



Mundane Swamp Animal Encounters

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The word “swamp” conjures images of a foreboding place of death, decay and danger where poisonous insects and giant reptiles rule, hiding in murky water and twisted trees. It is a common location for adventurers to confront evil; unfortunately, it is a location that often feels empty once the players get there. Well, never fear - your friends here at Healing Fireball Publications have created a collection of tables designed to add the spark of life to these murky locations and make them the creepy places teeming with life that they are.

Table I: Animals of the swamp

| D100 | Animal | D100 | Animal | D100 | Animal |
|------|--------------------------|------|-------------------------------|------|----------------------------|
| 1 | Eastern Narrowmouth Toad | 34 | Black-tailed Red Sheetweavers | 67 | Swamp Milkweed Leaf Beetle |
| 2 | Mangrove Monitor Lizard | 35 | Redbelly Water Snake | 68 | Horse Flies (Biting Flies) |
| 3 | American Crocodile | 36 | Eastern Kingbird | 69 | Osprey |
| 4 | American Toad | 37 | American Alligator | 70 | Pond Skater |
| 5 | Anaconda | 38 | Elk | 71 | Purple marsh crabs |
| 6 | Armadillo | 39 | Fiddler Crab | 72 | Raccoon |
| 7 | Bald Eagle | 40 | Fishing Spider | 73 | Red Fox |
| 8 | Barn Owl | 41 | Flamingo | 74 | Red Wolf |
| 9 | Barred Owl | 42 | Flying Fox | 75 | American Coot |
| 10 | Beaver | 43 | Fowler’s Toad | 76 | Red-Tailed Hawk |
| 11 | Black Bear | 44 | Froghopper Bug | 77 | Funnel Web Spiders |
| 12 | Black Rat Snake | 45 | Dragonfly | 78 | River Otter |
| 13 | Black Swamp Snake | 46 | Garter Snake | 79 | Scorpion |
| 14 | Black Widow | 47 | Skunk | 80 | Shore Bug |
| 15 | Opossum | 48 | Gray Squirrel | 81 | Shrimp |
| 16 | Bluebird | 49 | Great Blue Heron | 82 | Northern Cricket Frog |
| 17 | Downy Woodpecker | 50 | Great Egret | 83 | Blue-Gray Gnatcatcher |
| 18 | Blue-Winged Teal | 51 | Great Horned Owl | 84 | Snapping Turtle |
| 19 | Bobcat | 52 | Green Heron | 85 | Laughing Gulls |
| 20 | Box Turtle | 53 | Green Treefrog | 86 | Southern Bee Killer Fly |
| 21 | Brown Recluse Spider | 54 | Snail | 87 | Spoonbills |
| 22 | Caiman | 55 | Horseshoe Crab | 88 | Stilt-Legged Flies |
| 23 | Capybara | 56 | Jumping Spider | 89 | Swallowtail Butterfly |
| 24 | Common Moorhen | 57 | Ladybug | 90 | Golden Tortoise Beetle |
| 25 | Copepod | 58 | Least Skipper | 91 | Swamp Sparrow |
| 26 | Copperhead Snake | 59 | Swamp Wallaby | 92 | Red-Winged Blackbird |
| 27 | Cougar | 60 | Marsh Fly | 93 | Swarm of Gnats |
| 28 | Coypu (Nutria) | 61 | Mink | 94 | Toad Bug |
| 29 | Crane | 62 | Mosquito | 95 | Viceroy Butterfly |
| 30 | Crayfish | 63 | Mudskipper | 96 | Voles |
| 31 | Cricket | 64 | Muskrat | 97 | Water Buffalo |
| 32 | Damselflies | 65 | Bog Turtle | 98 | Water Moccasin |
| 33 | Diamondback Turtle | 66 | Newt | 99 | White-Tailed Deer |
| | | | | 100 | Wild Cattle |

Using these tables in your game

To use the tables in this product in your game simply roll 1d100 on the above master list either at random intervals while in the swamp or once for every hour of travel through this environment. Alternately, choose one of the below specific tables and roll 1d20 and consult the chosen table.

Animals by Type:

Table II: Dangerous

| D20 | Dangerous Animals |
|-----|--------------------------|
| 1 | Anaconda |
| 2 | Black Bear |
| 3 | American Crocodile |
| 4 | Black Widow |
| 5 | Bobcat |
| 6 | Brown Recluse Spider |
| 7 | Copperhead Snake |
| 8 | Cougar |
| 9 | Skunk |
| 10 | Red Fox |
| 11 | Red Wolf |
| 12 | Scorpion |
| 13 | Porcupine |
| 14 | Coyote |
| 15 | American alligator |
| 16 | Caiman |
| 17 | Snapping Turtle |
| 18 | Water Buffalo |
| 19 | Boar |
| 20 | Diamondback Rattle Snake |

Table III: Flying

| D20 | Flying Animals |
|-----|----------------------|
| 1 | Bat |
| 2 | Bees |
| 3 | Great Egret |
| 4 | Flamingo |
| 5 | Red-Tailed Hawk |
| 6 | Osprey |
| 7 | Spoonbills |
| 8 | Downy Woodpecker |
| 9 | Bald Eagle |
| 10 | Laughing Gulls |
| 11 | Terns |
| 12 | Red-Winged Blackbird |
| 13 | Owl |
| 14 | Crane |
| 15 | Bluebird |
| 16 | American Coot |
| 17 | Common Moorhen |
| 18 | Wood Duck |
| 19 | Mallard |
| 20 | Black Duck |

Table IV: Insects

| D20 | Insects |
|-----|----------------------------|
| 1 | Swarm of Gnats |
| 2 | Damselflies |
| 3 | Horse Flies (Biting Flies) |
| 4 | Swallowtail Butterfly |
| 5 | Stilt-Legged Flies |
| 6 | Ladybug |
| 7 | Jumping Spider |
| 8 | Shore Bug |
| 9 | Scorpion |
| 10 | Black Widow |
| 11 | Dragonfly |
| 12 | Froghopper Bug |
| 13 | Fishing Spider |
| 14 | Marsh Fly |
| 15 | Mosquito |
| 16 | Pond Skater |
| 17 | Deer Fly |
| 18 | Cicada |
| 19 | Milkweed Beetle |
| 20 | Viceroy Butterfly |

Table V: Fantasy Animals

| D20 | Fantasy Animals |
|-------|---------------------------------|
| 1-2 | Basilisk |
| 3-4 | Giant Anaconda |
| 5-6 | Cockatrice |
| 7-8 | Giant Rat |
| 9-10 | Giant Alligator |
| 11-12 | Shambling Mound |
| 13-14 | Zombie |
| 15-16 | Wyvern |
| 17-18 | Giant Spider |
| 19-20 | Will-o'-the-Wisp/Dancing Lights |

Table VI: Swamp Dwellers

| D20 | Creature | |
|-----|---------------|------------------------|
| 1 | Brownie | 11 Lizard Men |
| 2 | Sentient Tree | 12 Nymph |
| 3 | Native Tribe | 13 Hag |
| 4 | Dryad | 14 Redcap (Powrie) |
| 5 | Elf | 15 Witch/Crone |
| 6 | Fairies | 16 Spirit Animal (Loa) |
| 7 | Ghost | 17 Sprite |
| 8 | Goblin | 18 Cannibals |
| 9 | Hermit | 19 Witch doctor |
| 10 | Monk | 20 Rat Men |

Table VII: Marine Life

A. Freshwater

| D20 | Marine Life | D20 | Marine Life |
|-----|-------------|-----|--------------------|
| 1 | Bass | 11 | American Toad |
| 2 | Pickerels | 12 | Snapping Turtle |
| 3 | Mullet | 13 | Crayfish |
| 4 | Catfish | 14 | American alligator |
| 5 | Crappies | 15 | American Crocodile |
| 6 | Bream | 16 | Swamp Muskie |
| 7 | Sunfish | 17 | Bog Turtle |
| 8 | Bluegill | 18 | Florida Gar |
| 9 | Minnnow | 19 | American Eel |
| 10 | Shrimp | 20 | Tessellated Darter |

B. Salt/Brackish Water

| D20 | Marine Life | D20 | Marine Life |
|-----|-------------|-----|---------------------|
| 1 | Archer Fish | 11 | Purple marsh crabs |
| 2 | Snappers | 12 | Diamondback Turtle |
| 3 | Halfbeaks | 13 | Mudskipper |
| 4 | Tarpon | 14 | Horseshoe Crab |
| 5 | Flounder | 15 | Fiddler Crab |
| 6 | Smelt | 16 | Sea Snake |
| 7 | Minnnows | 17 | Saltwater Crocodile |
| 8 | Mummichog | 18 | Shrimp |
| 9 | Sea Star | 19 | Oysters |
| 10 | Mullet | 20 | Mussels |

Swamp, Bog or Marsh

Wetlands encompass a wide variety of different environments. However, the differences are mainly in the type of water and foliage present. The tables in this product can be used to add life to a wide variety of wetland environments.

A quick overview of the different types of wetlands and their key differences are as follows. The swamp is a wetland that is dominated by trees and lower brush. The water in swamps can be freshwater, brackish or saltwater. A bog is a scrubland that is sparsely populated with trees and consists mostly of mosses, lichen and grasses. Bogs are always freshwater and contain the unique rich earth called peat. Marshes are scrublands that are populated by low bushes, grasses and reeds. Marshes may be fresh water or salt water.

Bonus: Foliage Designer

The bonus tree and plants tables below can be used to design the look of the various wetland types discussed above. Additionally, they can be used to produce random sights of interest such as an odd tree or a patch of tall saw grass or duckweed that must be passed.

Swamp: To make a swamp using these tables roll 1d4 times on each table to get the predominant tree and foliage makeup of the swamp. In swamps, trees often grow in mixed stands where the foliage tends to sprout in uniform patches that blend into each other.

Table VIII: Trees

| D20 | Tree |
|-----|-----------------|
| 1 | Ash |
| 2 | Bay |
| 3 | Black Spruce |
| 4 | Black Willow |
| 5 | Cottonwood |
| 6 | Cypress |
| 7 | Dogwood |
| 8 | Elm |
| 9 | Mangroves |
| 10 | Paper Birch |
| 11 | Pin Oak |
| 12 | Pitch Pine |
| 13 | Red Maple |
| 14 | Silver Maple |
| 15 | Swamp White Oak |
| 16 | Water Tupelo |
| 17 | White Birch |
| 18 | White Cedar |
| 19 | White Pine |
| 20 | Willow |

Table IX: Plants

| D20 | Plants |
|-----|-----------------------|
| 1 | Alder |
| 2 | Bromeliads |
| 3 | Cattail |
| 4 | Duckweed |
| 5 | Saw Grass (Dangerous) |
| 6 | Labrador Tea |
| 7 | Lizard's-Tail |
| 8 | Marsh Fern |
| 9 | Marsh Marigold |
| 10 | Milkweed |
| 11 | Orchids |
| 12 | Pickereel weed |
| 13 | Poison Ivy |
| 14 | Sedge |
| 15 | Showy Lady's Slipper |
| 16 | Spanish Moss |
| 17 | Speckled Alder |
| 18 | Water Dragon |
| 19 | Water lily |
| 20 | Winterberry Holly |

Bog: Roll once on the tree table and 1d4 times on the plants table. Trees in bogs are usually found spread out and far apart (note: smaller trees such as the dogwood work best for bogs). Plants in bogs are often intermingled and also contain patches of moss and lichen.

Marshes: Roll 1d6 on the plant table. Plants in marshes often grow intermingled or in large patches.

Grasses grow tall in bogs and marshes since there is little tree cover. This can easily hide small animals and insects.