms.

Additionally Quetzal start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Enhanced Taste	5	Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.
Natural Chameleon	5	Using this ability the Quetzalcan blend into and render himself nearly invisible in swamp terrain. When hiding he can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled road and secretly observe passersby, or conceal himself near an enemy campsite waiting for an opportune moment to steal their supplies. He may also move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the stealth skill raising it to a supernatural level and preventing any non magical detection.
Natural Mana	10	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Nature Survival	5	Due to a Quetzal's extensive experience and training in swamps and marshes they gain +1 to any physical, combat and survival rolls made while within that environment.
Reduced Sleep	10	The character needs one hour less normal sleep per 5 CON.
Sleep Spit	5	Quetzal can spit a non lethal toxin which puts victims to sleep; initial effect staggering for D4 rounds; then unconsciousness for 1 minute per CON.
Smell	5	Smell increases to x1 normal range per 3 WIS with an additional x1 per level. It can only be used for smelling poison or impurities in food and beverage.
Snake Empathy	5	Quetzal can establish telepathic communication with any normal or giant snake within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. This has the following benefits: He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
True Sight	10	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.
Will	5	This ability gives the character +1 per 5 WIS to save vs any Possession, Mind Control, Paralysis, Sleep and Charm based attacks.

Step 4: Classes

Any but Shaman is the favoured mage class.



Sobek

Species Name: Sobek, Crocodile Man

Large and powerful, Sobeks are an impressive sight to behold. They tower over most enemies due to their massive size, and are quite intimidating. They are humanoid crocodiles that lurk in swamplands. They are large and fierce, if often dimwitted, fighters. They are often times mistaken as overly muscular lizardfolk with their thick tail and reptilian look. Nothing infuriates a Sobek more than to not be recognized as a Sobek.

First Appeared: 60,000 BC

Type: Humanoid Crocodile, Crocodylus Erectus

Physical Traits: Occur in natural colours like, greens, brown, and dark greys. Sobeks are adept swimmers and are almost impossible to see in the water. Long powerful arms are capable of holding prey underwater until they drown and a strong jaw can keep slippery prey from escaping. Sobeks have the most powerful bite in recorded history. If their bite hits it deals D10+STR Piercing damage and the target is grappled. The target has disadvantage to escape this grapple. If he succeeds in grappling, he can use his attack action next turn to rip his maw away. Doing this induces D12 slashing damage and ends the grapple. Their tail can also be used as a weapon and you are proficient with it. If you choose to do this it deals D6+STR bludgeoning damage.

Height: 7-8' feet

Weight: 800-1600lbs

Abilities: Sobeks can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

A Sobek typically begins a battle by charging at an opponent, slamming their spiked body into their target. In addition to the normal benefits and hazards of a charge, this allows the Sobek to make a single primary slam attack at full attack bonus that deals 3D6 points of piercing and bludgeoning damage.

Because of their powerful tails, Sobeks have a +4 racial bonus on Jump, Swim, and Balance checks. They also have a natural tail attack. They can also perform trip attempts with their tails, sweeping their powerful tail, striking low at the target's footing. Sobeks have thick hides with bony spikes covering them, proving them a AC 5 and allows them to deal automatic D8 piercing damage on a successful grapple attack.

Sobeks can communicate with any reptile beasts and gain a +1 bonus to attack rolls in water. They can remain underwater for 30 minutes without breathing, and gain a +5 to stealth while submerged.

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg

INT: 3D6 -2, **WIS:** 3D6 -2, **STR:** 3D6 +4, **DEX:** 3D6, **CON:** 3D6 +2, **CHA:** 3D6, **MR:** 3D6, **HPs:** CON +D20, **AC:** 5

Feeding Habits: Omnivore

Lifespan: 60 years

Technology: 2

Culture: Standard. Diversified mix of kind and evil people. Sobeks are strong and tough, but have slower minds and short tempers. They often are crude or even violent when they don't understand a new challenge. They are massive bi-pedal humanoids that come from the oasis and river parts of a desert. Sobeks live in small tribal villages almost indistinguishable from any other patch of swamp. Usually led by the biggest member of the tribe, male or female.

Government: Tribal

Population: 43,000

Creating a Sobek character

Step 1: Attributes

Roll attributes as normal but then minus 2 from INT and WIS, and add +4 to STR and +2 to CON. Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +20, +20 per level. AC 5.

Step 2: Skills

Choose skills in the normal manner according to the character's class.

Step 3: Abilities

Sobeks gain all the following free;

Sobek Body - Long powerful arms are capable of holding prey underwater until they drown and a strong jaw can keep slippery prey from escaping. Sobeks bite deals D10+STR Piercing damage and if he succeeds in grappling, he can use his attack action next turn to rip his maw away. Doing this induces D12 slashing damage and ends the grapple.

A Sobek's tail can also be used as a weapon, dealing D6+STR bludgeoning damage. They can remain underwater for 30 minutes without breathing, and gain a +5 to stealth while submerged.

Additionally Sobek start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Enhanced Smell	5	Can identify the odour of any nearby water up to 10 metres away per WIS, and track it back to its exact source.
Increased AC	5	+1 AC
Intimidating	10	This character has greater presence, +1 CHA
Low light vision	5	Sobeks can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.
Natural Chameleon	5	Using this ability the Sobek can blend into and render himself nearly invisible in swamp terrain. When hiding he can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled road and secretly observe passers-by, or conceal himself near an enemy campsite waiting for an opportune moment to steal their supplies. He may also move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the stealth skill raising it to a supernatural level and preventing any non magical detection.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Nature Survival	5	Due to a Sobek's extensive experience and training in swamps they gain +1 to any physical, combat and survival rolls made while within that environment. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought he may either take an additional +1 with their terrain OR choose a new terrain.
Reduced Sleep	10	The character needs one hour less normal sleep per 5 CON.
Reptile Empathy	5	Sobeks can establish telepathic communication with any normal or giant reptile animal within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. This has the following benefits: He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. It will answer any of his questions. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Willpower Bonus	10	+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Witch Sight	5	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

Step 4: Classes

Any but Shaman is the favoured mage class.



Yuan-Ti

Species Name: Yuan-Ti, Favoured, Chosen

Ages ago, a cult of Nagas worshiping Set received a “blessing” from their dark lord: their bodies were mutated to be permanently part humanoid and part snake. They were driven out by the Nagas but have since been plotting their revenge, on everyone.

First Appeared: 60,000 BC

Type: Humanoid Snake, Serpentes Erectus

Physical Traits: Yuan-Ti have snake type heads, humanoid arms and a snake body. A few also have humanoid legs. Yuan-ti give off a dry, musty smell. The snake scales of these foul creatures vary greatly from simple green and brown scales to wild patterns of stripes, diamonds, and whorls in reds and blues.

Height: 5.5-7.5 ft

Weight: 100-250 lbs

Abilities: Yuan-Ti have a poison bite which can inject a lethal poison which can kill a human size lifeform in 30 minutes unless save vs lethal poison in which case they only lose half their HPs. They also have naturally strong immune systems and are immune to all poisons and venoms.

Mobility: Legs or coils

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual. Female Yuan-Ti lay eggs in brood chambers, marking each clutch with its parentage, then abandoning them to the care of broodguards. Yuan-Ti hatchlings are hatched from these eggs, which are always curious and eager to explore, and will seek food immediately, even eating each other if sustenance is not at hand.

INT: 3D6, **WIS:** 3D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6 +2, **CHA:** 3D6, **MR:** 3D6, **HPs:** CON +D10

Feeding Habits: Carnivore, feasting mainly on rats, worms, and other vermin.

Lifespan: 90 years

Technology: 2

Culture: Malevolent. Truly malicious race with no redeeming qualities at all. The goal of the Yuan-ti, as dictated by their demonic god Set, is to bring about the ultimate destruction of the world. Yuan-ti in their prime will scheme, breed, and work on behalf of their tribes. Breeding is carefully controlled, seen as a holy act, in order to produce the "best" offspring. Prospective partners will coldly measure one another and if both agree that the match is promising, they usually mate, regardless of their personal affections towards each other. Often elder Yuan-Ti grow lazy when they reach great age, sleeping or lying in torpor for longer and longer periods - first for days, then weeks, then seasons at a time, and finally years upon years.

At last, they fail to wake at all. Yuan-Ti are geniuses, and fight as such. They plan elaborate traps and utilize their surroundings superbly in combat. They prefer ambushes to direct confrontation. In a mixed group, the least valuable and powerful attack the opponent first. This means that the purebloods go before the half-breeds, which go before the abominations. The group leader may order particular members forward before others if it provides for a better strategy. When encountered outside their temple area, only one to four of them are in a group. In the temple area they can be found in much larger groups.

Government: Tribal

Population: 180,000

Creating a Yuan-Ti character

Step 1: Attributes

Roll attributes as normal but CON is +2. Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner according to the character's class.

Step 3: Abilities

Yuan-Ti gain all the following free;

Immunity - to all poisons and venoms.

Poison Bite - The character's blood is a lethal poison which can kill a human size lifeform in 30 minutes unless save vs lethal poison in which case they only lose half their HPs. -1 minute per level. One minute is the minimum it can drop to. The poison can be administered into a victim via the character's fangs.

Additionally Yuan-Ti start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Enhanced Taste	5	Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.
Hypnotise	5	The character can hypnotise victims. He can implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) but only outside of combat. He can also block a specific memory in another for 1 week per WIS, can save at start and once per week. All powers require eye contact and speech.
Increased Thac0 1	10	+1 Thac0 with melee weapons at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.
Increased Thac0 2	10	+1 Thac0 with ranged weapons at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Natural Chameleon	5	Using this ability the Yuan-Ti can blend into and render himself nearly invisible in wooded areas, fields of tall grass, clumps of bushes, lake, marsh, mountainous or subterranean terrain. When hiding he can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled road and secretly observe passersby, or conceal himself near an enemy campsite waiting for an opportune moment to steal their supplies. He may also move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the stealth skill raising it to a supernatural level and preventing any non magical detection.
Natural Mana	10	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Nightvision	5	See in darkness up to 30 metres.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Snake Empathy	5	Yuan-Ti can establish telepathic communication with any normal or giant snake within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. This has the following benefits: He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
True Sight	10	The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.
Will	5	This ability gives the character +1 per 5 WIS to save vs any Possession, Mind Control, Paralysis, Sleep and Charm based attacks.

Step 4: Classes

Any but Shaman is the favoured mage class.

7. Swamp Bestiary

A guide to real and mythological animals which inhabit the swamps.

<u>Type (real)</u>	<u>Size (metres)</u>	<u>HPs</u>	<u>AC</u>	<u>Speed (MR)</u>
Ape	1.7	40	6	12
Baboon	.6	9	7	12
Beaver	.5	2	8	30
Bear	3.6	42	6	12
Lizard Monitor	3	25	5	15
Mole	.5	1	10	32
Rabbit	.5	1	6	43
Snake	1	17	6	6
<u>Type (fantasy)</u>	<u>Size (metres)</u>	<u>HPs</u>	<u>AC</u>	<u>Speed (MR)</u>
Alaghi	1.8	72	4	12
Ankheg	3	24	2	12
Aranea	2	136	7	3

Type (fantasy)	Size (metres)	HPs	AC	Speed (MR)
Basilisk	1	48	4	18
Bunyip	3	40	5	12
Catoblepas	2	48	7	24
Couatl	3.6	9	5	6/18
Dinosaur Allosaurus	12	120	5	15
Dinosaur Ankylosaurus	4.5	450	0	6
Dinosaur Aptosaur (Brontosaurus)	21	250	5	6
Dinosaur Brachiosaur	27	350	4	15
Dinosaur Ceratosaurus	5.1	64	5	15
Dinosaur Compsognathus	.6	10	9	30kph
Dinosaur Deinonychus	3.9	90	4	21
Dinosaur Dimetrodon	2.7	24	4	12
Dinosaur Diplodocus	24	192	6	6
Dinosaur Euparkeria	.9	9	5	15
Dinosaur Gallimimus	3.9	30	9	240kph
Dinosaur Gorgosaurus	9	104	5	15
Dinosaur Iguanodon	2.7	24	4	12
Dinosaur Lambeosaurus	6	96	6	12
Dinosaur Monoclonius	.9	9	5	15
Dinosaur Stegosaurus	10	200	0	6
Dinosaur Struthiomimus	4.8	51	6	18
Dinosaur Tanystropheus	9	54	5	6
Dinosaur Teratosaurus	6	60	40	18
Dinosaur Trachodon	9	96	5	12
Dinosaur Triceratops	11	120	2	9
Dinosaur Tyrannosaurus	15	150	5	15
Dinosaur Velociraptor	2.1	75	9	250kph
Dire Wolf	2.4	36	6	18
Giant Beetle	1.2	18	4	9
Giant Crocodile	9	56	4	6/12 swim
Giant Praying Mantis	1	16	5	15
Gibberling	1.2	8	10	9
Ophidian Snake	1.5	24	5	9
Owlbear	2.4	42	5	12
Will O'Wisp	.3	73	-8	18
Type (fantasy plants)	Size (metres)	HPs	AC	Speed (MR)
Fungus Ascomid	2	54	3	12
Fungus Phycomid	1	40	5	3
Fungus Shrieker and Fungus Violet	1	12	7	1
Plant Amber Lotus	1.8	4	9	0
Plant Archer Bush	.9	16	9	0
Plant Black Willow	2	86	2	.5
Plant Bloodthorn	3	80	4	.25
Plant Blossomkiller	14	72	9	0

Type (fantasy plants)	Size (metres)	HPs	AC	Speed (MR)
Plant Boring Grass	1.8	32	8	0
Plant Brambleweed	15	8 per 3 metres	8	1
Plant Chokecreeper	6	200	6	.5
Plant Clubthorn Tree	6	48	5	1
Plant Dark Tree	4	80	0	3
Plant Dew Frond	3	24	0	0
Plant Giant Sundew	1	64	7	1
Plant Grab Grass	.9	1 per metre	9	3
Plant Hangman Tree	6	48	3	0
Plant Kampfult	1	16	4	3
Plant Killer Spruce Tree	9	64	0	0
Plant Mantrap	6	32	6	0
Plant Poisonweed	.6	80	8	0
Plant Retch	6	40	8	0
Plant Shambling Mound	1.8	64	0	6
Plant Singing Tree	3	100	7	0
Plant Snappersaw	4.5	40	4	0
Plant Strangling Vine	8	16	5	0
Plant Thornslinger	1.2	32	8	0
Plant Tri-flower Frond	1.5	24	9	3
Plant Twilight Bloom	2.4	24	8	0
Plant Vampire Rose	.9	32	7	3
Plant Viper Vine	6	16	8	3
Plant Whip Weed	4.5	16	6	3
Plant Wither Weed	6	16	8	0
Plant Wood Woad	1.5	64	3	6



Alaghi

Alaghi are forest-dwelling humanoids distantly related to yeti. They are barrel-chested, with short, almost invisible necks, and wide, flat heads with sloping brows. Their shoulders are broad, and their arms are long and powerful. Their legs are short but thick, and their hands and feet are very large. An alaghi's entire body is covered with thick hair,

usually blond, reddish brown, or charcoal gray. Most blond individuals have green eyes and fur tinged with green highlights. Adult alaghi stand about six feet tall and weigh about 330 pounds. They usually live for 75-85 years.

First Appeared: 58,000 BC

Habitat: Swamp

Physical Traits: They are barrel-chested, with short, almost invisible necks, and wide, flat heads with sloping brows. Their shoulders are broad, and their arms are long and powerful. Their legs are short but thick, and their hands and feet are very large. An Alaghi's entire body is covered with thick hair, usually blond, reddish brown, or charcoal grey. Most blond individuals have green eyes and fur tinged with green highlights.

Height: 6 - 7ft

Weight: 310 - 340 lbs

Abilities: Alaghi can move silently 80% of the time and can hide in natural surroundings 75% of the time. An Alaghi's huge, muscular fists can inflict 2D6 points of damage in combat. A typical Alaghi hunter or warrior carries a stone knife or hand axe, and three or four wooden javelins that the creature can hurl with great force. An Alaghi can attack with a weapon in one hand and make a second attack with its empty fist. If forced into combat, a group of Alaghi scatters and hides. Thereafter, the individuals come out of hiding one at a time to hurl missiles or melee while their fellows circle to the rear, moving silently.

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, **WIS:** 3D6, **STR:** 4D6, **DEX:** 3D6, **CON:** 4D6, **CHA:** 2D6, **MR:** 3D6, **HPs:** CON +D20, **AC:** 4

Feeding Habits: Omnivore

Lifespan: 85 years

Technology: 2

Culture: Standard. Diversified mix of kind and evil people. Most Alaghi are semi-nomadic hunter-gatherers who travel as small families. They are usually encountered on

the move (80%), but when encountered in an encampment (19%), a group of Alaghi has D4-1 youngsters with the same chance to hide and move silently as the adults. Their combat ability, however, is limited to normal pummeling or wrestling attacks (D6/D6 points of damage).

Very rarely (15% of encamped groups), 15-20 Alaghi lay permanent claim to a particularly bountiful area and settle down to live in crude huts or large cave complexes. Such communities are always led by an elder more than 100 years old who has high Intelligence, and the ability to cast priest spells. These spells are five first-level, five second-level, and two third-level spells each day from the spheres of all, plant, animal, healing, charm, divination, and combat.

Such communities are generally feared and mistrusted, for the individuals in them begin to show traits common to their relatives, the Alaghi. Although willing to trade pelts, game, and ores for manufactured goods, sedentary Alaghi do not hesitate to slay and eat unwary traders or travellers in their midst.

Even more rare are the hermitic Alaghi (1%). These hermits are adults at least 50 years old, with exceptional Intelligence and neutral good alignment. They are solitary vegetarians and philosophers with all the powers of an 11th-level druid. Though shy, they are curious and helpful, and they love riddles and games of strategy, such as chess, which they play mentally. A human or demihuman who can beat an Alaghi hermit at chess is rare indeed.

All Alaghi speak their own language of hisses, hoots, and grunts. Sedentary Alaghi also speak Common and usually the language of any neutral or evil creatures living nearby. Alaghi hermits are loquacious if befriended and can speak with any woodland creature or animal and 2d4 other languages as well.

Nomadic Alaghi travel throughout most of the year, going wherever the game and wild plants provide the best living. In places where the winters are cold, these Alaghi winter in natural caves or protected valleys. Nomadic Alaghi do not necessarily live in harmony with nature, but they respect it and know how to use it without destroying it. Sedentary Alaghi live much like primitive humans, but they tend to be greedy and are quite capable of depleting the resources around them to the point which their communities must resort to raiding to survive. Hermitic Alaghi live in complete harmony with nature and are always on good terms with their woodland neighbours.

Government: Tribal

Population: 160,630



Basilisk

A Basilisk (from the Greek basileus, a king) is a mythical reptile, reputed to be king of serpents which has the power of causing death by look alone. It is called a king from having on its head a mitre-shaped crest. In the same blood line as the Cockatrice. The Basilisk is hatched by a serpent or reptile from a cock's egg.

First Appeared: 62,000 BC

Habitat: Swamp

Physical Traits: Scaly skin

Height: 1 metre

Weight: 280 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: D6, **WIS:** 2D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** D6, **MR:** 3D6, **HPs:** 6D8, **AC:** 4, **Thac0:** 15

Abilities:

Stone stare; While it has strong, toothy jaws, the Basilisk's major weapon is its stare by means of which it is able to turn to stone any fleshly creature which meets its glance. However if its gaze is reflected so that the Basilisk sees its own eyes it will itself be petrified but this requires light at least equal to bright torchlight and a good, smooth reflector. A victim must Save vs Spell each time his gaze meets the Basilisk's or be turned to stone.

Feeding Habits: Carnivore

Lifespan: 90 years



Bunyip

The bunyip is a large mythical creature from Australian Aboriginal mythology, said to lurk in swamps, billabongs, creeks, riverbeds, and waterholes.

Although the bunyip is not an inherently evil creature, it is very mischievous. Because of its great bulk and powerful jaws, a playful bunyip is quite likely to inflict serious injury on swimmers and can overturn small boats.

First Appeared: 62,000 BC

Habitat: Swamp, lakes

Physical Traits: The bunyip combines the physical characteristics of a seal and a shark. Unlike the former, however, the bunyip is utterly unable to venture onto land. Like a shark, the bunyip breathes by means of gills. Its body is covered with shaggy black hair and a long mane, which is almost always a dark gray or black in color.

Height: 3 metres

Weight: 280 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. Once each year, a bunyip seeks out a mate and the two travel to the sea. Once they reach salt water, the female undergoes slight physiological changes and the actual mating occurs. Three months later, she gives birth to a single pup that

remains with her for the first two years of its life. Shortly after the pup is born, the father leaves, returning to his former home to await the next mating season.

When the pup is old enough, the mother turns it out and, like the father, returns to her former home. At this point, the pup has only 3 Hit Dice and its bite causes only 1d4 points of damage. In all other ways, however, it is similar to its parents.

For the next three years, the pup will be too young to mate. With the coming of its sixth year, however, it will join the bunyip mating rituals.

INT: D6, **WIS:** 2D6, **STR:** 4D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** D6, **MR:** 3D6, **HPs:** 5D8, **AC:** 5, **Thac0:** 15

Abilities:

The bunyip is able to sense the approach of human beings or similar creatures through a latent sense of telepathy. When the bunyip notes the presence of such creatures, it may (50% chance) decide to confront them. To do so, it lifts its head from the water and unleashes a mighty roar which forces all characters to save vs Will to roll successful saving throws vs. wand with a -2 penalty or flee from the bunyip in panic for 2D4 rounds.

When the bunyip elects to engage in combat, it bites with its powerful jaws. Its sharp, shearing teeth inflict D6 points of damage, and may do more serious damage to a small creature.

A bunyip coming upon a small creature that is swimming or struggling in the water (a dwarf, gnome, or halfling for example) is 80% likely to attack the creature. The attack takes the form of a bite that may sever a limb from the victim. If the bunyip's attack roll is a natural 20, a limb has been removed and swallowed by the bunyip. The DM should determine which limb is lost according to the exact situation or in a random manner.

Although the bunyip does not normally attack creatures larger than a dwarf or halfling, there are exceptions. If the bunyip were attacked, for example, it would certainly defend itself if unable to flee, no matter how large the attacker.

Like a shark, a bunyip is excited by the smell and taste of blood. When a bunyip detects traces of blood in the water it may (50% chance) enter a feeding frenzy and begin attacking anything it comes across. In such cases, the bunyip receives a bonus of +2 to its attack rolls. However, because the bunyip is unable to properly defend itself while in a ifeeding frenzy, its enemies also receive a bonus of +2 on their attack rolls.

Feeding Habits: Carnivore. The diet of a bunyip is made up primarily of fish and other aquatic creatures. From time to time, they have been known to lunge at creatures on the edge of the water or at low-flying birds and such, but this is done only when the local food supply is low.

Lifespan: 490 years



Catoblepas

The Catoblepas (from the Greek *katablépō* "to look downwards") is a legendary creature from Ethiopia. It is said to have the body of a buffalo and the head of a wild boar. Its back has scales that protect the beast, and its head is always pointing downwards. Its breath could either turn people into stone, or kill them. The Catoblepas is often thought to be based on real-life encounters with wildebeest, such that some dictionaries say that the word is synonymous with "gnu."

First Appeared: 62,000 BC

Habitat: Swamps, lakes

Physical Traits: A Catoblepas has a large, bloated, bison's body with short, stumpy legs like those of a hippopotamus. At the front of its body is a shaggy mane of dark brown hair, from which sprouts a long, snake-like neck. The creature's head like that of a warthog with bloodshot eyes. The beast's coiling tail has a stony mass of stubby spikes at the end. The Catoblepas is orange-reddish-brown, and its hide is covered with warts, scabs, and bits of encrusted dung.

Height: 2 metres

Weight: 400 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: D6, **WIS:** D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** D6, **MR:** 4D6, **HPs:** 6D8, **AC:** 7, **Thac0:** 15

Abilities:

Stone breath; Its major weapon is its breath by means of which it is able to turn to stone any fleshly creature which inhales it. A victim must Save vs Spell each time he inhales its breath or be turned to stone. The range of its breath is 5 metres.

Feeding Habits: Omnivore

Lifespan: 70 years

**Giant Crocodile**

These creatures are far rarer than their smaller cousins. Giant crocodiles typically inhabit fresh water or prehistoric settings, where they have been known to prey upon sharks, small whales, and small seagoing crafts, such as fishing boats. When attacking a small boat, their favorite technique is to ram it, attempting to capsize and smash it open with their huge jaws. They have been known to gorge upon the catch within the fishing boats, and then to swim away, leaving the fishermen unharmed.

First Appeared: 69,000 BC

Habitat: Swamps, lakes

Physical Traits: A giant crocodile is one of the most feared and ugliest predators of the tropics. It has a long, squat body, and a long jaw filled with sharp, conical teeth. The powerful maw is superbly adapted for dragging prey beneath the water and dismembering it. Its four short legs are very powerful, and can propel the crocodile rapidly through the water and over the land. Its long tail is also very strong and is sometimes used on land to unbalance its foes.

The giant crocodile is covered with a tough horny hide, which blends in very well with the surrounding water. Its eyes and nose are placed so that when the crocodile floats, only they remain above water, enabling the beast to spot and ambush prey. The crocodile is adept at floating through the water and remaining quite still, presenting the illusion that it is nothing more than a floating log.

Height: 9 metres

Weight: 400 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. Crocodiles mate once a year, and the female lays a clutch of about 60 eggs, carefully burying them in the sand. Unlike many other reptiles, the female carefully guards her eggs, protecting them from other predators. When the time comes for the eggs to hatch, the mother assists by digging the eggs out of the sand. The newly hatched young are thrown entirely on their own resources to survive. Very few of the young survive to maturity.

INT: D6, **WIS:** D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** D6, **MR:** D6+1/4D6 swim, **HPs:** 6D8, **AC:** 7, **Thac0:** 15

Abilities:

Ever voracious, hungry giant crocodiles will attack anything that looks edible, including men. They prefer to lie in wait for their prey (-2 penalty to opponent's surprise roll), and are exceedingly sensitive to movements in the water. They have been known to swiftly and silently swim up to the shore and seize a man, dragging him below the surface of the water.

They prefer to attack with their powerful jaws, causing 2D4 points of damage, and lash with their tails for D12 points of damage. Crocodiles will fight among themselves for any prey they seize in their jaws, sometimes tearing their victim to pieces. The only thing that can slow a crocodile is cold. They become slow and sluggish (reduced to 50% of their normal movement) when the temperature falls below 4° C.

Feeding Habits: Omnivore. Their tastes are broad: fish, men, small mammals, aquatic birds, and even a careless lion has occasionally been known to fall into their grasp. Hungry crocodiles will sometimes upend boats to see what falls out.

Lifespan: 90 years



Gibberling

They come screaming, jabbering, and howling out of the night. Dozens, maybe hundreds, of hunchbacked, naked humanoids swarm unceasingly forward, brandishing short swords. They have no thought of safety, subtlety, or strategy, leaving others with no hope of stopping their mass assault. And then, having come and killed, the gibberlings move on randomly back into the night.

The first impression of gibberlings is of a writhing mass of fur and flesh in the distant moonlit darkness. The pandemonium is actually a mass of pale, hunchbacked humanoids, with pointed canine ears, black manes surrounding their hideous, grinning faces. Their eyes are black, and shine with a maniacal gleam. They carry short swords in their overly long arms as they lope ever faster forward.

First Appeared: 62,000 BC

Habitat:: Swamps, lakes

Physical Traits: A Catoblepas has a large, bloated, bison's body with short, stumpy legs like those of a hippopotamus. At the front of its body is a shaggy mane of dark brown hair, from which sprouts a long, snake-like neck. The creature's head like that of a warthog with bloodshot eyes. The beast's coiling tail has a stony mass of stubby spikes at the end. The Catoblepas is orange-reddish-brown, and its hide is covered with warts, scabs, and bits of encrusted dung.

Height: 2 metres

Weight: 400 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 2D6, **WIS:** D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** D6, **MR:** 3D6, **HPs:** D8, **AC:** 10, **Thac0:** 19

Abilities:

Gibberlings attack in great numbers, uttering ghastly howls, clicks, shrieks, and insane chattering noises which cause even the boldest hirelings to check morale each round. PCs need only make a morale check if it is appropriate to their character. The screaming mob is completely disorganized in form, and random in direction.

The gibberlings attack with common swords, but such is their skill and practice in using these weapons that they are +1 to hit. Their forward motion slows only long enough to kill anything moving, then continues forward, their bloodlust apparently unabated. They always fight to the death. All food in their path is devoured, including the fallen among their own number, and any unfortified building or objects are generally wrecked.

The only true hope of survival, should a herd of gibberlings be encountered, is to take strategic advantage of their fear and detestation of bright light. The gibberlings generally frequent only dense forests and subterranean passages, loathing bright light of all kinds, and are particularly afraid of fire. Although their mass attacks would quickly overwhelm someone wielding a torch, a bright bonfire or magical light of sufficient intensity will hold them at bay or deflect their path.

Gibberlings traveling above-ground invariably burrow into the ground to hide during the daytime, and it is at such time that they are most vulnerable. They can easily be tracked by the path of chaos and destruction they leave, and can be quickly dispatched while they lie dormant just beneath the surface of the ground. If uncovered, they awake, but generally cower in fear at the bright light surrounding them, and so are easy prey. Subterranean gibberlings may burrow into the ground, or may simply lie down in a curled, fetal posture at times of rest. They awake suddenly, as a group, and burst in unison out of the ground, howling and gibbering in a most frightful way.

Feeding Habits: Omnivore

Lifespan: 30 years



Will O'Wisp

A will-o'-the-wisp or ignis fatuus (Medieval Latin: "foolish fire") is a ghostly light seen by travellers at night, especially over bogs, swamps or marshes. It resembles a flickering lamp and is said to recede if approached, drawing travellers from the safe paths.

The Will-o'-wisp is a malevolent entity which makes its home in swamps and bogs. This aberration consists of a bizarre, spongy substance which hovers through telekinesis in the air, enveloped in a mysterious glow of yellow, white, green or blue. When encountered in its swampy homes, a Will-o'-wisp typically takes the form of a faintly glowing lantern hovering in the air. In order to sustain itself, it must feed off upon the electricity generated by the brains of people who realize they are about to die.

It lures those who wander into its midst by taking the form of a guiding light (the creatures can alter their forms, size and colour to a small extent), and then have them wander into deep pools where they get sucked down and drown. The wisp then feeds on the energy generated. If the creature cannot lure victims into a trap, it is also capable of generating electricity on its surface to act as a touch attack. If the creature does not wish to be seen, it is capable of extinguishing its glow.

First Appeared: 68,000 BC

Habitat: Any swamp land

Physical Traits: None

Height: 30 centimetres

Weight: Almost nil

Mobility: Mystical levitation and flight. Will o'wisps are very versatile flyers. They can hover in place without effort, often looking like lanterns or similar beacons to lure others toward them. When they decide to move, they can do so with rapid bursts of speed or slow drifting movements.

Sensory Organs: Visual

Communication: Vocal

Reproduction: Mystical

INT: 3D6, **WIS:** 3D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 2D6, **CHA:** 3D6, **MR:** 6D6 flight, **HPs:** 9D8, **AC:** -8, **Thac0:** 11

Abilities:

1) A Will o'wisp's main weapon in combat is its ability to manifest a powerful electric charge. In melee, it swoops at its foe and attempts to brush against the victim, discharging the stored energy. A successful strike by one of these creatures will cause 3D6 points of damage. Those attacking a Will o'wisp with any form of physical weapon are able to inflict damage normally.

2) Persons making use of magical attacks, however will find their powers almost ineffective against them. Wisps have a +7 save vs spells.

Feeding Habits: Photosynthetic

Lifespan: 400 years

8. Swamp Encounters (D100)

For highly unusual encounters in the swamp roll on this table;

1. Ruins covered in moss with door shaped like gigantic skull. Doorknob is in nose cavity. Eyes fire lasers.
2. Cannibalistic demon-worshipping frogmen looking for their next meal.
3. Troll wandering blindly in pain. Gut is being eaten by giant maggots and constantly regenerating.
4. Will-o-the-wisp will lead over highly dangerous ground to a forgotten dungeon entrance.
5. A swarm of fist-sized Albino spiders pouring over the ground looking for something succulent to enweb, paralyze and lay eggs inside.
6. An orange furred seven foot tall skunk ape who guards a wood and mud altar to an unknown alligator god.
7. Leech priest sacrificing young men, that are tied to an alter, to his dark bloodsucking god.
8. A hollow carapace, as high as a horse and studded with spikes and oddly shaped holes. Appears broken open from inside.
9. The current inhabitants of the hollow carapace, their reaction to the party depends on what the party does. Depending on the size and nature of the squatters the carapace is either a site of squalor, or an enchanted fairly land full of marvels and wonders. On rare

occasion tiny creatures with tiny bulldozers and tiny construction projects have been found.

10 Sinkhole, anyone close to the edge, DEX check, but maybe it goes to a parallel world

11. A stinking morass covered in boil like fungal growths. The 'pus' inside the fungus is a valuable healing salve, but the morass will suck down anyone heavier than a child.

12. A gloomy surveyor for a doomed road project. He had mapped a lot of the swamp and is hungry for news and liquor.

13. Werpigs, a wallow village of the filthy debauched creatures.

14. A human corpse in swamp rotted finery, its identity is impossible to determine without necromancy as swamp crabs have eaten the face, ears and palms.

15. A bayou Halfling selling boiled spicy swamp crabs, information, and perhaps poison, he seems in a hurry and keeps looking over his shoulder.

16. Lost troops, they don't realize it but they are cursed and have wandered the swamp for one hundred and thirty six years.

17. Gigantic mushrooms, as tall as 2 men. They whisper secrets and events of the characters past when they pass by. Eat one- Roll INT check. Roll under gain D4 INT. Roll over lose D6 INT. permanent.

18. A tree with thousands of copper and silver pieces nailed into it. Also maybe a curse.

19. Three ravens follow you for a day, cawing loudly, close inspection will show they have spider eyes. A horde of spider riding black cowled gnomes will arrive the next day demanding a sacrifice to gift for their mother deity.

20. A fence made of painted skulls. If crossed without nailing a coin to a certain tree it will curse the trespasser with transformation into a werpig.

21. A 1/2 rotted river boat (sidewheeler or pleasure barge), its port side sunk deep in a weedy mud bank.

22. A solid seeming island with a few abandoned lean too and many trees. It looks like a good place to camp but is infested by snakes, including the ethereal kind that poisons a man's dreams.

22. A shady bayou leading to a small, sunny pool among the hanging trees. The verdant quiet seems to be broken by the sound of something immense breathing...

24. An area of rich fishing holes also teeming with fat tasty frogs the size of dinner plates.

25. Industrious green furred giant swamp beavers.

26. A telepathic ant swarm that moves like a man, wants to discuss the finer points of horticulture.

27. A line hermit mud farmer. His hut is built at a bizarre angle. It is 10x bigger and luxurious on the inside.

28. A small cemetery. Several tombstones bear player's names.

29. Tiny pinkish-orange eggs in a large mound at the swamp's edge. Two demonic gators protect their young by lying in wait under the surface.

30. A small castle that has sunk into the swamp, clearly showing fire damage. Several of the upper chambers are above ground, the rest are beneath the mud but possibly accessible internally. A large constrictor has made its home here. (Optional – Beneath the castle is another castle)

31. Nyarlathotep.

32. A swarm of stirges bloated and high from feeding on the blood of a three-eyed albino crocodile. If you can nab one and squeeze out the half-digested blood it has interesting alchemical properties.
33. The spongy ground gives way to clear and extraordinarily cold ankle-deep water. The water is very clear and the ground beneath is smooth, bluish stone. Meticulous abstract patterns cover the stone. The patterns appear to slowly spiral and coil. Any PC examining the patterns closely is affected as by Charm Person except that s/he may be influenced by anyone as if they had cast the spell.
34. A long low wail can be heard, at first in the distance but suddenly much closer to the PCs. The wail turns into a frantic gurgling then abruptly stops and the PCs are assaulted by the thick stench of rotting flesh for 1d20 minutes.
35. The hindquarters of a black goat has been nailed through the ankles to a tree nearby. The slick viscera buzz with a shimmering blue cloud of flies. The buzzing conglomerates into a laconic voice that will converse with the PCs but steadfastly refuses to answer any questions, saying it has already done its part and wants them to leave it in peace to feed.
36. A human skull sitting atop a waist-high stump. The stump is decorated with hemp strands strung with finger bones and bird feathers. Jutting up out of the skull's jaws is an ornate hilt of snake-like mermaids twisting around one another. Dark laughter echoes through the canopy, frightening nearby birds, if the longish dagger is pulled from the stump.
37. A pile of 2D4+1 dirty green glass vials is half buried in a muddy creek bank. The vials are stoppered and filled with clear thin slime. Anyone consuming the contents will lose all body hair in 1d4 hours and then grow fine scales over the next D10 days. The growing scales are painful and itchy but drop off on the last day whereupon all body hair grows back gradually but is stark white.
38. Angry spirit of a wife who was stabbed, poisoned, hung, gutted, and drowned by her husband. She seeks vengeance, and will not harm any who agree to help her.
39. A four foot, pink salamander hauls its slimy girth from a stagnant mud hole and slowly opens its wide mouth. Like pearls in the flesh of an oyster, three snow white and saliva-glistening faces, nose-less and with black eyes but otherwise human-like, grow out of its vivid orange gums. The faces can speak but only incoherently (it knows the sound of language but not language). It will not attack but the faces can spit poisonous gobs.
40. Sentient necrotic cyst that is looking for a new host to live in. The person that agrees to become its host loses 1/2 Con, but is immune to all diseases and poisons.
41. Dead faces leer from beneath the water of the swamp. Anyone venturing too close or touching the water might be dragged down.
42. The PCs' gums and teeth suddenly feel grimy and dry. A thick mold has rapidly grown in their mouths and will continue growing until they rinse with a strong alcohol. The mold poses no danger unless they fall asleep for 4 hours or more, in which case the growth has a 1 in 10 chance of growing into the back of their throats and obstructing breathing. Additionally, moldy-mouthed PCs are not well-received in town.
43. A band of lepers wrapped in soiled, pinkish bandages caper as best as their fragile bodies allow while moaning praise to the God of Weeping Sores. They will try to pull the PCs into erotic embraces up to the point of the PCs resisting with potentially lethal violence — at which point the lepers flee, howling and cursing.

44. The gristmill. An old mill leans awkwardly, but continues to turn. A family of insane “Deliverance-ish” pixies make their home in the rafters. The grist mill is in perfect working order despite its appearance.
45. The horrible mechano-ooze, an escaped wizard’s project, wanders the swamp. It’s mechanical peg-leg thumping as it shuffles and undulates, looking in search of food.
46. A 100 foot length of only semi-rotted wooden walkway stretches to the north, about 5 feet off the ground. A young devil-swine boy sits fishing at the far end.
47. A stilt village of Halflings all armed with silver weapons (mostly sling bullets). A huge pig roasts in the centre of the village.
48. A cursed fishing village.
49. 3 Monks stand one-footed atop 35 foot high wooden pillars (of which there are 6). Deep in meditation above the watery marsh, which roils with giant bog-eels, they remain unmoving. Are they finding enlightenment? Or merely suicidal?
50. A hidden giant intelligent turtle provides a dry spot to camp, complete with a tree that provides cover from the light rain, and a previously used fire pit. In the middle of the night she will knock campers off her back and eat them.
51. A part-submerged stone dome is in fact the top part of the head of a titanic statue of a frog. A hidden entrance in one eye leads — via a One Page Dungeon of the GM’s choice — to the hollow interior that in turn leads to another dimension, the Hell of the Thousand Frogs.
52. Swamp Dog is lost and hungry. Feed Swamp Dog to gain a mangy but loyal friend.
53. A lizard man stylite shaman (as level 4 cleric) sets atop a ten foot wooden column. Will answer questions like a sage for appropriate donation or offering. He is however quite mute.
54. A wooden causeway crosses your path, a distance along it you can see what appears to be vagabonds being attacked by giant mosquitoes.
55. Two 25ft tall totem poles, which have been worn away over the years, stand guard over a mound that rises from the mire. If offerings are made on the mound, the spirit of Mad Tooth the Crocodon will come forth and grant boons accordingly.
56. A strange talking ranger will helpfully point out the most deadly and dangerous creatures in the swamp, and then poke them to show you.
57. A formation of otherwise harmless swamp gas; 40% chance of a will o wisp hiding amongst the vapours.
58. A sunken graveyard. Bog zombies rise up out of the muck. 1 in 6 chance they explode when hit.
59. Large sailing ship stuck in the mire. Hundreds of years old. Miles from open ocean.
60. A shanty inhabited by swamp ogres. They are relatively benign, but have very strong religious convictions and do not approve of profanity.
61. A group (1-6) of hillbilly hand fishing Halflings.
62. An old man in tattered robes sits on the moist ground. His head lolls and as he sways and claps in an arrhythmic pattern. He seems quite mad and responds to no inquiries. After three rounds, his summoning spell is complete.
63. A circle of dead Cypress trees. In the centre of them is a raised circular alter made from ornately carved alabaster and ivory bricks. At the top of this circular alter sits a petrified creature that resembles a horrible blending of a warthog, a squirrel, and a carp. The mouth is wide open. It also has an outstretched open hand. Anything placed in its

mouth will be teleported inside the person's stomach that made the offering. Anything placed in its hand will be teleported... somewhere else.

64. An old man is found impaled on the top of a pole-axe. His intestines have been removed from the horizontal slice across his abdomen and used to decorate nearby bushes. A family of vampiric birds have began to nest in his chest cavity. They tend to be very territorial.

65. A large mound surmounted by a set of totems. A submerged entrance leads into the mound, an ancient barrow a home of Sline the Hunger, an adult Black Dragon. He's bored, talkative and terribly evil.

66. An expanse of shallows covered in a lush field of pink and white lilies.

67. A shrill voice on the wind seems to come from everywhere and nowhere. It sinks into your bones. It moves through you and yet never leaves. The swamp water ripples with each syllable. Everyone hears something different. Some hear lost loved ones, while others hear the sing-song voice of screaming children.

68. A hot geyser erupts sporadically. Each time it does one of the following shoots out with it;

1. Gold (2D100 gold)
2. Body parts
3. Giant leeches
4. Noxious gas
5. Goblins that are treating it some wild ride.
6. Shoots out blood instead of water

69. The fresh corpse of a swamp coot floats faces down in the muck. If flipped over the PCs discover the body is covered in leeches.

70. Living spell: Cloudkill.

71. A hag, on some self important errand for her pet turtle Mikey. Hates elves of all species with a red hot passion.

72. Small waterhole consisting of alcohol. All nearby trees are sagging and drunk, sings songs at night.

73. A rocky outcropping rising from the muck. A small hut is built precariously from the side of the spire. It was once painted bright colours but now is flaking and covered in mosses. The hut has been abandoned for years, and its rotting supports will crumble if a person or persons weighing more than 200Lbs walks the hut's floors. Falling 20' to the swamp inside the hut will result in 2D6 damage and require a STR check to escape the wreckage without drowning. If the PC makes a Save vs. Paralysis they may leap clear into the filthy leech infested waters without harm.

74. Order of the Moist Monks. Each one lives on pirogues that carries a tiny wooden hut. Rumours have it there's a Mothership Pirogue, giving birth to these strange vessels.

75. A pack (D8) of Dire Nutria. These large swamp rats are herbivores but are quite territorial of their patch of the water. 10% chance they carry disease.

76. A pack of mutated feral dogs lives in this section of the swamp. They have webbed feet, long tongues, and a noxious breath that is said to make the faint of heart... faint.

77. A hermit that has had his tongue consumed by a crustacean-like parasite. The creature speaks in a high-pitched gravelly voice, has all the memories of all the people who's tongues it has consumed.

78. 10 +9D10 Piranhas in the water.

79. A small island echoes with the sounds of birds. It is covered in tiny ground nests each gruesomely decorated by their avian residents. The ocular bower bird has a nasty habit of collecting the eyeballs of other creatures and posting them outside their nest to attract a mate. Legend claims that these eyes make useful magical regents, it also claims that when in a mating frenzy the birds with attempt to pluck the eyes even from living creatures.
80. Soggy sunken graveyard, D4 shambling mounds.
81. Man-sized singing frog. Lazy eyes.
82. Sink holes leading to a small only slightly soggy cavern complex. Lots of snakes.
83. A floating moaning human skull wreathed in green flame. Can cast 3 randomly chosen spells of any kind a day. A large swamp diamond worth 666 gp is stuck in the skulls magnum foramen.
84. A small floating island hovering 30ft off of the ground. The rock is covered in thick vines and moss. A structure can be seen on time. It shines at night.
85. Shoulder high reeds as far as you can see. They are unpleasantly sharp, infested with midges and likely conceal predators.
86. A gigantic weeping willow. Believe to hold the lost treasure of the famous pirate Bloody Ben. A savage and ferocious swamp dryad protects the tree.
87. A horrible hang that has a gigantic twitching hump on her back. If ever exposed it is actually her conjoined twin. They are attempting a spell that will blot out the sun in the swamp for 2d10 years.
88. A giant catfish, which if subdued grants one wish.
89. Quicksand and an angry water elemental/water weird.
90. A dead-looking twisted and gnarled tree. Tendrils fall off the branches into the mouths of various humanoids. They hang a few feet off of the ground. Their flesh is gone and bodies look to be dehydrated.
91. A sextet of tiny malformed hominuli each riding a dragonfly mount. They will pledge allegiance to a reasonably powerful magic user in exchange for a steady supply of fresh fruit (although offers of tomatoes will be refused, as the hominuli do not know a tomato is a fruit).
92. Tar pits formed by the demonic melding of a fire and earth elemental.
93. A 150 foot tall, dinosaur like reptile that walks upon two legs slumbers deep under the mire. Is awakened upon the casting of magic spells equivalent to 4th level or higher.
94. A dirty glass jar bobs along in the swamp water. Inside is a tiny old man wearing naught but a filthy loincloth; if freed he will laugh, then dive into the water and disappear.
95. You come across the half digested corpse of an obese man that is mostly submerged in the water. Beneath the surface you can see the glint of something moving. If you investigate, a swarm of underwater silver swamp cockroaches try to devour you as well.
96. A great mound of peat, burning like an out of control tire fire. 50% chance the extreme heat of the fire attracts a salamander.
97. Tiny blue flowers. Fragrant, edible.
98. In a roughly 30 feet radius circle of the swamp a mysterious creature lies in wait inches beneath the swamp mud. The creature itself is only a few inches thick and its skin seems to have the same consistency as mud. It allows its prey to continue on after walking on it. The fragments of its skin however stuck to the bottom of their feet or boots slowly climbs the limbs and when it touches skin slowly melds with the host. The

creature will lose 1 point of Constitution every day, and if it dies from this, the corpse will excrete 1D10 of these creatures.

99. Tiny blue flowers. Fragrant, poisonous.

100. The lost spirits of restless adventurers haunt the watery byways of the swamp. A local legend says that if you see faces in the water to throw a gold coin at them. Otherwise they will attempt to possess you.

9. Swamp Locations on Earth

Some of the world's largest swamps are found along major rivers such as the Amazon, the Mississippi, and the Congo. Swamps can be found on all continents except Antarctica. The largest swamp in the world is the Amazon River floodplain, which is particularly significant for its large number of fish and tree species.

Africa

Bangweulu Swamps, Zambia
Okavango Swamp, Botswana
Sudd, Sudan
Niger Delta, Nigeria
Mare aux Songes, Mauritius

Asia

Vasyugan Swamp in western Siberia
Asmat Swamp, Indonesia
Candaba Swamp in Apalit and Candaba, Pampanga and Pulilan, Bulacan, Philippines
Mangrove Swamp in Karachi, Pakistan
Myristica Swamps in Western Ghats, India
Sundarbans in India and Bangladesh
Vasyugan Swamp, Russia

Europe

Pripyat Swamps, Belarus
Valmayor reservoir, Spain

North America

Atchafalaya National Wildlife Refuge, Louisiana, United States
Big Cypress National Preserve, Florida, United States
Barley Barber Swamp, Florida, United States
Everglades, Florida, United States
Great Black Swamp, Indiana/Ohio, United States
Great Cypress Swamp, Delaware and Maryland, United States, also known as Great Pocomoke Swamp
Great Dismal Swamp, North Carolina/Virginia, United States
Great Swamp National Wildlife Refuge, New Jersey, United States
Green Swamp, Florida, United States

Green Swamp, North Carolina, United States
Honey Island Swamp, Louisiana, United States
Hudson Bay Lowlands, Ontario, Canada
Limberlost, Indiana, United States
Louisiana swamplands, Louisiana, United States
Mingo National Wildlife Refuge, Puxico, Missouri, United States
Okefenokee Swamp, Georgia/Florida, United States
Point Lookout's Swamps
Reelfoot Lake, Tennessee/Kentucky, United States
Congaree Swamp, South Carolina, United States

South America

Lahuen Ñadi, Chile
Pantanal, Brazil
Paraná Delta, Argentina
Esteros del Iberá, Argentina