

Welcome to Waterdeep

The environs of the Realms' City of Splendors

by Ed Greenwood

The following is an introduction to the city of Waterdeep, often mentioned in many of Ed Greenwood's tales from the Forgotten Realms published in DRAGON® Magazine. Though this was originally written for FR1 Waterdeep and the North, the first of the FORGOTTEN REALMS™ sourcebooks, there was no room for it – so we were able to steal this piece away for publication here. It will not be seen in the final version of Waterdeep and the North, but it is compatible with the material in that work. With that, we welcome you to Waterdeep.

Waterdeep is the gateway to the North. It dominates the lesser cities of Silvery moon, Mirabar, Luskan, Neverwinter, and Sundabar (listed here in order of relative size and influence). The North is a frontier land of rugged mountains, seemingly endless forests, many ruins and dungeons (subterranean cities left behind by the dwarves), and mineral wealth now being taken by humans as the dwarves retreat, as detailed in the first chapter of *Waterdeep and the North*. This article deals with the immediate vicinity of Waterdeep, as shown on the Environs of Waterdeep map. Numbered map features are detailed below. The area to the immediate east and south of the City of Splendors is mostly open, rolling grassland, long since logged bare. This land is currently used by many herdsman for grazing camps near their markets in Waterdeep.

1. Ardeep Forest

Until recently, this ancient forest, a remnant of the woods that once covered the North from the river Delimbiyr to the mountains of the Utter North, was the home of the Moon Elves. This ancient race of elvenkind once lived in harmony with men and dwarves in a kingdom that

stretched to the east of the forest, in what is now rolling moorlands known as "the Fallen Kingdom." The forest is now forlorn and largely empty. The elves have all gone overseas to Evermeet via many covert voyages aboard *The Morning Bird*, a ship owned by Mirt the Moneylender, a local merchant of Waterdeep.

The elves have left the forest of tall blueleaf, duskwood, and weirwood trees unattended (see DRAGON issue #125, "Woodlands of the Realms"). This region was known as "Faraway Forest" to the elves because, although it was near the western coast of Faerun, it was still "far away" from what the elves considered home: the island realm of Evermeet. It is here that exploring PCs may encounter the NPCs Quth and Vedellen Hawkhand (detailed in chapter 7 of *Waterdeep and the North*), as well as some fearsome forest creatures that the elves once lived in harmony with.

After deleting encounters with evil creatures, lycanthropes, and bandits, the "cold, civilized forest" encounter table on page 141 in *Monster Manual II* may be used. Most evil elves have left the area entirely or have gone into the City (see Elaith Craulnobur and Zabbas Thuul in chapter 7 of *Waterdeep and the North*). Few were welcomed onto the ship to Evermeet. DMs should check for encounters only once every two turns.

Somewhere deep in this forest is the overgrown tomb of Reluraun, a warrior-hero of the elves, who is said to lie in his vault clad in magical elfin chain mail, with a sword +2, *dragon slayer* upon his breast. According to legend, the tomb is not unattended; magical creatures guard Reluraun's remains. "Ardeep" was the name of the western region of the ancient Fallen Kingdom, and now gives this forest its name.

2. Goldenfields

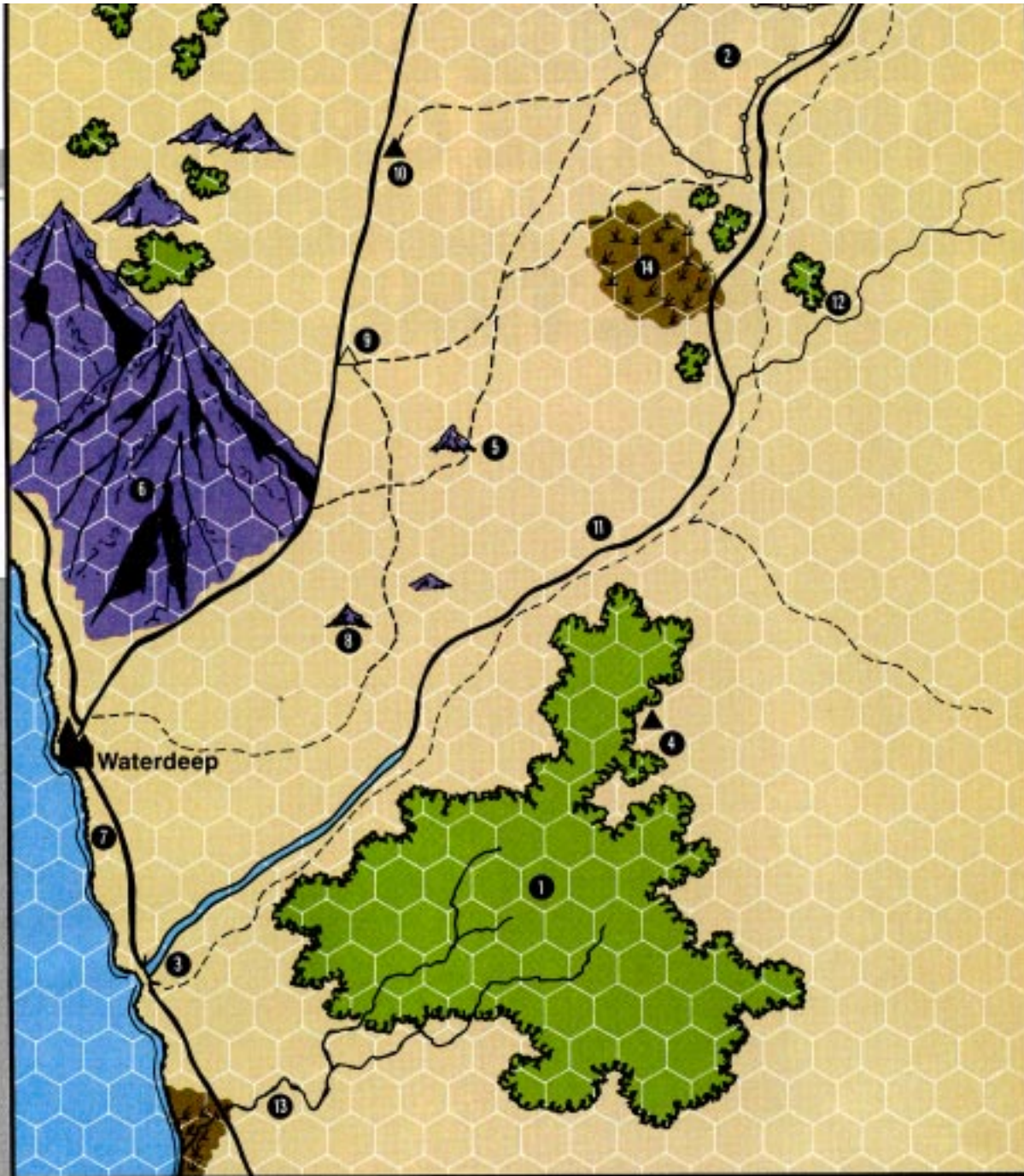
Begun only a handful of years ago by the cleric Tolgar Anuvien of Waterdeep, the fortified abbey of Chauntea has grown

from a small keep with a farm to a walled farm complex 20 miles on a side. Over 5,000 inhabitants, all of whom are devout worshipers of Chauntea, tend crops of edible vegetables. Patrols of adventurer-priests scour the lands around Goldenfields as far north as the Stone Bridge and as far east as the High Forest. Traveling in mounted groups of 20 or more, these patrols seek trolls, goblinkind, and other evil to fight; they also track game for capture and domestication.

To protect their environs, these patrols challenge all whom they meet, but will not fight unless they meet evil creatures or are themselves attacked. These groups usually include four or five clerics of 3rd-5th levels, five or six men-at-arms (accoutred with chain mail and lances), and a remaining force of zero-level devotees (accoutred with leather armor and a variety of weapons). There is a 20% chance for each patrol to include a magic-user of 2nd to 5th level who is of neutral-good or lawful-neutral alignment.

Goldenfields is rapidly becoming the granary of the North, supplying food to Waterdeep and the other inland cities. With the increased importance of Goldenfields, the influence and stature of Tolgar Anuvien have also increased. He is quickly becoming equal in power to the rulers of Silverymoon and Neverwinter. Tolgar plans to expand Goldenfields north to control the strategic Ironford river crossing, then to use that control to safely expand to the east bank of the Dessarin. To do this, Tolgar needs adventurers who are willing to defend Goldenfields and push back the evil creatures that roam the area. These adventurers must be completely loyal to Chauntea (or Lathander) and Goldenfields. They will most likely have boring careers in the constant patrolling of the region, so PCs may not be interested in such service.

Goldenfields enjoys good relations with Waterdeep and all the cities of the North (except Hellgate Keep), and happily takes in adventurers weary of danger or on the



THE ENVIRONS OF WATERDEEP

Scale: 1 hex = 6 miles

15 Feature detailed in text

△ Village or hamlet

▲ Fortress or ruin

■ Wooded area

~ Creek

— River



Shoreline



Marsh



Road



Track



Bridge



Fortified wall

FEATURES

1. Ardeep Forest
2. Goldenfields
3. Zundbridge
4. The House of Stone
5. Sarcrag
6. Mount Sar and Mount Helimbrar
7. Rat Hills
8. Maiden's Tomb Tor
9. Rassalantar
10. Amphail
11. River Dessarin
12. Gaustar's Creek
13. The Selpir (creek)
14. The Stump Bog

run from justice elsewhere, as long as they are willing to work in the fields.

3. Zundbridge

Named for its creator, the wizard Zund, this squat, massive stone bridge spans the River Dessarin, carrying the main caravan road south from Waterdeep to the lands of the Inner Sea far to the east, and to Baldur's Gate and the kingdoms of the South. Zundbridge has held firmly for over 80 winters, even in the roaring spring floods of the Dessarin, and has not been in need of repairs. Waterdeep patrols the road as far as Zundbridge and maintains a guard post there to stop adventurers who come in search of a stone golem said to have been used by Zund in the construction of the bridge. According to legend, the golem was left at the bridge upon Zund's death, and may be taken by any who can divine or stumble upon the secrets of commanding it.

Over the years, many such seekers have dug around the bridge on both banks, swum beneath it, and even tried to pry stones out of the bridge arches. Waterdeep's Guard fears that if the bridge was left unguarded, it would soon be demolished by these zealous, would-be golem owners. The post is equipped with a flight of three griffon steeds to give Waterdeep advance warning of the approach of any important visiting delegation or an attacking force.

4. The House of Stone

To the east of Ardeep Forest is a huge, square tower built a thousand years ago by dwarves under the charge of Turgo Ironfist. The citadel was built to help defend the shared kingdom of the elves, dwarves, and humans against attacking tribes of orcs, hobgoblins, bugbears, and trolls. The dwarves excavated huge, many-levelled storage granaries out of the rock, and built above them a fortress cunningly crafted of fitted stones. The fortress came to be known as "The House of Stone" after the old children's rhyme of the same title:

An elf calls the deepest wood his own,
A human everywhere may roam,
But a dwarf just wants a house of stone.

For many years, the Moon Elves guarded the tower, letting no one near it. Since their departure, however, several groups of adventurers have set out to explore the structure. As far as Waterdhavians know, none of these groups have returned. In old tales, The House of Stone is said to have many hidden doors, sliding rooms, and chambers that rise or fall in shafts like buckets in a well. The House of Stone is also believed to have dangerous traps, designed to capture intruders, and numerous caches of treasures (rooms of gold coins and of gems mined by the dwarves from everywhere in the North). Most importantly, an armory of weapons for the defense of the kingdom is said to have

been collected here, including weapons of powerful magic crafted by the elves and by dwarven smiths of long ago.

The famous bard Mintiper Moonsilver was allowed to see The House of Stone some years ago at the permission of Eroan, Arch-Mage of the Moon Elves. He reported that its gates were open. "A hill giant had forced them apart some months before my visit," Eroan told the Lords of Waterdeep, "for its huge corpse hung just beyond, impaled on a massive stone claw that had sprung out into the space beyond the doors. The elves just smiled when I asked if the place was full of such traps, and said it was best to assume so from safely outside its walls." It seems unlikely that later visitors will bear Mintiper's report in mind. Even now, such Waterdhavian adventurers as Elaith Craulnobur (see chapter 7 of Waterdeep and the North) are said to be forming adventuring companies to explore this fabled fortress.

5. Sarcrag

This small, jutting crag of bare rock provides a perfect natural lookout. On a clear day, some 60 miles of territory can be viewed; on a clear night, campfires can be seen 90 miles off to the north or east. Sarcrag also serves Waterdeep as a warning beacon. From its heights, northern patrols can signal the approach of attackers (as happened some 22 winters ago during the "Bleak Winter" of the Year of the Shaking Serpent). Sarcrag is said to be haunted by the "Howler" a bansheelike creature who is never around when adventuring bands come seeking it, but always seems to attack the weak or unwary. Leucrotta are also a persistent problem in this area, and are the main reason Waterdeep and Goldenfields patrol the road north as far as the trail that heads east to Ironford.

According to popular legend, bandits are said to have buried a fabulous treasure here at the foot of Sarcrag. Long ago, an armed force escorting the person and regalia of King Jaszur of Tethyr was ambushed north of Waterdeep and destroyed by bandits. These bandits were surrounded by Waterdeep's armies and slaughtered the next morning. Jaszur's body was found stripped of its golden and jewelled crown, orb, scepter, and sword of state (a flame tongue blade). The soldiers of the Guard swear that no man could have escaped through their lines, for mages cast *detect magics* all night to prevent magical escapes or attacks, and found nothing. Likewise, warriors of Waterdeep searched from the air on the backs of griffons. Many hopefuls have continued the search for King Jaszur's treasure over the 80 intervening years, but none have found the lost riches.

6. Mount Sar and Mount Helimbrar

These mighty peaks rise north of Waterdeep, guarding it from the worst winds of the North. To the east runs the road to

Triboar and the northern interior. To the west runs the coastal road which, after passing the two great peaks, enters the vast and treacherous swamp known as the Mere of Dead Men. The road then passes near the ruins of Iniarv's Tower. Iniarv was a mighty Arch-Mage of the ancient North who became a demilich later in his life. Some say Iniarv still guards the ruins of his spell library, though others claim that the famed "Company of the Howling Wolf" destroyed him 42 winters ago. None who may have investigated have made public any report on the truth of this academic dispute, however.

Mount Sar and Mount Helimbrar are named for two great fomorian giants who lived in the mountains until they were slain by early Warlords of Waterdeep. These mountains are still said to harbor stone giants and more fearsome menaces, although travelers also report seeing sylphs on the high ledges and side peaks. Gulyaikin Dzurund, "The Mad Dwarf," also lived in a warren of caves somewhere high up in Mount Sar some 70 winters ago (and may yet live there, if travelers' tales are to be believed). Gulyaikin was said to possess rich treasures and was noted for his occasional fits of berserk glee. During these fits, Gulyaikin delighted in killing all sorts of passersby by rolling large rocks onto the roads below and by catapulting large boulders at fishing boats offshore.

The evil mage Marune, once the chief agent of the outlawed Shadow Thieves in Waterdeep (prior to his exile from the City), is believed to have inhabited a subterranean stronghold at the base of Mount Helimbrar. This fortress was (and still may be) safe from Waterdhavian patrols, local monsters, and curious travelers alike because of the six will-o'-the-wisps that guarded the cavern and climbing shaft that was its only entry. Marune has not been heard from in 15 years, although he may yet be scheming and developing fell magic for revenge upon the Lords of Waterdeep. Marune is a chaotic-evil, 17th-level magic-user (maybe higher) with both an intelligence and a dexterity of 18.

7. Rat Hills

This area was once a barren, windswept pebble beach. Waves crashed and rolled incessantly across the shoal, for the water was and still is very shallow at this point. For almost a mile out, the seabed is a mere 5' from the surface of the water. In days of old, large ships beached here for repairs, and lumber barges pulled up for loading. As Waterdeep became rich enough to suffer human raiding, its people began to see this easy landing place as a danger to their safety – and as a free alternative to Waterdeep's harbor. A rough shantytown came into being, and the Shadow Thieves moved quickly to control it. Waterdhavians saw the danger immediately and acted swiftly.

The men of the Guard were called out in force. They drove out the inhabitants of

"The Beach," slaughtering those who resist and setting fire to everything that would burn. The Guard camped on the spot for two days, waiting for the fires to die down and keeping the area clear with strong patrols. The burnt debris was then tossed into the water, and the City began to bring its garbage to The Beach in wagonloads (now done by the Dungsweepers' Guild) rather than burning it outside the City walls.

Today, the Rat Hills are almost four miles in length and up to a mile in width. These hills of piled, rotting garbage poison the water in the shallows and extend along the entire beach area, effectively barring any hostile landings. The Guard patrols the caravan road and oversees the daily garbage convoy of Dungsweepers' wagons, but otherwise leaves the Rat Hills alone.

As the name suggests, these tangled hills are infested with rats. Scrub trees and gnarled creepers are everywhere. The reek is indescribable and foils all attempts to track by scent. Fresh garbage is brought daily, causing the Rat Hills to grow by almost half an acre per year. The inhabitants of the Rat Hills have made it too dangerous for the Dungsweepers to carry garbage into the interior, so fresh garbage is now piled at the outer edge of the Hills. Several attacks have made the City strengthen the Guards presence whenever garbage is brought or whenever parties pass the Rat Hills by night.

If the PCs elect to explore the area, DMs may use Table 1 to determine possible encounters. To render these encounters, roll 1d8 and 1d12, adding the result. Monsters listed in Table 1 are from the *Monster Manual* and may have treasure as indicated therein.

The Rat Hills are frequented by lizard men from the coast farther south, who are considering establishing a fortified lair in concealment here, and by kobolds from Maiden's Tomb Tor. At the DM's option, strong patrols of these creatures may be encountered. The Rat Hills are also home to Hlaavin, a giant doppelganger (HD 9, 67 hp, with otherwise normal attacks and abilities of doppelgangers) who occasionally hunts with leucrotta who also dwell in the area.

Hlaavin is particularly dangerous to visitors because of the *wand of illusion* it gained from an unwary sorcerer. The doppelganger uses the *wand* to lure parties of victims into pit traps and snares it has set in the area. After scattering a group, Hlaavin slays adventurers singly and feeds on the victims. Hlaavin creates tantalizing glimpses of treasure when small groups venture near in daylight. By using the *wand*, Hlaavin may cause a rusty sword hilt to appear to be of gold set with gems, glowing as if magical; a skeleton may appear to be wearing a gold ring; half-buried chests or partially corroded trade bars are other favorite *illusions*. Most of these images are made to appear atop a thin mat of garbage that Hlaavin

has laid over a pit it has dug, placing rocks and spears nearby for throwing down at trapped creatures.

In twilight or dawn, when the light is poor, Hlaavin attempts more difficult *illusions*, and uses its vocal mimicry. A favorite *illusion* is the image of a running girl clutching a clinking sack, followed shortly by a lumbering warrior. The warrior snarls "Come back, you little swindler! Half that gold is mine!" The *illusion* then disappears deeper into the Hills.

DMs should bear in mind that Hlaavin uses its *ESP* to create an image of precisely what a particular PC finds most attractive. This *ESP* allows Hlaavin to provide second, third, and additional *illusions*, if necessary, to make a PC believe the lure to be real. Hlaavin's *wand* has 67 charges left. Hlaavin does have a very real chest of treasure in its possession, containing 166 gp, 36 sp, 6 cp, and a diamond necklace worth 6,000 gp. The chest is buried somewhere in the heart of the Hills.

Many plant monsters may be added to the list of encounters, if a DM desires; shambling mounds and all manner of marine horrors may lurk in the shallows. There are said to be deep pools and flooded beast-tunnels in the tainted waters. Lizard men have also been seen in the area, and giant gar sometimes drift into the shallows to await the unwary.

Even simple contact with the water has its perils. Immersion or excessive skin contact with the tainted water of the Rat Hills shallows and the pools within the garbage (where rainwater collects) offers a 20% chance of contracting disease and a 14% chance of contracting a parasitic infestation (refer to the *Dungeon Masters Guide* for details on both). Characters must make an exposure-check roll on percentile dice once for each such contact; for prolonged contact, characters must check once per turn for each turn of continuous contact. Ingesting any of the water carries a 32% chance of contracting disease and a 30% chance of contracting a parasitic infestation. Characters should make an exposure check per ingestion. Note that dilution with water or wine cuts the chances of these contractions in half and may lessen them further due to further dilution. Boiling tainted water reduces disease chances to 2% per contact, and parasitic infestation chances to 0%.

Contact with the garbage of the Rat Hills (and the many insects that swarm in the noisome air above it) carries its own peril: a 5% chance of contracting disease and a 9% chance of contracting a parasitic infestation. An exposure check should be made once for each day in which a being is in or enters the garbage of the Rat Hills. (Thus, a character could enter and leave the Hills a dozen times in a day, and still suffer only a single check). If the garbage is excessively disturbed, however, whether by digging, an extensive physical fight, or spell-casting involving an explosion, all creatures in the vicinity must make an

additional exposure check (one per disturbance). Chances are not cumulative. Eating the meat of any inhabitant creature of the Rat Hills carries a 60% chance of contracting disease and a 100% chance of contracting a parasitic infestation (reduce chances by half if the meat is cooked).

If PCs adventure in the Rat Hills repeatedly, DMs may wish to expand adventures to include creatures such as boggles or a gathering of Shadow Thieves who are planning to jump a convoy of Dungsweepers' garbage wagons. Great treasure could well be located in the Rat Hills, perhaps left deliberately for the use of slavers in the City. A beholder or powerful evil creature could well lair in the heart of the Hills to provide a challenge if PCs are of formidable strength.

8. Maiden's Tomb Tor

This bare, high-peaked landmark is so titled for an unknown barbarian princess who was buried at the foot of the peak some 400 winters ago by warriors of Waterdeep. This honor occurred after the princess's people had attacked the City of Splendors in the harshest time of winter and had been repelled. The princess and her bodyguard fought with such ferocity that they slew thrice their number of fully armored fighting-men of the City in their day-long, bloody retreat. The barbarians died fighting to the very last warrior, ending their valiant campaign at the foot of the Tor. In memory of their heroism, the princess and the last of her bodyguards were laid to rest in a cairn under the summit of the Tor.

Recently, more than 450 kobolds have taken up residence beneath the Tor (see the Rat Hills), under a chief by the name of Kuthil. DMs should determine the precise dispositions of the kobolds and any treasure they may possess as desired. Kobold patrols have not yet menaced the Lords to any extent; Waterdeep and Goldenfields are not aware of the precise location of the little monsters. The kobolds could well have their attention directed mainly beneath the earth, in hitherto unknown subterranean realms of which their caverns are part. There are several surface connections to their lair on the sides of the Tor itself.

9. Rassalantar

Rassalantar is the first settlement of any size on the Long Road north of the City of Splendors. This hamlet is named after its founder, the ancient fighter Rassalantar. He built a keep (which is now in ruins) just west of the present buildings. (DMs may well locate a simple starter adventure for low-level PCs in the keep, which is not detailed in the sourcebook.)

Today, Rassalantar is little more than half a dozen walled farms adjoined in this spot, with a horse-watering pond on the west side of the road and a good inn, *The Sleeping Dragon*, on the east. Beyond the pond and to the west rises the Keep

Woods, a narrow but dense strip of thickly grown, gnarled woodlands in which the ruined Keep stands between two of the farms. The innkeeper, "Spider" Samallah, is a close friend of Durnan (a lord of Waterdeep), and the village is under Waterdeep's protection. The Guard maintains a 60-man outpost here, patrolling the road as far as a cairn five miles north of Amphail (listed later) and as far south as the gates of the City.

These men-at-arms are all zero-level and are accoutred with chain mail and shields, lances, long swords, hammers, and daggers. They are commanded by two 3rd-level fighter *armars* (sergeants) and a 5th-level fighter *civilar* (captain). The personnel rotate each week. The three commanders are named Blaskos Ulraven, Timmer Longschal, and Gheldarm Tassor, respectively.

10. Amphail

This village boasts the following establishments: *The Laughing Bandit Inn*; a forge of excellent reputation, which is run by the tall, bearded human Akrosz Ulvinhand; a horse-breeding ranch belonging to the retired adventuress Elraghona Selember; and, a small temple to Waukeen. Perhaps the most successful business in Amphail is the horse-breeding ranch, which supplies remounts to travelers all along the Long Road through inns such as *The Sleeping Dragon* in Rassalantar (which buys dozens of horses each year from the ranch).

Named for one of Waterdeep's early War Lords, Amphail the Just (who is said to still ride the area in spirit form, frightening away trolls and hostile barbarian tribes), this village, like Rassalantar to the south, is patrolled by Waterdeep's Guard in all seasons but winter. Amphail is ruled by a Lord Warder, presently the 3rd-level fighter Briiathor Alougarr. The Lord Warder swears fealty to Piergeiron, one of the Lords of Waterdeep. In return, the City of Splendors provides military strength, a Warder's purse of 600 gp quarterly, and many orders for fresh mounts from Elraghona's ranch.

11. River Dessarin

The fast-moving, cold, and deep Dessarin flows down to the sea from this point. The river is navigable and is home to many shalass (silver, troutlike fish that grow to 2' length), which make a highly prized meal throughout the North. The river can be crossed "dry" in this vicinity only at Zundbridge, at Ironford, and at the Stone Bridge, far to the northeast. The River Dessarin can otherwise only be crossed by swimming; it cannot be forded.

12. Gaustar's Creek

This small, fast-flowing stream has cut a narrow but deep gorge along its route. Many tiny caves and tunnels have been scratched out of the soft rock of the gorge walls by various creatures. A "thirst" of

stirges have laired in one of these caves for many years. Attempts to find their home and to thus corner and destroy them have been unsuccessful. Other creatures may well make one of the many caves their home. This small creek is named for the dwarf Gaustar, who is said to have buried a large chest of precious gems somewhere along the banks of the creek. Gaustar perished at the hands of pursuing orcs shortly thereafter. His people had been forced from their delves in the depths of winter some 60 years ago and, being harried by orcs all the way south, were slaughtered one by one. Gaustar's treasure has never been found, or at least none have admitted gaining it.

13. The Selpir (creek)

This slow, quiet creek drains Ardeep Forest. Lizard men sometimes lurk in the mouth of this marshy source, but mermen also like to congregate in the area. Recent history is marked by several vicious battles between the two races, many taking place in the shallows.

In elder days, the Fallen Kingdom was a proud realm. Many grand heroes of both elven and dwarven descent were laid to rest in the heart of the woods (the now much-smaller woods are known as Ardeep Forest). Over the centuries, the waters of this tiny creek have run endlessly to the sea, breaching many such tombs. Overgrown and forgotten even by the demihumans, these tombs have yielded their riches to the relentless water. A patient searcher has a 22% chance (check once every 20 continuous turns) of finding some treasure in the streambed, such as an electrum piece, perhaps, or a gold key. A *dagger* + 1 may well turn up; rarely are larger objects found. The DM should select items to be found here rather than rolling

at random, and should decide if any monsters make the vicinity their home.

14. The Stump Bog

The vast, sprawling Bog is named for numerous rotting stumps which rise from the still, green waters like blackened teeth (the dead trees were cut by an enterprising woodcutter long ago). Frog-fishermen are the only humans who have entered the marsh since. The Bog's algae-covered, muddy waters are home to many unpleasant creatures.

The Bog's waters may well hide many small treasures. Countless corpses have been dumped in the Bog over the years of fighting in the North. Many victims have drowned in the Bog after dark following nearby battles, getting lost and collapsing as a result of their wounds. Today, the Bog remains a favorite corpse disposal site for brigands, thieves, and City folk who find it more convenient for someone to disappear than to be found dead.

If the PCs enter the Bog, DMs should use Table 2 to determine encounters. As with Table 1 before, roll 1d8 and 1d12, and add the results together to render encounters on Table 2.

Until swords part

Beyond these environs of Waterdeep lie the greater glories of the North. In the hands of a DM, more of their mysteries may well be revealed, and many of the secrets of the City of Splendors, too! Adventures galore await PCs in these lands of savage beauty - adventure enough to fill many lifetimes. Come: Bring a friend, and bring a sword - and that's two friends to keep close, for in the North a good sword is the best friend you can have. And what's an adventure without good friends to share it with?

**Table 1
Rat Hills Random
Encounter Table**

Roll Encounter

2	1 mimic
3	1-6 skeletons
4	5-20 rot grubs in carrion
5	1 otyugh
6	1-4 jackalweres
7	4-16 wild dogs
8	4-24 wererats
9	5-50 giant rats
10	2-24 giant centipedes
11	5-50 giant rats
12	1-12 huge spiders
13	5-50 giant rats
14	1-3 leucrotta
15	1-4 ear seekers
16	2-12 poisonous frogs
17	1-12 zombies
18	1 neo-otyugh
19	1-4 catoblepas
20	Special encounter (Table 2) or DM's choice

**Table 2
Stump Bog Random
Encounter Table**

Roll Encounter

2	1-3 catoblepas
3	1-3 gas spores
4	2-12 giant crabs
5	4-16 giant leeches
6	1-20 giant wasps
7	1-4 giant crayfish
8	4-16 giant leeches
9	5-40 giant frogs
10	1-2 lampreys
11	3-12 giant frogs
12	1-4 giant crayfish
13	3-12 giant rats
14	1-2 lampreys
15	1-3 shambling mounds
16	4-16 giant leeches
17	1-4 giant eels
18	2-12 giant lizards
19	1-3 will-o-(the)-wisps
20	Roll twice again on this table, or DM's choice of any monster.

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