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WILDERNESS DRESSING: SWAMPS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Creighton Broadhurst

Tired of glossing over the details of your PCs' overland journey (except for the inevitable, violent random encounters)? Want to add in minor features of interest to their journeys? Want to make their journeys seem more "real"?

Then Wilderness Dressing is for you! Each instalment in the line focuses on a different type of wilderness and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of Wildernesses Dressing presents loads of great features to add to the swamps in your campaign. Designed to be used both during preparation or actual play, *Wilderness Dressing: Swamps* is an invaluable addition to any GM's armoury!



CREDITS

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Thank you for purchasing *Wilderness Dressing: Swamps*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Wilderness Dressing: Swamps* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

An Ennie Award winning designer (*Madness At Gardmore Abbey*) Creighton has worked with Expeditious Retreat Press, Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

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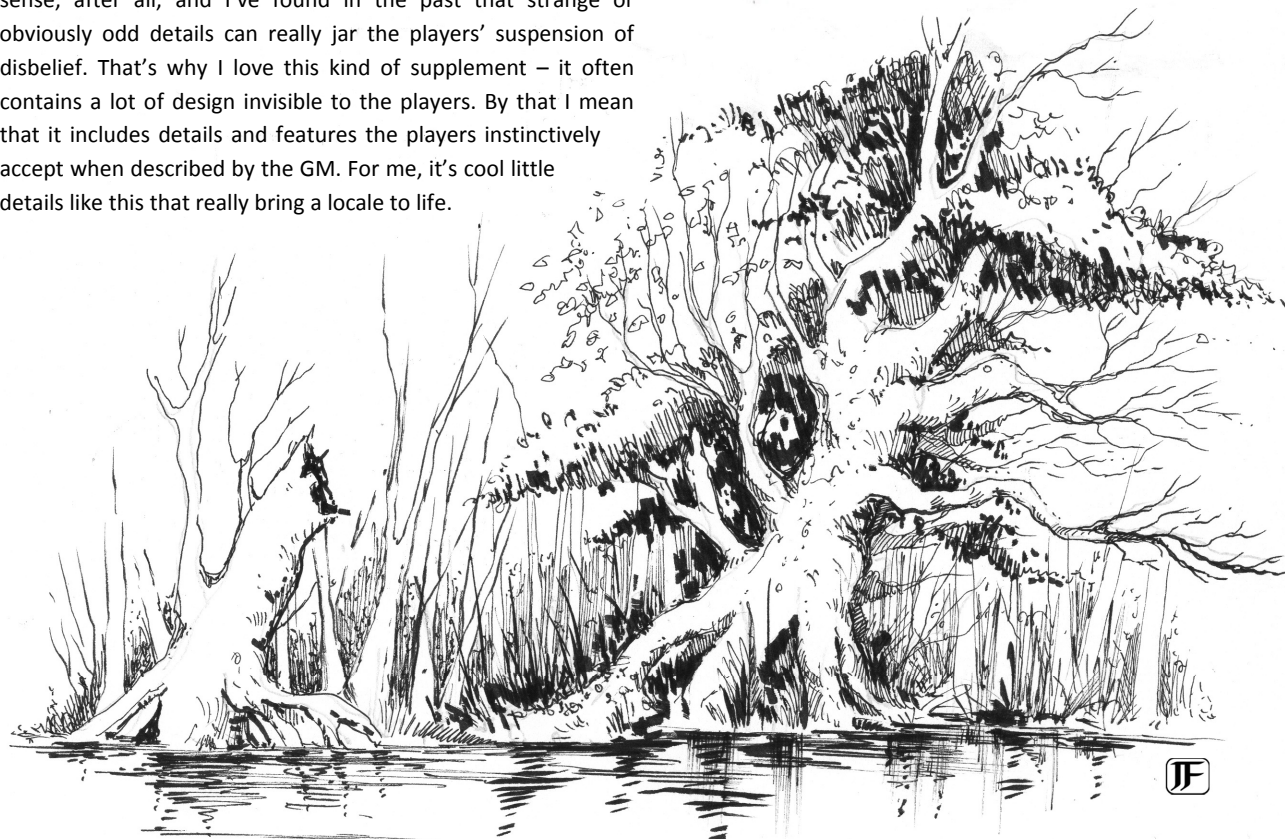
FOREWORD

I wasn't going to write this supplement, but a friend asked me to run an adventure at his convention and the adventure he wanted me to run was set in a marsh. This, to me, seemed like an excellent excuse to dust off my designer hat and get cracking! I knew surprisingly little about marshes and swamps before starting this project so I hit the internet – as I like to add realism into my supplements wherever I can – and you have the results in your hands (or on your computer screen).

I'm a big fan of realism in my fantasy gaming. I know that given the game I play features elves, orcs and dragons this is somewhat of an oxymoron, but I think that having a campaign built on a believable, realistic foundation is only strengthened by the inclusion of real world details. I like my campaign to make sense, after all, and I've found in the past that strange or obviously odd details can really jar the players' suspension of disbelief. That's why I love this kind of supplement – it often contains a lot of design invisible to the players. By that I mean that it includes details and features the players instinctively accept when described by the GM. For me, it's cool little details like this that really bring a locale to life.

This strategy, however, must be carefully followed – going too far into the world of realism can actually stymie game play as the GM spends too much time obsessing over small details that have no real relevance to the game at hand. I hope you agree that *Wilderness Dressing: Swamps* errs on the side of caution in this regard.

I hope you find this instalment of *Wilderness Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com.



MINOR EVENTS

The PCs' travels should not be boring affairs wherein either they encounter no one of note or end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration for (or possibly the prelude to) a larger encounter.

D%	
1	A single bird cries aloud as it flies overhead.
2	A faint, bobbing light begins to glow from deeper into the swamp.
3	Mosquitoes and other insects swarm about the party.
4	The buzzing of flies fills the air.
5	The party come across a wild pig stuck in a patch of quicksand. The pig is partially submerged and exhausted from its struggles.
6	A sudden wind sighs through the surrounding reeds and thick grasses.
7	A sparrowhawk flies overhead before diving into a nearby thicket. It emerges moments later clutching a mouse in its claws.
8	A small, non-venomous snake slithers through the grass by the trail.
9	A lizardfolk warrior lies hidden in a deep pool. As the PCs approach, it submerges and waits for them to pass.
10	Several dead fish float upon the surface of a wide pool.
11	A small flock of wading birds stand in a shallow pool and watch the PCs as they pass.
12	Several frogs hop along a muddy bank leading down to a small stream.
13	A viper basks on a fallen tree.
14	A deer suddenly emerges from a stand of tall grass. It bounds away, if attacked.
15	A small stream flows through the mire. At one point, beavers have dammed the stream creating a shallow, wide pool.
16	A dragonfly buzzes past the PCs.
17	Several butterflies flutter through the air. As the PCs approach, they settle on a nearby fallen tree.
18	An owl has taken up residence in a large tree atop a low hummock. By night, he hunts the surrounding area.
19	A flock of birds weave and dart overhead.
20	Lily pads float upon a deep pool; a small frog sits atop one such pad.
21	A sudden splash from a nearby deep pool splits the air and large ripples spread ominously on the pool's surface.
22	The loud croaking of several frogs fills the air.
23	When the party camp for the night, they discover that all have been attacked by leaches. (Every character suffers 1 damage).

24	A single loud splash shatters the silence.
25	Smoke from an unattended campfire rises from a distant hillock.
26	Several wading birds regard the PCs from a shallow pool.
27	A single, large frog hops across the path.
28	A <i>magic mouth</i> cast on a stone activates and croaks "go back" in Draconic.
29	Thick black smoke marks the location of a sullenly burning hut.
30	The water's surface is disturbed as if something large is swimming just below the surface.
31	The wind blows sodden leaves into the party's faces.
32	The wind blows the stench of decay over the party.
33	A single large black scale (from a black dragon) lies on the trail.
34	A bush looks like a shambling mound (but isn't). A DC 16 Knowledge (nature) reveals its true identity (as a bush).
35	The buzzing of insects fills the air.
36	A spike is embedded in the mud. A DC 15 Knowledge (arcana) identifies it as a manticores spike.
37	A loud (but distant) tiger's roar shatters the silence.
38	A <i>hallucinatory terrain</i> renders a deep pool to appear as a high hummock. Unwary characters tumble into the pool.
39	The rotting head of a basilisk (DC 15 Knowledge [arcana] identifies) hangs from a tree.
40	A severed snake head lies tangled atop thick reeds. A DC 17 Knowledge (nature) identifies it as coming from a medusa.
41	A globe of total darkness covers an area of marsh. A DC 23 Knowledge (arcana) identifies it as a <i>deeper darkness</i> spell.
42	The PCs hear distant singing.
43	A mass of ants cover the trail. There are not enough to form a swarm.
44	The characters hear distant laughing.
45	The distant crack of breaking wood is followed by a loud splash.
46	A sudden loud chorus of frog croaks shatters the silence.
47	Leaches attach themselves to one or more characters. Unless removed, the leaches drain 1 hp an hour from their victim.
48	Hard rain deluges the characters. After 1d6 hours, the trail begins to flood.
49	A distant splash is followed by a short scream that is suddenly cut off. Ominous silence follows.
50	The air goes totally still; there is absolutely no wind.

51	The mournful sound of a single flute pierces the silence.
52	A fly swarm buzzes about the decomposing corpse of a crocodile that has suffered horrendous bite wounds to its head.
53	The cackling of a sinister crone echoes across the waters of a nearby pool.
54	Without warning the straps of one of the PCs' backpack splits.
55	Midges and gnats beset the party.
56	A long stream of bubbles suddenly mar the surface of a pool close to the trail.
57	Schools of small fish dart about the depths of a pool, easily visible from the trail.
58	The PCs spy a hunched, cloaked figure moving quickly away from them.
59	A crude coracle floats by; the body of a lizardfolk warrior laid out in state lies within.
60	Although no wind stirs the air a patch of nearby rushes sways ominously.
61	The sounds of marsh life – the buzzing of marsh insects, the croaking of frogs and so on – abruptly cease.
62	A large bird sings at the party as they pass.
63	A large butterfly lands on a character's nose.
64	The howling of an injured dog shatters the quiet.
65	A light drizzle begins to fall and doesn't stop until around midnight.
66	Clouds part to reveal the moon has risen early to hang over the marsh with pregnant menace.
67	A thick mist hovers over a low-lying area of marsh. Strange sounds emanate, from within.
68	A high hillock seems to be a perfect campsite. However, the ground is riddled with ants and if the party camp on the hillock their clothes become infested.
69	The smoke of a smouldering campfire drifts lazily into the sky.
70	Several birds suddenly take flight from a nearby tree and fly away while crying out in alarm at some unseen (by the party) danger.
71	One of the party steps into a deep patch of sticky mud. The PC loses his shoe unless he makes a DC 15 Reflex save.
72	The trail is bound by a steep bank, which collapses when the party passes by. Two PCs must make a DC 15 Reflex save or slide into the pool below.
73	The PCs spy a distant manticore flying over the marsh. It does not see them.
74	A sudden cold wind whips up the water of the nearby pools.
75	Clouds block out the sun and the temperature suddenly drops.
76	The smell of smoke borne upon the breeze reaches the PCs.

77	A marsh bird transfixed by a slender arrow suddenly falls at the party's feet.
78	The roots of a tree stump hide a nest of swamp snakes. The snakes are harmless.
79	The distant boom of thunder rolls over the party, but the sky does not look stormy.
80	Heavy cloud cover brings dusk several hours early, possibly catching the party without a campsite.
81	A large pile of steaming excrement sits on the trail. The (large) creature that created it may yet lurk nearby.
82	A javelin arcs out of a nearby thicket of reeds and just misses the rearmost party member.
83	A half-sunken coracle lies in the water near the trail.
84	The party discover a section of causeway and make good time for the remainder of the day.
85	The PCs are bitten by insects infected with filth fever (DC 12 Fortitude negates).
86	The sky is completely clear of clouds and the day slowly becomes unbearably hot.
87	A drifting, empty coracle floats nearby the trail.
88	The ground gives way at the party's feet falling into a fetid, muddy cavern.
89	A faint, luminescent fogs rises from a nearby pool.
90	One of the party's pack animals falls and breaks a leg.
91	A marsh viper bites a pack animal. Panicked, the creature flees into the marsh.
92	Strong wind and heavy rain combine to make the day's travel a truly miserable experience.
93	A fallen tree blocks the trail. Characters climbing over it dislodge it and fall flat on their face in the mud (DC 15 Reflex negates).
94	The waters of a deep pool seem to glow from within.
95	With a splash, a spear lands in a nearby pool.
96	The acrid stench of acid reaches the PCs.
97	A slender spear lies upon the mud about 20 ft. away. The area is actually riddled with quicksand (page 9) which may entrap those seeking to recover the spear.
98	The PCs blunder into an area of quicksand (page 9).
99	The party stumbles into an area rank with marsh gases and are sickened for 1d3 hours (DC 12 Fortitude negates).
100	Many leaches attach themselves to one or more characters. Until removed, the leaches drain 3 hp an hour from their victim.

SWAMP DRESSING

The swamp through which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or break up an otherwise uninteresting day's travel.

D%	
1	The mire smells particularly odious here.
2	A fallen (and now rotten) tree lies on its side in the swamp. Small (harmless) snakes dwell among its roots.
3	A low bank of thick, cloying mud emerges from the mire. Animal tracks mar its surface.
4	The dirty water hides a deep pool. Characters must make a DC 20 Reflex save or step into it (and likely be briefly submerged!)
5	A partially collapsed, abandoned hovel squats atop a small hillock.
6	A faint mist (that does not affect vision) hovers above the waters of a deep bog.
7	The sound of splashing emanates from behind a thick tangle of reeds and tall grasses.
8	As the PCs pass a tree, a sodden, rotten branch gives way and falls (+3 ranged attack, 1 damage).
9	A hummock of dry land rises above the swamp's waters; several small trees grow atop it.
10	An area of deep bog surrounds a large pool of brackish water. Many small fish swim therein.
11	A narrow, raised trail cuts through the swamp for about a half-mile.
12	The trail drops into a deep pool without any warning.
13	Drag marks cut across the trail – a DC 9 Survival check reveals a large slithering or crawling creature passed this way several days ago.
14	The rotting, severed head of a lizardfolk lies partially obscured in high grass.
15	A small hummock is surrounded by light vegetation. A built, but unused, campfire stands atop the hummock.
16	A huge tree rises from the mire. A DC 15 Perception check reveals a hunter's blind hidden in its branches.
17	The bleached, mouldering bones of some long dead animal lie partially buried in the mire.
18	The trail passes through a thick growth of reeds, in a sodden, low-lying area.
19	A single huge footprint from an evidently massive clawed creature mars a muddy bank.
20	The branches of several large trees hang down over the trail forming a curtain of sorts and obscuring sight of what lies beyond.
21	A partially uncovered pit trap blocks the path. Within, wooden spikes have impaled the rotting body of a boggard.

22	The PCs discover the skeletonised remains of a manticores poking above the fetid waters of a deep pool.
23	An expanse of 4 ft. high tall grass stretches several hundred feet. Several sluggish streams flow through the area.
24	An area of thick, viscous sludge slows travel and coats travellers in mud.
25	A hedgerow of tall, thick grass hides a deep, sluggish river. Unwary travellers pushing through the hedgerow must make a DC 20 Reflex save or fall in.
26	A jagged tree stump hides within a tangle of reeds. Unwary characters must make a DC 15 Reflex save or fall and twist their ankle. The injury reduces the character's speed by half for 1d3 days or until magic is used to heal at least 1 hp of damage.
27	The rotting remains of a rudimentary wooden bridge stretch across a deep water channel.
28	An overgrown stretch of causeway crosses an area of deep bog.
29	A rotten tree serves as the home for a large colony of ants.
30	Two abandoned wooden cabins stand atop a long, low hillock. A DC 15 Perception check reveals bloodstains and suchlike hinting the residents may have met a horrible end.
31	The jumbled bones of some ancient skirmish poke from a muddy bank. Digging into the bank reveals nothing more of interest.
32	An unoccupied raft of crude manufacture floats down a deep water course.
33	A high conical mound emerges from the mire. A DC 15 Knowledge (engineering) or Knowledge (nature) check reveals it is not natural.
34	An area of deep, sucking mud triples movement costs.
35	A deceptively shallow pool contains 3 ft. of sludge and slime on its bottom. Characters stepping into the pool get a rude surprise.
36	A rotting boat is drawn up on a muddy bank.
37	A large willow tree grows out of the centre of a wide, deep pool.
38	Clawed footprints (of lizardfolk [DC 12 Survival identifies]) are clearly visible in the mud.
39	A blackened, lightning blasted tree dominates a high, steep-sided hillock.
40	Dense reeds hide the entrance to a half-mud-filled cavern.
41	A skull decorated with bird feathers hangs from a tree branch. A DC 15 knowledge (local) check reveals this to be a Deep Mire tribal marker.
42	A crude, reed-wreathed burial mound stands next to the trail.

43	A few stones, half sunken into the mire, are suggestive of an ancient stone wall.
44	A cluster of several hillocks bound a deep, fetid pool.
45	The tracks of many birds mar a long, low glistening bank of mud.
46	A barely visible half-rotten lizardfolk corpse lies at the bottom of a deep pool of muddy water.
47	A clear pool near the path is filled with wriggling leaches.
48	Dried vomit covers a mossy stone.
49	The trail passes under the branches of a weeping willow.
50	Steep banks of mud surround an obviously artificial pool. Many fat fish swim within.
51	A game trail intersects the path. It leads to a swampy mire.
52	A broken, rotting spear lies on the path.
53	Four spears thrust into the mud are each topped by a decomposing head.
54	The tracks of a gigantic dire crocodile (DC 19 Knowledge [nature] identifies) cross the trail.
55	Gently jangling wind chimes hang from a tree's branches.
56	A tangled mass of roots and reeds hides a rotting, empty backpack.
57	A sprawling abandoned campsite covers a hillock.
58	A small wagon lies half sunken in the mire.
59	The mutilated body of a beaver hangs from a tree.
60	The partially inscribed Draconic rune for danger has been carved into a tree's trunk.
61	A nearby tree has been partially destroyed by a gigantic blast of acid.
62	A large pool of stagnant water stands near the trail.
63	The intricate, very lifelike statue of a man – arms out stretched – blocks the trail.
64	Booted footsteps suddenly start on the trail. They continue for 30 ft. before disappearing.
65	A sunken wall yet emerges from the murk. A large hole has been dug at its base.
66	A half flooded pit blocks the trail. Spikes are visible rising above the muddy water within.
67	A half built wooden shack stands upon a small hillock surrounded by deep water.
68	A huge lily pad floats at the centre of a wide pool.
69	A willow tree grows in the centre of the trail. The trail around either side is very narrow
70	A DC 20 Perception check reveals a handful of silver coins stamped into the trail's mud.
71	A spear with a sign in Draconic reading "Go Back" blocks the trail.
72	Shallow pools of particularly fetid, muddy water bound the trail.

73	Tall rushes surround a pool of surprisingly pure water.
74	A jumbled mass of bones and rotting equipment mark the site of an ancient battle.
75	A body lies face down in the muck.
76	Bloodstains cover the trail and lead into a nearby pool.
77	A sinkhole pierces the ground. It leads to a muddy, sunken cavern.
78	A steep-sided hillock rises out of the swamp. Its zenith provides an excellent vantage point for spying out the surrounding area.
79	A rusting steel shield – it's straps rotten and useless – lies partially hidden by reeds.
80	A bale of wood – tied together with sodden string – lies discarded by a pool.
81	A nearby tree's trunk has been half cut through and consequently the tree stands lopsidedly.
82	The trail leads down into a flooded section of marsh.
83	The party discovers an obviously unnatural hill; its sides are of banked earth protected by large boulders.
84	The mud beneath the party's feet oozes black liquid when trod upon.
85	A partially hollowed out log lies near a wide pool.
86	Drifting patches of vegetation gently float about a large pool.
87	A stand of ancient, moss-wreathed willow trees dominate a long, low hillock.
88	A crude wooden bridge crosses a sluggish stream.
89	Pretty wildflowers cover a stretch of dry land near the trail.
90	A large tree has fallen across the trail. The characters must either clamber over it or detour into the surrounding fetid water.
91	A great mass of mushrooms grow in the shadow of a steep bank.
92	Greenish algae cover the water of a nearby pool.
93	The trail passes under the outstretched branches of several trees.
94	A crude face has been carved into the trunk of a large tree dominating a nearby hillock.
95	At night, the algae in a pool near the party's camp are revealed to be phosphorous.
96	An empty water flask is half buried in the mud.
97	Several thick wooden poles have been set into the mud in a rough circle (why is unknown).
98	The crumbling ruins of a sunken watchtower dominate a low ridge of stone and hard-packed earth.
99	The reeds near the path are crushed and broken as if something huge moved through the area.
100	Blazing sunlight suddenly breaks out from behind a cloud, briefly dazzling the party.

RANDOM SWAMP ENCOUNTERS

D12	EL	CREATURES*	NOTES
1	2	Stirges (3)	These stirges dwell in the trunk of a rotten, partially fallen tree. The tree is a local landmark for swamp travellers and the stirges delight in attacking anyone passing by.
2	3	Mosquito swarm (1; <i>Bestiary</i> 2)	Buzzing through the swamp, this mosquito swarm searches for prey.
3	4	Elder Giant Frogs ² (2)	The frogs have learnt that animals stop near this pool to drink and so they lurk nearby waiting to strike. Once a frog has swallowed its prey it retreats across the pool to digest its meal.
4	5	Jirovex (green hag)	The PCs encounter a cloaked woman searching for herbs in the swamp. The woman's face is covered by a cowl and she is surly and aggressive. In reality, she is Jirovex (a green hag protected by a <i>disguise self</i>) searching for poisonous herbs to use against a rival hag. She has no argument with the PCs and does not attack then unless they attack her first. She is an implacable enemy.
5	6	Crocodile ² (2) and crocodile ³ (1)	Screams from the deep marsh reach the PCs' ears. If they investigate, they discover an upside down coracle floating in a wide lake. The water is churning wildly and PCs making a DC 20 Perception check catch sight of a huge scaled reptile in the water. (The owner of the boat has recently fallen prey to three crocodiles, who are now fighting over their prey's broken and torn body).
6	6	Gigantic assassin vine ³ (1) and leach swarm (1)	A gigantic assassin vine lurks near the trail. Tangled in its clutches is a rotten lizardfolk corpse upon which feed a leach swarm. The assassin vine attacks anything on the trail and any creature dragged into the water suffers the attentions of the leach swarm.
7	6	Lizardfolk (3), elder lizardfolk ² (2)	This hunting band from the Feathered Spear tribe lurks in the swamp searching for a crocodile that has eaten several of their tribe. Two skilled warriors – T'pel and H-riss – lead the group. The lizardfolk are wary at first but grateful for any help the PCs can provide.
8	7	Ancient will-o'-wisp ²	This ancient and evil will-o'-wisp takes great delight in stalking its prey for days at a time. It attacks at night and heals its wounds by feeding on their fear (or the fear of other creatures it slays in the swamp during the day). It launches its final assault when the PCs are busy with some other fearsome swamp predator.
9	8	Giant Slug (1)	The PCs encounter several huge slug trails leading through the swamp. Eventually, they come across a giant slug feeding on the partially digested corpses of two boggards. The slug does not attack them, unless the party attack it.
10	9	Witchfire (1; <i>Bestiary</i> 2)	A lizardfolk, cloaked in sickly green flames, rushes into the party's camp one night and begs for aid. A few moments later, the witchfire attacks. It is merciless in its assault and if driven off, returns the next night.
11	11	Young catoblepas (1; <i>Bestiary</i> 2)	Separated from its herd, this catoblepas has wandered the swamp for days. The party first become aware of the beast when they hear screams coming from deeper into the swamp. If the party investigate, they witness the beast savaging a small lizardfolk settlement.
12	16	Nerophalax (ancient female black dragon)	The PCs discover the rent and acid-drenched corpse of a dire crocodile amid a huge swath of mud torn by many huge, clawed tracks. Nerophalax recently killed the crocodile when it ventured too close to her lair. The clawed tracks lead to a nearby stagnant lake (within which can be found a sunken passageway leading to her lair).

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary*.

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

3: A creature with the giant creature template (+2 on all rolls based on Str and Con, -1 on all rolls based on Dex; hp 28).

MARSH FEATURES

Marshes have many terrain features that can make encounters and battles within them exciting and interesting. Many of these features offer canny combatants distinct advantages in battle.

STEALTH AND DETECTION

Detection Range: The maximum range at which a character can make a Perception check varies dependant on the terrain type:

- **Marsh:** 6d6 x 10 feet.
- **Swamp:** 2d8 x 10 feet.

BOGS

Bogs are the main terrain feature of swamps.

Bogs (Shallow): Squares of shallow bog have mud or standing water about 1 ft. deep.

It costs 2 squares of movement to move into a square with a shallow bog; the DC of Acrobatics checks in such a square increases by 2. Bogs increase the DC of Stealth checks by 2.

Bogs (Deep): 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 enter a square with a deep bog, or it can swim (DC 10 Swim check). Small or smaller creatures must swim.

QUICKSAND

One of the most dangerous of lurking perils in a marsh, such areas often entrap careless travellers.

Size: A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him 1d2 x 5 feet into the quicksand.

Spotting Quicksand: A character approaching a patch of quicksand at a normal pace making a DC 8 Survival check spots the danger, but charging or running characters don't have a chance to detect a hidden patch before blundering into it.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. A trapped character failing this check by 5 or more sinks below the surface and must hold his breath or begin to drown. Characters below the surface may swim back to the surface with a Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: A rescuer must reach the victim with a branch, spear haft, rope or similar tool and make a DC 15 Strength check to pull the victim. The victim must then make a DC 10 Strength check to hold on. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check to stay above the surface.

The water in a deep bog provides cover (+4 AC, +2 Reflex) for Medium or larger creatures. Smaller creatures gain improved cover (+8 AC, +4 Reflex). Medium or larger creatures can crouch as a move action to gain improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater. Deep bogs increase the DC of Stealth checks by 2 and tumbling is impossible within.

PATHS & TRAILS

Narrow trails often wend their way through a swamp.

Causeway: A causeway is a steeply-sloped raised path built to provide a way through the swamp. The causeway is built from a pile of stone, each roughly a foot in diameter, overgrown with coarse marsh-grass. The top of the causeway is 10 feet above the surrounding marsh, 10 feet wide and allows free movement.

Climbing or descending the causeway does not require a Climb check, but is considered difficult terrain (it costs 2 squares of movement to enter each square). Creatures at the top of the causeway gain the benefit of higher ground (+1 on melee attacks) against creatures on the causeway's slopes.

Trail: Trails in a marsh often twist and turn to avoid boggy areas. On the trail, movement is without penalty.

UNDERGROWTH

The bushes, reeds and tall grasses of a swamp can provide concealment and cover from enemies.

Hedge (Narrow): Narrow hedges are raised tangles of stone, soil and thorny bushes.

It costs 3 squares of movement to cross a narrow hedge and it provides cover (+4 AC, +2 Reflex).

Hedge (Wide): Wide hedges are 5 ft. tall and fill an entire square.

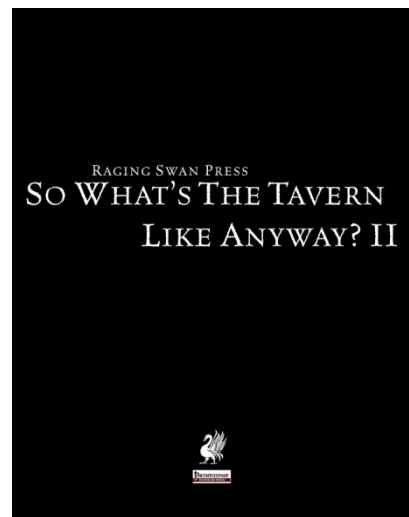
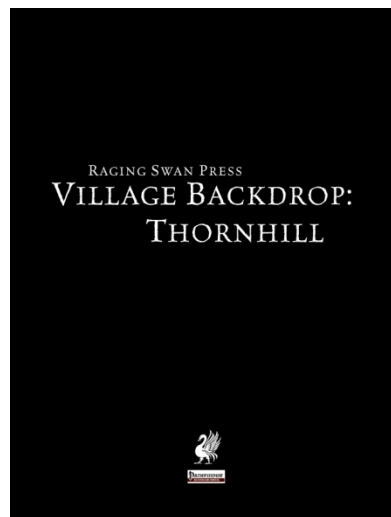
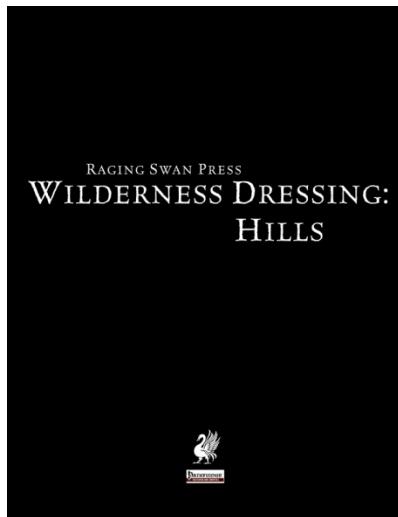
It takes 4 squares of movement to move through such a square, but creatures making a DC 10 Climb check reduce this cost by 2. Wide hedges provide total cover.

Undergrowth (Light): Vines, reeds and tall grass covers much of the ground.

It costs two squares of movement to enter such squares and such undergrowth increases the DC of Acrobatics and Stealth checks by 2.

Undergrowth (Heavy): Dense thorn bushes and other tangled growths make movement difficult.

It costs 4 squares of movement to enter such a square. It is impossible to run or charge through heavy undergrowth. Characters in heavy undergrowth gain concealment (30% miss chance) and a +5 circumstance bonus on Stealth checks.



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