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HORROR FOREST

BIOME

A gruesome fantasy biome including 11 creature statblocks, 4 plants, 5 items, and 3 battlemaps

HORROR FOREST

The crack of a branch made Bionica jump in the air. She looked around in panic. Was someone there? Were they being followed? Hadn't she seen a pair of red eyes in the bushes back there?

"Did you hear that?" she asked as she slowly spun around, not taking her eyes off their surroundings.

"What do you mean, exactly?" Selanor sounded irritated. His tense expression spoke for itself. "The rustling in the branches, the cracking in the bushes? You'll have to be more specific."

Tog clutched his big hammer tightly with both hands, Frinki not three feet from him. The gnome had not moved from his side since entering the forest. He was probably hoping the hulking orc would finish off any creature that got too close with a single blow.

"Maybe it was just a bird," Frinki surmised hopefully. "Or the wind."

"There can't be as many birds as there are sounds here," Selanor replied. "Besides, I'm sure we're being followed and watched."

Bionica agreed with him. She hadn't slept in days. The fear and panic of being attacked by something in this forest were far too great. If they didn't get out of here soon, they would probably all go insane.

She was about to retort when a shrill scream rang out, and a horde of bloodied, human-sized rabbits descended upon them. Without thinking, Bionica ran for her life, the rush of her blood in her ears and a heartbeat so wild she was sure it would leap out of her chest. She would die in that forest. She was sure of that.



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Credits

Lead Designers: Ronja Bär, Jannis Jorre

Collaborators:

GutziferGM ([Twitter](#)): *Psychic Tempest, Grave Digger*

CerealDM ([cerealdm.com](#)): *N'ervpeck, Graveyarder,*

Umbrage

Colby Whittaker (Hagiologist) ([hagiologist.com](#), [Twitter](#)):

Despot Ooze, Oozeblood Zombie, Oozeblood Devourer

Cover: *Horror Forest* by Büşra Özçelikörs

Interior Illustrators:

Büşra Özçelikörs ([Fiverr](#), [Instagram](#)): *Horror Hare*

Timothy George ([Twitter](#), [Instagram](#)): *Battlemaps*

Robert Brown ([BHL](#)), Ronja Bär: *Cadaver Blossom*

Joseph Seboth et al. ([BHL](#)), Ronja Bär: *Fissle Fern*

William Curtis et al. ([BHL](#)), Jannis Jorre: *Whisker Bat*

HORROR FOREST

The sound of footsteps in the muddy ground echoes far too loudly among the trees of the forest. A foul, musty smell hangs in the bushes, its origin lying in the corpses of creatures long since decomposed and half-eaten. Never has sunlight been able to dispel the twilight between the trunks and warm the earth. Gnarled branches reach into the sky like broken arms, making it impossible to get through. Skeletal remains rattle in the canopies, and the constant rustling in the underbrush is as unsettling as the pattering of paws that never fully subsides. Some trees seem to bleed a black ooze that soaks into hairy moss while vines dangle from above, reaching down like long fingers. An uneasy feeling runs a cold shiver down the spine of anyone traversing this forest.

With its persistent darkness, cool air, and the foul stench of dead bodies, the horror forest is a place most people avoid. The trees rise gnarled into the sky, dripping blood or viscous black liquid from some, turning the ground into a muddy, slippery landscape. The feeling of being watched and followed becomes a constant companion and, after a few hours, creates a restlessness that makes a recovery almost impossible. The rustling in the bushes, the carcasses in the trees, and the fact that the forest doesn't want to let you go again drive most adventurers mad. And even death can't save you from these torments because whoever dies here comes back as undead.

Plants. The plants in this forest are as eerie as their surroundings, both by their behavior and their appearance, and contribute their part to a constant feeling of panic. Leaves rustling by themselves, sticky black liquids, or a foul smell of decay is an integral part of the vegetation.

To ensure their viability, the plant world has also adopted various survival tactics. From dispersal via animals to nutrient uptake by previously killed creatures, there is everything.

Creatures. Besides simple creatures naturally occurring in a forest, many unique monsters have evolved over time to spend their (undead) lives among the trees. While many are only out to kill, others exhibit high intelligence or have developed sophisticated symbioses with their environment. As a result, legends and stories have arisen, which are told outside the forest. Which of them has a true core, but hardly anyone knows.

HORROR FOREST

Murky. Even during the day with the sun standing high, the entire forest is dimly lit (creatures have disadvantage on Wisdom (Perception) checks that rely on sight).

Source of Undeath. Whenever a creature dies within the forest, it is raised as an undead creature. It uses the game statistics of a *zombie*.

Holding Hostage. Whenever a creature or group of creatures attempts to navigate away from the forest's center, they must make a DC 15 Wisdom (Survival) check. On a failure, the distance travelled is halved as the forest actively tries to confuse them to prevent them from leaving.

Unnerving. For every 8 hours a creature spends within the forest, it must make a DC 15 Wisdom saving throw. On a failure, the creature gains one level of the *fearful* condition.

FEARFUL

Any movement or sound is a sign of danger. The blurry shapes of objects leaving your vision could just as well be monsters or ghosts stalking you, waiting for an opening to attack. Constant stress is taking a toll on your body.

Scaling. The *fearful* condition is measured in levels. The first time you gain the condition, you have one level of *fearful*. Any time you would gain the *fearful* condition and already have it, you instead increase your level of *fearful* by one.

Easily Frightened. You have disadvantage on saving throws made to avoid the *frightened* condition.

Restless. You do not gain the benefits of a long or short rest unless you succeed on a Wisdom saving throw at the end of the rest. The DC is 15 + your level of *fearful*.

Stressed. After 8 hours with this condition and every 8 hours thereafter you lose a hit die due to the stress of constantly being afraid. If you have no more hit dice, you instead gain one level of exhaustion.

Safe Haven. When you complete a short rest in a safe area, guarded by a trusted companion, you may make a Wisdom saving throw. The DC is 15 + your level of *fearful*. On a success, you shake off your fear, losing all levels of this condition. On a failure, you reduce your level of this condition by one. If this reduces your level of *fearful* to 0, you are no longer *fearful*.

WEATHER

At the beginning of every day, roll 2d6 to determine the day's weather. The previous day's weather can have an influence on the rolled total.

3 or lower. A strong storm tears at the branches of the trees, whirls leaves through the air, and whistles between the trunks. Twigs, carcasses, and bones fall out of the canopy, and sometimes entire trees topple over and bury everything under them that didn't get away fast enough. Covering other hazards in this storm is almost impossible.

Creatures have disadvantage on Wisdom (Perception) checks and Wisdom (Survival) checks.

Subtract 2 from the next result when rolling for weather.

4-5. Light wind has arisen. The rustling in the undergrowth is joined by the creaking of branches and rattling of bones in the trees. Nevertheless, the musty smell is not carried away; on the contrary, it is often supplemented by the stench of decaying flesh and long-dead cadavers.

Subtract 1 from the next result when rolling for weather.

6-8. The damp ground beneath your feet gives way as you struggle through the undergrowth. A smacking sound can be heard with every step. The cool air makes your breath visible before your eyes, and yet the unpleasant musty smell is omnipresent. The dim light makes the shadows seem even deeper and swallows up any possibility of taking a closer look at the surroundings.

9-10. Thick fog has rolled in, further limiting your visibility. After a while, you are wet to the skin, see eerie shadows wandering between the fog and feel like you are being watched. But the forest seems unusually quiet today.

Everything beyond 15 feet is heavily obscured; creatures have disadvantage on Wisdom (Perception) checks that rely on sight and disadvantage on Wisdom (Survival) checks that are made for navigation.

Add 1 to the next result when rolling for weather.

11 or higher. It is dark. Heavy rain falls between the dead branches of the trees and turns the ground into a lake of slimy mud. But the drops are not water; instead, it's a black, viscous liquid that stings the eyes and makes the ground even more slippery.

Everything beyond 10 feet is heavily obscured; creatures have disadvantage on Wisdom (Perception) checks that rely on sight and disadvantage on Wisdom (Survival) checks that are made for navigation.

Consider using the *black rain* hazard.

Add 2 to the next result when rolling for weather.



HAZARDS

BLACK RAIN

The black rain falls from the sky in unstoppable streams and turns the forest ground into a slippery obstacle landscape. The viscous liquid sticks to everything and etches itself unpleasantly into skin and clothing. Magical objects exposed to the rain gradually lose contact with the magical energy and become increasingly difficult to use. And it's no different with weapons, either. The greasy rain makes them slip from hands and makes it difficult to fight with them.

The path through the forest becomes more and more impassable. Small streams of black goo appear and cut off paths. Trees that lose their grip on the ground topple, or branches fall to the ground with a deafening crash. If you're not careful, you might sink into a mud hole and be swallowed by the earth. All that's left behind are a few air bubbles and the constant patter of rain.

Collecting. In the short timeframe of 5 (2d4) hours after the rain has somewhat settled, but the puddles of black goo haven't mixed with the dirt and mud too much, characters might try to collect some of the black goo for future use. Before then, the rain makes it impossible to identify clean puddles, and after that time the mix with mud has made the goo lose its potency.

To collect some black goo, a character must succeed on a DC 13 Wisdom (Perception) check, searching 16 (3d10) minutes to find a puddle of black goo that hasn't mixed with the mud too much. Taking an empty vial, the character then makes a DC 17 Dexterity (Sleight of Hand) check, to avoid both mixing the black goo with the mud too much, and prevent it from sticking to any items the character is wearing or carrying.

On a success, the character collects a single *vial of black goo*. On a failure, the character must search for a new puddle and one random item or piece of clothing is coated with black goo and must be cleaned off for 10 minutes with either holy water or magic.

BLACK RAIN

Magic Blockade. Whenever a creature takes an action, bonus action, or reaction that uses an item while exposed to the rain, the item gets slightly covered with black goo from the rain. Depending on the nature of the item, this has one of the following effects, which lasts until the item is properly cleaned:

Arcane Focus. For every time an arcane focus has been covered with black goo, spells cast using that focus have their to hit modifiers and spell save DCs reduced by the number of times the focus was covered.

Once an arcane focus is covered 10 times, it can't function as an arcane focus any longer.

Magic Item. For every time a magical item has been covered with black goo, spells and magical effects originating from it or using it have their to hit modifiers and spell save DCs reduced by the number of times the item was covered.

Once a magical item is covered 10 times, all of its magical effects are suppressed.

Weapon. Attacks made with a weapon covered with black goo cause a negative bonus to attack rolls made to attack with the weapon, equal to the number of times it was covered (maximum 10).

Burning Sensation. Any creature exposed to the rain for 10 minutes must make a DC 13 Constitution saving throw at the end of that time, taking 10 (4d4) acid damage on a failed save, or half as much damage on a successful one. On a 7 or less, the creature is blinded for 1 hour in addition to taking the damage.

Cleaning. For each time an item was covered with black goo, ten minutes of rigorous cleaning with clean water are required to remove one layer. The last layer requires holy water, or magic to be removed.

While the following effects continually happen, they are mainly relevant during combat, as they are otherwise relatively easy to avoid. Choose a random effect at initiative count 20 during combat.

Large Drop. A large drop of goo has collected on the branches of a tree above one creature. Any creature with a passive Perception of 15 or more, or that makes a successful DC 15 Wisdom (Perception) check notices the drop forming.

On initiative count 20 on the following round, any creature standing in the space above which the drop formed must make a DC 13 Dexterity saving throw.

On a failed save, the creature is covered in black goo. It takes 7 (3d4) acid damage and is blinded for 1 hour.

Goo Puddle. The ground around one random creature starts collecting black goo. Any creature with a passive Perception of 15 or more, or that makes a successful DC 15 Wisdom (Perception) check notices a puddle forming around the creature's feet, slowly causing it to sink into the ground.

Starting on initiative count 20 on the following round until the black rain ends, any creature that starts its turn within 5 feet of the space where the puddle started forming is restrained.

Any creature, including the restrained creature itself, can use an action to make a DC 16 Strength (Athletics) check, allowing a restrained creature within range to move to an unoccupied space next to the puddle on a success.

Slippery Slope. The ground in a 20-foot radius around a point centered on a random creature turns into a slope of running black goo. The area becomes difficult terrain.

On initiative count 20 of the following round, all creatures in the area must make a DC 17 Dexterity saving throw or take 7 (3d4) acid damage and fall prone and be restrained. All prone creatures in the area are moved 30 feet in the same direction. Each prone creature cannot breathe.

Any creature, including the restrained creature itself, can use an action to make a DC 16 Strength (Athletics) check, freeing a restrained creature within range on a success.

VIAL OF BLACK GOO

adventuring gear

This thick black liquid flows easily in the vial, but a thin layer always remains in any place it touched.

You can spend 10 minutes carefully coating a weapon, magical item, or arcane focus with the goo inside this vial, emptying it.

When a creature uses the coated item to make an attack or to cast a spell, attack rolls for that attack or spell are reduced by 1, and the spell save DC of a spell cast using the coated item are reduced by 1.

Cleaning the black goo off of the coated item requires 10 minutes of rigorous cleaning using holy water, or magic.



PSYCHIC TEMPEST

by GutziferGM

PSYCHIC TEMPEST

Phase 2 Duration 5 (1d6 + 2) rounds

Challenge 10

Phases. A psychic tempest encounter is divided into three phases. During the first phase the characters can learn of the coming danger by noticing the growing whispers and the loss of light. The second phase involves the characters trying to endure the dangers of the tempest that can affect how they perceive the forest and their own minds, but also the forest itself. The third phase deals with the aftermath of the tempest, as the forest reverts to its previous state.

PHASE 1: PREPARE FOR THE TEMPEST

Phase 1: Succession of Events. While in Phase 1 of the Psychic Tempest, the first Wisdom (Perception) check established how much the characters have to prepare. Should they fail the perception check, Phase 1 will start later in its progression, either with the hollows or with the dimming of the light. One round after the light dim, Phase 2 will start. If the characters manage to have more than 3 rounds to prepare, they will begin with more time before the the whispers.

Change of Tone. The creaks and cracks of the trees moving with the wind start to change to soft whispers. At the same time, all other sounds in the forest seem to go silent as the environment seems to prepare for danger. A DC 14 Wisdom (Perception) check allows characters to notice these changes and start preparing for the tempest. For every 4 points over the DC, the party will have an extra round to find shelter. For example, if a character achieves a 21 on their Wisdom (Perception) check, that would give the party a total of 3 rounds to prepare.

GM Tip. The whispers can be roleplayed too, giving your encounter an even scarier tone. What the whispers turn to are ragged and soft sounds like "save us", "run away" or "leave".

The Trees offer Shelter. One round after the whispers start, hollows open up at the base of trees, with a soft, barely visible, violet glimmer inside. A DC 15 Intelligence (Arcana) check allows character to reasonably consider that the hollows could be a safe space from the impending danger.

The Light goes out. Two rounds after the whispers start the dim light in the forest is also smothered. At the end of this phase all sources of light are dimmed, illuminating only 5 ft. Everything else is considered to be darkness.

PHASE 2: THE TEMPEST UNLEASHED

This phase lasts for 5 (1d6 + 2) rounds. Phase 1's the light goes out trait remains active.

Too loud. The whispers get louder until they become a cacophony of sounds, making it impossible to understand one another. All creatures that are not shielded from the sounds (*magnificent mansion, tiny hut, silence*, or within the hollows of large nearby trees) are considered *deafened* while in this phase. In order to cast any spell that requires either verbal or somatic components, a creature must succeed on a DC 15 Constitution saving throw in order to be able to maintain concentration to cast the spell. If they fail the saving throw, the spell slot is used, but the spell fails.

The Sound hurts. The whispers seem to be piercing into the minds of every living thing within the forest. Each creature exposed to the sounds for a full round takes 10 (3d6) psychic damage.

Dangers of the Tempest. Each turn, on initiative count 20, chose one of the following effects:

Fear sets in. All creatures not shielded from the sounds must make a DC 15 Wisdom saving throw. On a failed save, the creature takes 21 (6d6) psychic damage and becomes *fearful*. On a successful save, the creature takes half as much damage and isn't *fearful*.

Shaken to your Core. The psychic tempest pierces into the mind of all living creatures. Each must make a DC 15 Wisdom saving throw as they experience their biggest regret all over again. On a failed save, a creature takes 14 (4d6) psychic damage and is paralyzed for 1 minute. On a successful save, a creature takes half as much damage and isn't paralyzed. An paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Who goes there. The tempest affects the way creatures perceive their surroundings. All creatures in the forest must make a DC 16 Wisdom saving throw. A creature makes the saving throw with advantage if the creature is shielded from the sounds. On a failed save, a creature starts hallucinating all other creatures as hideous monsters or enemies from their past, treating them as hostile. Creatures immune to being charmed automatically succeed on the saving throw. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The Forest is out to get us. The trees around the party will become dangers of their own. The trees will move and strike at any creature within 10 ft. of them, making a melee weapon attack (+4 to hit, dealing 13 (2d10 + 2) bludgeoning damage on a hit). Creatures inside the hollows of the trees are safe from this effect.

Adrenaline Crash. Being exposed to the sounds and all the psychic influences takes a toll on the body. Each creature not sheltered must make a DC 15 Constitution saving throw. On a failed save, a creature takes 13 (3d8) necrotic damage and gains one level of exhaustion. On a successful save, a creature takes half as much damage and gains no level of exhaustion instead.

PHASE 3: THE AFTERMATH

Silenced Forest. All the normal sounds of the forest are absent as everything seems to be recovering from the tempest. All creatures have disadvantage on Dexterity (Stealth) checks for 1 hour.

The trees close in. The hollows start closing in. Any creature still inside must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) bludgeoning damage and be restrained inside the tree. The area restraining each creature has an armor class of 10 and 20 hit points. Once a restraining area is destroyed, its restrained creature is freed.

PLANTS

CADAVER BLOSSOM

The cadaver blossom is a rare plant that feeds on trees as a holoparasite. As a bud, it begins to work its way into the tree's core and slowly hollows out its host over the next few years. During this time, the bud grows larger and larger but does not flower. This does not happen until after five years when the tree under the cadaver blossom has long since died and is wholly caved from the inside. The bud then opens to a 7-foot diameter flower with five red petals and a deep black hole in its center, leading to a small extra-dimensional space.

However, this alleged beauty does not last long, nor is it particularly nice to smell. After just 13 days, the flower dies and becomes a pile of black slime. During this time, it stinks of decaying animals within hundreds of feet. The origin of this smell are the berries inside the baggy flower. They attract animals that feed on the berries and thus spread the seeds throughout the forest.

If you take a closer look at the flower you might figure out that with the right tools and knowledge, you can use it as a bag that requires some care. It will smell like decaying animals, unless you take some extra steps, but can hold a large number and weight of items.

CADAVER BLOSSOM

Unbearable Smell. Any creature that starts its turn within 10 feet of the *cadaver blossom* must make a DC 12 Constitution saving throw or be poisoned for 1 minute. A creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Harvesting. The huge and heavy blossom can be separated from its tree by succeeding on a DC 15 Dexterity check using a dagger or shortsword. On a failure the blossom is damaged and loses its magical properties. On a success, the blossom can be used as a *blossom of holding*, though its inside is filled with cadaver berry.

Refinement. A freshly harvested *cadaver blossom* is filled with hundreds of cadaver berries on its inside, each stinking horrendously.

To remove the berries, a creature can spend 8 hours collecting them out of the inside of the blossom, after which the blossom can be used as a *blossom of holding*. For every hour the creature spends removing the berries, it must make a DC 16 Constitution saving throw or become poisoned until it completes a long rest.



BLOSSOM OF HOLDING

The black hole at the center of this blossom can be covered by folding its leaves upwards, forming a bag that can easily be tied closed.

Extradimensional Innards. The black hole at the center of the blossom leads into an extradimensional space considerably larger than the blossom's outside dimensions.

The hole itself is roughly 2 feet in diameter. The inside is 8 feet deep and widens to 6 feet in diameter. It can hold up to 1000 pounds, not exceeding a volume of 128 cubic feet. The blossom itself weighs 30 pounds, regardless of its contents.

Retrieving an item from the inside requires an action.

Breathable. Breathing creatures inside the *blossom of holding* can survive up to a number of minutes equal to 20 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Overload. If the insides are overloaded or torn, the *blossom of holding* breaks and is destroyed; its contents scattered in the Astral Plane.

Cancelling Interaction. Placing a *blossom of holding* inside an extradimensional space created by a *bag of holding*, *handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Bloody Fresh. The *blossom of holding* dries over time, slowly forming cracks if not properly tended to. After 30 days of being disconnected from its place of growth, the blossom breaks and the connection to its *extradimensional innards* is lost and its contents are scattered in the Astral Plane.

To extend the usable time, the *blossom of holding* can be opened and left submerged within a bath of bloody water for 8 hours, which will allow use for 30 days from the point at which it is removed from the bath. Doing so requires 500 gallons of water mixed with at least 1 gallon of blood. The blood must not be older than 24 hours at the time the *blossom of holding* is submerged.

Cadaver Reek. Any creature that starts its turn within 5 feet of the *blossom of holding* when it is open must make a DC 12 Constitution saving throw or be poisoned for 1 minute. A creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Smelly Stuff. Whenever an item stays within the extradimensional space of the blossom, it takes on the smell of cadaver. For every completed hour within the *blossom of holding*, the item reeks of cadaver for 1 hour after it is removed from the inside of the blossom. During this time, the item affects creatures the same way as the open *blossom of holding* does, though the saving throw DC is reduced to 10.

A creature may spend 10 minutes thoroughly washing the item to free it of the smell earlier.

Ridding the Reek. Once the *blossom of holding* is kept open and in fresh air for 1 continuous week, the insides stop smelling badly and it loses its *cadaver reek* trait.

Casting *gust of wind* once can reduce the time by 1 day.

WHISKER BAT

The whisker bat is a black flower with petals remotely resembling a bat. From its center grow "whiskers" up to 3 feet long, which the plant permanently moves to sense its surroundings. The blossom reaches 1 foot in diameter and sits on a 2 to 4-foot stem. Between eight and twelve large, dark green deciduous leaves grow at the base. The flower occurs in stands of up to eight individuals.

The whiskers bat bears leathery berries in the center of the flower throughout the year. With the right tools and knowledge, they can be used to make wraps that can cure some infections caused by eldritch horrors.

WHISKER BERRY WRAP

Wondrous item

This wrap of leathery, purple-black circles looks unappealing at first sight.

When you use an action to cover an area infected by *eyebomination infection* using this wrap, purple tendrils wrap around the infected creature and hold the wrap tight to its body, without restricting movement. After 24 hours, the infection is cured and the wrap can be removed with a sharp object like a dagger, after which the wrap crumbles into dust.

WHISKER BAT

Harvesting. An average group of whisker bats consists of 5 (2d4) plants that each carry 5 (2d4) ripe berries. To harvest the berries, they need to be carefully plucked or cut from the center of the plant's blossom while avoiding the constantly moving whiskers that will snap around invading arms.

A creature can use an action to attempt a DC 15 Dexterity (Sleight of Hand) check, optionally using an *herbalism kit*.

On a success, it harvests the ripe berries from the plant without issue.

On a failure, the whiskers wrap around the creature's arm, grappling the creature (escape DC 12). The grappled creature immediately takes 3 (1d6) slashing damage and another 2 (1d4) slashing damage at the start of each of its turns, as the whiskers close tighter and tighter around them, cutting into the skin.

The grappled creature can repeat the check to attempt to harvest the berries with the grappled hand. On a failure, the creature suffers the consequences again, increasing the end of turn damage up to 10 (4d4) slashing damage—2 (1d4) per failure.

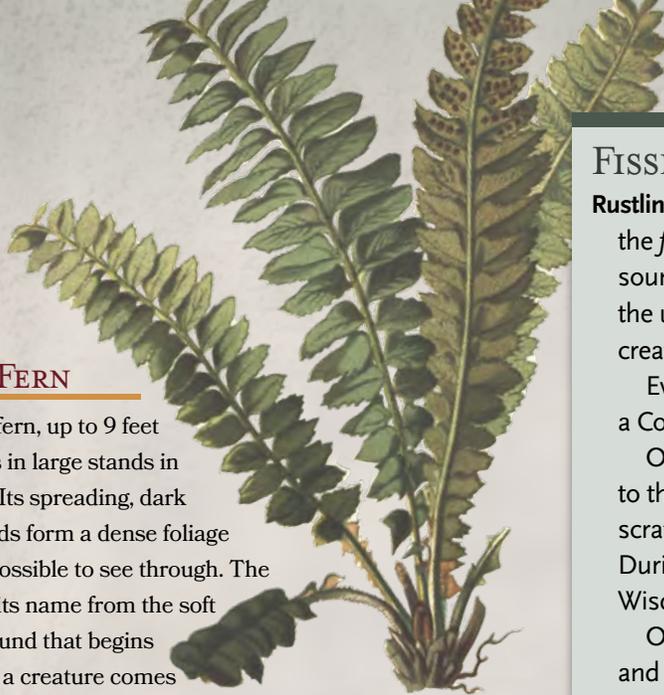
Stats. The plant has an armor class of 10 and 7 (3d4) hit points. Once the plant drops to 0 hit points, all grappled creatures are freed and the plant dies. If the plant dies before its berries have been successfully harvested, the berries lose their special properties.

Refinement. A creature can spend 10 minutes cutting 20 ripe berries of the *whisker bat* into slices. The slices then have to dry for 24 hours, after which they will reach a consistency similar to leather. A creature can spend 30 minutes sowing the slices into a wrap by succeeding on a DC 12 Dexterity (Sleight of Hand) check using *weaver's tools*. On a success, the creature creates a *whisker berry wrap*. On a failure, the creature destroys the slices from 2 (1d4) berries per 2 points below the DC. The creature can attempt the check again if it has enough dried slices to complete the wrap.

COMBAT HAZARD

The whisker bat can be used as a combat hazard by using its grappling ability whenever a creature enters its space.





FISSE FERN

The fistle fern, up to 9 feet tall, occurs in large stands in the forest. Its spreading, dark green fronds form a dense foliage that is impossible to see through. The plant gets its name from the soft rustling sound that begins as soon as a creature comes near it. The movements in the fronds release pollen, which settles on the creatures and is thus distributed in the forest. The dusty clouds, however, trigger strong allergic reactions that manifest in coughing and sneezing attacks and itching eyes. With a bit of skill, the pollen can carefully be collected and used in a targeted manner.

VIAL OF FISSE POLLEN

Adventuring gear

As an action, you can throw this vial up to 20 feet, shattering it on impact. All creatures within 15 feet of the point of impact must make a Constitution saving throw.

On a 15 or less, the creature has a sudden reaction to the pollen, having the urge to sneeze, cough, and scratch its itching eyes. The effect lasts for 1 minute. During this time, the creature has disadvantage on Wisdom (Perception) and Dexterity (Stealth) checks.

On a 10 or less, the effect lasts for 1 hour instead, and the creature is blinded for the first minute of that hour.

FISSE FROND

Wondrous item

This unassuming frond of a fern only lies still when nothing moves within 20 feet of it. Otherwise, its leaves constantly rustle slightly, creating a sound similar to when a creature moves through the underbrush of a forest.

After 3 (1d4 + 1) days the frond is dried and stops exhibiting its rustling behavior.

FISSE FERN

Rustling. Whenever a creature comes within 20 feet of the *fistle fern*, it starts rustling its fronds, creating a sound as expected if a small creature walked through the underbrush. The movement of the fronds also creates a barely visible cloud of pollen.

Every creature within 30 feet of the fern must make a Constitution saving throw.

On a 15 or less, the creature has a sudden reaction to the pollen, having the urge to sneeze, cough, and scratch its itching eyes. The effect lasts for 1 minute. During this time, the creature has disadvantage on Wisdom (Perception) and Dexterity (Stealth) checks.

On a 10 or less, the effect lasts for 1 hour instead, and the creature is blinded for the first minute of that hour.

Replenishing. Once a *fistle fern's rustling* trait has been triggered, triggering it again does not create a cloud of pollen for 1 hour, but the rustling is still audible.

Lightfooted. A creature can decide to half its speed and make a DC 12 Dexterity (Stealth) check to successfully move within 20 feet of the fern without triggering its *rustling* trait.

Harvesting. Both the pollen and the fern's fronds have useful applications.

Pollen. A creature can attempt to use a brush to collect the pollen from a fern into a glass vial. To do so, it must make a DC 18 Dexterity (Sleight of Hand) check while next to the *fistle fern*. It can make the check with advantage if it has proficiency with *herbalism kits*.

The targeted fern must not have had its *rustling* trait triggered within the last hour for the creature to be able to collect pollen.

On a failure, the creature triggers the fern's *rustling* trait before collecting the pollen.

On a success, the creature collects the pollen from the fern, closing the *vial of fistle pollen*.

Frond. The individual fronds of *fistle fern* are easily collected, though triggering the fern's *rustling* trait is unavoidable. The individual *fistle fronds* will continue to exhibit the rustling behavior for a few days, without spreading pollen.

COMBAT HAZARD

The fistle fern is designed to be used as a combat hazard.

GLOOZE TREE

The glooze tree rises into the dark sky like a dead, gnarled willow. Its spreading branches are reminiscent of arms pointing to the surroundings with old fingers. Black drops hang in them like limp leaves in the dim light. As soon as a creature moves into the root space of the glooze tree, the tree senses the vibrations of the ground and sheds some of the drops. The creature is stuck to the ground by the suddenly falling drops and dies next to the tree. Substances from the decomposing body seep through the soil and are eventually absorbed by the tree's roots and used as nutrients.

GLOOZE TREE

Sticky Drops. Whenever a creature steps onto the ground within 15 feet of the *glooze tree*, it drops a thick, sticky liquid. All creatures within 15 feet of the tree must make a DC 13 Dexterity saving throw or be stuck to the ground by the liquid.

A stuck creature is restrained. A creature can make a DC 15 Strength (Athletics) check to free a stuck creature within its range, including itself.

If the ground around a stuck creature takes 10 or more fire damage in a single turn, the liquid hardens and becomes as hard as brass. Freeing the restrained creature now requires a successful DC 25 Strength (Athletics) check instead. The material has an armor class of 10 and 30 hit points and is resistant to bludgeoning, piercing, and slashing damage, as well as immune to fire damage.

Harvesting. If a creature wants to collect some of the sticky glooze produced by the tree, it needs a vial, coated with *oil of slipperiness* on the inside.

It can then either fly up to the tree's branches in a way that does not create excessive wind to make a DC 14 Dexterity (Sleight of Hand) check. If the method of flying creates strong winds, for example by flapping large wings, or if the creature fails the check, it gets stuck on the tree's branches as if it got affected by its *sticky drops*.

Alternatively, a creature carrying a prepared vial can purposefully trigger the tree's *sticky drops* and make a DC 18 Dexterity (Sleight of Hand) check in addition to the saving throw. On a success on the check, the creature manages to catch a drop in the vial, resulting in a *vial of glooze*.

VIAL OF GLOOZE

Adventuring gear

Inside this vial is a thick, extremely sticky, pitch-black fluid. Its most popular uses include fleeing from combat and creating game pieces by first shaping and then hardening it.

Sticky. As an action, you can throw this vial up to 40 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the *vial of glooze* as an improvised weapon. On a hit, the target is stuck to the nearest surface. A stuck creature is restrained. A creature can attempt a DC 13 Strength (Athletics) check to free itself or another creature within range on a success.

Modeling. You can manipulate the shape of the fluid using tools coated in *oil of slipperiness*. Make a DC 12 Dexterity (Sleight of Hand) check. On a failure, something not coated comes into contact with the liquid, creating a big mess. On a success, you can create simple shapes. More advanced shapes will require a Dexterity (Performance) check, the DC of which depends on the complexity of what you want to achieve. The liquid stays in position for 1 minute. If heated using fire it hardens into a pitch-black material as hard as brass and loses its special properties.

COMBAT HAZARD

The glooze tree is designed to be used as a combat hazard.

CREATURES

HORROR HARE

A rustle in the bushes, a shrill shriek, and the patter of many paws signify the attack of a pack of horror hares. Brown or white, shaggy fur, torn ears, and dried blood on their teeth make these creatures look like figures from a horrific fairy tale. Their size contributes significantly to this image: Adult animals reach heights of up to 6 feet.

These carnivores are rabble-rousers and love to play with their prey, chasing them through the forest until they collapse. They live in packs of up to 20 animals and several leverets and go prey hunting in groups. Disputes in the group are always brutal and often settled to death.

ACTIONS

Multiattack. The hare makes two *claw* attacks. If a creature next to it is prone, it can then use its bonus action to *bite* it.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Shrill Screech (Recharge 5-6). The hare lets out a high-pitched, earsplitting, disorienting screech. All creatures in a 30-foot cone originating from the hare must make a DC 13 Constitution saving throw. On a failure, a creature takes 12 (5d4) thunder damage and is disoriented for 1 minute. On a success, a creature takes half as much damage and isn't disoriented.

A disoriented creature is deafened, its speed is halved, it has disadvantage on Dexterity saving throws, and attacks against the creature have advantage.

A disoriented creature can take an action to make a DC 13 Wisdom (Perception) check to reorient, ending the effects on itself on a success.

BONUS ACTIONS

Dash. The hare takes the *dash* action.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 8 (1d8 + 4) piercing damage.

Thump. The hare pounds the ground with its hind legs, sending a small but strong shockwave outwards. All creatures standing within 30 feet of the hare must make a DC 12 Dexterity saving throw or fall prone.



HORROR HARE

large monstrosity

Armor Class 14

Hit Points 45 (7d10 + 7)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	4 (-3)	13 (+1)	6 (-2)

Saving Throws Dex +8

Skills Acrobatics +6, Perception +3, Stealth +6

Senses darkvision 120 ft., passive Perception 13

Proficiency Bonus +2

Challenge 3

Keen Hearing and Smell. The hare has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hare has advantage on an attack roll against a creature if at least one of the hare's allies is within 5 feet of the creature and the ally isn't incapacitated.

Longjump. When the hare moves, it can choose to cover any distance up to its speed in a straight line by jumping.

If the hare lands next to a creature after jumping at least 20 feet and immediately attacks it using its *claw* attack, the target must succeed on a DC 12 Strength saving throw or be knocked prone.

HORROR HARE LEVERET

medium monstrosity

Armor Class 13

Hit Points 36 (8d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	3 (-4)	11 (+0)	6 (-2)

Saving Throws Dex +7

Skills Acrobatics +5, Perception +2, Stealth +5

Senses darkvision 120 ft., passive Perception 12

Proficiency Bonus +2

Challenge 1

Keen Hearing and Smell. The leveret has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The leveret has advantage on an attack roll against a creature if at least one of the leveret's allies is within 5 feet of the creature and the ally isn't incapacitated.

Longjump. When the leveret moves, it can choose to cover any distance up to its speed in a straight line by jumping.

If the leveret lands next to a creature after jumping at least 20 feet and immediately attacks it using its *claw* attack, the target must succeed on a DC 11 Strength saving throw or be knocked prone.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Shrill Screech (Recharge 5-6). The leveret lets out a high-pitched, earsplitting, desorienting screech. The leveret targets one creature it can see within 30 feet. The target must make a DC 12 Constitution saving throw. On a failure, it takes 12 (5d4) thunder damage and is desoriented for 1 minute. On a success, the target takes half as much damage and isn't desoriented.

A desoriented creature is deafened, its speed is halved, it has disadvantage on Dexterity saving throws, and attacks against the creature have advantage.

A desoriented creature can take an action to make a DC 12 Wisdom (Perception) check to reorient, ending the effects on itself on a success.

BONUS ACTIONS

Dash. The leveret takes the *dash* action.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 7 (1d8 + 3) piercing damage.

Thump. The leveret pounds the ground with its hind legs, sending a small but strong shockwave outwards. All creatures standing within 30 feet of the leveret must make a DC 11 Dexterity saving throw or fall prone.



INTANGIBLE SERPENT

If you are lucky, it announces itself with a soft rustle. If not, you are attacked by it unexpectedly and find yourself fighting for life and death. The intangible serpent knows no mercy when it comes to its prey.

Shimmering Scales. The black and green patterned body of the snake, which can reach 17 feet in length, shimmers with slight transparency. The scales allow it to move forward almost silently on the muddy ground of the forest. And this shimmering, scaly skin also makes it unpredictable in battle. It enables the snake to teleport, leaving only a flayed skin from which the ghostly copy of itself rises.

To find its way around and locate prey, the intangible serpent has an excellent sense of smell and the ability to see warm bodies in cool environments.

Tactician. The intangible serpent has developed a simple but very effective tactic for combat. Once it has spotted a victim, it sneaks up and paralyzes it with a bite of its poisonous teeth. By unhooking its lower jaw, it is thus no longer a problem to swallow its immobilized prey whole. The snake's body can expand many times for this purpose.

If it is a group of several creatures that the serpent attacks, it teleports away with its prey after its bite, leaving the others to fight with its ghost snake. After swallowing its target, the serpent returns and either grabs the next creature to disappear with or helps itself with the remains of those that did not survive the battle with the ghostly copy.

Carnivore. Intangible serpents are carnivores but will also eat carrion. This is also why they can often be found near cadaver blossoms. The berries inside the flower are at the top of the snake's menu. It is not uncommon for it to make a home for itself in the extradimensional space inside the flower and attack any creature that gets too close to the plant. Otherwise, the serpent is more likely to be found hanging from trees to sleep.

Useful Skin. Once you have successfully defeated or put to flight the intangible serpent, you can take advantage of the skin left behind and either sell it expensively or tailor garments with unique abilities. Clothes made from the serpent's skin must fit tightly to the body, giving it a shiny, scaly appearance. In exchange, like the snake before, you can teleport a short distance and leave behind a ghostly copy of yourself. Especially among assassins, contract killers, and thieves, these clothes are highly respected and fetch top prices on black markets.

Crafting. A creature can use the layers of skin left behind when an *intangible serpent's* ghostly copy dies or disappears to make a *serpent skinsuit*. Each suit is tailored to a single creature, and will require modifications to fit another. The initial construction requires two mostly intact

skins. Using water, the skins can be made workable. A creature must then make a DC 15 Dexterity (Sleight of Hand) check using *weaver's tools*, spending 8 hours with the creature to tailor the suit to, attempting to get it to fit perfectly. On a failure, at least one of the two skins is accidentally destroyed beyond use—on a failure by more than 5 both are destroyed. On a success, the creature successfully creates a *serpent skinsuit* tailored to the other creature.

Tailoring the suit to another creature requires 2 hours of work and a successful DC 13 Dexterity (Sleight of Hand) check using *weaver's tools*. On a failure, another skin is required to try again, as the suit itself was damaged.

SERPENT SKINSUIT

Adventuring gear, requires attunement

A creature wearing this mostly transparent, thin suit made of snakeskin appears to have scaly skin themselves.

Ghostly Step. While attuned to this item, if you are wearing it, when you take the Dash action, you can instead expend one charge to teleport up to 30 feet to an unoccupied space that you can see. When you do, you leave behind a slightly translucent white, ghostly copy of yourself.

Ghostly Copy. The ghostly copy takes its turn immediately after yours. It disappears at the end of its third turn, when you die, or when it is killed.

You can have only one ghostly copy at a time.

Game Statistics. The copy has the same game statistics as you had right before you teleported, including your current hit points and conditions affecting you, except its intelligence score is 4. Any magic items you wore or carried left behind nonmagical ghostly versions instead.

Limited Abilities. The copy can take only an action or a bonus action on its turn, not both, and it can't use reactions. Regardless of your game statistics, it can't make more than one melee or ranged attack during its turn, and it can't cast spells.

Loyal Echo. The copy obeys your verbal commands (no action required by you). If you don't issue any, it attacks any creatures you considered hostile when it was created or, if that's not possible, takes the Dodge action and uses its move to avoid danger.

Charges. This skinsuit has a number of charges equal to your proficiency bonus. It regains all expended charges when you finish a long rest wearing it.

INTANGIBLE SERPENT

large monstrosity

Armor Class 14

Hit Points 82 (11d10 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	3 (-4)	11 (+0)	3 (-4)

Saving Throws Dex +7

Skills Acrobatics +7, Athletics +5, Stealth +7

Damage Immunities poison

Condition Immunities blinded, poisoned, prone

Senses passive Perception 10

Proficiency Bonus +3

Challenge 7

Keen Smell. The serpent has advantage on Wisdom (Perception) checks that rely on smell.

Heat Sense. The serpent can sense the temperature of its surroundings with astute accuracy. It knows the exact location of all warm-blooded creatures within 60 feet of it. This sense is blocked by thin sheets of metal, stone, at least 1 foot of wood, or 3 feet of dirt. It works around corners.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage and the target is grappled (escape DC 15).

Additionally, the target must make a DC 13 Constitution saving throw. On a failure, the target takes 14 (4d4 + 4) poison damage and is paralyzed for 1 minute. On a success, the target takes half as much damage and isn't paralyzed. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Swallow. The serpent unhinges its jaw and attempts to swallow a creature within 5 feet of it. The creature must make a DC 12 Strength saving throw or be grappled (escape DC 15). A grappled creature is beginning to be swallowed. Until the grapple ends, the creature is restrained and takes 20 (8d4) acid plus 10 (3d6) bludgeoning damage at the start of each of its turns.

When the serpent attempts to *swallow* a creature that it has already begun to swallow and that hasn't escaped, the creature has disadvantage on the saving throw and is swallowed on a failed save.

A swallowed creature is restrained and takes 40 (16d4) acid plus 21 (6d6) bludgeoning damage at the start of each of its turns.

Ghostly Step. The serpent uses its action to teleport to an empty space within 30 feet of its original location. If it has a creature grappled, it can choose to take that creature along, holding the grapple.

At the place the serpent disappeared, a ghostly copy of the serpent remains, occupying a thin layer of skin which the serpent left behind. When the serpent dies, all its ghostly copies disappear.

The ghostly copy has the same game statistics as the serpent had when it disappeared (including current number of hit points and any conditions affecting it), except it does not have the *ghostly step* ability.

The ghostly copy takes its turn immediately after the serpent and after any other ghostly copies previously created by the serpent. The ghostly copy remains for 2 (1d4) rounds, disappearing at the end of its turn.

When the ghostly copy disappears or is killed, only the thin layer of skin of the original serpent remains.

GRAVE DIGGER

by GutziferGM

Rarely seen outside the forest, the grave digger spends its time making sure the forest is taken care of. Most of its work revolves around clearing debris, burying the dead and, sometimes, helping those brave or foolish enough to venture into the forest.

Its appearance, although it might seem scary, was developed in order to help it with the work it's doing: many long pale grey arms stem from the blackish spiked carapace, and four green eyes stare in almost all directions from behind a bone mask.

Some say it was a fey creature long ago and started to care for the forest back when it was lush and filled with life. Now, after so much time inside, it also changed to better adapt to the conditions and dangers of the forest. No illusion can fool the grave digger and, by being able to look in almost all directions, it is less likely to be surprised. It is also said that the grave digger can peer into one's mind and sense whether one is good or evil and as such it cannot be tricked.

The grave digger is not outright hostile unless attacked and will try to help those trapped in exchange for a fee. The greater the gift, the better the help. However, the grave digger is also a collector of sorts and values the things that others have a connection to more than something expensive.

ROLEPLAYING THE GRAVE DIGGER

The grave digger is not hostile to any creature unless attacked first. It speaks telepathically and the players hear a whispered, ragged voice, slightly echoing.

The grave digger can offer its assistance to help the party should they ask for help, but it will ask for something in return. Depending on what the character offers, the help will be greater or smaller (i.e. giving the grave digger only a food ration, would make it just point to a general direction; similarly, if the party offers something greater, especially with sentimental value, including memories, the grave digger might be more inclined to help the party).

The grave digger can also offer information on the forest and its dangers and benefits, but it will not offer them for free.

GRAVE DIGGER

large fey

Armor Class 17 (natural armor)

Hit Points 150 (20d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	16 (+3)	12 (+1)	18 (+4)

Saving Throws Con +6, Cha +8

Skills Athletics +8, Insight +5, Perception +9, Survival +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 19

Languages all, telepathy 120 ft.

Proficiency Bonus +4

Challenge 10

Magic Resistance. The grave digger has advantage on saving throws against spells and other magical effects.

Illusion Immunity. The grave digger has adapted to see through any kind of illusion. Any magical effect based on the Illusion school of magic has no effect on the grave digger.

Fey Ancestry. The grave digger is immune to the charmed condition, and magic can't put the grave digger to sleep.

Spiked Carapace. Whenever a creature hits the grave digger with a melee weapon attack, the creature takes 3 (1d6) piercing damage.

Mind Reader (3/day). The grave digger can innately cast the *detect thoughts* spell up to three times per day, without requiring material components. Charisma is its spellcasting ability for it (spell save DC 16).

ACTIONS

Multiattack. The grave digger makes three attacks with its claws. It can replace one of the attacks with a grapple or *psionic bolt*.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, plus 3 (1d6) psychic damage.

Psionic Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 13 (2d8 + 4) psychic damage. The target must succeed on a DC 15 Constitution saving throw or become paralyzed until the end of its next turn.

Bursting Carapace (Recharge 5-6). The spikes on the back of the grave digger shoot outward in a 40-foot-radius sphere. Each creature within the area must make a DC 16 Dexterity saving throw, taking 22 (5d8) psychic damage on a failed save or half as much on a successful one.

N'ERVPECK

by CerealDM

A n'ervpeck is a sight to behold. This seemingly clumsy bird resembles an oversized turkey. It has a feathery cloak that comes in black, grey, brown, white, or anything in between. Yet what makes a n'ervpeck unsettling are a pair of black humanoid-like feet and a pair of intelligent eyes.

Regarded as a bad omen, a n'ervpeck delights in mockery. Fueled by unexplainable curiosity, a n'ervpeck can spend an extraordinary amount of time observing the object of its interest. It might spend months in a village, only to ruin a wedding by revealing the groom's paramour. On the other hand, it might stalk a questing knight, alerting their foes and misplacing their supplies. An appearance of a n'ervpeck can trigger a hysterical response from a settlement. A mob armed with rocks, darts, and bows might form to hunt it down. On the other hand, a generous tribute of food or wealth might be offered to a n'ervpeck to fly away. It is not uncommon for a n'ervpeck to hoard gold and magic items in its nest.

Considering they are shunned from settled lands, n'ervpecks cling to the frontiers of civilization where they often ally with other monsters. While n'ervpecks can form small flocks, they typically consider themselves uninteresting, preferring the company of other creatures. Some cults of chaotic gods might consider n'ervpecks as divine messengers, but the big birdlike creatures most likely find it hilarious.

N'ERVPECK

medium monstrosity

Armor Class 13

Hit Points 18 (4d8)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	12 (+1)	12 (+1)	14 (+2)

Skills Intimidation +4, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Auran and Common but can't speak

Proficiency Bonus +2

Challenge 1

Mind Games. Creatures frightened by any n'ervpeck deal 2 (1d4) less damage. They also take an additional 2 (1d4) psychic damage once per turn when damaged by a n'ervpeck.

ACTIONS

Multiattack. The n'ervpeck makes two attacks with its *beak* or *anguish*. It may replace one attack with its *induce panic* action.

Beak. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Anguish. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 3 (1d6) psychic damage.

Induce Panic (1/day). The n'ervpeck targets one creature it can see within 60 feet of itself. The target must succeed on a DC 12 Wisdom saving throw or become frightened of the n'ervpeck for 1 minute. If the target failed its saving throw, the n'ervpeck may immediately use its *induce panic* again, targeting a different creature it can see within 60 of itself. Affected creatures may repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.



GRAVEYARDER

by CerealDM

A graveyarder is a sight to behold. This tortoise-like formation of gravel, dirt, and roots carries a patch of a graveyard on its back. Loose soil drips from its back, while taut roots keep larger parts together. A dozen or so tombstones rock here and there as the mighty elemental trudges slowly, yet softly. At first glance indifferent to its surroundings, the elemental will lash out against anyone who tries to approach the tombstones.

Nobody knows how exactly a graveyarder is created. The clerics maintain that the raw negative energies of an unsanctified graveyard corrupt nearby earth elementals. Now servants to powers of undeath, these graveyarders seek to spread the corruption by literally bringing a chunk of unholy landmass with them wherever they go. Yet some druids counter that graveyarders are loyal elemental servants that

aim to cleanse the land they hold. Their final objective is to deliver the cursed land somewhere where it will be purged of the dark influences gripping it. A graveyarder traveling through certain lands might enjoy a degree of protection from the land's inhabitants, depending on their customs and beliefs.

The plots of cemeteries carried by graveyarders come in various shapes and sizes. From a simple batch of wooden markers lifted from a small village to ruined chunks of mausoleums, one can never be sure what a graveyarder might hold. There have been reports of elementals with entire towers on their backs, as well as tales of long-forgotten treasures buried in their muddy bodies. The origin of graveyarders is further obfuscated by all the tales and rumors of these giants running off with tombs of famous heroes and villains. For those who are not afraid to approach, a graveyarder presents an opportunity to acquire riches or knowledge—if they make it out alive.

GRAVEYARDER

huge elemental

Armor Class 11 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	20 (+5)	5 (-3)	12 (+1)	5 (-3)

Saving Throws Str +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages Terran

Proficiency Bonus +3

Challenge 5

Formidable Stature. Any creature hostile to the graveyarder that starts its turn within 60 feet of the graveyarder must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the graveyarder's *formidable stature* for the next 24 hours.

Undead Defenders. Once per turn, when the graveyarder takes 10 or more damage from a single source, a *skeleton* rises from a grave on its back. It acts on the same initiative count as the graveyarder.

ACTIONS

Multiattack. The graveyarder makes two *slam* attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If this damage reduces a Large or smaller creature to 0 hit points, skeletal hands burst forth from the graveyarder and entomb the target within its body. An entombed creature is blinded and it has total cover against attacks and other effects outside of the graveyarder. If the graveyarder dies, entombed creatures are safely released into a nearby unoccupied space.

Bury (Recharge 6). The graveyarder magically causes loose soil or dirt to swallow one to three Large or smaller creatures it can see within 60 feet of it. Each target must succeed a DC 13 Strength saving throw or be buried underground. A buried creature is blinded, restrained, suffocating, and has total cover against attacks and other effects from above ground. A creature can use its action to free a buried creature, including itself, by succeeding on a DC 13 Strength check.



UMBRAGE

by CerealDM

There is wisdom in silence. Often times the world demands not a hero to right a wrong, but blissful ignorance so life may go on. Yet some slights cannot go unanswered. There are those who count the straws, whether willingly or not. The individuals for whom the sound of a camel's broken back cannot be unheard. No matter how many innocent lives count on their inaction, these people clench their fists and charge against perceived tyranny. And they lose everything.

Remembered as fools, rather than martyrs, these individuals who pay with their lives curse themselves to rage in undeath.

An umbrage is an undead cursed to seek vengeance against any perceived slight. They are animated corpses in the likeness of their living bodies, yet their blackened flesh writhes like flames. Jumping from the darkness to pummel its victims, an umbrage is gifted with unnatural persistence. Every defeat causes an umbrage to curse itself into new dark life, attempting to take revenge against its killers. Its preferred tactics consist of brute force and low cunning, although the latter might be optional and haphazard. The former though is deadly, as there are only so many times an umbrage can be overpowered.

While on a vengeful crusade, an umbrage often strives to correct the wrong it died for. Such tasks might include killing a tyrant king, finding a lost relic, or restoring the honor of their clan. Yet for an umbrage, such tasks are impossible to complete. Whenever it achieves the last step of its quest, it finds another imperfection, slight, or issue to prolong the crusade. It may happen that after the tyrant's death an umbrage decides to execute all those who supported them. And after retrieving the lost relic, an umbrage might desire it delivered to a faraway shrine. And after restoring the clan's honor, an umbrage might install itself as a protector of that honor, incessantly meddling with the affairs of the clan. And a questing umbrage delights in derailing their journeys whenever anyone crosses it.

Some claim that an umbrage could be appeased by a ritual: two apologies uttered at its burial site. One apology by a family member or a beloved. Another apology by the killer who took the life that became the umbrage. Both participants could be replaced by their relatives or descendants, but gathering these substitutes could be a daunting affair if the umbrage was spawned a long time ago ...

UMBRAGE

medium undead

Armor Class 12

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	9 (-1)	8 (-1)

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Proficiency Bonus +2

Challenge 2

White Hot Vengeance. When the umbrage dies, it spawns again in seven days near a place it died. It permanently gains damage immunity to the type of damage that killed it. It also gains +1 AC, +1 to all attack rolls, ability checks, and saving throws. The damage dealt by its *pummel* attack is also increased by 3 (1d6).

Sapping Flames. Creatures cannot regain hit points while within 5 feet of the umbrage.

Vengeance Extinguished. The umbrage loses the damage immunities and bonuses to its statistics granted by its *white hot vengeance* and *sapping flames* traits while in moving water or in sunlight.

ACTIONS

Multiattack. The umbrage makes two *pummel* attacks. If it attacks the same creature with both attacks, and both attacks hit, the creature becomes vulnerable to damage dealt by the umbrage until it regains at least one hit point.

Pummel. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Shadow Stealth. While in dim darkness or darkness, the umbrage can use its Action to turn invisible for as long as it stays in dim light or darkness.



DEMOHOG

The demohog is a close relative of the hedgehog. Externally, it differs only by a yellowish glow that emanates from it. However, the demohog possesses weak magical abilities that are denied to hedgehogs.

Glowing Body. The spiny body of a demohog glows so intensely that you can make out the animal's skeleton under its skin. The intensity of the light also allows you to make out the creature's mood. The brighter it shines, the better the animal's condition is. On the other hand, if it is dimly lit, the demohog is not doing well, is scared, or sad.

Scavenger. Demohogs are scavengers and feed on dead animals or the berries of the cadaver blossom. However, the little guys have no objection to fresh meat. Nevertheless, these peaceful animals do not kill their prey themselves but rely on the hunting skills of other creatures, which hopefully leave some of their catch. If that's not the case, the demohog falls back on carcasses that have met their end through illness or old age. The demohog's immunity to disease and many poisons is beneficial here.

Peaceful Lifestyle. Should you encounter a demohog, you need not be concerned. The little hedgehog only attacks to defend itself or when it feels threatened. In this case, it can shoot its sharp spikes around itself (which grow back after a short time) or roll away quickly as a curled-up spiked ball. If it's severe, it uses its weak, magical power and shoots a small, glaring energy bolt at its attacker. After that, the demohog's glow is significantly dimmed for some time.

Making Friends. When the little animals have not found anything to eat for a long time, they become increasingly weaker and venture near humanoids, hoping to get something to eat in their garbage or directly from them. The demohogs are then often taken in and pepped up, only to be released after some time. Sometimes they stay with their breeders as pets and enjoy a never-empty stomach and a warm place to sleep. Also, travelers can sometimes meet Demohogs on the way and win them over as loyal companions if they behave cleverly.

DEMOHOG

small monstrosity

Armor Class 15 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	3 (-4)	13 (+1)	6 (-2)

Saving Throws Con +3

Skills Perception +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 13

Proficiency Bonus +2

Challenge 1/2

Glow. The demohog's inside glows yellow at different intensities based on its mood. It does not have conscious control of the intensity at which it glows.

Normally, it sheds bright light in a 5 foot radius and dim light for another 5 feet.

If it is particularly energetic (for example because it is happy, surprised, or furious), it sheds bright light in a 10 foot radius and dim light for another 10 feet.

If it is unenergetic (for example because it is sad, tired, hungry, or scared), it sheds dim light in a 5 foot radius.

Spikeball. The demohog can use a bonus action to roll into a small spikeball form with all its spikes pointing outwards, or unroll from its spikeball form back into its normal form.

When rolled into its spikeball form, its AC increases by 2, its speed increases by 10 feet, and it is blinded.

ACTIONS

Spike. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 3 piercing damage, as the demohog fires one of its spikes toward the target.

Roll (Spikeball Form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Energy Bolt (Normal Form only, Recharge 6). *Ranged Spell Attack:* +3 to hit, range 5 ft., one target. *Hit:* 10 (2d8 + 1) force damage and the target must succeed on a DC 11 Wisdom saving throw or be blinded until the end of its next turn, as the demohog furiously releases the yellow-glowing energy within itself and shoots it toward the target.

The demohog's *glow* trait shows it to be unenergetic until this ability recharges.

DESPOT OOZE

by Colby Whittaker (Hagiologist)

In the dark beating heart of certain ancient forests, there are places where the trees grow so densely overhead that they become indistinguishable from the black depths of the cavernous worlds below. It is there, where dank humidity and enveloping darkness meet that a very particular kind of ooze has evolved. At first appearing as little more than a large mound of shivering green slime dripping across ground or branch, the despot ooze is far smarter than many of its brethren. It has evolved horrifying tricks to manipulate the cycle of nature in its favor.

Rather than growing and subdividing under its own power (as many of its kin do), the despot ooze prefers to reproduce in the warm and welcoming digestive tract of a towering anthropoid creature called an oozeblood devourer. These slightly furry creatures have dark, rank fur that is sticky with ooze and over-developed arms that end in massive three-digit hands. Over generations despot ooze have evolved their own viscous flesh into a potent and addictive treat for the towering creatures, encouraging them to feast on infected creatures and spread their ooze throughout the woods.

While the devourer is immune to the ooze's effects, most species are not so lucky. Inside any other creature, the despot ooze reproduces and integrates with the host's system, turning them into shambling oozeblood zombies at the despot ooze's command. The more hosts a despot ooze commands, the smarter and more powerful it becomes. When an oozeblood zombie has reached the ends of its usefulness, the ooze will cause it to emit a particularly strong fragrance and send it shambling out towards a devourer to help keep the cycle of growth and expansion turning.

Oozeblood Infection. A despot ooze's body is not a differentiated structure but instead a pulsing swarm of countless independent droplets of ooze. Through canny manipulation of its ecosystem, despot oozes ensure that their droplets are constantly spreading and entrapping more creatures. An adventurer might encounter an infected oozeblood zombie or other creature or accidentally touch a patch of particularly slimy ground with their bare hand. The most cunning despot oozes, ancient and massive, have even been known to specifically coat treasures and trinkets to entrap unwary humanoid travelers. Infected creatures are susceptible to the control of despot oozes, making them a dangerous threat to their own allies.

OOZEBLOOD INFECTION

A creature with *oozeblood infection* must make a DC 8 Constitution saving throw at the end of each long rest. After three successes, the infection ends. After three failures, they become an *oozeblood zombie*.

The *lesser restoration* spell can end the infection. If a creature becomes an *oozeblood zombie*, it can only be cured with a *greater restoration* or *wish* spell.

DESPOT OOZE

large ooze

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	16 (+3)	4 (-3)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +4

Damage Resistances acid, cold, fire, lightning, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14

Languages can understand and speak the language of any oozeblood infected creatures within 1 mile

Proficiency Bonus +3

Challenge 5

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

Spider Climb. The ooze can climb difficult surfaces, including upside down and on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ooze makes two attacks. The ooze can replace its *pseudopod* attacks with its *slime breath* or *command*, if available.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 14 (4d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target takes 7 (2d6) acid damage at the start of each of its turns.



Command. The ooze attempts to exert control over an ooze-infected creature. The creature must make a DC 14 Wisdom saving throw (*oozeblood zombies* fail the saving throw automatically). If it fails, the ooze can give one of the following commands:

Move. The creature moves up to half its movement speed.

Attack. The creature makes a melee weapon attack or unarmed strike against a creature of the ooze's choice that it can reach.

Writhe. The creature falls prone.

Spray (*oozeblood zombie only*). The zombie uses its *slime breath* attack.

Slime Breath (Recharge 6). The ooze expels a spray of gelatinous mass in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 22 (4d10) acid damage and is afflicted with *oozeblood infection*. On a successful save, the creature takes half as much damage and isn't infected.

REACTIONS

Infectious Spray. When the ooze takes slashing or piercing damage, it can use its reaction to force creatures within 10 feet to make a DC 14 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) acid damage and becomes afflicted with *oozeblood infection*.

OOZEBLOOD ZOMBIE

medium undead

Armor Class 10

Hit Points 30 (4d8 + 12)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Con +5, Wis +0

Damage Immunities acid, poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages can understand and speak the language of any oozeblood infected creatures within 1 mile

Proficiency Bonus +2

Challenge 1

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie makes two *claw* attacks. If available, it can replace one of the attacks with a use of its *slime breath*.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Oozing Burst. The zombie explodes and is destroyed. Each creature within 5 feet of it must make a DC 12 Constitution saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one. A creature that fails its save is also infected with *oozeblood infection*.

Slime Breath (Recharge 6). The zombie expels a spray of gelatinous mass in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw. On a failed save, the creature takes 11 (2d10) acid damage and is afflicted with *oozeblood infection*. On a successful save, the creature takes half as much damage and isn't infected.

REACTIONS

Infectious Spray. When the zombie takes slashing or piercing damage, it can use its reaction to force creatures within 10 feet to make a DC 12 Dexterity saving throw. On a failed save, a creature takes 3 (1d6) acid damage and becomes afflicted with *oozeblood infection*.



Oozeblood Devourer

huge giant

Armor Class 17 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4, Survival +7

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Proficiency Bonus +3

Challenge 7

Keen Tracker. The devourer has advantage on Wisdom (Survival) checks made to track creatures infected with *oozeblood infection*.

Natural Resistance. The devourer is immune to diseases and poisons. It can't be poisoned and has immunity to poison damage.

Ooze High. When the devourer reduces a creature with *oozeblood infection* to 0 hit points with a *bite* attack, it gains 10 temporary hit points and has advantage on its melee weapon attacks until the end of its next turn.

ACTIONS

Multiattack. The devourer makes one *bite* and two *claw* attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. The devourer has advantage on *bite* attacks against creatures that are grappled by it.

Grasp. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

Devour. The devourer devours the corpse of a creature infected with *oozeblood infection* within 10 feet. It gains 10 temporary hit points and has advantage on its melee weapon attacks until the end of its next turn.

BONUS ACTIONS

Ravenous. As a bonus action, the devourer can move up to its speed toward a creature that is infected with *oozeblood infection*.

REACTIONS

Infectious Spray. When the devourer takes slashing or piercing damage, it can use its reaction to force creatures within 10 feet to make a DC 14 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) acid damage and becomes afflicted with *oozeblood infection*.



BUBBLING EYEBOMINATION

Due to prevalent necrotic energy and many deaths, enormous and terrifying aberrations have formed in the forest over time: bubbling eyebominations. Masses of bubbling eyes, up to 20-foot tall, roll through the woods and absorb everything that gets in their way. The eyes constantly grow in size like bubbles in a boiling pot of thick liquid, eventually bursting and making way for more, smaller eyes. If you dare mess with it, you'll have to reckon with whipping pseudopods and a sight that induces panic in most. The worst fate that awaits you in a fight, however, is neither being slain nor devoured, but being infected. A painful disease is transmitted through contact with splashing blood or shooting eyes. Without proper care, it quickly turns the infected person into an eyebomination, forever binding them to the forest.

BUBBLING EYEBOMINATION

huge aberration (eyebomination)

Armor Class 8

Hit Points 230 (20d12 + 100)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	20 (+5)	1 (-5)	4 (-3)	1 (-5)

Saving Throws Str +8, Con +13

Skills Perception +5

Damage Vulnerabilities fire, radiant

Damage Immunities acid, poison

Condition Immunities blinded, charmed, exhaustion, frightened, grappled, poisoned, prone, stunned

Senses truesight 120 ft., darkvision 120 ft., passive Perception 15

Languages understands Abyssal but can't speak

Proficiency Bonus +4

Challenge 12

Horrifying Sight. Any creature that sees an eyebomination for the first time must make a DC 15 Wisdom saving throw or be panicked for 1 minute. A panicked creature can't speak, its speed is zero, and it can't benefit from any bonus to its speed. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

On a successful save, a creature is immune to the *horrifying sight* of eyebominations for 24 hours.

EYEBOMINATION INFECTION

Eyes start forming then growing on the part of your skin that was infected, eventually bursting, only to reveal more eyes underneath.

Horrifying Transformation. If an infected creature drops to 0 hit points it dies and transforms into a *bubbling eyebomination spawn*.

Spreading Infection. An infected creature must make a DC 15 Constitution saving throw at the end of each of its turns. On a failure, the creature takes 3 (1d6) necrotic damage as the infection spreads.

The creature automatically succeeds on the saving throw if the infection is cauterized or stabilized.

If an infected creature is infected again, or when it takes acid or poison damage, its infection is no longer cauterized or stabilized.

Cauterizable. When an infected creature regains hit points or takes fire or radiant damage, the infection is cauterized for 1 minute.

Treatment. A creature within range of the an infected creature (including the creature themselves) can take an action to make a DC 15 Wisdom (Medicine) check. The creature has advantage if they expend one use of a *healer's kit*, or if the infection is cauterized. On a success, the infection is stabilized for 30 minutes.

A creature within range of an infected creature (including the creature themselves) whose infection is stabilized can take 10 minutes to make a DC 15 Wisdom (Medicine) check. The creature has advantage if they expend one use of a *healer's kit*. On a success, the infection remains stabilized for the next 8 hours.

Cure. An infected creature can be cured using the *greater restoration* spell, or using a *whisker berry wrap*.

Blood Splattering. Whenever the eyebomination takes damage, all creatures within 10 feet of it must succeed on a DC 17 Constitution saving throw or become infected with *eyebomination infection*, as some part of them comes into contact with the splatter of blood constantly spraying from bursting eyes that are immediately replaced with growing new ones.

Spreaded Being. The eyebomination can make its attacks as though it were in the space of any creature it infected with *eybomination infection*, by using the infected area to form its tentacles or shoot an eye. The target can be the infected creature, except for the *shoot eye* attack. The infected creature must be within 300 feet of the eyebomination and its infection must not be cauterized or stabilized. The eyebomination cannot use its *engulf* action in this way.

ACTIONS

Multiattack. The eyebomination makes two *pseudopod* and one *shoot eye* attack.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 40 (8d8 + 4) bludgeoning damage and the target is grappled (escape DC 14). A grappled target must succeed on a DC 17 Constitution saving throw at the start of each of its turns or become infected with *eybomination infection*.

Shoot Eye. *Ranged Weapon Attack:* +8 to hit, range 60 ft., one creature. *Hit:* 25 (6d6 + 4) bludgeoning damage and the target must succeed on a DC 17 Constitution saving throw or be infected with *eybomination infection*.

Engulf. The eyebomination attempts to drag a creature it has grappled within 10 feet of it into itself, completely engulfing it.

The grappled creature must make a DC 14 Strength saving throw. On a failure, the creature is engulfed.

An engulfed creature is infected with *eybomination infection*, blinded and can't breathe. It has total cover against attacks and other effects outside the eyebomination. It takes 22 (4d10) bludgeoning damage at the start of each of its turns. If it dies, the eyebomination regains 36 (8d8) hit points as the body of the creature is entirely absorbed and destroyed.

The engulfed creature or another creature within range can use its action to attempt a DC 14 Strength (Athletics) check. If a creature other than the engulfed creature attempts the check or helps the engulfed creature, the attempting creature is infected with *eybomination infection*. On a success, the engulfed creature is freed and drops prone in a space within 5 feet of the eyebomination.

BUBBLING EYBOMINATION SPAWN

medium aberration (eybomination)

Armor Class 9

Hit Points 105 (14d8 + 42)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	1 (-5)	2 (-4)	1 (-5)

Saving Throws Str +5, Con +9

Skills Perception +2

Damage Vulnerabilities fire, radiant

Damage Immunities acid, poison

Condition Immunities blinded, charmed, exhaustion, frightened, grappled, poisoned, prone, stunned

Senses truesight 60 ft., darkvision 120 ft., passive Perception 12

Languages understands Abyssal but can't speak

Proficiency Bonus +3

Challenge 5

Horrifying Sight. Any creature that sees an eyebomination for the first time must make a DC 13 Wisdom saving throw or be panicked for 1 minute. A panicked creature can't speak, its speed is zero, and it can't benefit from any bonus to its speed. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

On a successful save, a creature is immune to the *horrifying sight* of eyebominations for 24 hours.

Blood Splattering. Whenever the eyebomination takes damage, all creatures within 5 feet of it must succeed on a DC 14 Constitution saving throw or become infected with *eybomination infection*, as some part of them comes into contact with the splatter of blood constantly spraying from bursting eyes that are immediately replaced with growing new ones.



ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 38 (8d8 + 2) bludgeoning damage and the target is grappled (escape DC 12). A grappled target must succeed on a DC 14 Constitution saving throw at the start of each of its turns or become infected with *eyebomination infection*.

Shoot Eye. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 23 (6d6 + 2) bludgeoning damage and the target must succeed on a DC 14 Constitution saving throw or be infected with *eyebomination infection*.

Merge. The eyebomination merges with another *bubbling eyebomination spawn* within 5 feet of it. Both disappear, and in their place a *bubbling eyebomination* appears.

APPENDIX

ENCOUNTERS BY CHALLENGE RATING

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ADDITIONAL CONTENT: RANGER SUBCLASS

Akkator wrote the *Mist Skulker Conclave*, a Ranger subclass inspired by this biome. [You can find it here.](#) Follow Akkator on Twitter: [@akkator006!](#)

ENCOUNTERS 4 PLAYERS LEVEL 1-3

d6 Encounter

- 1 2 (1d4) Horror Hare Leveret
- 2 1 Umbrage
- 3 2 (1d4) Oozeblood Zombie
- 4 2 (1d4) N'ervpeck
- 5 1 Horror Hare
- 6 1 (1d4 - 1) Horror Hare Leveret, 1 N'ervpeck

ENCOUNTERS 4 PLAYERS LEVEL 4-6

d4 Encounter

- 1 1 Oozeblood Devourer
- 2 2 (1d4) Horror Hare
- 3 1 Umbrage
- 4 1 (1d2) Bubbling Eyebomination Spawn

ENCOUNTERS 4 PLAYERS LEVEL 7-9

d6 Encounter

- 1 1 Grave Digger
- 2 2 (1d4) Horror Hare, 5 (2d4) Horror Hare Leveret
- 3 1 Bubbling Eyebomination
- 4 1 (1d4 - 1) Despot Ooze, 5 (2d4) Oozeblood Zombie
- 5 1 Oozeblood Devourer, 1 Despot Ooze
- 6 1 Psychic Tempest

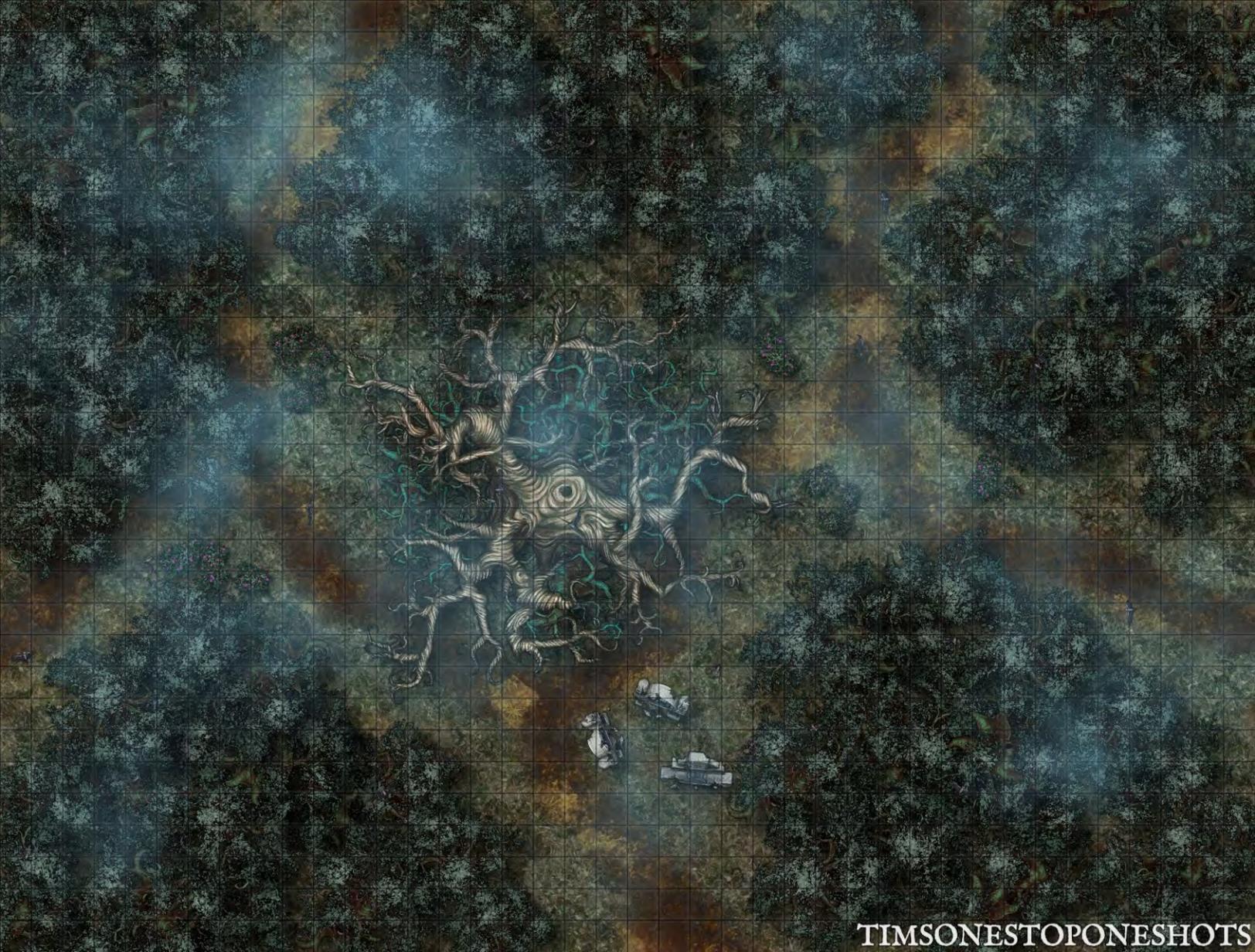
ENCOUNTERS 4 PLAYERS LEVEL 10-12

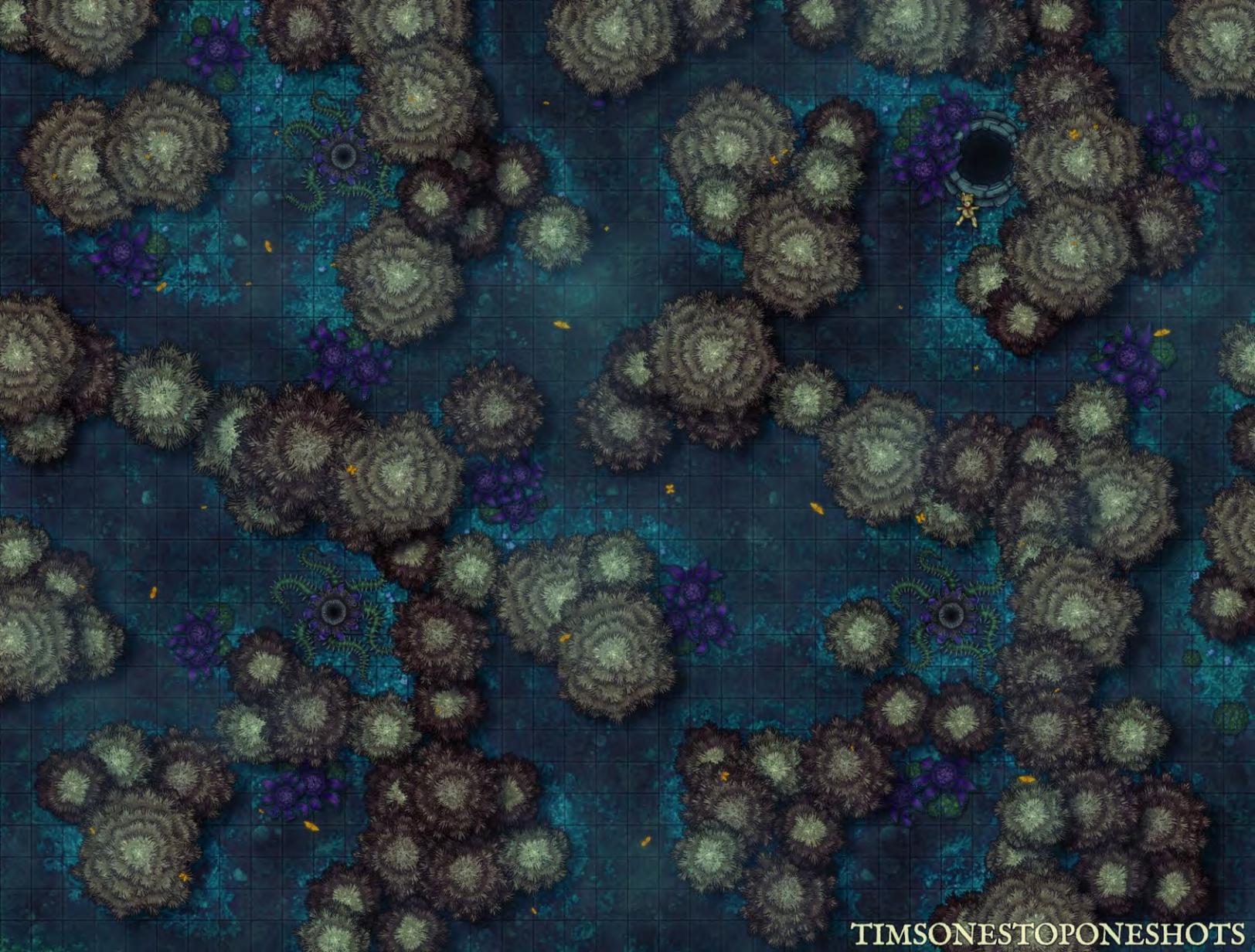
d6 Encounter

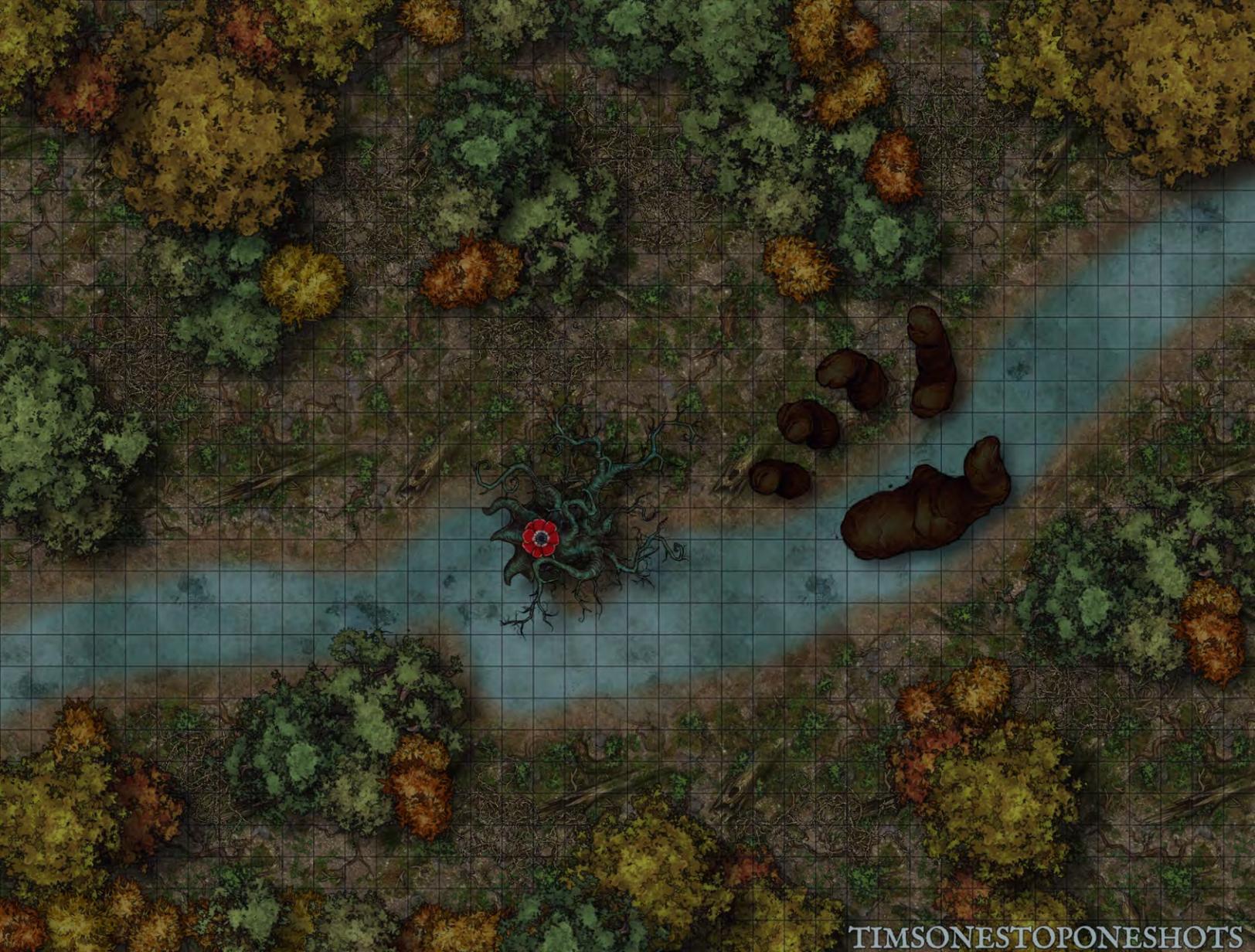
- 1 1 (1d4 - 1) Despot Ooze, 1 (1d4 - 1) Oozeblood Devourer, 5 (2d4) Oozeblood Zombie
- 2 7 (2d6) Horror Hare
- 3 1 Bubbling Eyebomination, 1 (1d4 - 1) Bubbling Eyebomination Spawn
- 4 3 (1d6) Graveyarder
- 5 1 Grave Digger, 2 (1d4) Horror Hare
- 6 1 Psychic Tempest

BATTLEMAPS

High resolution versions of the battlemaps are available from Timothy directly. Contact him on [Twitter](#) or [Instagram](#). He has a background hook for each too!







Horror Forest

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CerealDM (cerealdm.com)

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It was fun working with you!

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