



TROVEOFLORE.COM

MISTY LAKES



BIOME

A temperate biome including 13 creature statblocks,
5 plants, 9 items, and 8 battlemaps

MISTY LAKES

Isn't it nice to finally be in a place where it's peaceful, and no one is trying to kill you?" asked Tog, plowing a yellow flower. His huge hands immediately took the surrounding grass with them. "I like it here. I've seen grasshoppers and butterflies."

"We just have to hope that Frinki doesn't drown while jumping over these water lilies. Not that one of those water striders will eat him," Selanor remarked as he watched the gnome leap laughingly from one leaf to the other.

Bionica, who had just been bending over the red fruits of a bush and pouring some of them into a small jar, straightened up. "I'm afraid the idyll won't last long. We should see that we get back to town quickly before dark."

"Why?" Selanor frowned suspiciously. "Have you again deprived us the catch of the whole thing?"

Leisurely, Bionica stowed the jar in her pocket without looking at the elf. "I don't know how you define 'a catch'. It's just that the fog in this area has some nasty side effects on living creatures."

"I'll probably regret asking this, but what kind of side effects?"

Bionica smiled in anguish. "You'll be able to observe that from the city tonight."

Credits

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The Fluffy Folio (thefluffyfolio.com): Fluffy created the *Fadybug* and *Knockfish* for this biome. Give his page a visit and consider supporting his patreon. Also let him know if you want to see more collaborations between us!

Battlemaps: Timothy George from [@onestoponeshots](https://www.instagram.com/onestoponeshots) created 8 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.

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Trove of Lore



MISTY LAKES

The sun slowly disappears behind the tree tops that stretch like a green frame along the lakes. Soft splashing can be heard as the waves lap against the shore. The reeds move gently in the wind. Giant water striders can be seen on the water, making their way between water lilies. Now and then, the scales of fish flash through the water's surface. And then, suddenly, the fog rolls in. Within a few minutes, you can only guess at the world around you. The singing of birds and the quiet buzzing of insects turn into screeching and growling. Sounds of battle drift across the lake, just as they do from the woods and meadows. And before you even know what is happening around you, you feel a quiet rumbling inside. Like a wild animal that wants to be set free ...

The misty lakes are an expansive landscape of lakes separated by fields, meadows, and forests. Small rivers and streams connect the lakes, exchanging microorganisms, pollutants, and materials, as well as animals and plants. The soil is highly fertile, the climate mild, and the weather characterized by warm sunshine and sufficient rain. Despite this, only a few villages and towns have settled in this area over time, thanks to the nocturnal fog.

At night, as darkness falls, a dense fog rolls in, taking over the entire area within a few minutes. Visibility is reduced to a few feet, and living creatures unnaturally become monstrous beasts until the fog disappears the next day. Where the fog or this effect comes from and how it can be counteracted is still a mystery to researchers.

Plants. The great diversity of species in the misty lakes is due to the excellent growing conditions and the varied habitat. In addition to aquatic and reed plants at the lakes, various herb, shrub, and tree species colonize the area. These plants can be used in a variety of ways. Still, some are also affected by the fog and develop unnatural powers or abilities at night or completely change their appearance and characteristics.

Creatures. Creatures are similar to plants. Fish, amphibians, insects, birds, and mammals call the lakeland their home, but also other creatures, some of which you would rather not meet. However, the fog transforms them into dangerous monsters that are significantly stronger and have additional abilities. In this state, no more friends exist; they attack everything that crosses their path.

MISTY LAKES

Nightly Fog. After sunset, a dense fog rises from the lakes and spreads from there. Everything inside the fog is lightly obscured (creatures have disadvantage on Wisdom (Perception) checks that rely on sight). The fog dissipates after sunrise.

Unwelcome Changes. For every 3 hours a creature spends within the fog, it must succeed on a DC 14 Wisdom saving throw or gain one level of *raving madness*.

WEATHER

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

3 or lower. Rain whips across the lakes. The loud pattering on the water surfaces can be heard clearly. The stormy wind tugs at the clouds and sends them raging across the gray sky. The animals hide under leaves or deep in the woods, waiting for the storm to pass.

No fog rolls in that night. Subtract 2 from the next result when rolling for weather.

4-5. Wind has come up and covered the sky with a dense cloud cover. It is cool; now and then, a few raindrops fall and ripple the water surfaces of the lakes. The usually rich blossoms on the roadsides and fields are mostly closed today.

Subtract 1 from the next result when rolling for weather.

6-8. It is an ordinary day in the misty lakes. Blue sky and sun flash out from time to time between the clouds and warm the earth. Birds sing in the trees, and bees fly busily from one colorful flower to the next.

9-10. It is a pleasantly warm day. A few clouds drift across the otherwise blue sky. Light wind whispers in the reeds along the lakeshore. The croaking of frogs can be heard. If you look closely, you can spot them sitting on the lily pads, chasing the insects buzzing around.

Add 1 for the next result when rolling for weather.

11 or higher. Unmercifully the sun shines from the bright blue sky. It is hot. The lakes glisten and reflect the sun's rays. Sometimes a colorful fish jumps out of the water and grabs a fly. The smell of algae and old fish hangs in the air. But as soon as the sun disappears behind the treetops, it becomes much cooler.

The fog effect of the biome lasts 4 hours longer the next day. Add 2 to the next result when rolling for weather.

RAVING MADNESS

Quick Summary. *Raving madness* works similar to exhaustion in that it's measured in levels with stacking effects. The effects are only active inside the misty lakes' fog. Permanently curing levels requires an antidote. A *remove curse* spell can suppress one level's effects for 24 hours.

The fog of the misty lakes can lead to a special condition called raving madness. 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.

The effects of the infection are only active while within the misty lakes' fog. It takes 1 minute for each level of infection's effects to become inactive after a creature leaves the fog. Similarly, it takes 1 minute for the effects of each level to become active when re-entering the fog.

Permanently curing the infection is difficult and requires an antidote, but a *remove curse* spell can suppress the effects of a single level for 12 hours. For example, casting *remove curse* twice can make a creature with level 2 *raving madness* appear normal for 24 hours.

LEVEL 1

Your Strength, Dexterity, and Constitution scores increase by 2, to a maximum of 20. Your Intelligence, Wisdom, and Charisma scores decrease by 2, to a minimum of 1.

Additionally, you are considered a Monstrosity in addition to your other creature types.

The fog affects your physique, causing you to gain one of the following physical changes, determined randomly:

d6 Physical Change

- 1 Your teeth get slightly longer and grow to a point. You may use your teeth for an unarmed strike. When you hit with them, the bite deals 1d6 + your Strength modifier piercing damage instead of the bludgeoning damage normal for an unarmed strike.
- 2 Your fingernails grow longer. You may use them for an unarmed strike. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage instead of the bludgeoning damage normal for an unarmed strike.
- 3 Your arms and legs grow longer. Your reach increases by 5 feet, and your walking speed increases by 10 feet. You are considered one size category larger than usually.
- 4 You are more aware of your surroundings, due to your senses getting better. You have advantage on Wisdom (Perception) checks, and your passive Perception increases by 5.
- 5 The flesh between your growing fingers forms thin webbing. You gain a swimming speed equal to your walking speed. If you already have a swimming speed, it increases by 5 feet instead.
- 6 Your toes grow longer, and your feet more flexible and stronger. You gain a climbing speed equal to your walking speed. If you already have a climbing speed, it increases by 10 feet instead.

LEVEL 2

Your Strength, Dexterity, and Constitution scores increase by 2, to a maximum of 20. Your Intelligence, Wisdom, and Charisma scores decrease by 2, to a minimum of 1.

You are unable to sleep, and you can't gain any benefits from a short or long rest.

Additionally, you can sense the presence of all living creatures within 60 feet of you that aren't Monstrosities, and you can pinpoint their locations within 30 feet.

Your physical changes grow more pronounced. Consult the following table, using the last rolled result to determine how you are changed:



d6 Physical Change

- 1 Your mouth widens and your jaw grows forwards. New teeth form where there is space. When you hit with your teeth, the damage increases to 2d6 + your Strength modifier.
- 2 Your fingernails get sturdier and curved. When you hit with them, the target is grappled by you. A target grappled in this way takes 1d6 piercing damage at the beginning of each of your turns.
- 3 Your arms and legs continue to grow. They also form new joints. Your reach increases by another 5 feet, and your walking speed increases by another 10 feet. You are considered another size category larger than before.
- 4 Your senses expand beyond the physical realm. You gain truesight out to 15 feet. As a bonus action, you can move the source of your senses up to 60 feet away from, or back into your body, causing you to perceive your surroundings as if you stood in that position.
- 5 The sides of your neck open up, forming gills. You can breathe underwater. Additionally, you can hold your breath for up to 10 minutes. This allows you to hold completely still, being imperceptible to hearing.
- 6 Your arms and legs grow stronger, causing you to be fastest when on all fours. Additionally, the added strength increases your standing triples your jump distance, as if affected by the *jump* spell.

LEVEL 3

Your Strength, Dexterity, and Constitution scores increase by 2, to a maximum of 20. Your Intelligence, Wisdom, and Charisma scores decrease by 2, to a minimum of 1.

You are hostile towards all living creatures that aren't Monstrosities. You must attempt to kill any such creature that you can sense within 60 feet of you. At the beginning of your turn, you may attempt a DC 15 Wisdom saving throw, regaining control over your behavior for this turn on a success.

Your physical changes continue to grow:

d6 Physical Changes

- 1 Your grow multiple rows of teeth that allow you to rapidly replace lost ones. When you hit with your teeth, some remain in the wound. The target of the attack takes 1d4 piercing damage at the beginning of each of its turns, until a character spends an action to make a DC 13 Wisdom (Medicine) check. On a failure, the target takes another 1d4 piercing damage. In any case, the teeth are removed from the wound, ending the effect.
- 2 When you have a creature grappled using your fingernails, you may use your action to rapidly grow the nails into the creature's body, dealing 3d4 piercing damage to it. After the first time you do this, when the creature attempts to escape your grapple it takes another 1d6 slashing damage, whether it succeeds or not.
- 3 Your arms and legs become unbelievably long and flexible, while staying strong. Your reach increases by another 10 feet. You can have two targets grappled. Your walking speed increases by another 10 feet.
- 4 You can split your awareness. You can perceive your surroundings from up to four locations within 60 feet of you, while continuing to perceive your surroundings from your own body. Your truesight increases to 30 feet.
- 5 Your skin continuously produces a wet slime, giving you advantage on any checks made to escape a grapple. Additionally, your legs can grow or retract strong and flexible webbing as a bonus action at will. While grown, your walking speed is reduced to 5 feet, and your swimming speed is doubled.
- 6 Your speed and strength continues to increase. Your walking speed, climbing speed, and jump distance are doubled. Any non-spell attacks you make deal 1d6 additional damage.



PLANTS

FLOWER OF LIFE

The flower of life is a scarce flower that can be found in the forest stands and on the edge of the lakes. Its purple flowers open just at night and only when dripped with blood. In return, they spread a beguilingly beautiful fragrance, from which perfumes are made not without reason. These perfumes are popular and almost priceless since the procurement of the flowers is a dangerous and lengthy undertaking. However, what is traded in some circles as a much more valuable commodity is the essence of life. This mixture, also made from the blossoms of the flower of life, reverses ageing. However, the price is high: for every year that one becomes younger in this way, one year of life is taken away.

FLOWER OF LIFE

Fragrance. The open blossom of the flower of life has a sweet, strong smell. Creatures within 30 feet of an open blossom feel slightly lightheaded and have disadvantage on Wisdom (Insight) checks.

Harvesting. To harvest a blossom of the flower of life, it has to first be opened by dropping a fresh drop of blood onto the blossom at night. It takes 2d4 hours until the blossom has properly opened, though its *fragrance* trait starts working almost immediately. After waiting for the blossom to open, a creature can attempt a DC 14 Dexterity check using an herbalism kit to carefully collect the blossom without breaking it.

Refinement. The harvested, open blossoms of the flower can be refined into a more potent *essence of life* with the help of magic, or worked into a perfume with a beguiling smell.

Essence of Life. To create an *essence of life* from a flower of life's blossom, a creature requires the blood of the creature who wants to drink the potion, and the blood of a creature younger than the drinking creature. Using basic ingredients, blood of the two creatures, and an open blossom, a creature can spend 4 hours mixing and brewing a potion using alchemist's supplies. In the process, the creature must expend a 5th-level spell slot to properly cause the desired reaction.

Perfume. By mixing the open blossom into herbs and oils worth 50 gp and letting the mixture sit for two weeks, a creature can create *avial of beguiling perfume*.

VIAL OF BEGUILING PERFUME

Wondrous item

This small vial contains a mostly transparent, oily liquid with a strong and sweet smell. This perfume has 10 uses. When you apply this perfume, for the next 24 hours all creatures have disadvantage on Wisdom (Insight) checks while they are within 30 feet of you. The creatures feel slightly lightheaded in a freeing way.



ESSENCE OF LIFE

Potion

This purple-ish liquid with swirling reds gives off a bittersweet smell. Created for a specific creature, this potion has no effect on any other creature. If you are the creature this potion was made for, you may drink this potion to reverse-age to the age of the creature that provided the second dose of blood in the making of this potion. You keep all your experience and knowledge. Your lifespan is reduced by a number of years equal to the years you reverse-aged.

CANNONBALL BUSH

The cannonball bush is a small shrub found along roadsides. In spring, it produces white flowers that develop into brown, walnut-sized seeds during the summer. Once the seeds reach their mature stage, give the bushes a wide berth. As soon as they are ready to germinate, the seeds shoot out of the bush without warning like little cannonballs and explode as soon as they meet resistance. In this way, the seed should be given enough space in its new place of growth. The only bad thing is, if not the earth, but an unsuspecting traveler is hit.

Night. At night you should also stay away from cannonball bushes for another reason: The seeds, which turn black in the dark, emit a black cloud of fog when they explode, blinding everyone in the immediate vicinity for a short time.

CANNONBALL BUSH

Explosive. When a cannonball bush's seed is ready, it shoots from its plant. A creature hit with such a seed takes 3 (1d6) bludgeoning damage. All creatures within 5 feet of the point of impact must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) fire damage as the seed explodes to create space for the plant to grow.

If the plant is within the misty lakes' fog, the seed also creates an 20-foot radius sphere of thick, black fog centered on the point of impact that lasts for half a minute. Anything within the fog is heavily obscured.

Harvesting. A single cannonball bush carries 9 (2d8) seeds. By attempting a DC 17 Dexterity (Sleight of Hand) check, a creature can harvest one seed, triggering the bush's *explosive* trait on a failure and auto-failing the saving throw. When the plant is covered by the misty lakes' fog, the seed is a *black cannonball seed*, otherwise it is a *brown cannonball seed*.

Use as Combat Hazard

You can use cannonball bushes as a combat hazard. Whenever a bush takes fire damage or is otherwise disturbed (for example by a creature moving into the bush), trigger the bush's *explosive* trait 2 (1d4) times. Each seed travels in a straight line out from the plant towards a point within 30 feet, exploding on impact.

If there are many plants nearby, you can roll a d6 at initiative count 20. On a 1 a random creature is hit by an exploding seed. On a 2 a seed impacts in a random other location. This amount of explosions assumes that the fight is ongoing, causing constant slight disturbing of the bushes. Do not use this amount of explosions outside of combat.

CANNONBALL SEED (BROWN OR BLACK)

Adventuring gear

You may throw this walnut-sized smooth brown ball streaked by orange-red lines towards a target within 30 feet (60 feet with disadvantage), making a ranged attack against that target, treating the seed as an improvised weapon. On a hit, the seed hits the target, dealing 3 (1d6) bludgeoning damage to it. The seed then explodes. All creatures within 5 feet of the target must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) fire damage.

Black Seed. If the seed is black because it was harvested inside the misty lakes' fog, a 20-foot radius sphere of thick, black fog centered on the point of impact, lasting for half a minute, spreads from the seed after the explosion. Anything within the fog is heavily obscured.

SHIFTING NIGHT QUEEN

You can find clusters of shifting night queens along the forest edges if you are lucky. The flowers occur in small stands and attract hikers' attention with their golden blossoms. With some skill and the proper knowledge, you can benefit from their healing properties and make potions from them.

Night. At night, the flowers turn black and secrete a thick substance. It is not only poisonous but also causes burns when touched. Potions can also be brewed from this if you are skilled enough to harvest the flowers.

SHIFTING NIGHT QUEEN

Harvesting. Depending on the time of day, a shifting night queen's open blossom can be harvested in one of two ways once you find it.

Day. By succeeding on a DC 12 Dexterity check using an herbalism kit, a creature can harvest a single *golden queen's blossom*.

Night. At night, extra care must be taken. A creature can harvest an open black blossom by succeeding on a DC 17 Dexterity check using an herbalism kit. A failure causes the creature to suffer 3 (1d6) acid damage.

Refinement. Depending on whether the blossoms were collected during the day or during the night, their process of refinement and resulting items are different.

Day. Three golden blossoms, crushed and mixed with 10 gp worth of herbs and imbued with a 1st-level spell slot result in a single *potion of healing* when done by a creature that succeeds on a DC 12 Wisdom (Medicine) check.

Night. A creature can spend 1 hour per black blossom, carefully scraping off the thick, black liquid into a small vial by succeeding on a DC 13 Dexterity (Sleight of Hand) check. The result is a single *dose of night honey*. By imbuing three *doses of night honey* with the magic of a 1st-level spell slot, a creature can create a *vial of queen's end*.

QUEEN'S BLOSSOM (GOLDEN)

Wondrous item

When you chew this blossom for 10 minutes and then spit it onto one of your wounds, you regain 2 (1d4) hit points.

DOSE OF NIGHT HONEY

Wondrous item

This thick black liquid can be used to coat a single-use ammunition like an arrow. For the next 12 hours, when a creature is hit by an attack using the ammunition, the attack deals an extra 2 (1d4) acid damage. Additionally, the target of the attack must succeed on a DC 13 Constitution saving throw or be poisoned 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.

By using three doses, you can coat a weapon like a dagger or sword. The weapon's attacks are modified in the same way as for ammunitions.

VIAL OF QUEEN'S END

Adventuring gear

This vial contains a thick, acidic, black liquid. You can throw this vial up to 30 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the *queen's end* as an improvised weapon. On a hit, the target takes 11 (2d8 + 2) acid damage.

When you drink the liquid in this vial, you must make a Constitution saving throw, taking 22 (4d8 + 4) acid damage on a failed save, or half as much on a successful one.



WATER WALK LILY

The lakes in the region are partially covered by giant water lilies. The leaves of the water walk lily are so large and sturdy that they can be used as a footpath across the water. The leaves reach a diameter of 7 feet and have tracheae on the underside, through which the corresponding buoyancy is generated. In this way, one leaf can carry up to 220 pounds. To get the appropriate place on the water, the water walk lily has developed a macabre strategy: It has long spines on the underside of the leaves, with which it presses down all other water plants when unrolling its leaves. Its beautiful magenta flowers reach a size of 3 ft.

Night. At night as the fog rises, the water walk lily evolves into a death-dealing, carnivorous plant. Anyone who comes upon its leaves at this time is held in place by their folding and completely digested within a night. The victim remains alive for a long time and has to witness, under unbelievable pain, how their body slowly dissolves. The following day, the plant opens its leaves again without leaving any hint of the terrible end of its victim.

WATER WALK LILY

Buoyant. A single water walk lily leaf can carry 220 pounds.

Carnivorous. When covered by the misty lakes' fog, a water walk lily becomes carnivorous. When a creature steps onto one of the lily's leaves, the leaf quickly folds up, attempting to trap the creature within. The creature stepping into the leaf must make a DC 16 Dexterity saving throw, or be trapped by the lily. On a success, the creature instead falls into the water or saves itself onto solid ground within 5 feet.

A trapped creature is grappled, restrained, blinded, and deafened. At the beginning of each of the trapped creature's turns the creature takes 3 (1d6) acid damage. After three rounds of this damage, the creature must also make a DC 16 Constitution saving throw at the start of each of its turns. On a failure, the creature is paralyzed until it is freed and succeeds on the save while free.

A creature can use its action to attempt a DC 16 Strength (Athletics) check, freeing itself or a creature within range on a success.

Once a single leaf takes 33 (6d8 + 6) damage, it opens up and frees the creatures within. Whenever the leaf takes damage from outside, half of that damage is also dealt to any creatures trapped within.

Use as Combat Hazard

You can use water walk lilies as combat hazards when in fog. Once a creature steps onto a lily, its *carnivorous* trait triggers.

FOG FOEMEN

The shores of the lakes are home to fog foemen. The inconspicuous herb grows in irregular but large stands in the mud. Above ground, the herb consists of dark green, twisted leaves and grows no taller than 1 foot. On the other hand, roots form large and deep root systems in the silt, which provide good support and are also needed for vegetative reproduction through runners.

Fog foemen get their name from an unusual but beneficial observation: at night, as soon as the fog spreads, a safe zone forms around the plant stands, into which the mist cannot penetrate. Therefore, if one is surprised by the fog, it is advisable to look for a field of fog foemen as soon as possible, to at least not be affected by its effects. The origin of this property seems to be in the red roots of the plant. Therefore, it is possible to make an antidote to the impact of the fog from the roots, which will cure affected creatures of their monstrosity.

FOG FOEMEN

Fog Ward. This plain herb creates a small area of safety around itself, preventing the transmutative fog of the biome to enter its vicinity. The fog of the biome is prevented from getting closer than 10 feet to this herb.

Harvesting. To make use of the effects of this herb, a creature can spend 10 minutes using a spade to dig up one foot of the herb's roots.

Refinement. A creature may spend 30 minutes carving away the outer layers from three feet of fog foemen's root. The remaining pieces must be crushed and mixed, and imbued with the magic of a 3rd-level spell slot (or higher). By letting the resulting mixture sit for 24 hours, the creature has created a *dose of raving madness antidote*.

DOSE OF RAVING MADNESS ANTIDOTE

Potion

This unappealing brown liquid is the only permanent solution to an ongoing *raving madness*. When you drink this liquid, your level of *raving madness* is reduced by one.

CREATURES

LEAFLING

At first glance, leaflings are indistinguishable from ordinary leaves. The little creatures with the leaf-like torso can fold their arms and little legs seamlessly to their body. With closed eyes and hanging on a branch, they are perfectly camouflaged. Their body shapes vary depending on which plant they are most attracted to.

Leaflings occur in large swarms and colonize dead trees and bushes. As such, the dead plants appear alive again. They are nature-loving and peaceful but will attack if anyone harms them or nature. Otherwise, they are helpful and curious and are not afraid to make contact with other creatures. Sometimes they can even be seen playing with animal children or protecting them from danger.

Night. At night, these usually friendly creatures become aggressive. Their leaf bodies become hard like metal and get sharp edges, which pierce deep into unprotected flesh without any issues.

LEAFLING

tiny plant

Armor Class 12

Hit Points 3 (2d4 - 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	11 (+0)	8 (-1)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +2

Skills Acrobatics +2, Stealth +4

Damage Vulnerabilities fire

Senses passive Perception 12

Languages Leafling

Proficiency Bonus +2

Challenge 0

False Appearance. While the leafling remains motionless, it is indistinguishable from a normal leaf.

ACTIONS

Prick. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

MONSTROUS LEAFLING

tiny monstrosity

Armor Class 13 (natural armor)

Hit Points 14 (4d4 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	8 (-1)	11 (+0)	4 (-3)

Saving Throws Dex +3

Skills Acrobatics +3, Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Leafling

Proficiency Bonus +2

Challenge 1/4

Monstrous. The leafling senses the presence of all living creatures within 60 feet of it that aren't Monstrosities, and can pinpoint their locations within 30 feet. It is hostile towards them.

False Appearance. While the leafling remains motionless, it is indistinguishable from a normal leaf.

ACTIONS

Pierce. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

LEAFLING SWARM

medium swarm of tiny plants

Armor Class 13

Hit Points 36 (8d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	11 (+0)	10 (+0)	13 (+1)	7 (-2)

Skills Acrobatics +3, Stealth +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 11

Languages Leafling

Proficiency Bonus +2

Challenge 1

False Appearance. While the swarm remains motionless, it is indistinguishable from a collection of leaves.

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 plant. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Pricks. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 18 (7d4 + 1) piercing damage, or 8 (3d4 + 1) piercing damage if the swarm has half of its hit points or fewer.



MONSTROUS LEAFLING SWARM

medium swarm of tiny monstrosities

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	6 (-2)	11 (+0)	3 (-4)

Skills Acrobatics +4, Stealth +6

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 10

Languages Leafling

Proficiency Bonus +2

Challenge 3

Monstrous. The swarm senses the presence of all living creatures within 60 feet of it that aren't Monstrosities, and can pinpoint their locations within 30 feet. It is hostile towards them.

False Appearance. While the swarm remains motionless, it is indistinguishable from a collection of leaves.

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 plant. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Pierces. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 30 (8d6 + 2) piercing damage, or 16 (4d6 + 2) piercing damage if the swarm has half of its hit points or fewer.

SHIMMER PERCH

Near the surface of the lakes, you can make out the colorful scales of the shimmer perch. The 1 to 4-foot-long fish is quite common in the waters. Its most striking feature is that it changes its scale color according to the weather. While it has blue spots when it rains, it is mottled gray in stormy weather or streaked yellow in the sunshine. This trait can be used as a trinket to avoid being surprised by the weather or as a component for spells.

Night. At night in the fog, the shimmer perch changes significantly. Its scales take on a blood-red color, it develops piranha-like teeth, and it grows four legs with which it can move on land. During the time of the fog, the fish can breathe out of water.

SHIMMER PERCH

small beast

Armor Class 13

Hit Points 21 (6d6)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	3 (-4)	8 (-1)	3 (-4)

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 9

Proficiency Bonus +2

Challenge 1/2

Water Breathing. The shimmer perch can breathe only underwater.

Magic Resistance. The shimmer perch has advantage on saving throws against spells and other magical effects.

ACTIONS

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

Hypnotic Scales (Recharge 6). The shimmer perch targets one creature within 10 feet of it that can see the shimmer perch. The creature must succeed on a DC 11 Wisdom saving throw or be charmed by the shimmer perch for 1 minute. While charmed in this way, the creature is incapacitated and has a speed of 0. The creature may repeat the saving throw at the end of each of its turns.

MONSTROUS SHIMMER PERCH

small monstrosity

Armor Class 13

Hit Points 36 (8d6 + 8)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	2 (-4)	6 (-2)	2 (-4)

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 8

Proficiency Bonus +2

Challenge 2

Amphibious. The shimmer perch can breathe air and water.

Monstrous. The shimmer perch senses the presence of all living creatures within 60 feet of it that aren't Monstrosities, and can pinpoint their locations within 30 feet. It is hostile towards them.

Magic Resistance. The shimmer perch has advantage on saving throws against spells and other magical effects.

ACTIONS

Multitattack. The shimmer perch uses its frightening scales if possible, and makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Frightening Scales (Recharge 5-6). The shimmer perch targets one creature within 10 feet of it that can see the shimmer perch. The creature must succeed on a DC 12 Wisdom saving throw or be frightened by the shimmer perch for 1 minute. The creature may repeat the saving throw at the end of each of its turns.

Scales. A character may spend 10 minutes making a DC 13 Dexterity (Sleight of Hand) check to carefully separate a single scale from a dead shimmer perch without breaking it. After leaving it in the sun for four hours to dry and harden, the scale is ready to be used as a spell component or otherwise be worked into jewelry or other objects. Without hardening, the scale breaks too easily to be used in any meaningful way.

Thread onto Necklace. Multiple shimmer perch scales can be threaded onto a necklace after first carefully drilling holes into them without breaking them. To do so, a character can make a DC 13 Dexterity check using jeweler's tools, breaking 2 (1d4) scales on a failure. If at least three scales are threaded onto the same necklace, the scales change their behavior.

SHIMMER PERCH SCALE

Wondrous item

This small, beautiful, shimmering fish scale changes its hue depending on the current weather:

Weather	Color
Sunny	yellow
Rain	blue
Storm	gray
Thunderstorm	black
Fog	blood-red

SHIMMER PERCH SCALE NECKLACE

Wondrous item

This beautiful necklace of at least three shimmer perch scales changes its color in anticipation of the coming weather. For every scale on this necklace, their color starts changing 10 minutes before the weather does, up to a maximum of 1 hour before the actual weather change in the case of six scales.

CREATE WEATHER

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (the scale of a shimmer perch)

Duration: Concentration, up to 1 minute

You create the weather conditions of your liking in a 30-foot radius around you. When you cast this spell, and as an action during its duration, you may change one of the following properties of the current weather by one stage, based on the tables below: precipitation, temperature, or wind.

When you choose to change the wind, you may alternatively choose to change its direction.

At no point can a property be changed more than two stages from its starting value.

PRECIPITATION

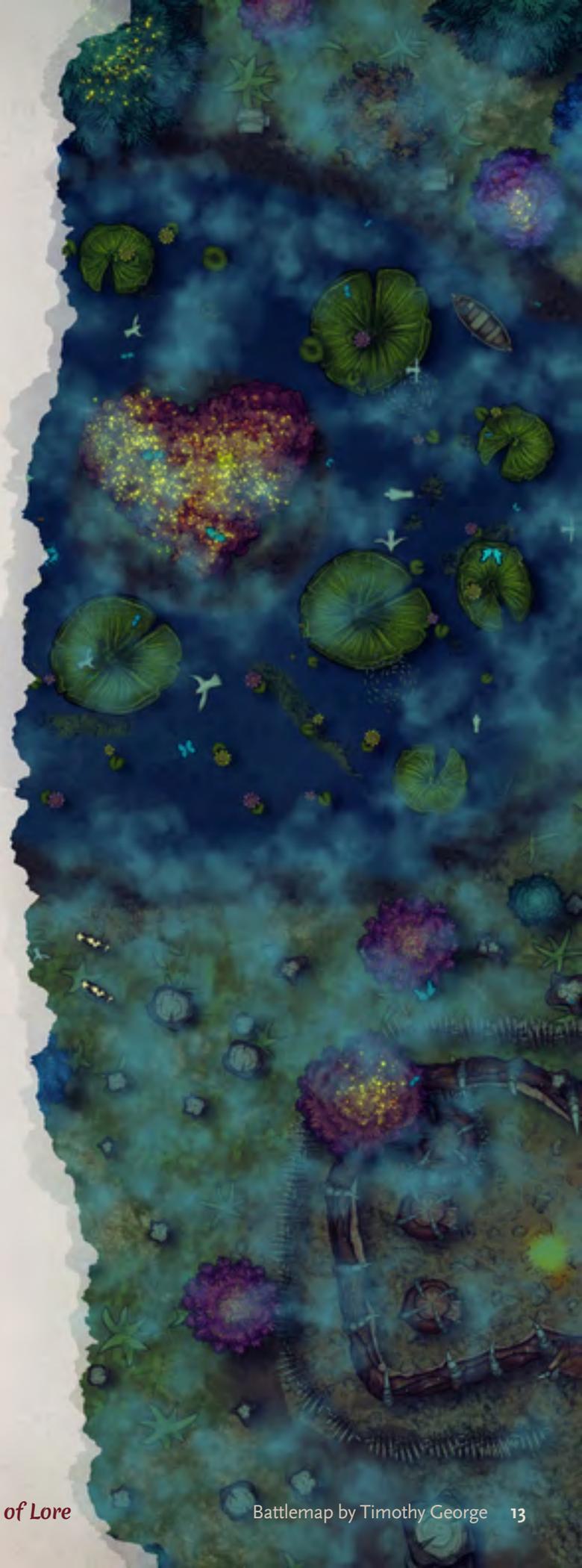
Stage	Condition
1	Clear
2	Light Clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

TEMPERATURE

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic Cold

WIND

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm



WRINKLED KNOCKFISH

by The Fluffy Folio

Although the wrinkled knockfish favoured treat is driftwood, the occasional bites it takes out of boats are rather a nuisance than a real threat. If anything, the feisty water dweller is a delightful surprise for river-faring folks. Its playful character and somewhat clumsy movements are described to be an absolute joy to observe.

Night. While the wrinkled knockfish might be an entertaining companion for bored fishers spending their days at the river bank, it mutates to a grotesque monstrosity at night. Distinctively growing in size, it expands its diet to any wooden object touching the water or its surface. On top of that, a mutated knockfish is highly territorial and won't refrain from attacking anything or anyone unfortunate enough to stumble from a battered raft.



MONSTROUS KNOCKFISH

large monstrosity

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	1 (-5)	10 (+0)	2 (-4)

Saving Throws Str +5, Con +5

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Proficiency Bonus +2

Challenge 1

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

Water Breathing. The knockfish can breathe only underwater.

Monstrous. The knockfish senses the presence of all living creatures within 120 feet of it that aren't Monstrosities, and can pinpoint their locations within 60 feet. It is hostile towards them.

ACTIONS

Tackle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

WRINKLED KNOCKFISH

tiny beast

Armor Class 9 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 0 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	5 (-3)	12 (+1)	1 (-5)	10 (+0)	2 (-4)

Senses darkvision 30 ft., passive Perception 10

Proficiency Bonus +2

Challenge 0

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

Water Breathing. The knockfish can breathe only underwater.

ACTIONS

Tickle. *Melee Weapon Attack:* -1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.



FOG WANDERER

Between the dense fog banks, hikers can repeatedly make out orange points of light that seem like a saving glimmer of hope in the eerie darkness. But this impression is deceptive and has cost many lives. Fog wanderers are 4-foot tall, long thin creatures. Their mouthless faces with white eyes are framed by long, black hair that is always wet. In their hands, they carry a glowing lantern, with whose light they lure desperate adventurers to them to kill and eat. The ominous fog still surrounds their legs even after long clearing around the fog wanderer itself. And it is this fog that makes a fight against the wanderer a difficult endeavor.



FOG WANDERER

medium undead

Armor Class 15

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	11 (+0)	18 (+4)	4 (-3)

Saving Throws Str +6, Wis +7

Skills Intimidation +3, Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages understands Common but can't speak

Proficiency Bonus +3

Challenge 6

Source of Fog. The area surrounding the fog wanderer is continuously covered in thick fog. Anything within 240 feet of the fog wanderer is lightly obscured. The ground within 20 feet of the fog wanderer is heavily obscured. The fog activates *raving madness* effects in other creatures. The effects of a level only take 1 round to activate or subside, instead of the usual 1 minute.

Fog Sight. Fog does not obscure the fog wanderer's vision.

ACTIONS

Draining Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) necrotic damage and the target is grappled (escape DC 13).

Fog Wave. *Ranged Spell Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 9 (1d10 + 4) necrotic damage plus 7 (2d6) cold damage. The target must make a Wisdom saving throw or gain one level of *raving madness*. A creature can only gain one level of *raving madness* from this fog wanderer per hour.

BONUS ACTIONS

Fog Walk. The fog wanderer teleports up to 60 feet to an unoccupied space in fog that it can see.

REACTIONS

Turn to Fog. When the fog wanderer would be hit by a weapon attack, it can use its reaction to turn into fog momentarily. The damage is reduced to 0.

FADYBUG

by The Fluffy Folio

The fadybug is known for its warm-hearted and welcoming nature. It gladly offers its help to lost wanderers, seeking adventurers and curious visitors whenever it can. Be it by providing a secure path through flooded groves, lighting up the darkness of slippery dungeons or by sharing knowledge in healing and medicine.

Night. Despite their hospitality, it is said to never stay over night. Once the sun settles, the fadybug makes an eerie and completely contrary transformation. While not obvious to the eye, it still develops an irresistible urge to wreak havoc. Oddly enough, they well remember their mischievous deeds - they just don't seem to feel any guilt or remorse at all for their nightly actions.



FADYBUG

tiny fey

Armor Class 14 (natural armor)

Hit Points 7 (3d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	10 (+0)	13 (+1)	16 (+3)	12 (+1)

Saving Throws Dex +5

Skills Acrobatics +5, Medicine +5, Perception +5

Senses darkvision 30 ft., passive Perception 15

Languages Common, Sylvan

Proficiency Bonus +2

Challenge 1/8

Flyby. The fadybug doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Fluorescent Bottle Lamps. The fadybug can choose to shed dim light in a 10-foot radius.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

MONSTROUS FADYBUG

tiny monstrosity

Armor Class 14 (natural armor)

Hit Points 7 (3d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	10 (+0)	13 (+1)	16 (+3)	12 (+1)

Saving Throws Dex +5, Wis +5

Skills Acrobatics +5, Deception +3, Medicine +5, Perception +5, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Proficiency Bonus +2

Challenge 1/2

Flyby. The fadybug doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Fluorescent Bottle Lamps. The fadybug can choose to shed dim light in a 10-foot radius.

Nimble Escape. The fadybug can take the Disengage or Hide action as a bonus action on each of its turns.

Monstrous. The fadybug senses the presence of all living creatures within 60 feet of it that aren't Monstrosities, and can pinpoint their locations within 30 feet. It is hostile towards them.



ACTIONS

Multiattack. The fadybug makes two claw attacks.

Tainted Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage plus 2 (1d4) poison damage. Further the target must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is also blinded.

Invisibility. The fadybug magically turns invisible until it attacks. Any equipment the fadybug wears or carries is invisible with it.

GIANT WATER STRIDER

large beast

Armor Class 12

Hit Points 27 (5d10)

Speed 60 ft., fly 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	10 (+0)	2 (-4)	11 (+0)	7 (-2)

Saving Throws Dex +3

Skills Athletics +5, Perception +2

Senses tremorsense 300 ft. (on water only), passive Perception 12

Proficiency Bonus +2

Challenge 2

Water Stride. Water striders can stand on and move across any liquid surface as if it were solid ground.

GIANT WATER STRIDER

With fast, flowing movements, the giant water strider glides over the water surfaces of the lakes. It towers over humans with its long legs and, with proper training, can be used as a means of transportation on the water. The body and the rear two pairs of legs of the creature are covered with fine hairs that are water repellent and with which it can stay afloat. The front legs are used only for grasping prey. The giant water strider can see its surroundings perfectly with its large facet eyes. In addition, it has wings, which, depending on the development, are even suitable for flying. They feed on dead or drowning creatures. Therefore, there is little to fear from them.

During the mating season, the creatures show assertive territorial behavior and do not shy away from attacking opponents. Outside the mating season, however, they form larger groups. You can take advantage of this: If you want to tame or train giant water striders and keep them together in larger groups, you must castrate them first.

Night. As soon as the fog rolls in at night, the little hairs on their legs and body become poisonous and can trigger paralytic conditions. The now not-so-peaceful giant water strider uses them to attack its victims and tries to drown them in the water. Not even on the shore, one is safe from him now.

ACTIONS

Grasp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target is grappled (escape DC 15).

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature grappled by the water strider. *Hit:* 6 (1d6 + 3) piercing damage, and the water strider sucks out the creature's blood. The creature loses 5 (2d4) hit points, and the water strider regains half as many hit points as the creature lost.

While the creature remains grappled, the water strider can use its action to suck out more blood, causing the creature to lose 5 (2d4) hit points, and regaining half as many hit points as the creature lost.

MONSTROUS GIANT WATER STRIDER

large monstrosity

Armor Class 14

Hit Points 65 (10d10 + 10)

Speed 60 ft., fly 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	13 (+1)	1 (-5)	8 (-1)	3 (-4)

Saving Throws Dex +3

Skills Athletics +6, Perception +1

Senses tremorsense 300 ft. (on water only), darkvision 60 ft., passive Perception 11

Proficiency Bonus +2

Challenge 4

Monstrous. The water strider senses the presence of all living creatures within 60 feet of it that aren't Monstrosities, and can pinpoint their locations within 30 feet. It is hostile towards them.

Water Stride. Water striders can stand on and move across any liquid surface as if it were solid ground.

Paralytic Hairs. Any creature grappled by the water strider must make on a DC 13 Constitution saving throw at the beginning of each of its turns. On a failure, the creature takes 18 (4d8) acid damage and is paralyzed until the beginning of its next turn.

ACTIONS

Grasp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 16).

Proboscis. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature grappled by the water strider. *Hit:* 7 (1d6 + 4) piercing damage, and the water strider sucks out the creature's blood. The creature loses 5 (2d4) hit points, and the water strider regains half as many hit points as the creature lost.

While the creature remains grappled, the water strider can use its action to suck out more blood, causing the creature to lose 5 (2d4) hit points, and regaining half as many hit points as the creature lost.

APPENDIX

CREATURES BY CHALLENGE RATING

CR	Creature	Page
0	Leafling	9
0	Wrinkled Knockfish	14
1/8	Fadybug	16
1/4	Monstrous Leafling	10
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1/2	Monstrous Fadybug	16
1	Leafling Swarm	10
1	Monstrous Knockfish	14
2	Giant Water Strider	17
2	Monstrous Shimmer Perch	12
3	Monstrous Leafling Swarm	11
4	Monstrous Giant Water Strider	18
6	Fog Wanderer	15

NIGHT ENCOUNTERS 4 PLAYERS LEVEL 1-3

d4 Encounter

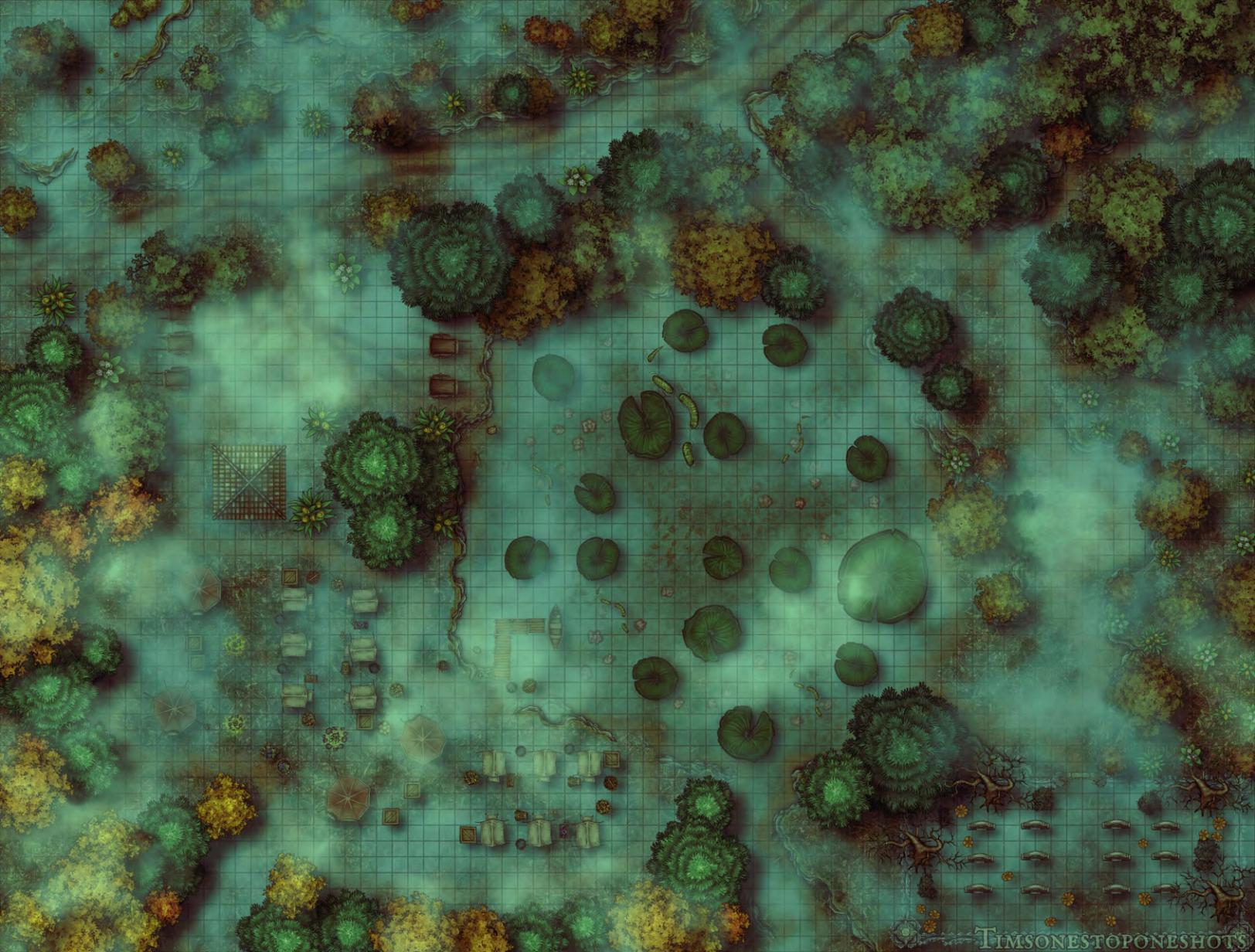
- 1 5 (2d4) Monstrous Fadybug
- 2 3 (1d4 + 1) Monstrous Knockfish
- 3 1 (1d2) Monstrous Shimmer Perch, 2 (1d4) Monstrous Knockfish
- 4 1 Monstrous Leafling Swarm

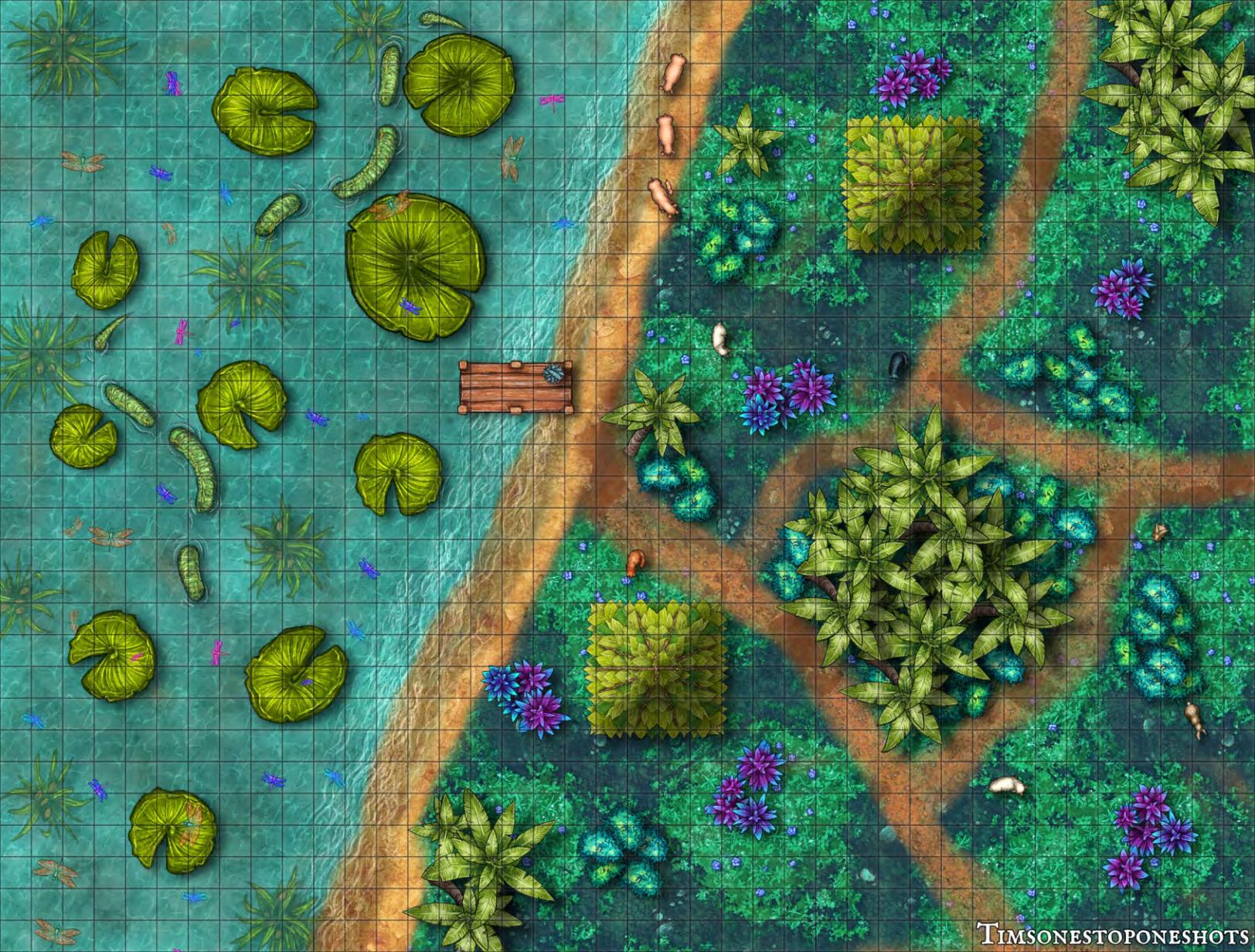
NIGHT ENCOUNTERS 4 PLAYERS LEVEL 4-6

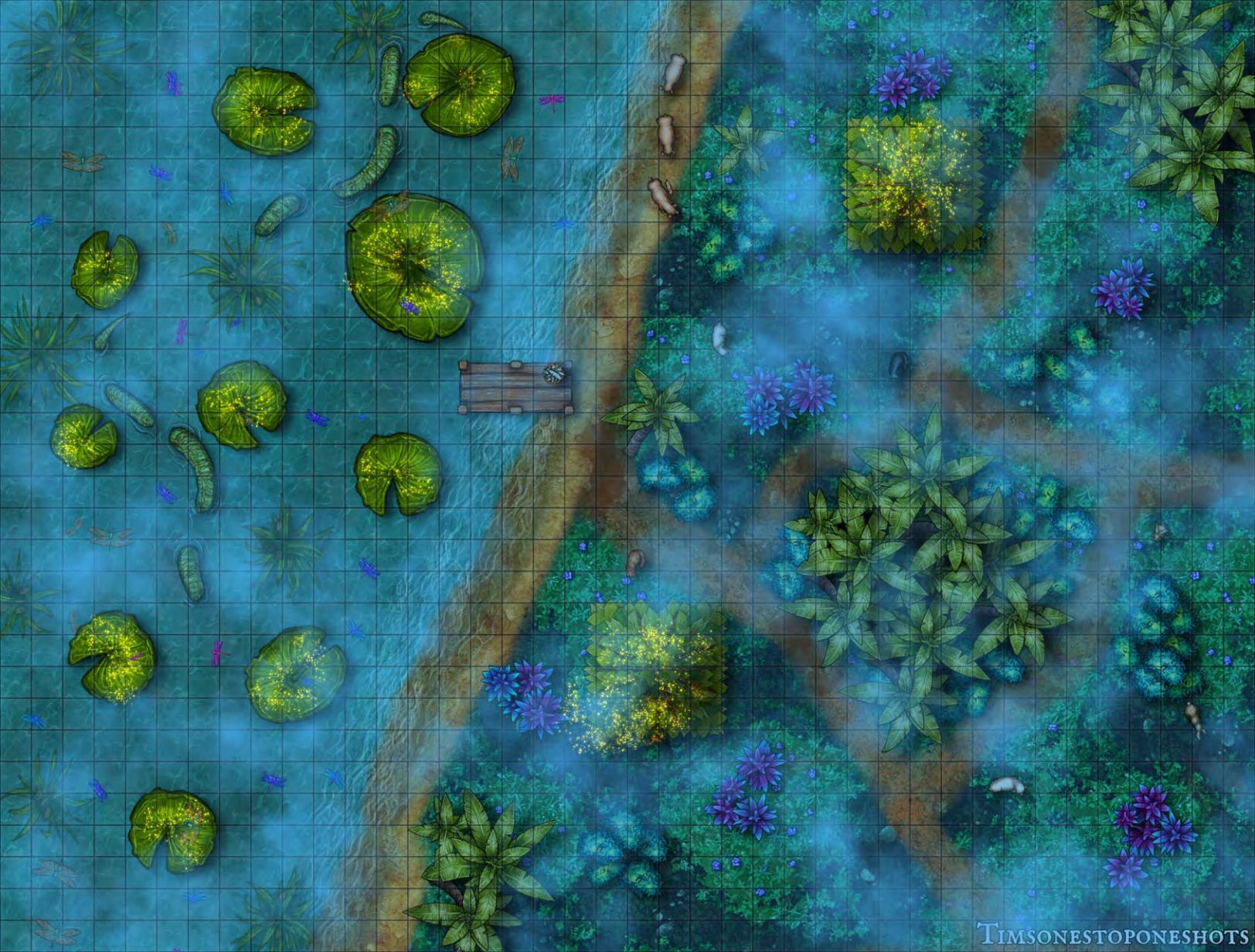
d4 Encounter

- 1 1 (1d2) Fog Wanderer
- 2 2 (1d4) Monstrous Gigant Water Strider
- 3 1 Monstrous Giant Water Strider, 2 (1d2 + 1) Monstrous Leafling Swarm
- 4 1 Fog Wanderer, 2 (1d4) Monstrous Shimmer Perch

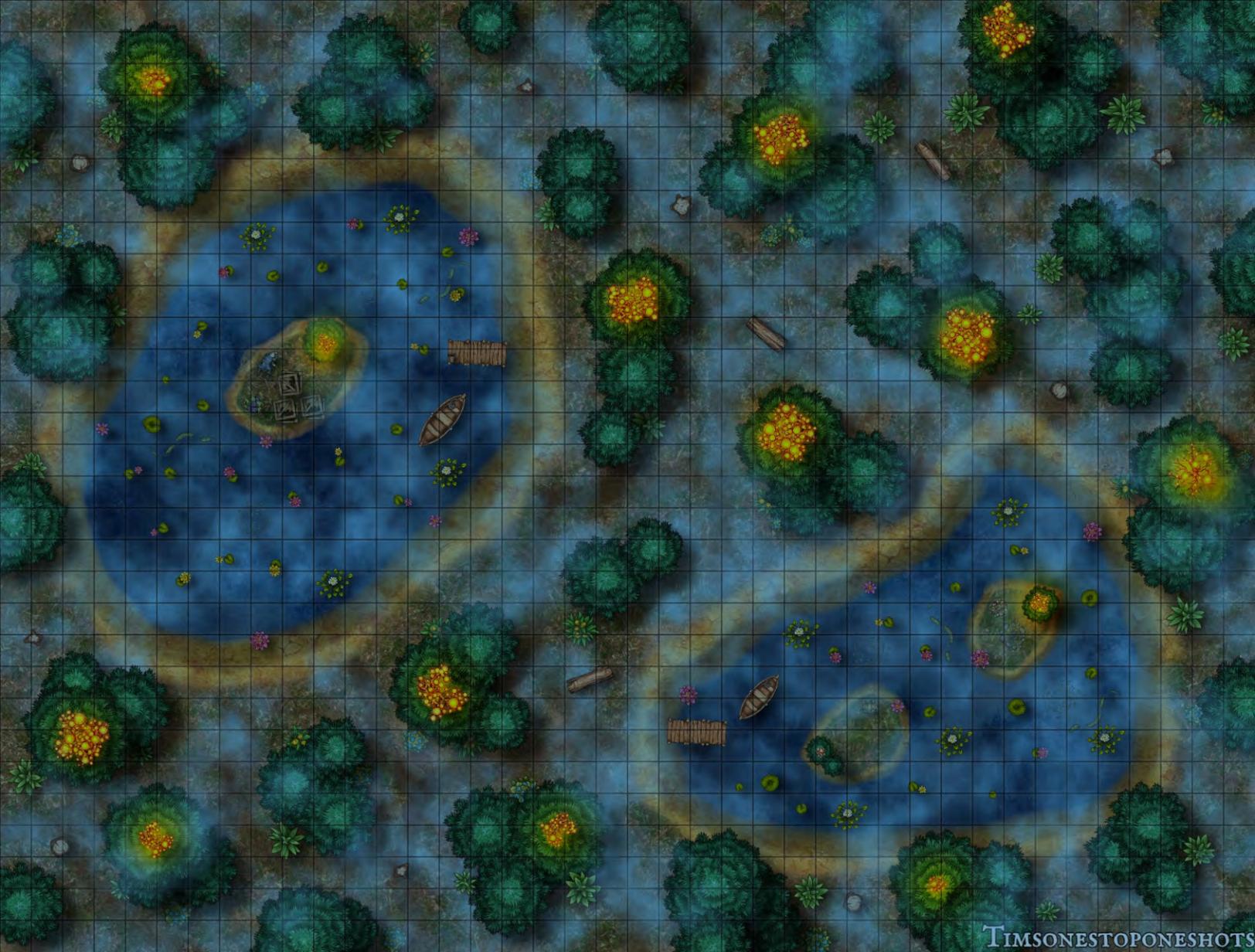


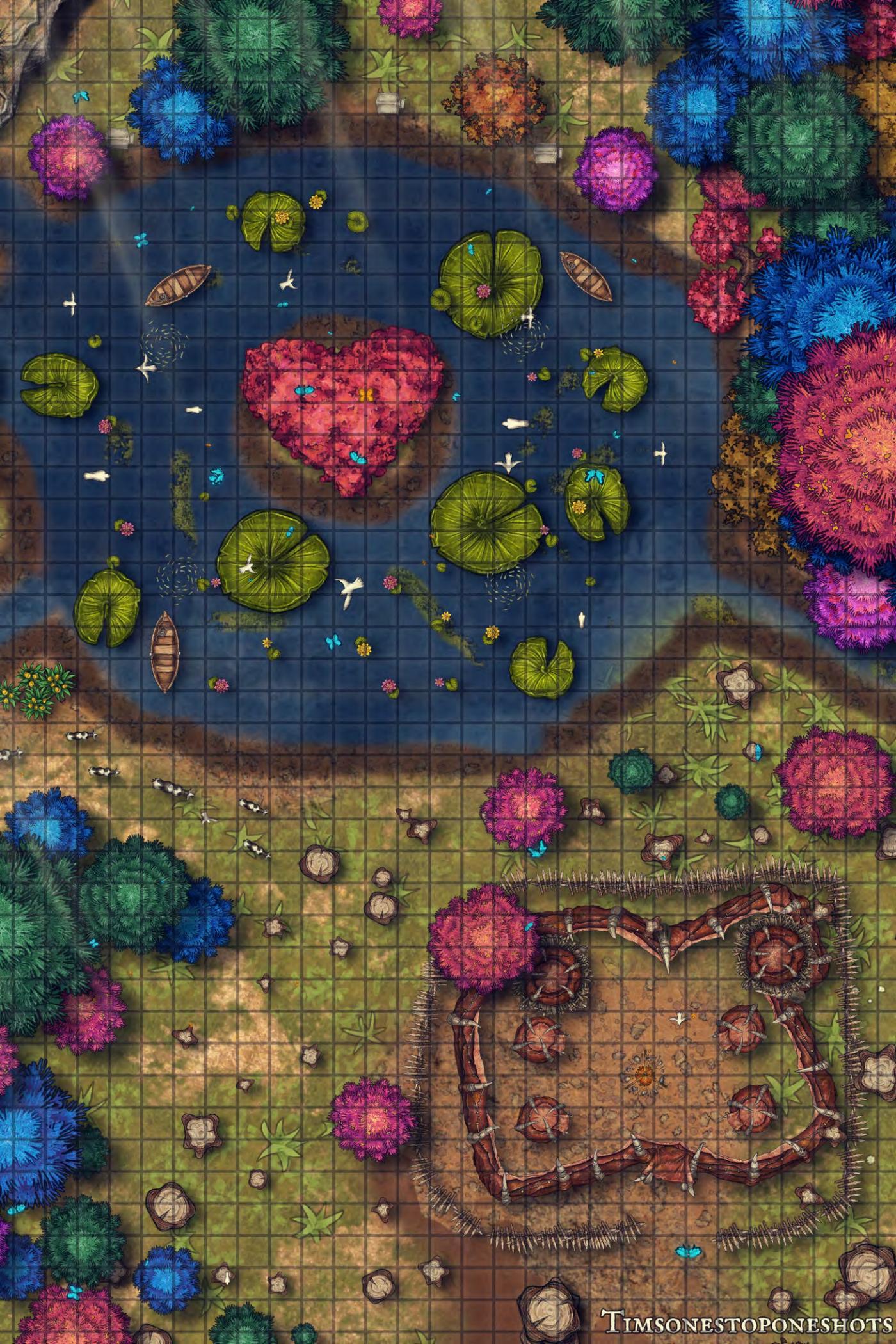


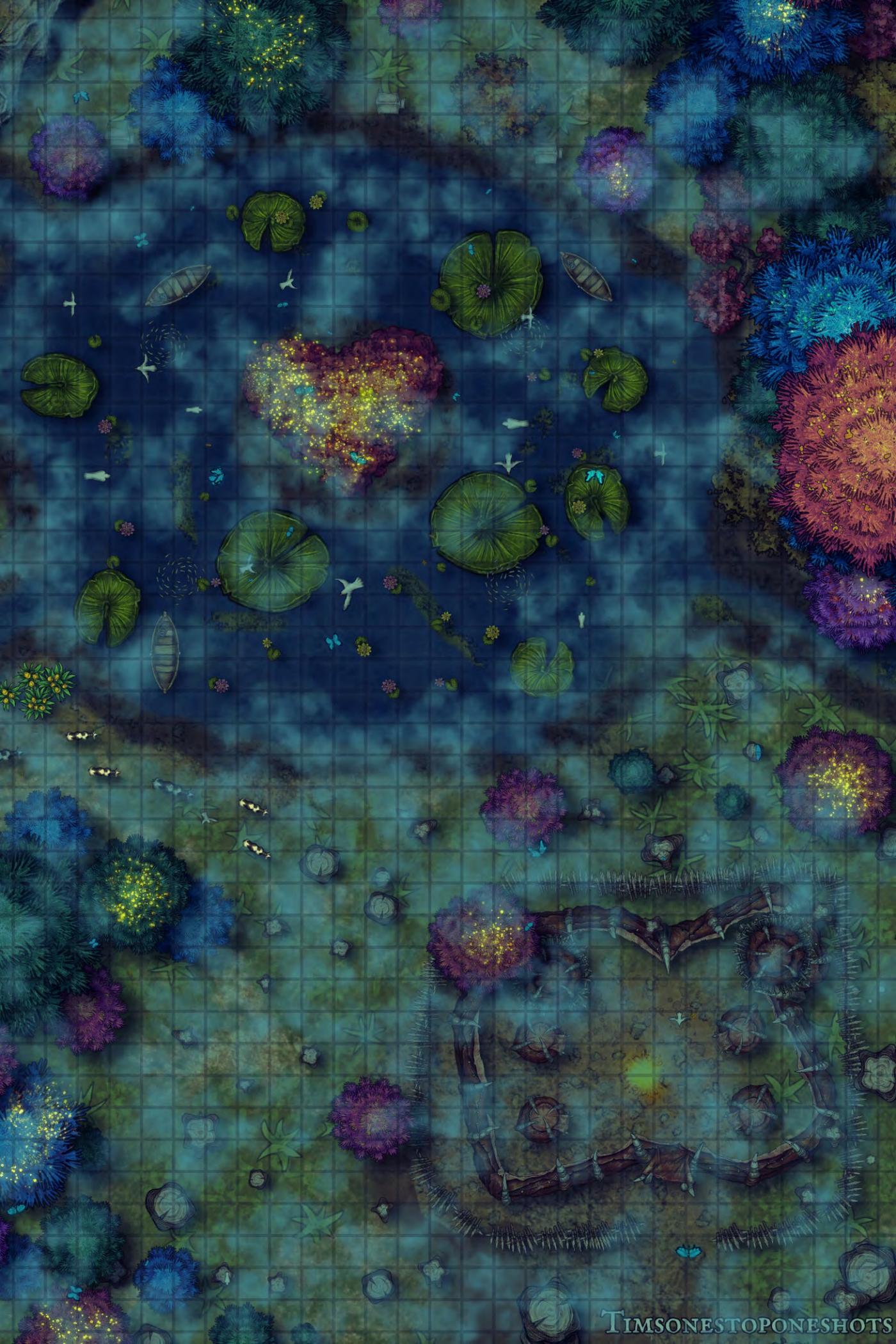












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