

DWARVEN FORGE®

WILDLANDS

BESTIARY



A Complete Guide to Wildlands flora and fauna for 5th Edition roleplaying



THE WILDLANDS BESTIARY

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FAUNA



APEX PRIMORDIAL

Huge elemental, neutral

Armor Class 19 (Natural Armor)

Hit Points 247 (15d10 + 90)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	5 (+3)	13 (+1)	5 (-3)

Damage Vulnerabilities Thunder

Damage Resistances Bludgeoning, Piercing, and Slashing damage from Nonmagical Attacks

Senses Darkvision 120 ft., Tremorsense 120 ft., passive perception 11

Languages Terran

Challenge 16 (15,000 XP)

Proficiency Bonus +5

Siege Monster. The Apex Primordial deals double damage to objects and structures.

Legendary Resistance (3/Day). If the Apex Primordial fails a saving throw, it can choose to succeed instead.

Awaken (3/Day). The Apex Primordial can use its bonus action to create an *Awakened Tree*. If an *Awakened Tree* is on the battlefield, the Apex Primordial can use its bonus action to have the tree make one *Slam* attack. Though the Apex Primordial can have three *Awakened Trees* summoned at a time and all can move and take an opportunity attack every turn, the Apex Primordial can only direct one to attack per turn.

Photosynthesis. The Apex Primordial is fueled by the plant growth covering its body; at the beginning of each of its turns, if it is in direct sunlight, it recovers 11 (2d10) Hit Points. If the Apex Primordial suffers fire damage, it does not receive the benefits of Photosynthesis on its next turn.

ACTIONS

Multiattack. The elemental makes three *Slam* attacks. It can replace one attack per turn with the *Rock Throw* attack.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 7) bludgeoning damage.

Rock Throw. *Ranged Weapon Attack:* +8 to hit, reach 60 ft., one target. *Hit:* 19 (3d8 + 7) bludgeoning damage. On a hit, the target must make a DC 15 Dexterity saving throw or be knocked prone. In addition, every creature within 5 ft. of the target must make a DC 15 Dexterity saving throw or take 9 (2d8) bludgeoning damage and be knocked prone.



BLEAKMYRE BASILISK

Huge Monstrosity, unaligned

Armor Class 16 (Natural Armor)

Hit Points 102 (12d12 + 24)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Damage Immunities Poison

Condition Immunities Poisoned, Petrified

Senses Darkvision 60 ft., passive perception 10

Languages --

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Amphibious. The basilisk can breathe air and water.

Legendary Resistance (2/Day). If the Bleakmyre Basilisk fails a saving throw, they can choose to succeed instead.

Swamp Lord. The basilisk has evolved to rule the swamp it calls home, dominating the ecosystem. While underwater, it has advantage on Dexterity (Stealth) checks and cannot be detected if it isn't moving. It also has advantage on Wisdom (Perception) checks against any creature that enters or is within 5 ft of that body of water.

Petrifying Gaze. Any creature that can see the basilisk's eyes and starts their turn within 30 feet of it automatically begins to suffer the effects of its *petrifying gaze*. The first time this happens, their movement speed is cut in half. If they suffer this effect again within the next minute, their legs solidify and they are restrained. On a third gaze, they are fully petrified. This petrification can be undone by *greater restoration* or other magic.

A creature that is not surprised can choose to avert their eyes at the start of their turn to avoid the gaze; however, if they do so, they can no longer see the basilisk and have disadvantage on any attacks they make against it. As long as they avoid looking at the basilisk, any partial petrification effects fade after 1 minute.

ACTIONS

Multiattack. The basilisk uses its *Enchanting Glow* then makes two attacks: one with its bite and one with its claws

Enchanting Glow. The green lights under the Bleakmyre Basilisk's hood pulse gently, filling the area with an inviting glow. All creatures currently averting their eyes within 30 feet must make a DC 13 Wisdom Saving Throw or be compelled to look at the hood, taking the effects of one *Petrifying Gaze*.

Bite. *Melee Weapon Attack:* +7 To hit, reach 10 ft., one target.
Hit: 14 (3d6 + 4) piercing damage plus 10 (3d6) poison damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 16 (3d8 + 4) slashing damage. If the target is a large or smaller creature, it is grappled (escape DC 14).

Stunning Flash (Recharge 5-6). The glowing paralytic sacs on the Basilisk's hood suddenly flash with an intense light. Each creature in a 60-foot cone originating from the Basilisk must make a DC 13 Constitution saving throw or be stunned until the end of their next turn. While stunned in this way, the creature may not avert their gaze. Any creature already averting their gaze when this ability is activated gets advantage on the saving throw.

LAIR ACTIONS

Slipstream. On initiative count 20, if no creature can see the basilisk and it is within 5 ft of a body of water large enough to conceal it, it can make a Dexterity (Stealth) check at advantage to Disengage and slip beneath the water's surface undetected. If it chooses to re-emerge in a different location on its turn, all surprised creatures within 30 feet must make a DC 13 Wisdom saving throw to avert their eyes in time to avoid its gaze.



CRIMSONCLAW WYVERN

Large dragon, unaligned

Armor Class 16 (Natural Armor)

Hit Points 84 (13d10 + 13)

Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	12 (+1)	5 (-3)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5

Senses Darkvision 120 ft., passive perception 16

Languages --

Challenge 6 (2,300 XP)

Apex Predator. The Crimsonclaw Wyvern has a heightened sense of smell for blood. It gets advantage on Wisdom (Perception) checks to find a bleeding creature, and if it attacks a bleeding creature it scores a critical hit on a 19 or 20. For the purposes of this ability, “bleeding” applies to creatures that have taken ‘bleeding’ damage on their last turn from the Wyvern’s *Claw* attack as well as a creature with less than half of its maximum Hit Points.

ACTIONS

Multiattack. the Crimsonclaw Wyvern makes two attacks: One with its bite and one with its claws. While flying, it can use two claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +8 To hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage. On a hit, the target receives the special “bleeding” condition, forcing an additional 4 (1d6) slashing damage onto the target at the start of its turn. This condition only ends if the target does not move on their turn or has any amount of hit points restored to stem the bleeding.

Stinger. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. The target is then poisoned for 1 minute on a failed save, and makes additional Constitution saving throws at the end of its turn.



ELDER EARTH ELEMENTAL

Huge elemental, neutral

Armor Class 21 (Natural Armor)

Hit Points 150 (14d10 + 72)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities Thunder

Damage Resistances Bludgeoning, Piercing, and Slashing damage from Nonmagical attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 10

Languages Terran

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target.
Hit: 15 (2d8 + 6) bludgeoning damage.

Quake. The Elder Earth Elemental strikes the ground with both fists, and chooses a point on the ground up to 60 feet away that it can see. A 20 foot cube originating from that point erupts in a fountain of churned earth and stone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failure, they take 3d12 bludgeoning damage and are knocked prone. On a success, they take half as much damage and are not knocked prone. Additionally, the ground in that area becomes difficult terrain.

REACTIONS

Foresight (3/Day). The Elder Earth Elemental has been around so long that it has contact with time itself; when an attack is announced against the Elder Earth Elemental (but before the die is rolled), it can use its reaction to impose disadvantage on the attack. They must use the new roll.



FIRE ELEMENTAL MYRMIDON

Large elemental, neutral

Armor Class 16

Hit Points 92 (10d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 6 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 6 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 6 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two attacks, one with its flamberge and one with its bident.

Bident. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 +3) piercing damage and 3 (1d6) fire damage. On a hit, the creature is knocked off balance, giving the Fire Elemental Myrmidon advantage on its next attack against the target.

Flamberge. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 3) slashing damage and 3 (1d6) fire damage. If the target is on fire as a result of the *Fire Form* feature, the Myrmidon can reroll a 1 or a 2 on its damage die, and must use the new roll.

REACTIONS

Infernal Duelist. The Fire Elemental Myrmidon is trained in a bident-focused fighting style that punishes careless attacks. If a melee weapon attack misses the Myrmidon's AC by 5 or more, the Myrmidon can use its reaction to automatically disarm the attacker, flinging the weapon 10 feet in a random direction.

SWAMP BASILISK

Huge Monstrosity, unaligned

Armor Class 16 (Natural Armor)

Hit Points 85 (10d12 + 20)

Speed 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	4 (-3)	14 (+2)	7 (-2)

Skill Perception +5, Stealth +7

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., passive perception 15

Languages --

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Amphibious. The basilisk can breathe air and water.

Swamp Lord. The basilisk has evolved to rule the swamp it calls home, dominating the ecosystem. While underwater, it has advantage on Dexterity (Stealth) checks and cannot be detected if it isn't moving. It also has advantage on Wisdom (Perception) checks against any creature that enters or is within 5 ft of that body of water.

Petrifying Gaze. Any creature that can see the basilisk's eyes and starts their turn within 30 feet of it automatically begins to suffer the effects of its *petrifying gaze*. The first time this happens, their movement speed is cut in half.

If they suffer this effect again within the next minute, their legs solidify and they are **restrained**. On a third gaze, they are fully petrified. This petrification can be undone by *greater restoration* or other magic.

A creature that is not surprised can choose to avert their eyes at the start of their turn to avoid the gaze; however, if they do so, they can no longer see the basilisk and have disadvantage on any attacks they make against it. As long as they avoid looking at the basilisk, any partial petrification effects fade after 1 minute.

ACTIONS

Multiattack. The basilisk makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 To hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) piercing damage plus 10 (3d6) poison damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 16 (3d8 + 4) slashing damage. If the target is a large or smaller creature, it is grappled (escape DC 14).

LAIR ACTIONS

Slipstream. On initiative count 20, if no creature can see the basilisk and it is within 5 ft of a body of water large enough to conceal it, it can make a Dexterity (Stealth) check at advantage to Disengage and slip beneath the water's surface undetected. If it chooses to re-emerge in a different location on its turn, all surprised creatures within 30 feet must make a DC 13 Wisdom saving throw to avert their eyes in time to avoid its gaze.

VENCURRA, THE SHADOW DRAGON

Huge dragon, lawful evil

Armor Class 21 (Natural Armor)

Hit Points 385 (22d20 + 154)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws DEX +8, CON +14, WIS +10, CHA +11

Skills Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities Poisoned

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27

Languages Common, Draconic, Sylvan

Challenge 22 (41,000 XP)

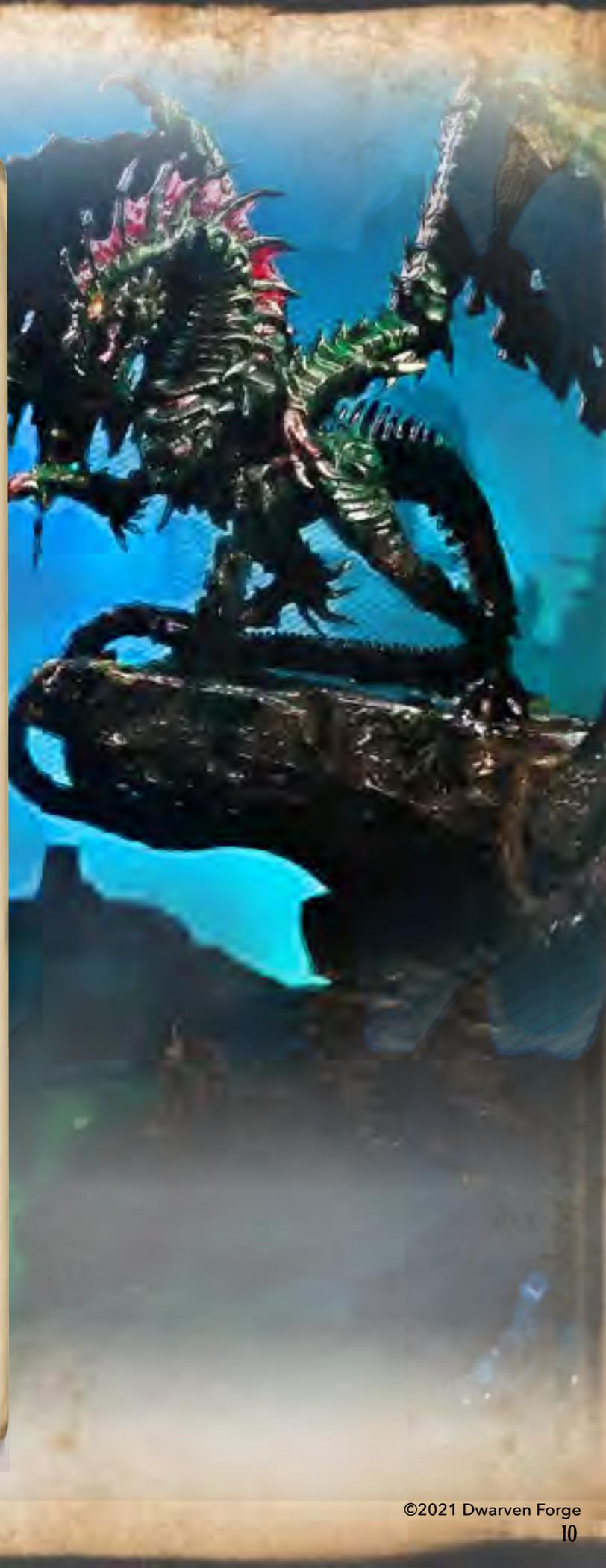
Proficiency Bonus +7

Amphibious. Vencurra can breathe air and water.

Legendary Resistance (3/Day). If Vencurra fails a saving throw, she can choose to succeed instead.

Shadow Form. In areas of deep shadow (or as a special rule: where the Shadowfell bleeds into the Material Plane), Vencurra is able to shift and meld into the shadows around her. As a bonus action, she may become intangible and enter or exit even the smallest shadows, regardless of her size. Entering or exiting in this way still provokes opportunity attacks, where applicable. She may end her movement within the shadow and wait within them indefinitely, but if the shadow is exposed to bright light, she is immediately ejected to the nearest unoccupied space and suffers 12 (2d10) Radiant damage. Being thrust out of the shadow in this way does not provoke opportunity attacks.

Shadow's Restriction. When exposed to bright light (or as a special rule: when any other plane besides the Shadowfell holds sway), Vencurra is only half effective. While exposed, she may only take one action per turn, one legendary action per round, and moves at half movement. She also suffers from a double-edged intangibility effect; after each time a creature targets Vencurra with an attack or Vencurra targets a creature with an attack while exposed, roll a d20 to determine whether the attack connects. On a 01-10, the attack does not and on a 11-20 the attack follows through.



ACTIONS

Multiattack. Vencurra can use her Frightful Presence. She also makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 To hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of Vencurra's choice that is within 120 feet of Vencurra and aware of her must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Vencurra's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). Vencurra exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Grasp of the Shadowfell (1/SR). A swarm of shadowy tendrils break through the ground, covering an area in thick black smoke. Each creature within a 15-ft radius, centered on a point Vencurra can see, must succeed on a DC 15 Dexterity saving throw or become restrained. A creature restrained in this way by the smoke may use their action to attempt to break free (see following ability to see if they have this opportunity).

This smoke persists for 1 minute, and any creature who begins their turn within it must repeat the saving throw.

Special Rule: If the world shifts out of the Shadowfell, the effect no longer has any sway over the creatures, but once the world shifts back to the Shadowfell the effect continues (granted that the time limit is still in effect).

Corrupting Influence. When a creature is restrained by the *Grasp of the Shadowfell* effect, Vencurra implements her powers of persuasion. The targets must then succeed on a DC 14 Wisdom saving throw, or be charmed by Vencurra's desires. The targeted creature must follow her directives, provided the direction is not to harm themselves. At the start of the targeted creature's turn, they are no longer restrained, able to give their full turn to Vencurra's whims. At the end of the creature's turn, they may attempt to break free by repeating the saving throw.

NOTE: This effect suffers the same limitation as *Grasp of the Shadowfell*, where if the Shadowfell no longer holds sway, the influence over the creature's mind is broken. Once the Shadowfell comes back, the creature makes another DC 14 Wisdom saving throw to resist Vencurra re-entering their mind.

LEGENDARY ACTIONS

Vencurra can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Vencurra regains spent legendary actions at the start of her turn.

Detect. Vencurra makes a Wisdom (Perception) check.

Tail Attack. Vencurra makes a tail attack.

Wing Attack (Costs 2 Actions). Vencurra beats her wings. Each creature within 15 feet of Vencurra must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Vencurra can then fly up to half her flying speed.



WYLULI WERETIGER ARCHER

Medium humanoid (human, shapechanger), neutral evil

Armor Class 13

Hit Points 41 (6d8 + 12)

Speed 30 ft. (40 ft. in tiger form), climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +6

Damage Vulnerabilities Radiant

Damage Resistances Bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons

Senses Darkvision 60 ft., passive perception 13

Languages Common, Sylvan (can't speak in tiger form)

Challenge 2 (450 XP)

Shapechanger. The Wyluli can use its action to change into a shadowy tiger, a human-tiger hybrid, or its true human form. All statistics other than speed are the same in each form. Any equipment it is wearing or carrying isn't transformed, and it reverts to its true human form if it dies. Some Wyluli have lost their understanding of how to transform, and remain stuck in a single form, usually that of a hybrid tiger-human.

Shadow Step. While in its tiger form, the Wyluli can use its action to teleport between two unoccupied areas of deep shadow within 30 ft that it can see. Additionally, this ability allows it to travel with a grappled target.

Blood Rage. While in hybrid form, the Wyluli are driven by a constant thirst for blood. At the end of its turn, if it has failed to do any damage, the Wyluli must make a DC 10 Wisdom saving throw or it enters a berserker rage. While raging, it gains the following benefits and penalties:

- Resistance to all damage except psychic and radiant
- Advantage on Strength checks and Strength saving throws
- Gains a bonus of +2 damage to all Strength-based attacks (including its bite and claws).
- It cannot move stealthily or use its *Shadow Step* ability.
- It is tempted by the rich blood of other Wyluli. It rolls a d20 at the start of each turn, and if it rolls a 10 or below while another Wyluli is in eyesight/earshot, it must pursue that Wyluli instead.
- Once the Wyluli successfully hits with a melee attack, the blood rage ends at the end of its turn.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The Wyluli can make two melee attacks of any type appropriate to its form. It cannot use its bite more than once per turn.

Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and 8 (2d6) poison damage. *The target must then make a DC 14 Constitution saving throw or be poisoned for the next minute. By using an action, a target affected by the poison may reroll a failed saving throw.*

Shortsword (Humanoid or Hybrid Form Only).

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

Bite (Hybrid or Tiger Form Only). *Melee Weapon Attack:* +4 To hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and if the target is a humanoid, it must make a DC 10 Constitution saving throw or be cursed with lycanthropy.

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

WYLULI WERETIGER BERSERKER

Medium humanoid (human, shapechanger), neutral evil

Armor Class 12

Hit Points 47 (6d8 + 18)

Speed 30 ft. (40 ft. in tiger form), climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +6

Damage Vulnerabilities Radiant

Damage Resistances Bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons

Senses Darkvision 60 ft., passive perception 13

Languages Common, Sylvan (can't speak in tiger form)

Challenge 2 (450 XP)

Shapechanger. The wyluli can use its action to change into a shadowy tiger, a human-tiger hybrid, or its true human form. Its statistics other than its speed are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. Some Wyluli have lost their understanding of how to transform, and remain stuck in a single form, usually that of a hybrid tiger-human.

Shadow Step. While in tiger form, the Wyluli can use its action to teleport between two unoccupied areas of deep shadow within 30 ft that it can see. Additionally, this ability allows it to travel with a grappled target.

Reckless. When it makes its first melee attack each turn, the Berserker can choose to attack recklessly. It gains advantage on all Strength-based attacks it makes that turn, but all subsequent attacks against it have advantage until the start of its next turn.

Blood Rage. While in hybrid form, the Wyluli are driven by a constant thirst for blood. At the end of its turn, if it has failed to do any damage, the Wyluli must make a DC 10 Wisdom saving throw or it enters a berserker rage. While raging, it gains the following benefits and penalties:

- Resistance to all damage except psychic and radiant
- Advantage on Strength checks and Strength saving throws
- Gains a bonus of +2 damage to all Strength-based attacks (including its bite and claws).
- It cannot move stealthily or use its *Shadow Step* ability.
- It must use the *Reckless* ability on its first melee attack of the turn until it draws blood.
- It is tempted by the rich blood of other Wyluli. It rolls a d20 at the start of each turn, and if it rolls a 10 or below while another Wyluli is in eyesight/earshot, it must pursue that Wyluli instead.
- Once the Wyluli successfully hits with a melee attack, the blood rage ends at the end of its turn.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The Wyluli can make two melee attacks of any type appropriate to its form. It cannot use its bite more than once per turn.

Shortsword (Humanoid or Hybrid Form Only).

Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage.

Bite (Hybrid or Tiger Form Only). *Melee Weapon Attack:* +4 To hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and if the target is a humanoid it must make a DC 10 Constitution saving throw or be cursed with Wyluli lycanthropy.

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

Wyluli Lycanthropy.

A character afflicted by wyluli lycanthropy transforms into a Wyluli whenever the moon is full. The transformation lasts from moonrise until the moon sets. While transformed, the character has all the physical statistics and special abilities of a Wyluli Berserker and is a chaotic evil creature under the DM's control. The curse of lycanthropy can be lifted by a *Remove Curse* spell or similar magic.





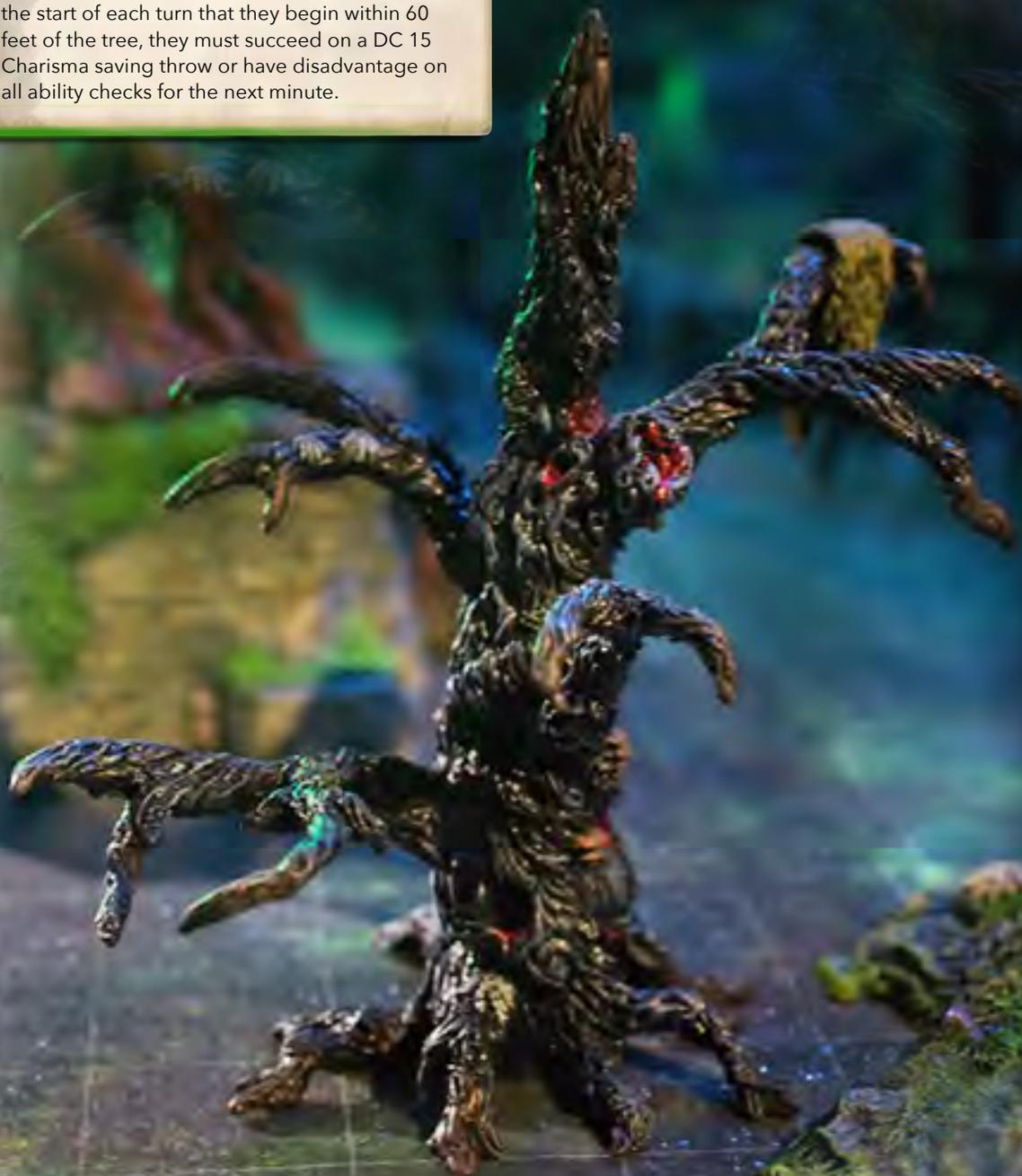
FLORA

BLACKROT TREE

Large plant, neutral

Rotting Presence. The necrotic energy that runs through the Blackrot Tree can be felt throughout the area. Any healing spell cast within 60 feet of a Blackrot Tree is only half as effective.

In addition, any Good creature that approaches the Blackrot Tree can feel the ominous presence of the Shadowfell pulling them down. At the start of each turn that they begin within 60 feet of the tree, they must succeed on a DC 15 Charisma saving throw or have disadvantage on all ability checks for the next minute.





BONEBLOOM

Large plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	14 (+2)	6 (-2)

Damage Vulnerabilities Fire

Damage Resistances Poison, psychic

Condition Immunities Charmed, frightened, prone

Senses Blindsight 30 ft., passive perception 12

Languages --

Challenge 3 (700 XP)

Unremarkable Appearance. While it remains unmoving, the Bonebloom is indistinguishable from an ordinary plant.

Camouflage. The Bonebloom rests deep in the underbrush, requiring a successful DC 15 Perception check to spot.

ACTIONS

Clamp. When a creature steps within 5 feet of the Bonebloom, its 'jaws' spring up to clamp onto them. The target makes a contested Strength (Athletics) or Dexterity (Acrobatics) check (their choice) against the Bonebloom's Strength (Athletics) check. If they were unaware of the Bonebloom, this check is made at disadvantage. On a failure, the target is Restrained by the Bonebloom, and the Bonebloom gets to take a free Bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, range 5 ft, one target. *Hit:* 13 (2d10+3) piercing damage.

CRABLILY

Large plant, neutral evil

Armor Class 14 (natural armor)

Hit Points 90 (12d10 + 25)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	9 (-1)	14 (+2)	6 (-2)

Skills Perception +4, Stealth +5

Damage Weakness Fire

Damage Resistances Poison, psychic

Condition Immunities Charmed, frightened, poisoned

Senses Blindsight 30 ft., passive perception 11

Languages --

Challenge 4 (1,100 XP)

Proficiency Bonus +2

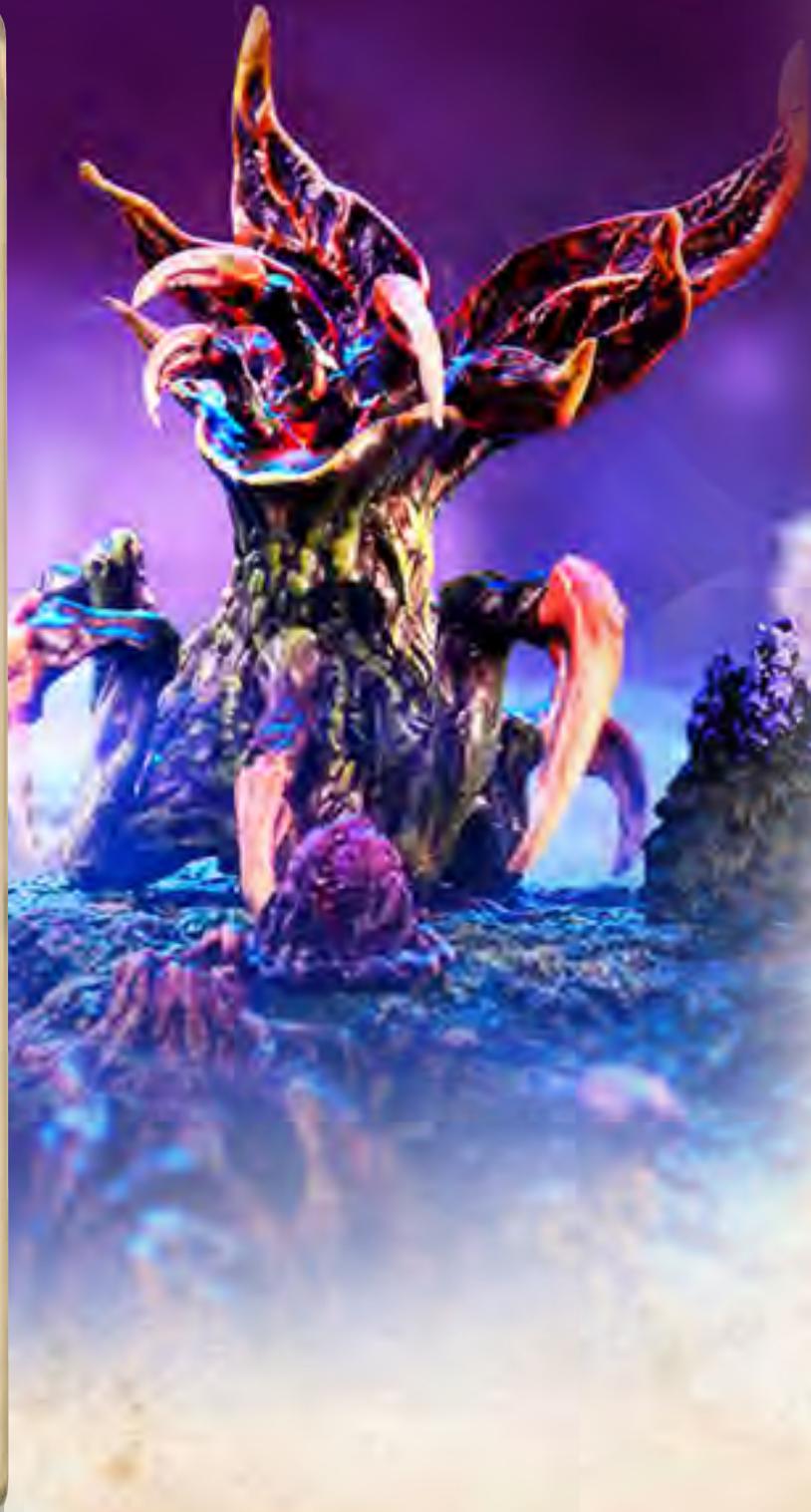
Floral Predator. The Crablily is made for hunting in dense forests and swamps and is unaffected by difficult terrain in these biomes. While in an area of heavy plant growth, it has advantage on Dexterity (Stealth) checks to hide from prey, as well as Perception (Survival) checks to hunt them.

ACTIONS

Multiattack. The Crablily makes three attacks; two with its *Claws* and one with its *Corrosive Spit*.

Claw. *Melee Weapon Attack:* +6 to hit, range 5 ft, one target. *Hit:* 14 (2d8+4) slashing damage.

Corrosive Spit. *Ranged Weapon Attack:* +5 to hit, range 20 ft, one target. *Hit:* 8 (2d6) Acid damage. If a hit target is wearing armor, it must succeed on a DC 11 Dexterity Saving Throw or the acid will scar the armor, reducing its AC by 1 until repaired. Once this AC reduction has happened once, it cannot happen to the same target again.





CWYLDREN TREE

Large plant, neutral

Fae Presence. The boundless magical energy coursing through the roots of the Cwyldren Tree fills the surrounding area. Any spell that uses dice as part of its effect cast within 60 feet of the tree gets an additional die of its type added to that effect.

In addition, each Lawful creature within 60 feet of the Cwyldren tree feels the whimsy of the Fae folk pulling on their psyche. They must make a DC 15 Charisma saving throw at the beginning of each turn they start within this area; on a failure, they have disadvantage on attacks against Fae creatures for the next hour.



GLAMOURLEAF

Large plant, chaotic neutral

Armor Class 8 (natural armor)

Hit Points 1

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	10 (+0)	13 (+1)	17 (+3)

Damage Vulnerabilities Fire

Damage Resistances Poison, psychic

Condition Immunities Charmed, frightened, prone

Senses Blindsight 60 ft., passive perception 11

Languages --

Challenge 3 (700 XP)

Unremarkable Appearance. While it remains unmoving, the Glamourleaf is indistinguishable from an ordinary plant.

Charming Conversationalist. The Glamourleaf can communicate telepathically with any creature within 60 feet. At any point in the conversation, the Glamourleaf can attempt to charm its target into sitting at its feet if they fail a DC 15 Charisma saving throw. On a success, the target knows the Glamourleaf is attempting to charm them, but is still susceptible to further attempts.

Magical Glutton. The Glamourleaf feeds off of magical energy, and uses the magical sensitivity bestowed by its fae nature to detect spellcasters. If it finds and charms a creature with the spellcasting ability, it will begin to drain spell slots from them. Each time a spell slot is drained, the target can then make a DC 15 Charisma saving throw to try and break the charm effect. If the target is currently in initiative, they can attempt the DC 15 Charisma saving throw on each of their turns.

Each round they consume one of the lowest level spell slots the caster has available—for example, the Glamourleaf will always consume a level 1 slot if one is available, but if all level 1 spell slots are expended then they will move on to level 2 slots.

Magical Eruption. If the Glamourleaf is injured, its charming illusions fade and are replaced with a brief glimpse of a grotesque, screeching Fae spirit before it disappears in an intense burst of magical energy. Every creature within 30 ft. must make a DC 13 Wisdom saving throw. On a failure, they take full damage. On a success, they take half damage.

This damage starts at 12 (3d6) Force damage, but increases by 4 (1d6) for every level of spell slot the Glamourleaf had absorbed; for example, a second-level spell slot would increase the damage by 8 (2d6) Force damage.

MEPHIT REED

Small plant, neutral

Spore Cloud. The Mephit Reed is filled with thick spores that crafty hunters have learned to use to their advantage. If the Mephit Reed is physically struck, it bursts open, releasing a cloud of fragrant spores that obscure a 15-foot diameter sphere around the plant. Any creature inside has advantage on Dexterity (Stealth) checks to hide, and any attacks against a creature in the cloud have disadvantage.

Harvesting the Mephit Reed for potions, spell components, or relocation is difficult and requires a successful DC 20 Wisdom (Nature) check. This check can be made at advantage if the harvester has and is proficient with an Herbalism kit. If the check is failed, the Mephit Reed bursts open.

The powerful scent can also be used to lure creatures driven primarily by smell, and can overwhelm them if the Mephit Reed bursts while they're next to it, stunning them until the end of their next turn if they fail a DC 12 Constitution saving throw.

The Mephit Reed and the spores within are also highly combustible; if touched by fire, they explode. Any creature within 15 feet of an intact Mephit Reed or within the spore cloud when it erupts must make a DC 12 Dexterity saving throw. On a failure, they take 10 (3d6) fire damage. On a success, they take half as much damage.



SHIMMERFROND

Medium plant, neutral

Phosphorescent Glow. The fronds of the Shimmerfrond give off a ghostly, blue glow. If cut off, they can be carried around like a torch that casts bright light for 10 feet and dim light for 30 feet. After eight hours of total darkness, the glow ceases. However, if put out in the sunlight, it recharges this glowing property for the same amount of time it is exposed to sunlight, for a maximum of up to eight hours. A week after harvesting, the frond withers and dies.



SLINKROOT

Large plant, neutral evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	11 (+0)	6 (-2)

Damage Vulnerabilities Fire

Damage Resistances Poison, psychic

Condition Immunities Charmed, frightened, poison

Senses Blindsight 120 ft., passive perception 11

Languages --

Challenge 3 (700 XP)

Unremarkable appearance. While it remains unmoving, the Slinkroot is indistinguishable from an ordinary dead tree.

ACTIONS

Multiattack. The Slinkroot makes two *whomp* attacks; it can replace one of those attacks with *Grasping Roots*.

Whomp. *Melee Weapon Attack:* +6 to hit, range 10 ft, one target. *Hit:* 10 (1d12+4) bludgeoning damage, and the target must succeed on a DC 12 Strength saving throw or be knocked prone by the Slinkroot's branches.

Grasping Roots. *Melee Weapon Attack:* +4 to hit, range 10 ft., one target. *Hit:* 7 (1d8+2) bludgeoning damage, and the target must make a DC 10 Dexterity saving throw or be grappled by the Slinkroot.

SORROWNEST

Large plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 40 (4d10 + 15)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	14 (+2)	12 (+1)	13 (+1)	6 (-2)

Damage Vulnerabilities Fire

Damage Resistances Poison, psychic

Condition Immunities Charmed, frightened, prone

Senses Blindsight 30 ft., passive perception 11

Languages --

Challenge 2 (450 XP)

Bulbpod Synthesis. For every Sorrownest Bulbpod within 10 feet of the Sorrownest, the DC of the Intelligence saving throws for the Invitation Action increases by 1, to a maximum of 15.

ACTIONS

Invitation. The Sorrownest chooses a creature within 30 feet. They must succeed on a DC 11 Intelligence saving throw or be overcome with an intense desire to rest. On their turn, they must use their full movement to reach the Sorrownest and lay their head to rest inside it. At the end of each turn they may repeat the DC 11 Intelligence saving throw to try and break the effect.

Feast. The Sorrownest closes around any creature inside it, squeezing the life force out. This attack does 10 (2d8) psychic damage and restores the Sorrownest's Hit Points by half the damage done. The target creature is now Grappled by the Sorrownest, and it must make a DC 11 Strength check to break free. The creature may not attempt to break free if it is still under the effects of Invitation, although if they successfully end the effects of Invitation they may immediately make a Strength check to break free.



SORROWNEST BULBPOD

Tiny plant, neutral evil

Armor Class 8 (natural armor)

Hit Points 1

Speed 0 ft.

Sorrownest Synthesis. The Sorrownest Bulbpod enhances the psionic abilities of its parent Sorrownest, increasing the DC for all Intelligence saving throws from its Invitation action by 1, to a maximum of 15.

Psionic Potence. If a Sorrownest Bulbpod is successfully harvested with a DC 10 Wisdom (Nature) check, the developing Psionic power inside it can be quite useful. As such, it is a heavily sought-after ingredient by certain mages and alchemists.

If someone proficient with an Herbalist's Kit or Alchemist's Supplies makes a successful DC 12 Wisdom (Medicine) check, they can create a Potion of Psionic Fortitude. When consumed, this potion gives resistance to psychic damage as well as advantage on all Intelligence, Wisdom, and Charisma Saving Throws for 1 hour.

SPREADING SPORECLAW

Large plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	10 (+0)	13 (+1)	6 (-2)

Damage Vulnerabilities Fire

Damage Resistances Poison, psychic

Condition Immunities Charmed, frightened, prone, poisoned

Senses Blindsight 120 ft.

Languages --

Challenge 6 (2,300 XP)

Proficiency +3

Sweet Scent. While dormant, the Spreading Sporeclaw emits a steady stream of invisible gas that can be smelled from up to 120 ft. away. This gas has a light hallucinatory effect that imitates the favorite scent of any creature that smells it and creates a sense of comfort.

Bitter Taste. When a creature comes within 10 feet of the Spreading Sporeclaw, it starts releasing a thick, rolling fog that floods out in a 30 ft. sphere. This fog is full of spores that leave an overwhelmingly bitter taste in the mouth of any creature that breathes it. Any creature that starts its turn in this fog must make a DC 15 Constitution saving throw. On a failure, they take 15 (3d8) poison damage and have their movement speed halved until the end of the Spreading Sporeclaw's next turn. On a success, they take half as much damage and do not have their movement speed halved.

ACTIONS

Multiattack. The Spreading Sporeclaw uses its *Spreading Roots* and makes two Whip attacks with the thorny roots that cover a 15 foot radius circle under the ground beneath it.

Whip. *Melee Weapon Attack:* +6 to hit, range 30 ft., one target. *Hit:* 13 (2d8+3) piercing damage.

Spreading Roots. The target must make a DC 14 Dexterity saving throw. On a failure, the target takes 9 (1d10+3) piercing damage, and is grappled by thorny roots emerging from the ground beneath them. The target can either escape the grapple by succeeding on a DC 14 Strength (Athletics) check on their turn, or by targeting the roots with any kind of fire effect.



WRITHING RAZORVINE TANGLE

Large plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	5 (-3)	13 (+1)	6 (-2)

Damage Resistances Poison, psychic

Condition Immunities Charmed, frightened, prone

Senses Blindsight 30 ft., passive perception 11

Languages --

Challenge 3 (700 XP)

Unremarkable appearance. While it remains unmoving, the Writhing Razorvine Tangle is indistinguishable from an ordinary vine.

ACTIONS

Multiattack. The Writhing Razorvine Tangle makes three attacks, choosing any number of uses of lashing tendril and strangle. It cannot strangle the same creature more than once per turn.

Lashing Tendril. *Melee Weapon Attack:* +5 to hit, range 10 ft, one target. *Hit:* 8 (1d10+3) slashing damage, and the target is grappled (escape DC 14). While grappled in this way, the target is restrained and has disadvantage on attacks against the Writhing Razorvine Tangle. If the target or an ally specifically targets the grappling tendril with an attack that deals 10 or more slashing damage, the tendril is severed and the grapple ends. The Writhing Razorvine Tangle can grapple up to 4 Medium or 2 Large creatures at once.

Strangle. Target creature grappled by the Writhing Razorvine Tangle must make a DC 14 Strength saving throw. On a failure, it suffers 8 (1d10+3) slashing damage; on a success the damage is reduced by half.



WILD WOLFSBANE

Small plant, neutral

Lycan Repellant. The Wild Wolfsbane is aptly named; this mysterious plant has an antidotal effect to those touched by lycanthropy. Survivalists have found several uses for the flower when dealing with such cursed creatures.

If Wild Wolfsbane is ground up and coated on a weapon, for purposes of combat with lycanthropes the weapon has the benefits of being silvered for the next 8 hours. In addition, each time a Lycanthrope is hit with this weapon, it takes an additional 2d4 radiant damage.

In a high enough concentration, the Wild Wolfsbane may also be used to repel the effects of lycanthropy altogether. If a creature cursed with lycanthropy consumes a patch of Wild Wolfsbane, it must make a DC 14 Constitution saving throw. On a success, the creature suffers the Poisoned condition for an hour. On a failure, the creature is Poisoned for an hour, and is forced out of its Lycan form for 2d4 hours. On a success, the creature can remain a Lycan but is still Poisoned for an hour.

If someone has been exposed to Lycanthropy within the last 24 hours, an attempt to dispel the curse before it takes hold can be made with a patch of Wild Wolfsbane. On a successful DC 15 Wisdom (Medicine) check, the curse is removed. On a failure, the curse takes hold as usual.



VISCILID

Small plant, neutral

Sticky Secretions. The Viscilid constantly secretes a powerful adhesive, and a careless adventurer could easily get stuck. If a creature moves adjacent to the Viscilid, they must make a DC 12 Strength saving throw or be stuck in place. They can repeat this saving throw on each of their turns to attempt to pry themselves free.

A creature may attempt to harvest the Viscilid for its secretion, saving it for use as an adhesive, spell components, or a myriad of other creative uses. Harvesting the Viscilid requires a successful DC 12 Wisdom (Nature) check.

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