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## THE BEAST

The Beast is a swamp combat encounter for four to five characters with an average party level (APL) of 7th level. The swamp is home to a strange creature that lurks in the depths, a froghemoth. Creatures found in this encounter are **non-SRD** creatures.

The smell of damp earth and rot lingers over the swamp. The ground squelches beneath your feet, and the croaking of frogs echoes create a symphony of noise over the bubbling murky water.

### CREATURE NAME / BACKGROUND

This encounter takes place in any swamp environment. This swamp is home to a strange and terrifying creature, a **\*froghemoth**. Rumours of some ancient terror that lurks within this swamp have existed for decades, but few could claim to have seen it. The swamp is the froghemoths lair, and it spends most of the time lurking beneath the water, preying upon anything that gets too close.

#### HAZARD: FROGHEMOTH'S LAIR

The swamp has been affected by the **\*froghemoths** influence.

- Within 1 mile, thick vines grow around the swamp and will restrain a character who gets too close (escape DC 15).
- Water sources within 1 mile are befouled and stagnant.

CR10  
5,900XP

## SWAMP ENCOUNTER

### ENCOUNTER: MUD & TENTACLES

The **\*froghemoth** lurks in a pond near a crossing in the swamp. Through the locals know better than to cross this way, travellers aren't as wise and would quickly become a meal for the beast.

#### SWAMP LURKER

The **\*froghemoth** is an ambush predator and will wait till a creature gets close to its pond before using one of its lair actions and attacking. The froghemoth is attacking to hunt, and if a particular fight becomes too much, it will try and retreat in to the murky depths.

#### FROGHEMOTH LAIR ACTIONS

- **(Bonus action)** The **\*froghemoth** can cause the ground beneath a creature to become soft. That creature must succeed on a **DC 14 Strength saving throw** or become restrained.
- **(Reaction)** When a creature moves, the **\*froghemoth** can cause vines to erupt from the ground under that creature. That creature must succeed on a **DC 14 Dexterity saving throw** or become restrained.

### CONCLUSION

**Froghemoth defeated.** If the characters manage to kill the **\*froghemoth**, it will vomit up the remains of its last victims and their wooden chest. The chest contains 4 x amber (400 gp), 2 x garnet (100 gp), 3 x jade (100 gp), tourmaline (100 gp), 2 x potion of healing. **Coinage;** 500 cp, 7000 sp, 2300 gp, 120 pp,

7TH  
LEVEL

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INSTANT  
ENCOUNTERS