

# Encounter Table

## Mermist Marshes

### *A DragonQuest series of encounters*

By Tom Robinson

These series of encounters contain ideas and structure for a GM to adjust and add their own encounter detail as necessary. It is not a complete adventure and is presented here as an idea generator for tailoring into an existing campaign.

The original setting for these encounters took place in the Mermist Marshes, east of the town of Flint (hex 2125, campaign map 1) using the Wilderlands of High Fantasy setting from Judges Guild.

The story hook took the players into the marshes to locate a lost explorer and investigate rumor of a building attack force of strange, amphibious humanoids that could breathe air and travel over distances.



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# Mermist Marshes

## Encounter Table

This encounter table is used by rolling D100 after determining that an encounter has taken place, based on your area Encounter Level (EL).

Each encounter lists the type of creature or event, number of mobs encountered, and whether the encounter can take place during Day (☀) or Night (☾). Additional sub-tables will need to be created for special encounters and larger groups.

The Nixie and Merfolk villages will need to be built out if you want your characters adventuring there, otherwise treat each as a standard encounter or no encounter.

The Human Hunting Party and Hobgoblin War Party are also encounters that will require special attention if used.

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### 01-04 | Giant Fly (D-5) ☀

These flies are swarming over the carcass of a dead cow and are looking to lay their larvae. They will attack anyone or anything that approaches.

Giant Fly			
Large Insect			
PS: 4	MD: 18	AG: 20	MA: 0
EN: 6	FT: 10	WP: 10	PC: 20
PB: 5	TMR: 22	PRO: 1 (chitin)	
<b>Bite</b> (RK: —)			
IV: 40	SC: 83%	D: -3	R: P Use: C
<b>◆ Infection</b>			
+20% for infection if any contact was made with the insects.			
<b>◆ Disease</b>			
+15% to contract a disease if any damage was taken to FT or EN.			

An intact wing will sell for 40sp each.

### 05-08 | Wild Boar (D-7) ☀ ☾

These boars have established a nest in the grasses and have piglets nearby. They will seek to drive away any intruders by making barks and grunts and with small, aggressive bursts of non-attacking charges. They will not pursue past a certain distance from their young.

Wild Boar			
Common Land Mammal			
PS: 24	MD: 14	AG: 22	MA: 0
EN: 24	FT: 28	WP: 8	PC: 13
PB: 7	TMR: 7	PRO: 4 (rough skin)	
<b>Tusks</b> (RK: 1)			
IV: 36	SC: 72%	D: -1	R: P Use: C
<b>Trample</b> (RK: —)			
IV: 35	SC: 34%	D: -3	R: P Use: C
<b>◆ Gored</b>			
+10% to contract a disease if any damage was taken from a Tusk attack to FT or EN.			

## 09-12 | Giant Water Spiders (D-7) ☀ 🌙

These spiders are looking for a fresh, new meal and aren't too picky as long as their prey is still twitching.

Giant Water Spider				
Large Insect				
PS: 5	MD: 8	AG: 20	MA: 0	
EN: 4	FT: 8	WP: 6	PC: 12	
PB: 3	TMR: 3	PRO: 1 (chitin)		
<b>Bite</b> (RK: —)				
IV: 22	SC: 30%	D: *	R: P	Use: C
<b>* Poison</b>				
If damage (D) is greater than the characters PRO, the character is poisoned. Damage is 3DP per pulse for 10 pulses.				

Under the water in the rushes is one of the spider's lair. It contains the remains of its last victim as well as several large fish bones. A player will notice this lair at 2xPC.

The belongings of the human remains are:

- ◆ standard clothing of the recent day/age
- ◆ a pair of good walking boots
- ◆ two weapon belts (small)
- ◆ a tattered, moldy cloak
- ◆ small food pack (fouled)
- ◆ one small wineskin (the ale inside is preserved and tastes decent)
- ◆ a rather rough and poor map of the marshes showing several small common land creatures and their "dens" (written in the local language and requires RK:6 or greater to comprehend)
- ◆ small wooden box with standard cartography tools (valued at 120sp to any standard merchant)
- ◆ rotting money sack with 3 gems (2gs value each), 62sp, 18cf, 5gs.

Note: a local Cartographers Guild will pay 3gs for the materials and information regarding the decedent.

## 13-16 | Alligators (D+5) ☀ 🌙

These alligators are awaiting a tasty morsel and they would just as soon settle for you!

Alligators			
Lizard			
PS: 18	MD: 6	AG: 8	MA: 0
EN: 7	FT: 28	WP: 7	PC: 8
PB: 7	TMR: 2/4	PRO: 6 (thick scales)	
<b>Claws x2</b> (RK: —)			
IV: 16	SC: 56%	D: -6	R: P Use: C
<b>Bite</b> (RK: —)			
IV: 16	SC: 18%	D: +1	R: P Use: C
<b>◆ Drown</b>			
If a successful bite has landed, they will start spinning with their target in order to drown them. The player may receive a free action to Withdraw to continue normal combat [(PSx3)+MD minus creature PS] or suffer additional damage from drowning. Note: this free action does not disengage the player from combat nor entanglement with the creature.			

## 17-20 | Giant Rats (D-2) ☀ 🌙

This nest of Rats is in the process of expanding their burgeoning nest into the nearby grasses and peat.

Giant Rats			
[Small] Land Mammal			
PS: 7	MD: 15	AG: 15	MA: 0
EN: 5	FT: 28	WP: 11	PC: 19
PB: 5	TMR: 3	PRO: 1 (thick fur)	
<b>Bite</b> (RK: —)			
IV: 34	SC: 75%	D: -5	R: P Use: C
<b>◆ Unprotected Attack</b>			
They attack at unprotected areas (neck, armpits, between fingers, crotch, etc). A successful attack implies a reduction of their victims PRO by 2-4 for damage purposes only.			

Players may notice a useable pack within the nest (3xPC). The pack contains:

- ◆ Rusted crowbar
- ◆ Shattered lantern
- ◆ Two small flasks of oil
- ◆ Simple lock (RK:1)
- ◆ Small vial of poison – causes physical paralysis (1 hour) to the victim if introduced into the bloodstream. Consuming a moderately strong alcohol will remove the paralysis effect.

## 21-24 | Giant Lizards (D+1) ☀

These lizards are hiding in the marl waiting for their next meal. They will gang up and focus their attacks on a single target, but are easily driven off with a strong show of force.

Giant Lizard				
Lizard				
PS: 11	MD: 0	AG: 14	MA: 0	
EN: 5	FT: 9	WP: 7	PC: 10	
PB: 7	TMR: 2/4	PRO: 3 (thick skin)		
Bite (RK: —)				
IV: 24	SC: 50%	D: +4	R: P	Use: C

## 25-28 | Giant Frog (D-2) ☀ 🌙

Quite stupid, these frogs will attempt to fearlessly eat anything that crosses their path. The use of fire will cause them to flee.

Giant Frog				
Large Aquatic				
PS: 18	MD: 0	AG: 15	MA: 0	
EN: 10	FT: 18	WP: 7	PC: 11	
PB: 7	TMR: 2/5 (hop)	PRO: 3		
Bite (RK: —)				
IV: 26	SC: 50%	D: +4	R: P	Use: MC
◆ Tongue (RK: —)				
IV: 26	SC: 65%	D: -4	R: P	Use: MR
If successfully hit by the tongue, roll 3.5xPS of frog = drawn to mouth (automatic bite) on the next pulse unless freed (basic Grapple -2). Note: a Halfling can be swallowed whole, dwarf = half, human = limb.				

## 29-32 | Pike (D+5) ☀

The first encounter with the Pike will be more as “guard dogs” for a small band of Nixies in the area. They will seek to drive away the adventurers. However, if seriously attacked or any of their number are slain they will flee and warn the Nixies.

Pike			
Aquatic			
PS: 8	MD: 0	AG: 22	MA: 0
EN: 6	FT: 11	WP: 6	PC: 14
PB: 5	TMR: 6	PRO: 1 (scales)	
Bite (RK: —)			
IV: 36	SC: 30%	D: -4	R: P Use: C
◆ School			
IV: 36	SC: 70%	D: +2	R: P Use: C
Each group of five Pike attack together forming a School.			

There is a 12% chance that one of the Pike in the batch is a rare color. If captured and returned alive it will sell for 240sp value to a collector.

## 33-36 | Harpy (D-6) ☀ 🌙

This group of harpies has been watching the players from a distance (negate any surprise checks). They will seek to separate the players into smaller groups or individually to make them easier prey. They will not directly attack unless cornered, but will seek to lure them to other creatures in the area.

Harpy			
Fantastical Avian			
PS: 14	MD: 23	AG: 27	MA: 15
EN: 9	FT: 16	WP: 18	PC: 12
PB: 2	TMR: 10/1	PRO: 7 (feathers)	
Talons x2 (RK: —)			
IV: 39	SC: 93%	D: +5	R: P Use: MC
◆ Airborne Defense			
+20% DEF if airborne, -15% SC if attacking while airborne.			
Witchsight (T-1, RK: 3) ◆ Ens. & Ench.			
24% – with brightly glowing red eyes, the harpy sees all.			
Evil Eye (G-9, RK: 5) ◆ Ens. & Ench.			
35%, 90', 6 days duration, -5% to SC and MR – screeching a curse while a red beam shoots from one of her eyes enveloping you, your actions seem to thwart your ability to control them.			
Ventriiloquism (S-1, RK: 3) ◆ Ens. & Ench.			
69%, 90', 14 minutes duration – the sound of a lone female in distress is heard calling for aid in the near distance.			

There is a ruined wagon not far from the player encampment. One harpy will pretend to be an injured maiden on the wagon. The bed of the wagon is a RK:3 Spike Trap that will pin the hapless victim unless they can free themselves. A clever adventurer (2xPC) will note that the wagon is strangely positioned and is covered with algae and mosses. The grasses and marsh are claiming the wagon for their own. It has clearly been here for some time (only disclose this fact if the wagon is carefully examined and not in the “haste of a gallant rescue”).

Spring-loaded Spike Trap	RK: 5
Trap	
<i>With a grinding and shuddering noise, several planks of the wagon separate as one large section springs forward and pins you onto spikes!</i>	
<b>Trap:</b> Spring-loaded planks pin the victim to spikes embedded in the wagon.	
<b>Detection</b>	
2xPC outside the wagon, 3xPC if within the wagon.	
<b>Trigger</b>	
A lever under the seat of the wagon releases the spring-loaded planks and brings forward the spikes.	
◆ <b>Spike Attack</b> (RK: 3)	
SC: 40% D: D no recurring damage, but successful attack = pinned until freed.	
<b>Countermeasure</b>	
The trap can be broken by brute force (DEF: 12%, EN: 2, FT: 20), or by feats of strength (PS: 10)	

The harpies will let their victim die from the trap then feed on the carcass.

Secured in the hollow beneath the wagon seat (note that the trap will first need to be removed) is a small cask containing:

- ◆ 160sp, 35gs, 47cf
- ◆ Golden necklace (60gs value)
- ◆ Two golden rings with azure stones inset (120sp value each)

The cask is secured with a fairly simple RK:3 lock.

### 37-40 | Giant Wasp (D+3) ☀

These wasps are on patrol to build a new nest. They are mud dwellers and will encase victims in

tubes of dried mud for their larvae.

Giant Wasp			
Large Insect			
PS: 13	MD: 0	AG: 20	MA: 0
EN: 11	FT: 7	WP: 13	PC: 15
PB: 6	TMR: 10	PRO: 0	
<b>Sting</b> (RK: —)			
IV: 35	SC: 50%	D: -6	R: P Use: C
◆ <b>Poison Sting</b>			
If stung and D10 is greater than character PRO rating, that character is Poisoned and will suffer a paralysis for D+2 hours.			

### 41-44 | Giant Slug (D-5) ☾

Pale grey in color with a milky whitish underbelly, these voracious slugs are looking for their next meal. They are not carnivores and will not attack the players unless provoked.

There is a 30% chance that the succulent morsel they have a penchant for is on the person of one or more of the players (clothing, something with a pack or container, etc.).

Giant Slug			
Large Aquatic			
PS: 12	MD: 0	AG: 8	MA: 0
EN: 8	FT: 12	WP: 10	PC: 5
PB: 6	TMR: 2	PRO: 3	
<b>Bite</b> (RK: —)			
IV: 13	SC: 50%	D: +2	R: P Use: C
◆ <b>Acidic Skin</b>			
Physical contact with the slug causes 1DP per pulse. Given enough time, they can dissolve most any item or object.			

These slugs are quite strong and can break or squeeze through any surface or obstruction – it’s just a matter of time. They are immune to any blunt damage.

### 45-48 | Nixie (D+3) ☀ ☾

These Nixie are especially vile and are currently at odds with the neighboring Merfolk, as well as the Troll (which they fear).

The Nixie village exists somewhat out-of-time with the current environment, due to their faerie nature, sparkling with an otherworldly beauty.

They will be hospitable with players and will seek to encourage them to join them at their village to “dine” with them.

<b>Nixie</b>			
Faerie - Water			
PS: 18	MD: 17	AG: 16	MA: 14
EN: 12	FT: 20	WP: 18	PC: 16
PB: 12	TMR: 7	PRO: 0	
<b>Unarmed</b> (RK: 1)			
IV: 33	SC: 53%	D: -3	R: P Use: MC
<b>Bone Dagger</b> (RK: 2)			
IV: 34	SC: 55%	D: -2	R: 8 Use: RMC
<b>Bite</b> (RK: —)			
IV: 32	SC: 52%	D: -2	R: P Use: C
<b>Predict Weather</b> (T-1, RK: 3) ♦ <b>Water</b>			
25%, 40 miles			
<b>Wave Making</b> (G-2, RK: 2) ♦ <b>Water</b>			
31%, R: 260', DR: 30 minutes – increases waves by 7' and swells by 3'.			
<b>Flotation</b> (G-4, RK: 4) ♦ <b>Water</b>			
57%, DR: 50 minutes; increase swimming by 50%, reduce drowning by 9% – your body is surrounded by effervescent bubbles.			
<b>Water Purification</b> (G-6, RK: 2) ♦ <b>Water</b>			
46%, 3 quarts			
<b>Mage Wind</b> (G-9, RK: 3) ♦ <b>Water</b>			
39%, R: 40', DR: (50xD)xRK minutes			
<b>Create Water</b> (G-10, RK: 2) ♦ <b>Water</b>			
41%, 3 pints – with a wave of the hand and a trail of bluish-white energy, water pours from its hands.			
<b>Water Breathing</b> (G-12, RK: 3) ♦ <b>Water</b>			
34%, 4 hours – gills form on your neck.			

### 49-52 | Land Turtle (D-1) ☀ 🌙

These turtles are digging in the peat for a tasty morsel. They will turn aggressive if the players approach or seek to drive them off.

<b>Giant Turtle</b>			
Reptile			
PS: 21	MD: 0	AG: 5	MA: 0
EN: 15	FT: 24	WP: 10	PC: 13
PB: 7	TMR: 2	PRO: 8 (shell)	
<b>Bite</b> (RK: —)			
IV: 24	SC: 50%	D: +4	R: P Use: C

### 53-55 | Troll (1) ☀ 🌙

This Troll is terrorizing the region. It has a special hatred for the Nixies and the Merfolk. He has made alliances with the Harpies and will come to their aid if called.

<b>Troll</b>				3 Hex
Giant Humanoid				
PS: 42	MD: 12	AG: 14	MA: 5	
EN: 35	FT: 44	WP: 22	PC: 21	
PB: 0	TMR: 6	PRO: 5 (thick skin)		
<b>Hands x2</b> (RK: —)				
IV: 35	SC: 67%	D: +6	R: P Use: MC	
<b>Teeth</b> (must hit with both hands first)				
IV: 35	SC: 47%	D: +4	R: P Use: C	
<b>Trample</b>				
IV: 35	SC: 52%	D: +3	R: P Use: C	
♦ <b>Regeneration</b>				
Regenerate +1 DP per pulse at the beginning of each pulse.				

### 56-59 | Human Hunting Party ☀ 🌙

See additional sheet for more information.

### 60-63 | Giant Water Beetle (D-3) ☀ 🌙

These Beetles are migrating through the marsh seeking carrion. They are unafraid of humans and will fearlessly attack if warranted.

<b>Giant Water Beetle</b>			
Giant Insect			
PS: 20	MD: 0	AG: 14	MA: 0
EN: 12	FT: 18	WP: 6	PC: 11
PB: 6	TMR: 5	PRO: 5 (chitin)	
<b>Mandible</b> (RK: —)			
IV: 25	SC: 50%	D: +5	R: P Use: C
♦ <b>Trample</b>			
IV: 25	SC: 40%	D: D	R: P Use: C
(They may not Bite and Trample in the same pulse.)			

The glands of these creatures are of value to Alchemists.

### 64-67 | Merfolk ☀ 🌙

See additional sheet for more information.



## 68-71 | Hobgoblin War Party (+2)



These Hobgoblins are on a raiding expedition. They will attempt to take a captive back to their camp for ransom.

Hobgoblin			
Earth Dweller			
PS: 18	MD: 14	AG: 15	MA: 12
EN: 15	FT: 21	WP: 11	PC: 14
PB: 8	TMR: 5	PRO: 2 (greasy hides)	
Spear 1-2 (RK: 3)			
IV: 32	SC: 76%	D: +3	R: 6 Use: RM
Club (RK: 2)			
IV: 31	SC: 67%	D: +2	R: 6 Use: RM
◆ Broken Sear Point			
40% chance per hit that the point of the spear has broken off inside the wound. Penalty of -3 AG and add +15% to Infection check.			

Each Hobgoblin carries a sack with crusted bread, a hunk of hard cheese, and a crude knife in addition to 3D10sp.

## 72-75 | Gnoll (+1)



These Gnolls are searching for the Hobgoblin camp. They will ruthlessly attack the party, leaving them for dead after stealing all belongings (75% to take items).

Gnoll			
Earth Dweller			
PS: 22	MD: 14	AG: 12/10	MA: 0
EN: 13	FT: 23	WP: 11	PC: 14
PB: 6	TMR: 5	PRO: 2 (hide) / 4 (leather armor)	
Spear 1-2 (RK: 3)			
IV: 25	SC: 72%	D: +3	R: 6 Use: RM
Battleaxe 1-2 (RK: 2)			
IV: 25	SC: 82%	D: +4	R: 6 Use: RM
Unarmed (RK: 1)			
IV: 24	SC: 45%	D: -2	R: P Use: MC

Each Gnoll will carry a sack with (D10+3)x50sp. They are well-paid thugs who have worked out abduction deals with several criminals from the local town/city.

## 76-80 | Marsh Shambler (1)



When encountered, the Marsh Shambler will either be laying out in plain sight (appears as a compost pile of leaves and miscellaneous branches) or using its **Blending** ability:

- 1-2: A floating pile of decomposing leaves and vines.
- 3-4: A growth of rank vegetation at the base of a nearby tree.
- 5-6: A small mound of discarded branches and grasses (possibly a small animal hovel).
- 7-0: Concealed using Blending.

Marsh Shambler				7' tall
Earth Dweller				
PS: 17	MD: 20	AG: 19	MA: 0	
EN: 8	FT: 12	WP: 8	PC: 18	
PB: 6	TMR: 5	PRO: 3 (bark)		
Batter x2 (RK: 2)				
IV: 39	SC: 74%	D: +2	R: 2	Use: RM
◆ Constrict (RK: 0)				
IV: 37	SC: 80%	D: +8	R: P	Use: C
It will Constrict a victim on two successful Batter attacks and draw them in to Close at a rate of 1 hex per pulse.				
◆ Electrical Immunity				
Immune to Electrical-based attacks and receives one-half of the DM as a bonus to FT.				
◆ Fire Resistant				
+10 RES to fire-based attacks.				
◆ Blending (G-4, RK: 4) ◆ Earth				
100%, DR: 5 hours.				

The Marsh Shambler is a creature that is humanoid in form, and is comprised of animated leaves, twigs and vines. It has a trunk-like torso with ropey arms and thick, stunted legs. It does not appear to have a head.

## 81-83 | Will-O'-Wisp (D-2)



These luminous balls of light are deadly and the marsh inhabitants often flee from them. They seek to lure unsuspecting victims into deep bogs where they will become trapped while the Wisps feed on them by draining their life force.

<b>Will-O'-Wisp</b>			
Creature of Night and Shadow			
PS: 0	MD: 0	AG: 0	MA: 19
EN: 25	FT: 23	WP: 7	PC: 16
PB: 14	TMR: 6	PRO: 0	
<b>Energy Drain</b> (RK: —)			
IV: 16	SC: *	D: -4	R: P Use: C
*attack automatically hits the victim, no roll is necessary. WP may be used as a defense to shield the damage; 3xWP to avoid damage.			
◆ <b>Damage Immunity</b>			
These creatures may only be harmed by silvered or magical weapons and suffer only 1/2 damage from each attack.			

If slain, the Wisp will rapidly crystallize into a 2" sphere that will add +5RK to an Astrologer's skill.

Each sphere can be worth up to several thousand silver pennies.

### 84-86 | Piranha (3D10) ☀

This lonely school of Piranha are aggressive and hungry.

<b>Piranha</b>			
Aquatic – Fish			
PS: 2	MD: 0	AG: 20	MA: 0
EN: 1	FT: 1	WP: 4	PC: 14
PB: 5	TMR: 6	PRO: 0	
<b>Bite</b> (RK: —) calculated in groups of 10			
IV: 34	SC: 80%	D: +4	R: P Use: C

### 87-89 | Marsh Snake (D-6) ☀

Primarily black in color, these snakes will seek to attack their prey via stealth by launching an attack when it is most advantageous with surprise.

<b>Marsh Snake</b>			
Snake			
PS: 2	MD: 0	AG: 13	MA: 0
EN: 4	FT: 6	WP: 16	PC: 12
PB: 8	TMR: 2	PRO: 0	
<b>Bite</b> (RK: —)			
IV: 25	SC: 50%	D: -2*	R: P Use: C
*Damage is only used to determine if their fangs penetrate the victims PRO.			
◆ <b>Poison</b>			
The victim bitten will take 3DP per pulse for D10+2 pulses. If reduced to one half EN (or more) the player will succumb to a lethargic state and must seek the aid of a Healer for D10 days to recover.			

## 90-98 | Common Creature or Animal

These are basic marsh fauna that are typically non-hostile and will flee from the area when the players approach. They can turn hostile if provoked but will most typically seek to flee.

- 1 Racoon
- 2-3 Marsh Rabbit
- 4 Wood Stork
- 5-6 Moorhen (Duck)
- 7 Great Blue Heron
- 8 White Tailed Deer
- 9 Common Water Snake
- 0 Common Frogs

Some element of these animals will be of value to merchants or collectors – hides, feathers, meat, etc.

## 99-00 | Special Encounter

See separate sheet for more information.