



TROVEOFLORE.COM

FUNGUS FOREST

BIOME

A self-aware temperate biome including 7 creature statblocks, 5 plants, 3 conditions, and 3 battlemaps

FUNGUS FOREST

With a smacking sound, Bionica pulled her boot out of the mud. She looked doubtfully across the swampy forest ground that opened up before them. Giant mushrooms loomed around them, their broad hats obscuring the sky. "I don't think we should go any further here," she said, "It would just take too long, and we don't have much time."

Selanor rolled his eyes. "Of course, our time is a bigger problem than the fact that we could all sink to our waists." He looked around. "We could backtrack a bit. Earlier, we passed a turnoff that..."

"Look what I found!" Tog held a mushroom with a striking pattern under their noses. Mud dripped from his fingers. "It's so beautifully colored, and since I picked it up, I can hear people who aren't even there. You guys should get one too!"

"Tog, you idiot!" Frinki knocked the mushroom out of his hand. "How many times have we told you not to touch anything?"

"Actually, we told *you* not to touch anything after that frog almost bit off your hand," Selanor remarked sourly.

Bionica hardly noticed. She was already bending over the mushroom that Tog had dropped. It was lying in the mud, smeared with mud, and looked quite battered. Nevertheless, an unpleasant sweet smell rose to Bionica's nose. "A really unusual mushroom," she noted. "I've never seen a specimen like it before."

"Maybe you shouldn't get too close, Nica," Selanor said. "Don't want you to start hallucinating, too."

"I only touched the frog because it was covered with mushrooms," Frinki defended himself. "I thought it was dead!"

And you didn't stop him, Bionica? Have you still not learned?

At the sound of that voice, Bionica winced and looked around in panic. She hadn't heard that voice in years. It was utterly impossible to hear it at all. Her mother was dead...

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Credits

Lead Designers: Ronja Bär, Jannis Jorre

Battlemaps: Timothy George from [@onestoponeshots](#) created 3 battlemaps specifically made for this biome. At the end of the PDF you can find low-resolution versions of them. Contact Timothy directly on Twitter or Instagram to get the full-resolution 4k versions of the maps.

Interior Illustrators:

Ecem Acaralp ([Fiverr](#), [Instagram](#)): *Pink Honeycomb Hat, Infected Green Bullfrog, Black-Eyed Dragonfly Skeleton*

Cover: Photo by Jannik Selz on Unsplash; *with modifications* by Ronja Bär



Trove of Lore



FUNGUS FOREST

The heavy smell of damp earth hung in the air. A soft dripping could be heard when a water droplet detached itself from one of the giant mushroom hats and fell to the ground. The sun had difficulty sending its rays down to the forest floor, meaning it was not only shady but also lacked any warmth.

A soft buzzing could be heard as the giant dragonfly picked its way among the mushrooms. The fact that it was overgrown with mushrooms did not bother it. On the contrary, they helped it communicate with the forest, feel its will, carry out its commands.

Something scratched at the edge of the dragonfly's consciousness, like the claws of a rat. It let its attention wander to that spot. Something foreign had invaded the forest, and now it had to be removed or melded as quickly as possible. With powerful wing beats, the dragonfly set off to answer the call of the mushrooms.

The tree-sized mushrooms are only the visible feature of the fungus forest. Instead of trees, they grow out of the swampy forest floor towards the sky and create a cool and shady atmosphere under their spreading hats. But the interesting and clearly more dangerous aspect of this forest lies hidden beneath the earth: the mycelia of the mushrooms form a finely structured network through which information is exchanged, and creatures are infected that spend too much time in the forest. So it appears as if the forest itself has a consciousness, with which it not only knows what is happening inside it but is also able to control animals according to its will. However, the psychoactivity of the mushrooms also quickly influences adventurers or careless hikers who are looking for their way through the swampy area.

Plants. Travelers in this forest should pay special attention to what kind of plants and mushrooms are close. It is not uncommon for them to be so poisonous that symptoms become apparent if you stay too long in their area and breathe in the air. Nevertheless, it is worth taking a closer look, as some rare plants are hidden among the mushrooms, which can be processed into interesting and valuable items. These are plants that feel at home in damp, swampy forests. This includes a variety of grasses, herbs, and flowering plants. All flora is connected to the forest's extensive mycelium network through their roots, modifying their properties.

Creatures. The creatures in this biome are as one would expect in a damp, cool habitat and perfectly adapted to the muddy ground. However, in most cases, they are infected by the fungi, controlled by it, and not acting according to their own will. Their behavior may seem atypical: for example, when a wide variety of creatures join forces to protect the forest from unwanted intruders. Infested creatures are easily recognized by the fungi that visibly grow on their bodies. However, it is also possible that in an earlier stage of the infestation, the fruiting bodies are not yet visible, but the mycelia are nevertheless already in the body. They then spread unnoticed and slowly take control of the creature.

FUNGUS FOREST

Airborne Spores. The entire forest is full of tiny, airborne mushroom spores that infect any creatures that spend too much time here. For every day a creature spends in the forest, it must succeed on a DC 12 Constitution saving throw or gain one level of myzelium infection.

MYZELIUM INFECTION

Quick Summary. Myzelium Infection works similar to exhaustion; To reduce the level of infection, a creature must complete a long rest after having spent the last 24 hours outside the fungus forest. Effects that reduce exhaustion can reduce infection instead.

Many creatures and effects of the fungus forest can lead to a special condition called myzelium infection. This condition is measured in levels. An effect can give a creature one or more levels, as specified in its description.

If an already infected creature suffers another effect that causes infection, its current level of infection increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of infection as well as all lower levels.

An effect that removes infection reduces its level as specified in the effect's description, with all infection effects ending if a creature's infection level is reduced below 1.

Finishing a long rest will reduce a creature's infection level by 1, provided the creature spent the last 24 hours outside the fungus forest.

Effects that reduce exhaustion can instead reduce a creature's infection level.

- Level 1.** You see, hear, and smell things that don't actually exist without realising. You have disadvantage on Wisdom (Perception) checks.
- Level 2.** Fungal growths within your lungs cause you to develop an uncontrollable, occasional cough. You have disadvantage on Dexterity (Stealth) checks.
- Level 3.** The forest starts to feel inviting. Its creatures feel familiar. There's no reason anybody would keep something from you. You have disadvantage on Wisdom (Insight) checks.
- Level 4.** The fungus has settled into your body, and it shows. On many places on your body, tiny fungal growths start to form. You have disadvantage on Charisma (Persuasion) checks.
- Level 5.** The collective mind of the forest is creeping into your consciousness. Though you can't make out any specifics or understand it, it is very distracting. You have disadvantage on all Intelligence ability checks.
- Level 6.** The fungus in your body feeds off of any energy you restore. Any amount of hit points you regain through spending hit dice or magical healing are halved.
- Level 7.** You start to understand the underlying will of the forest. You have disadvantage on any Wisdom saving throws caused by any creatures or plants infected by or native to the forest.
- Level 8.** The fungus starts to replace your senses with those of the forest. A thin layer of mycelium covers your eyes. While within the fungus forest, you have blindsight up to 120 feet and are blind beyond this radius. While outside the fungus forest you are blind.
- Level 9.** Once per day, the fungus forest can force you to make a DC 15 Wisdom saving throw. On a failure, the forest successfully forces you to act at its will, as if it had cast the suggestion spell targeting you, and you failed your saving throw.
- Level 10.** Large fungi grow on your skin, making it hard to move, draining you of your strength. You have disadvantage on all Dexterity and Strength ability checks.
- Level 11.** Your body and mind are overtaken by the mycelium that is spread throughout your body. You die. If you are within the fungus forest, you become undead, and an NPC under the game master's control.

WEATHER

Once per day, roll 2d6 to determine the day's weather. The previous weather can have an influence on the rolled total. The weather can have influence on checks and saving throws.

- 3 or lower.** The bright blue sky can be seen between the mushroom hats. Not a single cloud is in sight. And that's despite the wind, which has picked up and is stirring up small clouds of dust. The otherwise muddy ground is surprisingly dry today, so you make better progress on your way than usual. Creatures have disadvantage on Constitution saving throws made due to the forest's *airborne spores* trait and advantage on Wisdom (Survival) checks that are made to determine the time for traveling. Subtract 2 from the next result when rolling for weather.
- 4-5.** It is a sunny day. The shadows of the mushroom hats dance across the forest floor when a cloud briefly moves in front of the sun. Subtract 1 from the next result when rolling for weather.
- 6-8.** Today, the sun occasionally lets its rays fall on the forest floor. Otherwise, the sky above you is covered with clouds. The forest is as you know it: damp, muddy, with a heavy smell in the air. An ordinary day in the fungus forest.
- 9-10.** Light rain has started. The heavy smell of damp earth fills the air. It is darker than usual in the forest, making it difficult to see what is hiding in the deep shadows. Add 1 for the next result when rolling for weather.
- 11 or higher.** The sky has opened its gates and sends you a heavy downpour. Not even the wide mushroom hats keep you dry. The ground turns into one big mud pit. But you have the feeling that you can finally breathe fresh air again. Creatures have advantage on Constitution saving throws made due to the forest's *airborne spores* trait and disadvantage on Wisdom (Survival) checks that are made to determine the time for traveling. Add 2 to the next result when rolling for weather.

Hazards. This time, we don't have any explicit hazards as the forest itself and most of the plants therein are a hazard to deal with and should make travel interesting already. However, you can of course adapt hazards from our other releases to spice up this biome even more!

PLANTS

PINK HONEYCOMB HAT

Despite being less than a foot tall, the pink honeycomb hat's unusual appearance makes it hard to miss. The hat's pink and yellow honeycomb pattern will invite curious travelers to take a closer look, though this is ill-advised. The fungus continuously spreads spores through the air, which cause intense hallucinations. Affected creatures are sometimes convinced to be able to see and talk to long-dead friends, family members, or acquaintances for many days. In most of these interactions, the fictional person inundates the poisoned creature with alleged faults, transgressions, or accusations. It is not uncommon for affected creatures to take their own lives due to this psychological stress...

PINK HONEYCOMB HAT

Breathing. Any breathing creature that spends at least 1 minute within 30 feet of a pink honeycomb hat must make a DC 13 Constitution saving throw. Creatures with at least one level of myzelium infection make the saving throw at disadvantage. On a failure, the creature gains one level of pink honeycomb madness.

For every 5 minutes the creature spends within the pink honeycomb's range, it must repeat the saving throw, gaining another level of pink honeycomb madness on a failure.

Eating. Any creature that eats a pink honeycomb hat must make a DC 18 Constitution saving throw. Creatures with at least one level of myzelium infection make the saving throw at disadvantage. On a failure, the creature immediately gains three levels of pink honeycomb madness.

For 24 hours, the creature must repeat the saving throw every two hours, gaining one level of pink honeycomb madness on a failure.

Harvesting. A creature can spend 2 minutes carefully harvesting a pink honeycomb hat. When touched, the mushroom increases the amount of spores released. In addition to the *breathing* trait of the mushroom, the harvesting creature must succeed on a DC 18 Constitution saving throw, gaining a level of pink honeycomb madness on a failure.

If the creature has or gains at least one level of pink honeycomb madness, the resulting hallucinations try to convince the creature not to harvest the mushroom. The creature must succeed on a DC 15 Wisdom saving throw, being unwilling to continue harvesting on a failure. On a success, the creature successfully harvests one pink honeycomb hat.

Refinement. By spending 6 hours carefully refining a pink honeycomb hat using alchemist's supplies and succeeding on a DC 13 Intelligence check, a creature can create a *potion of mind torture*.

PINK HONEYCOMB MADNESS

Trigger Warning. The last tier "Insanity" on the next page contains mention of self-harm and suicide. If you feel uncomfortable with those topics, skip that block.

GM Tip. Pink honeycomb madness works best when the players don't know the underlying mechanics. Simply describe the effects of the character's madness, but don't let them know why they have it. That's for the players to figure out.

When a character is affected by pink honeycomb madness, their madness develops in stages measured as levels.

Every level, the character rolls on the table for their current tier of madness, suffering the rolled result from now on, and rerolling if they are already suffering the rolled effect.



To determine a character's tier of madness, consult the following table:

Level	Madness Tier
1-2	Minor
3-5	Moderate
6-8	Severe
9-11	Unbearable
12+	Insanity

Finishing a short rest, a character may choose to spend a hit die to reduce their pink honeycomb madness level by one per hit die. Finishing a long rest reduces a character's pink honeycomb madness level by three.

MINOR MADNESS

d6 Effect

Whispers. You occasionally hear whispers of dead people you once knew. You have disadvantage on Wisdom (Perception) checks relying on hearing.

Silhouettes. You occasionally see the silhouette of a dead person you once knew at the periphery of your vision. You have disadvantage on Wisdom (Perception) checks relying on sight.

GM Tip. Use the character's background to determine the hallucinations they get.

MODERATE MADNESS

You have disadvantage on all Wisdom ability checks.

d6 Effect

Voices. The whispers have grown more clear. You start to hear clear sentences.

Flickers. When you notice a silhouette and take a closer look, you can clearly see the person for a few seconds before it disappears.

Strokes. Occasionally, you feel like someone touches you, even though no one is close enough to reach you.

POTION OF MIND TORTURE

potion, rare

When you drink this pink potion with yellow streaks, you must make a DC 18 Constitution saving throw. On a failure, you immediately gain 3 levels of pink honeycomb madness.

For 24 hours, the creature must repeat the saving throw every hour, gaining one level of pink honeycomb madness on a failure.

SEVERE MADNESS

You have disadvantage on Wisdom saving throws.

d6 Effect

Conversations. The voices have grown clear enough and persistent enough for you to have full conversations with them. After the conversations you feel unexpectedly awkward, sad, or guilty.

Likeness. Until now, any glimpses you got of the people you are hallucinating have been short in time. Now, you always see at least one of them, joining you on your travels.

Touch. The touches you feel are clearly from one of the dead people you imagine, and they can last multiple seconds, often accompanied by a visible image of them.

UNBEARABLE MADNESS

d6 Effect

Accusations. Hints of guilt-inducing sentences are nothing compared to the blatant accusations you have to constantly hear now, giving you no break or chance to resist.

Horrific Image. The people you see start look more and more horrific. They might look like you remember them at their time of death, or imagined them then, or as if they are already partially decayed as if they climbed out of their grave.

Bullying. Shoving you, grabbing you, pulling you, your hallucinations start actively endangering you by bringing you into physical danger through touch.

INSANITY

You succumb to the pressure put on your mind by your hallucinations. You try everything to make it stop, choosing the most surefire way to do so: committing suicide. Your character is under the GM's control.

Your party or other people dear to you can try preventing you from doing so by talking to you, giving you the necessary strength to resist the urge.

Whenever a character attempts to help you in this way, they make a DC 15 Charisma check. On a success, you are able to resist for the next hour, with your character being under your control for the duration. You are unable to benefit from a short or long rest.



Mock Moss

Mock moss is a tiny, green mushroom that can be mistaken for moss at first glance. It grows on dry patches on the forest floor and looks like a nice place to sleep for weary adventures. Except that anyone who spends a night on the mushrooms wakes up with what looks like a rash that itches unbearably. After a short time, however, it becomes clear that it is not a reaction of the skin at all but that one has been infected by a fungus. Then one suddenly recognizes small fungal bodies that grow on the skin and slowly spread. Simply removing the fruiting bodies is useless, as the mycelium of the fungus has long since spread throughout the body.

Mock Moss

Deceptive Appearance. Without closer inspection, mock moss appears like a comfortable moss. Characters looking for a place to set up camp might mistake a field of mock moss for a great place to rest, unless they succeed on a DC 17 Wisdom (Perception or Survival) or Intelligence (Nature) check.

Infectious Growth. Any creature that spends at least 4 hours within 5 feet of mock moss must succeed on a DC 15 Constitution saving throw or become infected by it.

Mock Moss Infection

A creature infected by mock moss immediately gains one level of myzelium infection. A mock moss infection also has the following properties:

Magically Enhanced Infection. The creature's myzelium infection level cannot be reduced by nonmagical means.

Susceptible to Infection. While in the fungus forest, the creature has disadvantage on the Constitution save of the forest's *airborne spores* trait.

Infection Inducing. Even when the creature exits the fungus forest it must continue to make Constitution saving throws to resist increasing levels of infection as per the fungus forest's *airborne spores* trait (though it does not have disadvantage on the save due to the mock moss infection).

Identification. A successful DC 13 Wisdom (Medicine) check can tell a character that the creature is infected with a magical infection which induces another type of infection.

Curing. Any magical means of reducing myzelium infection can instead be used to remove the mock moss infection, without reducing the actual level of myzelium infection of the creature.

Swamp King

The swamp king is a knee-high plant with narrow, light green leaves and many white, star-shaped flowers. It grows in the muddiest areas of the forest, making it difficult to reach. If you process the plant, you get a sticky, foul-smelling paste that, smeared under the soles of your shoes, allows you to walk across water or mud without any problems.

Swamp King

Delicate Blossoms. A single swamp king plant typically has 2 (1d6 - 1) flowering blossoms.

Harvesting. If a creature wants to harvest the blossoms of a swamp king, one of the main challenges is being both quick enough to not sink into the muddy ground around the plant, while being careful enough to not break the delicate petals. The creature must make a DC 15 Dexterity check using an herbalism kit. On a failure, the creature destroys one of the plant's blossoms, making it unusable. On a success, the creature manages to harvest a single blossom.

Refinement. By mixing a single swamp king blossom with a few herbs and creating a paste can result in a *paste of water walkif* done by someone who knows what they are doing. A creature with proficiency in nature may attempt a DC 13 Intelligence check using alchemist's supplies or cook's utensils and spend 10 minutes. On a success, one dose of the paste is created. On a failure, the blossoms are wasted.

Paste of Water Walk

wondrous item

This paste is a thick, sticky substance that smells of swamp.

By applying this paste to your footwear, it becomes magically water repellent and allows the wearer to walk on water for 1 hour, as per the *water walk* spell. The paste is then used.

GIANT FLY AGARIC

A mushroom known to the youngest of children: the fly agaric. Only this specimen is rather enormous, and its poisonous properties already affect those who stay too long in its vicinity. The mushroom reaches heights between 50 and 80 feet and has a correspondingly wide stem. The red hat with white dots is easily recognizable and can hardly be mistaken for other mushrooms. Typical symptoms of fly agaric poisoning include confusion, speech disorders, motor problems, and disturbances in personality, sense of place, and sense of time.

GIANT FLY AGARIC

Breathing. When a creature spends at least 4 hours within 60 feet of a giant fly agaric, it must succeed on a DC 16 Constitution saving throw. On a failure, it suffers one of the effects it could suffer when eating parts of the mushroom, though it does not suffer the mechanical consequences.

Eating. When a creature eats parts of a giant fly agaric, it must make a DC 16 Constitution saving throw. On a failure, roll on the following table. The creature suffers the effect and has disadvantage on all ability checks of the corresponding ability until it finishes a long rest.

d6 Effect	Ability
1 Weariness	Strength
2 Shivers and Twitching	Dexterity
3 Convulsions	Constitution
4 Euphoria and Optimism	Intelligence
5 Disturbance of Spatial and Temporal Sense	Wisdom
6 Speech Disorder	Charisma

Harvesting. A creature may spend 4 hours harvesting pieces of a giant fly agaric. The creature makes an Intelligence check using carpenter's tools, or a dagger, shortsword, or similar tool. Use the following table to determine the quality of pieces harvested:

Rolled Result	Quality
0-9	Unusable
10-14	Average
15-19	Good
20-24	Great
25+	Excellent

Depending on the tool used, the creature harvests more or less pieces:

Tool	Pieces
Carpenter's Tools	1d10
Dagger	1d8
Shortsword	1d6
Other	1d4

Refinement. A creature with proficiency in alchemist's supplies may spend 3 hours brewing a potion of fly agaric intoxication using a piece of a giant fly agaric. To do so, the creature must make a DC 14 Intelligence check using alchemist's supplies. On a success, the creature successfully creates a single potion using the piece of the mushroom, its potency depending on the quality of the piece used:

Piece Quality	Potion Potency
Average	—
Good	Greater
Great	Superior
Excellent	Supreme

POTION OF FLY AGARIC INTOXICATION

potion

This potion has an orange tint to it, with tiny pieces of white floating throughout.

When you drink this potion, you must make a Constitution saving throw, the DC of which depends on the potency of this potion, determined when it was brewed. On a failure, you suffer a number of random effects you could suffer when eating a piece of giant fly agaric, depending on the potency of this potion.

Potency	DC	No. Effects
—	16	1
Greater	18	2
Superior	20	3
Supreme	22	4

HORNED OWLHEAD MUSHROOM

The horned owlhead mushroom is a brown mushroom with two long, horn-like spines and feather-like scales on the cap. It reaches a height between 5 and 8 feet, placing it in the low- to mid-range of the mushroom realm in terms of size. The horned owlhead is not dangerous and easy to harvest; only the two horns on its cap are highly caustic. It is precisely this cap that makes it so desirable. The substances contained within can be processed into a potion to cancel out the unpleasant poisoning symptoms of the fly agaric. However, it takes a skilled brewmaster to make the valuable antidote.

POTION OF NEUTRALIZATION

potion

This brackish brown liquid looks anything but inviting to drink.

When you drink this potion, choose a number of the following benefits, depending on the potency of the potion:

Potency	No. Benefits
—	1
Greater	2
Superior	3
Supreme	4

You may choose from among these benefits:

Fly Agaric. You may cure yourself of one detrimental effect caused by a giant fly agaric.

Generic Antitoxin. If you were poisoned by non-magical means, you lose the poisoned condition.

Pink Honeycomb (Costs 2 Benefits). You may reduce your level of pink honeycomb madness by 1.

HORNED OWLHEAD MUSHROOM

Eating. When a creature eats parts of a horned owlhead, roll a d6. On a 5 or 6, the creature must succeed on a DC 13 Constitution saving throw or take 7 (2d6) acid damage.

Harvesting. Any creature may try harvesting the cap of a horned owlhead mushroom. To do so, it must spend 10 minutes and succeed on a DC 16 Dexterity (Sleight of Hand) check. On a failure the creature instead takes 10 (3d6) acid damage, as it comes into contact with the mushroom's caustic horny protrusions.

Refinement. A creature with proficiency in alchemist's supplies may use the caps of horned owlhead mushrooms to create a potion of neutralization. The DC, time, and amount of caps required depend on the potency of the potion to be created:

Potency	DC	Time	Caps
—	12	2 hours	1
Greater	14	4 hours	2
Superior	16	6 hours	3
Supreme	18	8 hours	4

CREATURES

INFECTED CREATURE TEMPLATE

You can use any beast and many other creatures not mentioned in this supplement as creatures for this forest, but you may want to change their traits and abilities to better match the forest's theme.

As a first step, you can consider changing the creature's type to undead if that fits the theme you are going for.

Then, you can use the following traits and apply them to an existing statblock:

Shared Consciousness. This creature has advantage on Intelligence, Wisdom, and Charisma saving throws.

Infectious. Whenever this creature deals damage to one target, that target must make a DC 13 Constitution saving throw. On a failure the target gains one level of myzelium infection and becomes immune to gaining levels of myzelium infection from this creature's *infectious* trait for the next 24 hours.

Updating CR. If you use both of these traits for modifying a creature of challenge rating 2 or lower, consider increasing that creature's challenge rating to the next higher challenge rating. The effect of these traits should be negligible for creatures beyond this challenge rating for the fight itself, and therefore not change the encounter's difficulty. Do keep the possibility of long-term effects of the myzelium infection in mind when planning your encounters though.

Adapting to CRs. If you use the *infectious* trait, consider changing the saving throw DC to match common saving throws at the CR of the creature you're applying the trait to.

Example. To the right you can see the *big mud mosquito*. Some of its traits are less visible - these are the traits necessary to turn the normal *big mud mosquito* into its infected variant.

The other creatures in this supplement have separate statblocks if an infected and a non-infected version exist, as they likely have some other minor changes too. But these traits are enough to make any creature feel different enough to match the forest's theme.

BIG MUD MOSQUITO

The big mud mosquito is a brown mosquito between 5 and 7 feet tall, primarily found in swarms. Using its biting proboscis, the creature feeds on its enemies' blood. A bite can transmit not only disease but also parts of fungal mycelia. In this way, the stung person can be infected with the consciousness of the fungus of the forest. The affected area of the skin turns red and swells. A burning pain sets in, extending from the puncture site through the entire body.

BIG MUD MOSQUITO

small beast

Armor Class 14

Hit Points 7 (2d6)

Speed 10 ft., fly 40 ft.

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

Saving Throws Dex +5, Con +2

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 10

Proficiency Bonus +2

Challenge 1/2

Blood Sense. The mosquito can sense the general direction of living creatures within 300 feet of it.

Blood Regeneration. Whenever the mosquito deals damage to a creature, it regains hit points equal to half the damage dealt.

Shared Consciousness. The mosquito has advantage on Intelligence, Wisdom, and Charisma saving throws.

Infectious. Whenever a creature takes damage due to the mosquito's blood drain, it must succeed on a DC 11 Constitution saving throw or gain one level of myzelium infection. A target can only gain one level of myzelium infection per day from a single mosquito.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage, and the mosquito attaches to the target. While attached, the mosquito doesn't attack. At the start of each of its turns, the mosquito deals 8 (2d4 + 3) piercing damage to the target. The mosquito can detach itself by spending 5 feet of its movement. Any creature can use its action to detach the mosquito.

GREEN BULLFROG

large beast

Armor Class 12

Hit Points 95 (10d10 + 40)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	2 (-4)	12 (+1)	5 (-3)

Skills Athletics +6, Perception +4, Stealth +4

Damage Resistances acid, thunder

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Proficiency Bonus +3

Challenge 5

Amphibious. The bullfrog can breathe air and water.

Standing Leap. The bullfrog's long jump is up to 20 feet and its high jump is up to 15 feet, with or without a running start.

Vulnerable Eardrum. When attacking the bullfrog, a creature can decide to attack its eardrum. The bullfrog's AC increases by 5 for the attack, but the bullfrog is vulnerable to any damage dealt to it from the attack.

ACTIONS

Tongue. *Melee Weapon Attack:* +6 to hit, reach 30 ft., one target. *Hit:* 21 (4d8 + 3) bludgeoning damage and the target must succeed on a DC 21 Strength saving throw or be grappled (escape DC 16) by the bullfrog. The bullfrog may then pull the grappled creature up to 30 feet toward it. The bullfrog cannot use its tongue while grappling a creature with it.

If the grappled creature is within 5 feet of the bullfrog, the bullfrog uses its feet to keep the target grappled, allowing it to use its tongue again. The bullfrog can have two creatures grappled with its feet.

Deafening Croak (Recharge 5-6). The bullfrog emits an deafening croak. All creatures within 60 feet of the bullfrog that can hear it must make a DC 13 Constitution saving throw. Creatures beyond 30 feet can make the saving throw with advantage. On a failure, a creature takes 14 (4d6) thunder damage and be deaf and stunned until the end of the affected creature's next turn.

BONUS ACTIONS

Swallow. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature grappled by the bullfrog. *Hit:* 10 (2d6 + 3) piercing damage, and the target is swallowed. The swallowed target's grapple ends, and it is blinded and restrained, it has total cover against attacks and other effects outside the bullfrog, and it takes 5 (2d4) acid damage at the start of each of the bullfrog's turns. The bullfrog can have only one creature swallowed at a time.

If the bullfrog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

REACTIONS

Acid Spray. When the bullfrog is hit by a melee attack, it can use its reaction to reflexively spray acid out of the glandular ridges on its back. All creatures within 15 feet of the bullfrog must succeed on a DC 13 Dexterity saving throw or take 12 (5d4) acid damage.

GREEN BULLFROG

With loud quacking and big jumps, the green bullfrog moves through the muddy parts of the forest. The horned frog with red eyes is easy to spot with its striking green coloration. But that is no problem for it - at least once it is fully grown and reaches a size of 10 feet. It can squirt acid from two glandular ridges on its back, and its tongue is so long and sticky that it can easily catch prey without approaching it. Otherwise, the suckers on its toes are powerful enough to thwart any escape attempt. Even its croak can be so loud that it sometimes uses it as an attack. However, the bullfrog also has a weak point: its highly visible eardrum, located on the side of its head.

Adult specimens tend to be alone, except during mating season. Only younger frogs, which are also much smaller, often stay in the same places and form larger groups.



INFECTED GREEN BULLFROG

large undead

Armor Class 12

Hit Points 95 (10d10 + 40)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	2 (-4)	12 (+1)	5 (-3)

Skills Athletics +6, Perception +4, Stealth +4

Damage Resistances acid, thunder

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses blindsight 120 ft., passive Perception 14

Proficiency Bonus +3

Challenge 5

Amphibious. The bullfrog can breathe air and water.

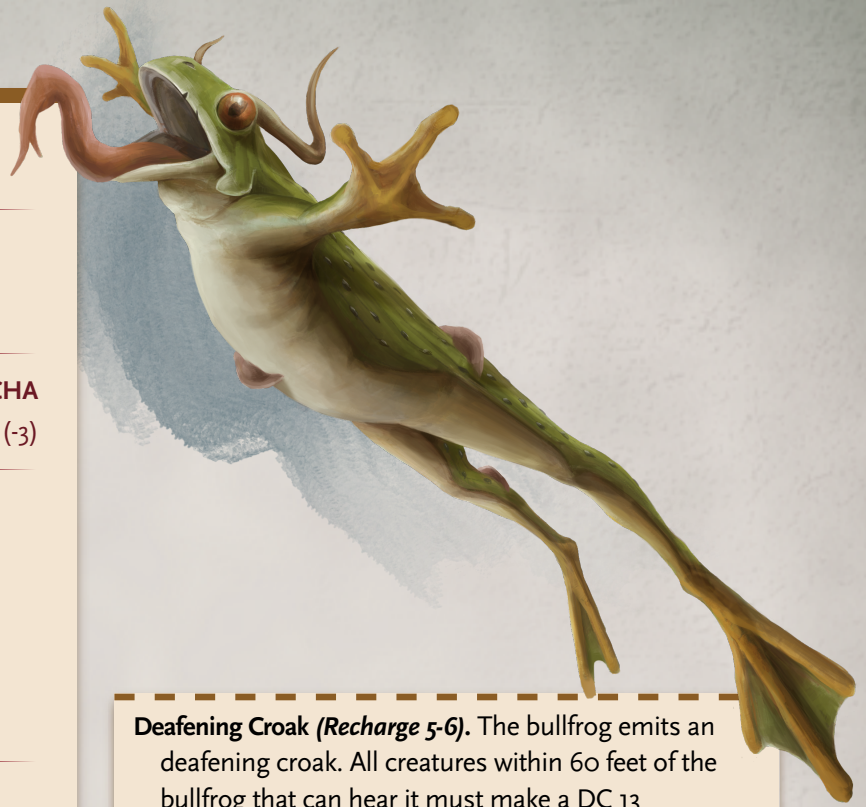
Standing Leap. The bullfrog's long jump is up to 20 feet and its high jump is up to 15 feet, with or without a running start.

Vulnerable Eardrum. When attacking the bullfrog, a creature can decide to attack its eardrum. The bullfrog's AC increases by 5 for the attack, but the bullfrog is vulnerable to any damage dealt to it from the attack.

Shared Consciousness. The bullfrog has advantage on Intelligence, Wisdom, and Charisma saving throws.

ACTIONS

Tongue. *Melee Weapon Attack:* +6 to hit, reach 30 ft., one target. *Hit:* 21 (4d8 + 3) bludgeoning damage and the target must succeed on a DC 21 Strength saving throw or be grappled (escape DC 16) by the bullfrog. The bullfrog may then pull the grappled creature up to 30 feet toward it. The bullfrog cannot use its tongue while grappling a creature with it. If the grappled creature is within 5 feet of the bullfrog, the bullfrog uses its feet to keep the target grappled, allowing it to use its tongue again. The bullfrog can have two creatures grappled with its feet.



Deafening Croak (Recharge 5-6). The bullfrog emits an deafening croak. All creatures within 60 feet of the bullfrog that can hear it must make a DC 13 Constitution saving throw. Creatures beyond 30 feet can make the saving throw with advantage. On a failure, a creature takes 14 (4d6) thunder damage and be deaf and stunned until the end of the affected creature's next turn.

BONUS ACTIONS

Swallow. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature grappled by the bullfrog. *Hit:* 10 (2d6 + 3) piercing damage, and the target is swallowed. The swallowed target's grapple ends, and it is blinded and restrained, it has total cover against attacks and other effects outside the bullfrog, and it takes 5 (2d4) acid damage at the start of each of the bullfrog's turns. The bullfrog can have only one creature swallowed at a time. If the bullfrog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

REACTIONS

Necrotic Spore Spray. When the bullfrog is hit by a melee attack, it can use its reaction to reflexively spray necrotic spores out of the glandular ridges on its back. All creatures within 15 feet of the bullfrog must succeed on a DC 14 Dexterity saving throw or take 12 (5d4) necrotic damage and gain one level of myzelium infection. The creature is then immune to gaining a level of myzelium infection from this infected green bullfrog for 24 hours.

BLACK EYED DRAGONFLY

The black-eyed dragonfly approaches its victims with a soft whirring sound that gets louder and louder over time. It moves between the mushrooms with tremendous speed and agility. Its huge, jet-black compound eyes keep a close watch on its surroundings. And it is these eyes that are the undoing of its victims. To escape their hypnotic effect requires the utmost concentration. And even if someone manages to escape their gaze, there is still the 20-foot-long body, with its shimmering black wings. The six legs, tipped with claws and spines, can grab prey even in flight, and the pincers at the end of the abdomen secrete venom. The thoracic and abdominal segments are predominantly black but bear green markings.

After its death, the black-eyed dragonfly is brought to undeath by the forest. Then it wreaks havoc as a flying skeleton that sucks the life energy of its prey. From time to time, you can discover mushrooms that have settled on the bones and now colonize the creature. Only the dragonfly's wings and eyes don't seem to have changed despite its death.



BLACK-EYED DRAGONFLY SKELETON

large undead

Armor Class 16

Hit Points 136 (16d10 + 48)

Speed 15 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	17 (+3)	7 (-2)	14 (+2)	5 (-3)

Saving Throws Dex +9, Wis +6

Skills Athletics +8, Perception +6

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 120 ft., passive Perception 16

Proficiency Bonus +4

Challenge 9

Drone. When it beats its wings, the dragonfly emits a loud droning sound that can be heard out to a range of 120 feet.

ACTIONS

Multiattack. The dragonfly can use its hypnotic gaze and makes two attacks: one with its legs and one with its pincers.

Hypnotic Gaze. The dragonfly targets one creature it can see within 60 feet of it. If the target can see the dragonfly, the target must succeed on a DC 16 Wisdom saving throw against this magic or gain one level of myzelium infection and be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, the target is immune to the dragonfly's gaze for 1 hour.

Legs. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and the target is grappled (escape DC 18).

Pincers. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 23 (3d12 + 4) piercing damage plus 12 (5d4) necrotic damage. The dragonfly then regains a number of hitpoints equal to the necrotic damage dealt.

REACTIONS

Uncanny Dodge. The dragonfly halves the damage it takes from an attack made against it, provided it can see the attacker.



BLACK-EYED DRAGONFLY

large beast

Armor Class 16

Hit Points 120 (16d10 + 32)

Speed 15 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	15 (+2)	5 (-3)	13 (+1)	7 (-2)

Saving Throws Dex +8

Skills Athletics +6, Perception +4

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 14

Proficiency Bonus +3

Challenge 8

Drone. When it beats its wings, the dragonfly emits a loud droning sound that can be heard out to a range of 120 feet.

ACTIONS

Multiattack. The dragonfly can use its hypnotic gaze and makes two attacks: one with its legs and one with its pincers.

Hypnotic Gaze. The dragonfly targets one creature it can see within 60 feet of it. If the target can see the dragonfly, the target must succeed on a DC 15 Wisdom saving throw against this magic or gain one level of myzelium infection and be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, the target is immune to the dragonfly's gaze for 1 hour.

Legs. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and the target is grappled (escape DC 16).

Pincers. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (3d12 + 3) piercing damage plus 10 (4d4) poison damage.

REACTIONS

Uncanny Dodge. The dragonfly halves the damage it takes from an attack made against it, provided it can see the attacker.

FUNGUS TERMITES

The termite swarms in this forest infest the large fruiting bodies of the mushrooms and are so quickly affected by them. The already large swarm intelligence increases again significantly. What at first glance seems like an ordinary insect swarm shows in battle an unusual and highly developed consciousness that can quickly lead to the death of the attacked.

SWARM OF FUNGUS TERMITES

medium swarm of tiny beasts

Armor Class 12

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	3 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 10

Proficiency Bonus +2

Challenge 1

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Shared Consciousness. The swarm has advantage on Intelligence, Wisdom, and Charisma saving throws.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 17 (5d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half of its hit points or fewer, and the target must make a DC 12 Constitution saving throw. On a failed save, if the target's level of myzelium infection is less than 6, it gains one level of myzelium infection. A target can only gain one level of myzelium infection per day from a single swarm.

INCARNATION OF MIST

Fog is nothing unusual in humid forests. But if a fog bank appears in front of you in the fungus forest, you should run. The dense clouds may be an incarnation of mist: a conscious cloud of fog. You can see dark eyes and a maw of emptiness in this fog if you look closely. If the incarnation finally reaches the unwary wanderer, the real fight for survival begins. Visibility shrinks to a few feet, and faint whispers that penetrate the mind cause victims to move closer and closer to dangerous places in the forest, where they sink into swamps, fall into ravines or drown in ponds. Should the victim succeed in resisting the will of the incarnation, the fog seeps into the body in an attempt to ensure an agonizing death by suffocation.

INCARNATION OF MIST

gargantuan elemental

Armor Class 17

Hit Points 187 (15d20 + 30)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	15 (+2)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Dex +9, Con +6, Wis +6

Skills Stealth +13

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses passive Perception 12

Languages Auran

Proficiency Bonus +4

Challenge 12

Deceptive Appearance. The incarnation of mist is only distinguishable from a normal cloud of mist to characters who actively try to perceive its details and succeed on a DC 23 Wisdom (Perception) check.

Misty Form. The incarnation can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. Anything beyond 10 feet is heavily obscured for creatures within the incarnation's space.

ACTIONS

Multiattack. The incarnation uses its intrusive whispers and suffocating invasion.

Intrusive Whispers. Creatures within the incarnation's space hear maddening whispers. All creatures within the incarnation's space that can hear the whispers must make a DC 17 Wisdom saving throw. On a failed save, the creature uses its reaction to move up to its speed in a direction of the incarnation's choice, and its speed is reduced to 0 until the end of its next turn. The first time a creature fails its saving throw against an incarnation of mist's intrusive whispers on a given day, it gains one level of myzelium infection.

Suffocating Invasion. *Melee Weapon Attack:* +9 to hit, reach 0 ft., one creature in the incarnation's space. *Hit:* 15 (3d6 + 5) bludgeoning damage and the target must make a DC 17 Constitution saving throw. On a failed save, part of the incarnation seeps into the target's body, who starts suffocating. A creature suffocating for this reason has its speed halved. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The incarnation 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. The incarnation regains spent legendary actions at the start of its turn.

Move. The incarnation moves up to half its speed.

Maddening Voices. The incarnation uses its intrusive whispers.

Suffocate. The incarnation deals 8 (3d6 - 2) bludgeoning damage to a creature suffocating due to the incarnation's suffocating invasion attack.

APPENDIX

CREATURES BY CHALLENGE RATING

CR	Creature	Page
1/2	Big Mud Mosquito	9
1	Swarm of Fungus Termites	13
5	Green Bullfrog	10
5	Infected Green Bullfrog	11
8	Black-Eyed Dragonfly	13
9	Black-Eyed Dragonfly Skeleton	12
12	Incarnation of Mist	14

ENCOUNTERS 4 PLAYERS LEVEL 6-8

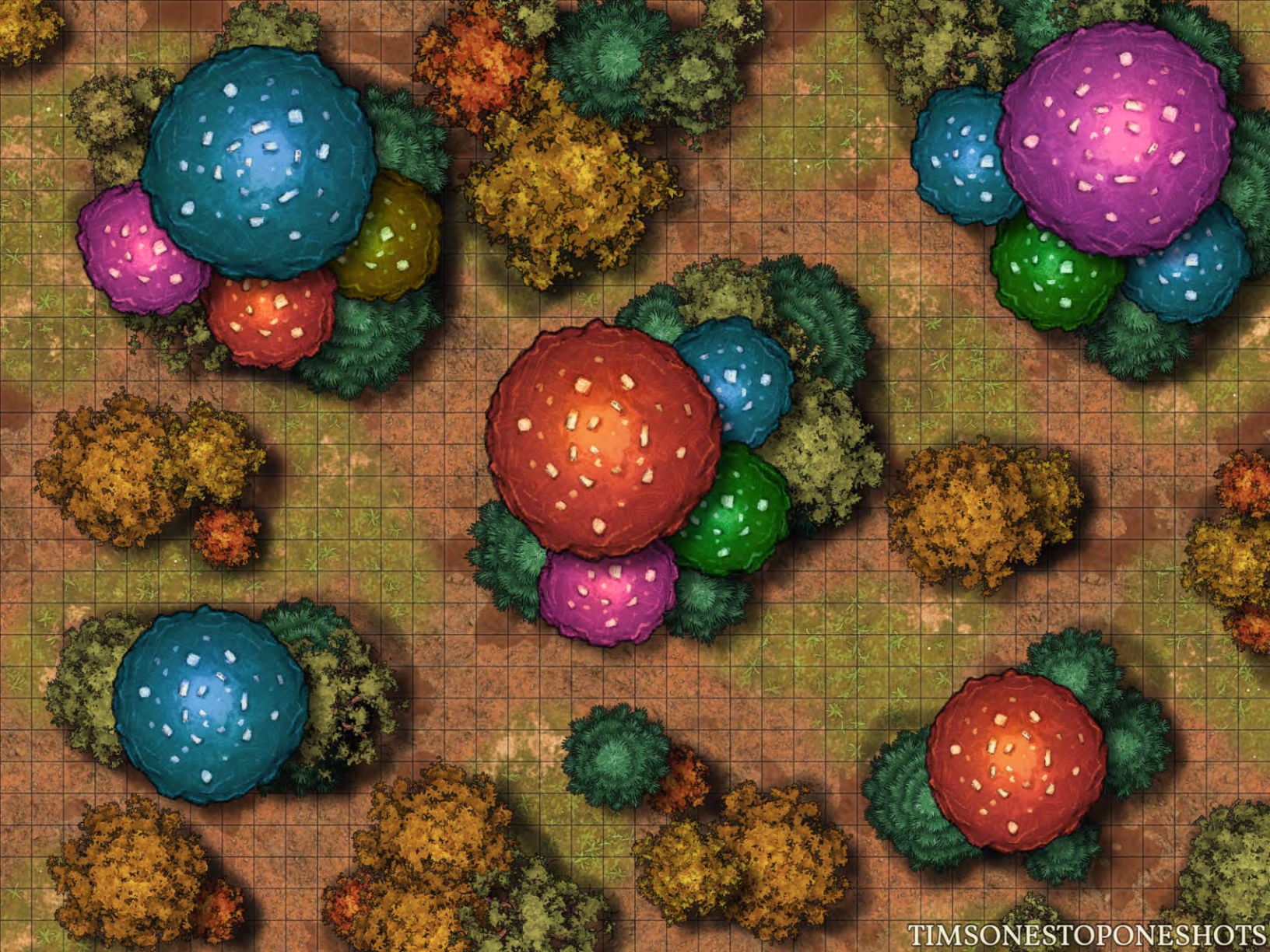
d3	Encounter
1	1 (1d2) Black-Eyed Dragonfly, 1 (1d4 - 1) Big Mud Mosquito
2	1 (1d2) Black-Eyed Dragonfly Skeleton
3	2 (1d4) Green Bullfrog 0 (1d2 - 1) Swarm of Fungus Termites

ENCOUNTERS 4 PLAYERS LEVEL 10-12

d3	Encounter
1	1 Incarnation of Mist
2	3 (1d4 + 1) Infected Green Bullfrog, 2 (1d4) Big Mud Mosquito
3	2 (1d4) Black-Eyed Dragonfly







Fungus Forest

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