

Swamp Monster

You are a pile of green gunk and vegetation, a marshy stench hanging over you as you tower over everybody that you meet. Your eyes are wide and pupil-less, glowing a bright red or yellow. You leave a trail of slime wherever you go, punctuated with the occasional flopping fish or rotting skeleton. You are a swamp monster.

Requirements: 6 or less CHA, 9 or more STR (alternatively, switch CHA and STR if CHA is higher)

Hit Dice: 1d12 (+3/level after 9)

To-hit: as fighter

Saving throws: as fighter

Weapons proficiency: simple weapons such as clubs, shark-tooth swords, rusty daggers, maces, etc.

Armor proficiency: none

Unarmed Combat: due to your big size, you have strong unarmed attacks. Your fists deal 1d8 damage, and you are considered proficient in them.

Swamp Monster: since you are a swamp monster, you are able to talk with creatures of the swamps, and when in a swampy environment you are considered hidden completely until you show yourself, unless what you are hiding from is from the swamp, in which case you will be hidden on a 4 out of 1d6. Swamp animals will be likely to help you if you ask them politely and befriend them, rather than controlling their minds like some people would.

Marsh Miasma: at level 3, you are able to repel nearby creatures with your disgusting stench. You are able to do this once per day, increasing to twice per day at level 5, thrice at level 7, and four times per day at level 9. When you use this power, you release bubbles of stench trapped underneath your sludge, causing all creatures within 30 feet to either be knocked unconscious (if they fail the paralysis save) or recoil in disgust (on a successful save). Only creatures used to horrible stench are immune to this effect. This effect also affects your fellow players.

Level	Title	Experience
1	Sludge	0
2	Quagmire	2,100
3	Fen	4,200
4	Moor	8,400
5	Marsh	16,800
6	Mire	33,600
7	Morass	67,200
8	Bog	134,400
9	Everglade	268,800
10+	Everglade	+268,800/level

