

SWAMP MAW

Pathfinder 2e Compatible, Suggested LvL 1-3

Terrain

The grass is marshy ground, difficult terrain for anyone wearing more than light armor. The water is 35ft deep. The ridges of the Dragon's head are 10ft tall before rising.

Setup

The Maw in the Swamp has been reported to be consuming various boats and creatures. The local clergy intends to perform a ritual to appease the source of this danger but must know its origin first. The party is offered 10gp to determine the precise nature of this reported Maw

The Maw in the Swamp

The Maw in the Swamp is Gormavu, the ancient Swamp Dragon. It is a spiritual manifestation of the swamp's energy and cannot be directly killed or meaningfully damaged. Around it have gathered 4 **Bloodseekers** and one corrupted **Naiad**. This nature spirit has tasted blood on the water and grown a liking to it. Influenced by the appearance of a powerful manifestation of the swamp's primal energies—it now cooperates with the blood drinkers to let the succor flow.

Arriving at the Maw

The party makes their way to the source of reports.

- **Druids** and **Rangers** will sense a great presence, which they can follow to the source.
- DC 17 **Perception** or **Survival** check will lead the group to the site of the reports.
- DC 17 **Nature** or **Investigate** check on the terrain to determine there are **Bloodseeker** afoot, blood-drained creatures floating in the swamp. Critical Success: reveals their hiding positions pre-ambush.
- If the party has no means of arriving at their destination swiftly they will wander until it has grown dark and arrive by accident, liable to be ambushed.
- Once the group arrives, they are attacked in short order.

Phase 1: The Trap is Sprung

Violence ensues.

- The **Naiad** will prefer the water and attempt to drag potential foes into it after the first round, which she will spend attempting to remain hidden.
- The **Bloodseekers** will swarm and attack the least well defended enemy.

- At the end of the first round the fighting has disturbed the dragon—advance phase +1 at the end of each round.

Phase 2: Eyes to Behold

An ancient and potent creature emerges.

- The dragon does not speak, but does understand, **Druidic**.
- Any creature standing on the dragon's head at the top of the round makes a DC 16 **Reflex** save, falling prone on failure.

Phase 3: Maw of the Dragon

The mouth opens.

- Any creature standing on the mouth at the top of the round makes a DC 18 **Dexterity** save, falling into the mouth and prone on failure.
- The Swamp Dragon lets out a deep and primal roar. Any creature that hears it makes a DC 18 **Will** save. On failure they must attack on their next turn or dive into the water.

Phase 4+ : the Dragon Descends

- Any creature stuck in the Swamp Dragon's maw as it descends will suffer 2d12+4 Necrotic damage before the dragon's head disappears and they're left 30ft underwater.
- If battle is still met by phase 6, the **Naiad** attempts to withdraw.

Reactions: the Blood-Naiad

The Naiad has learned a trick or two.

- *Succor from the Swamp*: all **Bloodseekers** within 5ft of swamp water heal 4 HP.
- *Wave of Ill Waters*: all creatures with any exposed skin touching the water make a DC 19 **Fort** save. On failure they suffer 4d8 Poison damage.
- *Swamptide*: all creatures within a 20ft radius of water make a DC 17 **swim** check or get pushed 15ft in a direction of the **Naiad**'s choosing.

This encounter is created for **Bog Dragon Battle Map**, it can be downloaded here:
patreon.com/posts/bog-dragon-map-78856173

