

X6: Quagmire!

ORIGINAL
DOCUMENT

5E CONVERSION NOTES

Page 2
Column 3, Section 3

THE PARTY OF ADVENTURERS

This conversion is balanced for a party of 4, 5th level characters. A party of characters should include a cleric or druid who is no lower than 4th level. Each character should have equipment appropriate to their level; see the “Character Wealth by Level” table on page 135 of the *Dungeon Master’s Guide*.

Page 2
Column 3, Section 4

WANDERING MONSTERS

For random encounters in wilderness areas, use the appropriate Random Encounter Table for the terrain type and party’s level. Except as otherwise noted, these tables can all be found on pages 92-112 of *Xanathar’s Guide to Everything*.

- For jungle areas, use the “Forest Encounters (Levels 5-10)” table, on page 99.
- For hills, use the “Hills Encounters (Levels 5-10)” table on page 102.
- For swamp hexes, use the “Swamp Encounters (Levels 5-10)” table on page 106.
- For ocean travel, use the “Random Encounters at Sea” table on page 118 of the *Dungeon Master’s Guide*.
- For hexagons that are adjacent to rivers, beaches, and coastal areas, you might prefer to use the “Coastal Encounters (Levels 5-10)” table on page 94 in place of the terrain table.

Roll or choose a desired encounter from the table that is most appropriate for the party’s current location and character level, *and* best suited to the pacing of the story. To reinforce the idea of the Thanegia Wilderness being a mysterious and exotic location, try to choose monsters that the players have not encountered elsewhere.

Page 3
Column 1, Section 2

CAPTURING WILD ANIMALS

For lassoing a wild animal, use the standard combat rules for whips, nets, or other suitable weapons and tactics as appropriate.

For taming and subduing wild animals, use the rules for Animal Handling.

Page 4
Column 2, Section 2

WEATHER AND CLIMATE

For weather, visibility, ship stats, and other rules, see pages 117-119 of the *Dungeon Master’s Guide*.

Page 5
Column 3, Section 3

TRAVELING BY LAND TO QUAGMIRE

For random encounters, use the tables in the *Dungeon Master’s Guide* or in *Xanathar’s Guide to Everything*, as appropriate for the terrain type and character level.

Page 6
Column 3, Section 1

Page 7
Column 1, Section 3

Page 7
Column 2, Section 2

Page 7
Column 3, Section 2

Page 7
Column 3, Section 3

Page 8
Column 1, Section 2

Page 8
Column 2, Section 2

Page 8
Column 2, Section 3

Page 9
Column 1, Section 1

AREA ENCOUNTERS

1. RHINO HERD

- The 5E stats for a rhinoceros are on page 336 of the *Monster Manual*.

3. THIN CRUST

- The hot water deals 1d6 points of fire damage per round of contact.
- Escaping from the hot water requires a DC 14 Athletics check; the Help action will give a trapped creature Advantage on this check.

4. INCLEMENT WEATHER

- Hail deals 1d4 bludgeoning damage. Creatures wearing armor, or with a natural armor class of 13 or higher, are unaffected by this damage.
- Wind deals 1d20 points of bludgeoning damage. Also, see the rules for “Strong Wind” on page 110 of the *Dungeon Master’s Guide*.
- Sand deals 1d4 points of untyped damage. Also, see the rules for “Strong Wind” on page 110 of the *Dungeon Master’s Guide*.
- Thunder: a DC 13 Dexterity save throw will reduce the lightning damage by half.

5. HEAT PLAGUE

- Resisting the heat plague requires a DC 13 Constitution save throw.
- Characters that contract the disease gain the Poisoned condition for 1d4 hours. While poisoned in this manner, characters have Disadvantage on attack rolls, and attacks against them are made at Advantage.

6. IMPERIAL MISSION

- For the Warriors, use the stats for Guard on page 347 of the *Monster Manual*.
- For the Swashbuckler, use the stats for Thug on page 350 of the *Monster Manual*.

7. DRENCHING RAIN

- All outdoor terrain is lightly obscured and is considered difficult terrain for the duration of the tropical downpour. See “Heavy Precipitation,” on page 110 of the *Dungeon Master’s Guide*.

8. SWAMP SICKNESS

- A DC 13 Constitution save will resist the sickness. The disease deals 1d4 poison damage each time they move through a Swamp or Jungle hexagon.

9. SCAVENGER PARTY

- The stats for the Lizard Men (lizardfolk) are on page 204 of the *Monster Manual*.

10. THAT SINKING FEELING

- Quicksand is described on page 110 of the *Dungeon Master’s Guide*. For Dangerous Quicksand, increase the Strength DC to 12.
- Green slime is described on page 105 of the *Dungeon Master’s Guide*.
- The stats for the Black Pudding are on page 241 of the *Monster Manual*.
- The stats for the Gelatinous Cube are on page 242 of the *Monster Manual*.
- The stats for the Gray Ooze and Ochre Jelly are on page 243 of the *Monster Manual*.
- The stats for the Giant Amoeba are provided below.

GIANT AMOEBA

Large Ooze, unaligned

Armor Class: 10 (natural armor)

Hit Points: 85 (10d10+30)

Speed: 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Skills: Perception -2, Stealth +2 (and see below)

Senses: passive Perception 8

Challenge: 4 (1,100 XP)

Amorphous. The amoeba can move through a space as narrow as 1 inch wide without squeezing.

Translucent. A giant amoeba is completely transparent. Even when in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot an amoeba that has neither moved nor attacked. A creature that tries to enter the amoeba's space while unaware of the amoeba is surprised by the amoeba.

ACTIONS

Acidic Touch. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+3) acid damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be enveloped.

Envelop. The amoeba moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the amoeba enters a creature's space, the creature must make a DC 13 saving throw. On a successful save, the creature can choose to be pushed back 5 feet or to the side of the amoeba. A creature that chooses not to be pushed suffers the consequences of a failed save.

On a failed save, the amoeba enters the creature's space, and the creature takes 11 (2d6+3) acid damage and is enveloped. The enveloped creature can't breathe, is restrained and takes 11 (2d6+3) acid damage at the start of each of the amoeba's turns. When the amoeba moves, the enveloped creature moves with it.

An enveloped creature can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the amoeba..

11. SANDY SHORELINE DEBRIS

- Green slime is described on page 110 of the *Dungeon Master's Guide*.
- Stats for the pirate skeleton can be found on page 272 of the *Monster Manual*.
- The dead giant marauder jellyfish tentacles deal 1d6 poison damage if touched. A creature that takes poison damage in this manner must make a DC 12 Constitution save or be paralyzed for 1 minute.

12. FLOATING FLOTSAM

- Green slime is described on page 110 of the *Dungeon Master's Guide*.
- The stats for the zombie can be found on page 316 of the *Monster Manual*.
- The *staff of healing* is described on page 202 of the *Dungeon Master's Guide*.

Page 9

Column 2, Section 1

Page 9

Column 2, Section 2

Page 9

Column 3, Section 2

Page 10

Column 2, Section 2

Page 11

Column 1, Section 2

Page 11

Column 1, Section 3

Page 11

Column 1, Section 4

Page 11

Column 2, Section 2

Page 11

Column 2, Section 3

Page 11

Column 3, Section 1

Page 11

Column 3, Section 3

Page 12

Column 3, Section 2

Page 13

Column 1, Section 2

13. AMBUSH PARTY

- Stats for Lizard Men (lizardfolk) can be found on page 204 of the *Monster Manual*.

14. SCORCHED PREY

- For Gasker (the Dying Warrior), use the stats for Guard on page 347 of the *Monster Manual*. He is at 0 hit points and is stable but barely conscious when the party begins the encounter.

15. PERSONAL SERVANT

- The *efreeti bottle* is described on page 167 of the *Dungeon Master's Guide*.

16. CAMEL HERD

- The stats for Camel are on page 320 of the *Monster Manual*.

17. WILD HORSES

- For the Wild Horses, use the stats for Riding Horse on page 336 of the *Monster Manual*.

18. MULE HERD

- The stats for Mule can be found on page 333 of the *Monster Manual*.

19. GRAB GRASS

- Use the stats below for Grab Grass.

Grab Grass: this dangerous plant looks like ordinary tall grass (3-5 feet tall), and grows in patches that cover a 5' x 5' area. A Medium-sized or smaller creature that enters a square of Grab Grass, or begins its turn there, is immediately Restrained as the blades of grass wrap tightly around its limbs and body. A creature restrained by Grab Grass can use its Action to make a Strength saving throw against DC 12.

20. KILLER TREES

- For the Killer Trees, use the stats for Vine Blights on page 32 of the *Monster Manual*.

22. MAGIC MERCHANTS

- Ignore the "Expert Subtable" column in the Trade Items Chart, and place suitable magic items as needed using the tables in the *Dungeon Master's Guide*. To determine the sale price of any magic items, use the Magic Item Rarity table on page 135 of the *Dungeon Master's Guide*.

23. STILT VILLAGE

- For the villagers, use the stats for Commoners on page 345 of the *Monster Manual*. Alternately, you may use the stats for Tribal Warrior, on page 350 of the *Monster Manual*.

24. ROCKY COASTLINE DEBRIS

- Green slime is described on page 110 of the *Dungeon Master's Guide*.
- Stats for the pirate skeleton can be found on page 272 of the *Monster Manual*.
- For the ship figurehead/wood golem, use the stats for a Small Animated Object on page 213 of the *Player's Handbook*.
- Stats for the Grey Ooze can be found on page 243 of the *Monster Manual*.

Page 13

Column 1, Section 3

Page 14

Column 3, Section 3

Page 19

Column 1, Section 2

Page 19

Column 2, Section 1

Page 20

Column 1, Section 2

Page 21

Column 1, Section 2

Page 21

Column 2, Section 2

- The dead giant marauder jellyfish tentacles deal 1d6 poison damage if touched. A creature that takes poison damage in this manner must make a DC 12 Constitution save or be paralyzed for 1 minute.

25. HIGH SEAS

- The stats for the doppelganger are on page 82 of the *Monster Manual*.

D. MAROONED WARRIOR

- For Lenuwol, use the stats for Guard on page 347 of the *Monster Manual*.

E. SADDLEBAGS

- Stats for the Baboons can be found on page 318 of the *Monster Manual*.
- The *potion of swimming* is described below.

Potion of Swimming

Potion, Common

When you drink this potion, you gain a swimming speed equal to your walking speed for 8 hours. During this time, you also have advantage on Constitution saving throws you make to avoid exhaustion from swimming.

F. PIRATE CACHE

- The *potion of water breathing* is described on page 188 of the *Dungeon Master's Guide*.
- For the *ring of water adaptation*, use the stats for a *necklace of adaptation* found on page 182 of the *Dungeon Master's Guide*.
- The *returning spear* is described below.

Returning Spear

Weapon, Rare (spear)

This magic spear grants a +1 bonus to attack and damage rolls made with it. When thrown, it returns to the wielder's hand immediately after it is used.

- For the "Type A treasure horde(sic)", roll on the Treasure Hoard: Challenge 5-10 table, found on page 137 of the *Dungeon Master's Guide*.
- Stats for the Skeleton are on page 272 of the *Monster Manual*.
- Stats for the Zombie are on page 316 of the *Monster Manual*.
- Stats for the Ghoul are on page 148 of the *Monster Manual*.
- Stats for the Wight are on page 300 of the *Monster Manual*.
- Stats for the Wraith are on page 302 of the *Monster Manual*.
- Stats for the Mummy are on page 228 of the *Monster Manual*.

I. TIDAL POOL

- The stats for the Djinni can be found on page 144 of the *Monster Manual*.

M. BRIGAND FERRY

- For the Brigands, use the stats for Bandit on page 343 of the *Monster Manual*.

N. LIZARD MAN CAMP

- Stats for the Lizard Men (lizardfolk) can be found on page 204 of the *Monster Manual*.

SPIRAL CITY ADVENTURES

LEVEL 1: WELL AREA

Page 22

Column 1, Section 2

1. CRESCENT HALL

- The stats for the Gelatinous Cube can be found on page 242 of the *Monster Manual*.

Page 22

Column 2, Section 3

4. BOTTOM OF THE STAIRWAY

- Stats for the Black Pudding can be found on page 241 of the *Monsters Manual*.

Page 23

Column 2, Section 3

LEVEL 2: ENTRY AREAS

15. INNER WARD

- The stats for the Gnolls can be found on page 163 of the *Monster Manual*.

Page 23

Column 3, Section 2

LEVEL 3: BARRACKS

17. CURTAIN WALKWAY

- The stats for the Trolls can be found on page 291 of the *Monster Manual*.

Page 23

Column 3, Section 4

19. NIGHT BARRACKS

- The stats for the Gray Oozes can be found on page 243 of the *Monster Manual*.
- Stats for the Goblins can be found on page 166 of the *Monster Manual*.

Page 24

Column 1, Section 2

20. DAY BARRACKS

- Green slime is described on page 110 of the *Dungeon Master's Guide*.

Page 24

Column 2, Section 1

LEVEL 4: MONEY CHAMBER

22. MONEY EXCHANGE CHAMBER

- Stats for the Lizard Men (lizardfolk) can be found on page 204 of the *Monster Manual*.
- For the Goblin King, use the stats for Goblin Boss on page 166 of the *Monster Manual*.
- Stats for the Dire Wolves can be found on page 321 of the *Monster Manual*.
- Stats for the Mermen (merfolk) can be found on page 218 of the *Monster Manual*.
- For the Merman Leader, use the stats for Merfolk (as above) except as follows: increase hit points to 22, and add +1 to attack rolls, damage rolls, save throws, and ability checks.

Page 24

Column 3, Section 2

25. TRIBUTE STORAGE

- For the giant goldfish, use the stats for Dolphin, found on page 208 of *Volo's Guide to Monsters*.

Page 24
Column 3, Section 3

Page 26
Column 1, Section 2

Page 34
Column 1, Section 5

Page 27
Column 3, Section 1

Page 28
Column 1, Section 2

LEVEL 5: MARKET AREA

26. SPIRAL LANDING

- For the Normal Humans, use the stats for Commoners on page 344 of the *Monster Manual*.

31. COMMERCE CHAMBER

- For the Normal Humans, use the stats for Commoners on page 344 of the *Monster Manual*.

34. DRY STORAGE

- For the Giant Black Widow Spider, use the stats for Giant Spider on page 328 of the *Monster Manual*.

LEVEL 10: RULER'S QUARTERS

45. RULER'S APARTMENT

- For the Merman Ruler, use the stats for a Knight on page 347 of the *Monster Manual* except as noted here: he has a swim speed of 40 feet, fights with a trident that he wields two-handed, and has the Amphibious property.

LEVEL II: JAIL

47. RING CORRIDOR

- Stats for the Lizard Men (lizardfolk) can be found on page 204 of the *Monster Manual*.
- The *potion of swimming* is described below.

Potion of Swimming

Potion, Common

When you drink this potion, you gain a swimming speed equal to your walking speed for 8 hours. During this time, you also have advantage on Constitution saves you make to avoid exhaustion from swimming.

- The *potion of water breathing* is described on page 188 of the *Dungeon Master's Guide*.
- For the *ring of water adaptation*, use the stats for a *necklace of adaptation* found on page 182 of the *Dungeon Master's Guide*.
- The *returning spear* is described below.

Returning Spear

Weapon, Rare (spear)

This magic spear grants a +1 bonus to attack and damage rolls made with it. When thrown, it returns to the wielder's hand immediately after it is used.

LEVEL II: JAIL

Page 28

Column 2, Section 1

48. STAIRCASE

- For the Normal Bats, use the stats for Swarm of Bats on page 337 of the *Monster Manual*.
- Stats for the Mermen (merfolk) can be found on page 218 of the *Monster Manual*.

Page 28

Column 2, Section 2

49. BRAZIERS

- For the Piranha Birds, use the stats for Stirges on page 284 of the *Monster Manual* except as noted here: replace the Blood Drain ability with the Bite ability shown below:

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) piercing damage.

- For the Sea Snakes, use the stats for Poisonous Snake on page 334 of the *Monster Manual*.