



TROVEOFLORE.COM

SALTROOT THICKET

BIOME

A subtropical biome including 10 creature statblocks, 5 plants, 7 items, and 2 hazards

SALTROOT THICKET

Drops of sweat ran down Bionica's face as she fought her way through the thicket. Not even the knee-high water could cool her down. Every now and then, she saw little fish swim away from her boots or heard exotic birds screeching in the canopy above her.

Finally, she stopped in front of a gigantic white column. It rose many feet into the sky in the middle of the trees. Sharp edges cut through the contorted rock, which seemed to be made of many large and small cubes.

"Here we are," she said. "If the locals' accounts are to be believed, this is the oldest salt pillar in this area."

"Wicked." Frinki circled the pillar and disappeared from their field of vision. "And it's really the trees that build these towers ..." He broke off in mid-sentence.

Selanor frowned. "Frinki? Are you all right?"

The gnome emerged from behind the pillar backward, hands raised defensively. And now they heard the low growl as well. A cat-like creature with scales, towering over Frinki by a good foot, came slowly toward them.

"By the gods, what is that?" Selanor pulled his bow from his back and put an arrow to the string.

"It's a crocer," Bionica explained, eyes wide. "A cross between a crocodile and a tiger. They use the salt pillars to mark their territories. The more pillars a crocer has ..."

"That was actually a rhetorical question, not asking for a textbook lecture," Selanor interrupted her, aiming at the crocer. "Tog, stop pulling my sleeve, for God's sake."

"But there are two crabs," Tog replied, his gaze fixed behind them. "And they're getting closer."

Selanor snatched his sleeve from the orc. "We really have a different problem than your stupid crabs right now!"

But Bionica's blood froze in her veins at Tog's words. Slowly, very slowly, she turned around.

It wasn't crabs coming toward them. They were two giant lobsters, each with a stinger from which venom was already dripping.

Contents

Saltroot Thicket	3
Weather	4
Hazards	4
Flooding	4
Plants	5
Energy Shooter	5
Notched Palm Frond	5
Saltroot	7
Blue Dive Flower	8
Rolling Swapper	8
Creatures	9
Purpue Glider	9
Salt Lobster	10
Crocer	11
Silt Waderer	12
Suolakid	13
Appendix	15

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Trove of Lore



SALTROOT THICKET

It is warm. The high humidity makes breathing difficult and uncomfortable. At the same time, the smell of fresh saltwater mixes with that of muddy silt. Exotic birds in bright colors fly screeching over the light treetops or sit like colorful splashes in the branches. Making one's way through the thicket is difficult. Knee-high water alternates with silted-up areas between the gnarled and bizarrely twisted roots of the saltroots. But every now and then, the forest opens up, and in a clearing, a gigantic column of salt rises into the sky.

Saltroot thickets are located on tropical and subtropical coasts where the water temperature never drops below 20° Celsius. There, large aggregations of saltroots extend deep inland, intersected by many small and large rivers. This creates a biome that connects both terrestrial and marine habitats. In addition, salt pillars rise up among the trees, adding something extraordinary to the landscape.

The saltroot thicket also contributes to coastal protection. It protects surrounding towns and villages from coastal erosion, tsunamis, and storm surge waves that would otherwise endanger lives. At the same time, the root system filters the water and makes it drinkable.

Plants. Due to the different site conditions, plants in this area are forced to choose between above- or below-water habitats. Alternatively, they can specialize to survive in both. They must be salt resistant and tolerate a moist substrate in either case.

The most important and, at the same time, the most present plant is the saltroot. This tree ensures the survival of the entire biome and is responsible for the unique salt pillars that rise up between the trees.

Creatures. The habitat that forms among the saltroots is unique and provides a habitat for various creatures. Due to the different living conditions in a small area, reptiles, fish, birds, and land animals can be found coexisting. Understandably, there are fierce conflicts between the species from time to time. Especially the salt pillars are highly contested areas.

SALTROOT THICKET

Overgrown. The entire biome is heavily overgrown.

Everywhere is difficult terrain. Especially overgrown or difficult to traverse areas are extremely difficult terrain, doubling the effect of regular difficult terrain (moving 1 foot in extremely difficult terrain costs 4 foot of speed).

Uneven and Wet. Due to the ground of in the thicket being extremely wet, with large areas entirely submerged in water constantly, as well as roots growing everywhere, it is extremely difficult to find a suitable resting spot — one that doesn't cause you to slowly sink into the ground overnight, while still providing a comfortable place to rest. Finding a good resting spot requires a Wisdom (Survival) check. It takes you 4 hours to identify a good spot, reduced by 10 minutes for every point rolled beyond 5.



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. Fog slowly rolls in between the trunks of the saltroots, growing denser over time until visibility is only a few feet. You have difficulty distinguishing the bizarre root formations from real dangers and are not infrequently frightened by harmless tree trunks that tower up from the fog like dark shadows in front of you.

Everything beyond 60 feet is heavily obscured; creatures have disadvantage on Wisdom (Perception) checks that require sight and disadvantage on Wisdom (Survival) checks that are made for navigation. Subtract 2 from the next result when rolling for weather.

4-5. The bright sun shines down from a flawlessly blue sky, heating the forest around you to slightly uncomfortably hot temperatures. A thin layer of fog covers the ground in many places, rising from the wet ground and slightly obscuring the already hard to traverse terrain.

Subtract 1 from the next result when rolling for weather.

6-8. It is pleasantly warm and sunny. An isolated cloud briefly pushes in front of the sun only now and then. The water on your feet cools your tired legs. From time to time, you can spot fish swimming away from your boots or colorful birds flying around between the dense canopy of leaves.

9-10. Today, dense clouds have pushed in front of the sun. Under the leafy canopy of the saltroots, it is thus considerably darker than usual. You hear the soft dripping of rain on the leaves above you every now and then, but only rarely does it reach you on the ground.

Add 1 for the next result when rolling for weather.

11 or higher. Heavy rain penetrates through the crowns of the trees and soaks you to the bone. In the distance, you hear the threatening thunder of a thunderstorm. Lightning flashes across the sky and illuminates the dark surroundings for a brief moment. In this storm, every stick and every root is first mistaken for danger.

The time you need to find a resting spot is doubled for the duration of this weather; creatures have disadvantage on Wisdom (Perception) checks and Wisdom (Survival) checks. Consider running the flooding hazard or a silt waderer migration. Add 2 to the next result when rolling for weather.

HAZARDS

FLOODING

Duration 1st Phase 2 (1d4) hours

Duration 2nd Phase 7 (2d6) hours

Duration 3rd Phase 2 (1d4) days

Challenge 2

Phases. Floodings in the saltroot thicket are caused by heavy downpour, slowly raising the water level to a point where non-submerged spots become exceedingly rare. During the pour itself, characters will have to deal with the heavy rain from above, which happens in phase 1. While the rain will continue, in phase 2, the water level rises high enough to present its own challenge. After the rain stops, in phase 3, characters will have to deal with the aftermath of the flooding, which makes traversing and navigating the terrain more challenging.

PHASE 1: THE DOWNPOUR

Pelting of Rain. The heavy rain makes it hard to hear, see and smell far. All Wisdom (Perception and Survival) checks are made at disadvantage.

Slippery when wet. The sudden downpour of water causes previously safe to walk on roots to become extremely slippery, and small, localized currents pull creatures and objects in various directions. Creatures have disadvantage on Dexterity saving throws, and the normally difficult terrain becomes extremely difficult terrain as described in the biomes statblock. Previously extremely difficult terrain becomes untraversable without a successful DC 15 Dexterity saving throw, causing a creature to fall on a failure, taking 3 (1d6) bludgeoning damage.

Taken by the current. Every 10 minutes during which the characters are exposed to the terrain, randomly determine 1 (1d4 - 1) characters to make a Dexterity saving throw. On a failure, they are either hit by an a branch that suddenly can't hold its weight due to the heavy downpour, by a piece of wood floating on the new currents, or lose their footing in the currents. They take 3 (1d6) bludgeoning damage.

Allow precautions to be taken to prevent these effects, either granting advantage on the saving throw, or, for especially ingenious ideas, automatically have them succeed on the saving throw.

PHASE 2: THE FLOOD

Phase 1's "Pelting of Rain" and "Slippery when wet" traits still apply.

Rise and shine. The water level has risen high enough to require swimming to continue traversing the terrain in some places. Where usually walkable ground would be, medium creatures have the water reach their hips. Smaller creatures have no choice but to continue by swimming.

PHASE 3: THE AFTERMATH

Phase 1's "Slippery when wet" trait still applies.

No Rests. The ground is covered by water, preventing you from finding any place to properly rest.

PLANTS

ENERGY SHOOTER

A variety of corals can be found under the water surface. One of them is the energy shooter. And the name says it all: the red coral with the wavy tentacles shoots orange energy balls from small holes in its crust from time to time. In this way, the approximately 1-foot tall animal manages to kill fish or other small creatures that sink to the ground near it. In this way, the coral provides itself with food and nutrients.

Note: Corals are animals, not plants. However, since the energy shooter does not move, we sorted it into our plants.

ENERGY SHOOTER

Energy Ball. Occasionally and when disturbed, the energy shooter releases a ball of pure orange magical energy that travels upwards and away from it. Any creature in the energy's path must make a DC 14 Dexterity saving throw or take 7 (2d6) force damage.

Use as Combat Hazard

You can use energy shooters as a combat hazard. To do so, trigger the energy shooter's *energy ball* trait whenever a creature ends its turn within 5 feet of it, or a creature makes an attack from within 10 feet of it.

Harvesting. A creature can attempt to harvest an arm of an energy shooter by cutting it off. In doing so, the creature triggers the coral's *energy ball* trait and must make the saving throw suffer the damage from failing it.

Refinement. By spending 8 hours imbuing an energy ball's arm with magical energy, its function can be made controllable. A spellcasting creature must expend a 3rd-level spell slot to do so, and succeed on a DC 17 Intelligence (Arcana) check. On a success, the creature creates a *wand of energy orbs*.

WAND OF ENERGY ORBS

Wand

This wand has 7 charges. While holding it, you can use an action to expend one charge to shoot an orb of magical energy from it. Make a ranged spell attack (+5 to hit) against a target within 60 feet that you can see. On a hit, the target takes 7 (2d6) force damage.

The wand regains 4 (1d6 + 1) expended charges daily at dawn.

NOTCHED PALM FROND

The notched palm frond is a plant that grows underwater or in the mud. Only its large palm fronds peek out. These nevertheless reach a size of 6 to 13 feet each. The fronds are impervious to water, tear-resistant, and highly flexible, making them a popular building material. The plant forms a cluster of several bean-like fruits after flowering. They can be eaten plain, giving the eater a sharper vision, or brewed into an alcoholic beverage using a unique process. This further enhances the effect of the bean but has an intoxicating effect when consumed in large amounts.

NOTCHED PALM FROND

Harvesting. A ripe notched palm frond carries 2d6 ripe beans at a time. They can easily be picked from the plant with a successful DC 10 Strength check, optionally using an herbalism kit. On a failure, the bean is accidentally destroyed in the process of picking it, due to being strongly attached to the plant. Every bean requires a separate check.

Refinement. Refining the ripe beans of a notched palm frond into an alcoholic beverage called *notched night* is a non-trivial process, though it mostly takes time.

At each step of the process, a character must make a skill check. For every success, the result will be more pure. Count the number of successes. Each success increases the purity of the resulting *notched night* by 1.

Creating a gallon of *notched night* requires 15 pounds of ripe notched palm frond beans (~30 beans). The beans need to be cooked and mashed in heavily salted water for 2 hours. The brewing character makes a DC 12 Strength check using cook's utensils to properly mash the beans.

After the boiling process, the result has to be filtered of any pieces, so only liquid is left. This process can be done with ordinary cooking utensils, though a strainer will give advantage on the check. At this point, a character must make a DC 12 Dexterity (Sleight of Hand) check to prevent any pieces of the beans from staying in the liquid.

The strained liquid must be kept in a sealed container for two weeks. Whoever decides the location and container makes a DC 12 Intelligence check, adding their proficiency bonus if they are proficient with cook's utensils.

After this fermentation process, the characters have successfully brewed *notched night*.

NOTCHED PALM FROND BEAN

Wondrous item

You may consume this hard bean after chewing it for one minute. When you do so, you gain advantage on Wisdom (Perception) checks that rely on sight for the next hour.

NOTCHED NIGHT

Wondrous item

When you drink this beverage, you must make a DC 5 Constitution saving throw. The DC is increased by 5 for every pitcher of notched night you drank within the last 24 hours.

On a success, you gain the following benefits, based on the purity level of the notched night you drank:

Purity Effect

- For the next 3 hours, you gain advantage on Wisdom (Perception) checks that rely on sight.
For the next 6 hours, you have advantage on Wisdom (Perception) checks that rely on sight.
- 1 Additionally, for the duration, you gain darkvision out to 30 feet. If you already have darkvision, its range increases by 30 feet instead.
- For the next 12 hours, you gain advantage on Wisdom (Perception) checks that rely on sight.
- 2 Additionally, for the duration, you gain darkvision out to 60 feet. If you already have darkvision, its range increases by 60 feet instead.
- For the next 24 hours, you gain advantage on Wisdom (Perception) checks that rely on sight.
- 3 Additionally, for the duration, you gain darkvision out to 120 feet. If you already have darkvision, its range increases by 120 feet instead.

On a failure, you suffer from the following detrimental effects, based on the purity level of the notched night you drank:

Purity Effect

- For the next 24 hours, you suffer the poisoned condition. Additionally, your sight is impaired, causing you to be effectively blind beyond 30 feet.
For the next 12 hours, you suffer the poisoned condition. Additionally, your sight is impaired, causing you to be effectively blind beyond 60 feet.
- 1 For the next 6 hours, you suffer the poisoned condition.
- 2 You suffer the poisoned condition for the next 3 hours.
- 3

SALTROOT

The saltroot is the predominant tree species in this biome. It has adapted perfectly to the unique site conditions and developed into a survival artist. Its unique root system not only gives it a secure hold in the waterlogged sand but also forms bizarre figures above water, providing the roots with sufficient oxygen. The tree's crown is round and light and bears bright green leaves. The trunk is comparatively short, sometimes giving the appearance that the rounded crown of the tree floats on the water. Overall, the saltroot grows to a size between 13 and 22 feet.

SALTROOT

Harvesting. Any creature may spend 10 minutes using a sharp object like a dagger or shortsword to harvest a saltroot's roots. The creature makes a Strength (Athletics) check. If the creature is using a saw, it can make the check with advantage. For every 5 points rolled on the check, the creature harvests one foot of *saltroot root*. A foot of saltroot root needs to be kept in water to stay fresh. For each hour a foot of saltroot root is not in water, roll a d6. On a 1, the root dries up and becomes useless.

Refinement. By spending 1 hour using the mortar and pestle from an herbalism kit to extract the liquid from a foot of saltroot root, a creature can extract a *vial of purification*.

VIAL OF PURIFICATION

Adventuring gear

The clear liquid within this vial can be used to purify one gallon of liquid by mixing the two and letting it sit for 10 minutes. The purification neutralizes all nonmagical poisons and toxins within the liquid.



BLUE DIVE FLOWER

The blue dive flower occurs in small groups of 3 to 7. It is a flower that grows on land and begins to bloom only when fully covered with saltwater. However, for this, it must not leave its original location. Thus, digging up the plant to make it bloom is not possible.

BLUE DIVE FLOWER

Harvesting. A blooming blue dive flower can only be found underwater during a flooding, where the flower originally grew, as otherwise it does not form its flower. Once found, a successful DC 16 Dexterity check using an herbalism kit will leave the blossom intact and usable for further processing. At no point may the blossom leave the water though, as that will immediately destroy it.

Refinement. A harvested blue dive flower blossom can be refined underwater into a *potion of patience* by carefully transferring it to a *vial of purification*. A successful DC 16 Dexterity (Sleight of Hand) check is necessary to prevent the purifying liquid from the vial from escaping in too large amounts before the blossom is added. The vial needs to be closed and filled entirely with liquid for a total of 10 minutes, otherwise the creation of the potion fails. Once the 10 minutes are up, the potion is successfully created. The safest way to prevent air from entering the vial during this process is to cork it underwater and leave the vial there for the entire waiting duration.

POTION OF PATIENCE

Potion

When you drink this potion, you feel a sudden drop in excitement and feel surprisingly calm. Your intuitive prioritization is rationalized, causing you to lose sense of urgency on matters that are not truly important to happen quickly.

For the next 24 hours, you have advantage on Wisdom saving throws.

ROLLING SWAPPER

Perceptive eyes quickly notice the tiny balls of soil and twigs that can be found both on land and underwater. These are rolling swappers, 1 to 2-foot tall plants that move in a rolling motion when nudged by wind or animals. One half produces leaves to photosynthesize above water and the other seagrass to ensure survival below the water's surface. Depending on where it remains, the unusable side is retracted into the sphere's interior and retrieved as needed. In this way, the rolling swapper is viable anywhere in the biome, regardless of the circumstances that change its location.

Because of its ability to adapt its appearance to the environment, attention must be paid to what form the rolling swapper is in when harvested. Each has its own capabilities.

ROLLING SWAPPER

Harvesting. Depending on which side of the rolling swapper is currently on the surface, one can either harvest its leaves or seagrass growths. Harvesting enough to further work with requires 10 minutes of careful clipping, as careless ripping can destroy the leaves and seagrass' magical abilities. A creature attempting to harvest these parts must do so with an *herbalism kit* and succeed on a DC 10 Intelligence check to cut in the right places.

Refinement. By brewing the leaves or seagrass of a rolling swapper into a potion, a creature can create a *potion of lizard polymorph* or a *potion of crab polymorph*, respectively. To do so, they require alchemist's supplies and must expend a 4th-level spell slot. The entire process takes 4 hours.

POTION OF LIZARD POLYMORPH

Potion

When you drink this potion, you must succeed on a DC 15 Wisdom saving throw or be subjected to the polymorph spell, turning you into a *lizard* for the entire duration. You may choose to fail the saving throw voluntarily.

POTION OF CRAB POLYMORPH

Potion

When you drink this potion, you must succeed on a DC 15 Wisdom saving throw or be subjected to the polymorph spell, turning you into a *crab* for the entire duration. You may choose to fail the saving throw voluntarily.

CREATURES

PURPURE GLIDER

Like small splashes of color, the purpure gliders sit in large flocks in the branches of the trees. But it's not just their scarlet plumage that makes them so conspicuous, but also the loud squawking with which they communicate. The birds are about 2 feet tall, have long legs that allow them to wade through water, and an equally long and thin beak. When in danger, purpure gliders set themselves on fire to appear larger and protect themselves against fire attacks. Do not underestimate their own fiery strikes when they do so!

PURPURE GLIDER

small beast

Armor Class 13

Hit Points 45 (10d6 + 10)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2

Damage Vulnerabilities cold

Damage Resistances fire

Damage Immunities when ignited: fire

Senses darkvision 60 ft., passive Perception 12

Proficiency Bonus +2

Challenge 2

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

Flyby. The purpure glider doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The purpure glider makes three attacks: one with its *beak*, one with its *talons* and one with its *fire strike*.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the purpure glider is ignited, the target takes an additional 3 (1d6) fire damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. If the purpure glider is ignited, the target takes an additional 3 (1d6) fire damage.

Fire Strike. *Ranged Weapon Attack:* +3 to hit, range 60 ft., one target. *Hit:* 11 (3d6 + 1) fire damage and the target is set on fire. While on fire, the target takes 2 (1d4) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

BONUS ACTIONS

Ignite (1 / day). The purpure glider ignites itself for 1 minute. While ignited, the purpure glider becomes one size category larger. Additionally, while ignited the purpure glider is immune to fire damage. When the purpure glider takes cold damage, it must succeed on a Constitution saving throw to remain ignited. The DC equals 10 or half the damage the purpure glider takes, whichever is higher. If it takes cold damage from multiple sources, it makes a separate saving throw for each source of damage.

SALT LOBSTER

The salt lobster prefers to stay between the roots of the saltroot and go there in search of food. The body structure resembles common lobsters, but they are a good deal larger and have a long tail with a poisonous tail with a venomous spine at the end. They can move the tail flexibly and use it to appear more prominent in combat. The coloration of the salt lobster is red, but its robust carapace is often covered with a layer of salt crystals, so it does not immediately catch your eye.

The creatures live together in larger groups, led by a giant salt lobster pair. This pair is also responsible for reproduction. The eggs are laid in the salt pillars of the biome, which also contain the lobsters' living caves. For this reason, there are often bitter fights between salt lobsters and crocers, which both claim the pillars for themselves.

SALT LOBSTER

small beast

Armor Class 15 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 25 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	2 (-4)	8 (-1)	2 (-4)

Saving Throws Con +4

Skills Athletics +3, Stealth +2

Damage Resistances slashing

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 9

Proficiency Bonus +2

Challenge 1

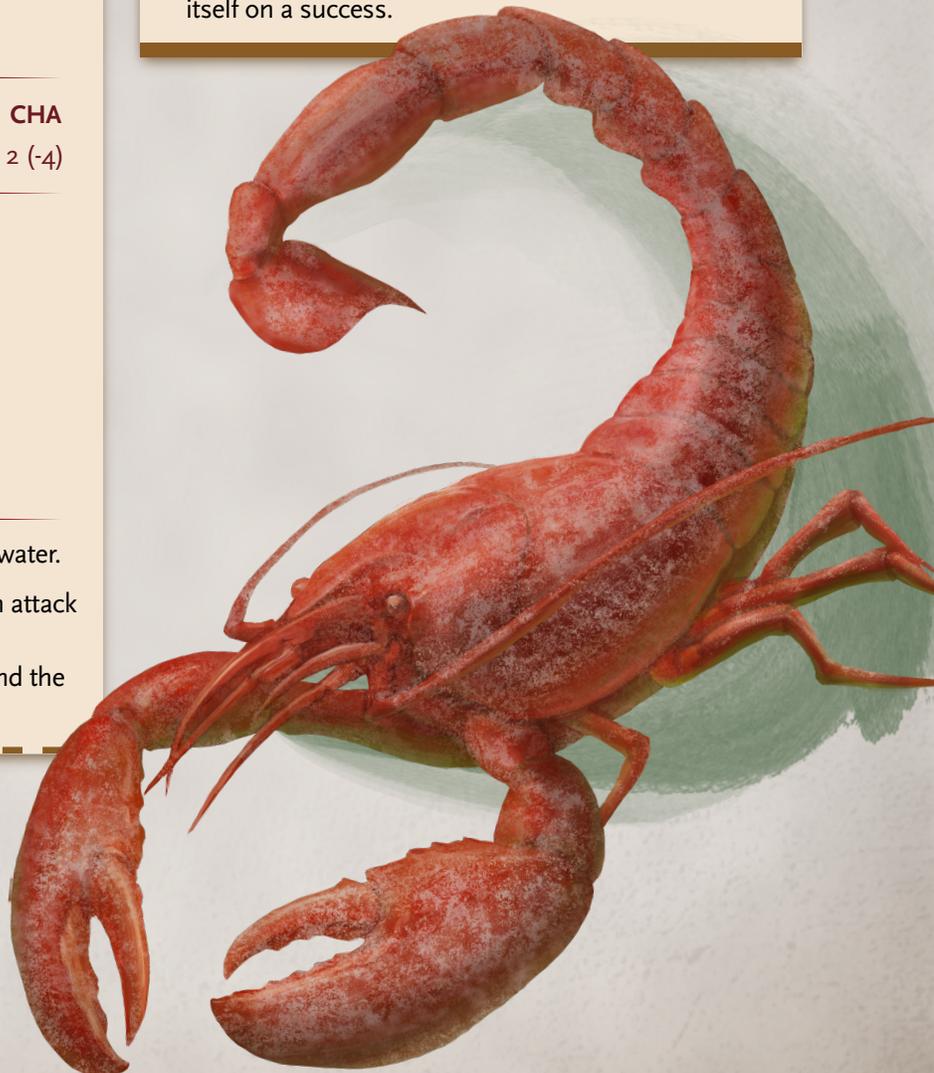
Amphibious. The salt lobster can breathe air and water.

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

ACTIONS

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 8 (3d4 + 1) bludgeoning damage. The salt lobster can choose to grab onto its target. While grabbing a target, the salt lobster cannot use its claws on another target. While grabbing a target, the salt lobster moves with that creature. The salt lobster has advantage on attacks against the target it is grabbing. A creature, including the target, may spend an action to attempt a DC 13 Strength (Athletics) check to end the grab, dealing 3 (1d4 + 1) slashing damage to the grabbed target.

Sting. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 8 (2d6 + 1) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save, the target is 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.



GIANT SALT LOBSTER

large beast

Armor Class 17 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	3 (-4)	8 (-1)	3 (-4)

Saving Throws Str +6, Con +5

Skills Athletics +6, Stealth +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Proficiency Bonus +2

Challenge 4

Amphibious. The salt lobster can breathe air and water.

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

ACTIONS

Multiattack. The salt lobster makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 16). The salt lobster has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save, the target is 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.

CROCER

The crocer is undoubtedly a sight that takes some time to get used to. Half tiger, half crocodile, it gives the impression of being a failed experiment and having escaped straight from a research facility. Crocers reach a shoulder height of 3 to 5 feet and possess a robust scale carapace with a tiger's stripes and a crocodile's powerful tail. While the front paws with long claws are perfectly designed for fighting, the hind feet are built for swimming.

CROCER

large beast

Armor Class 16

Hit Points 59 (7d10 + 21)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	3 (-4)	11 (+0)	8 (-1)

Skills Intimidation +3, Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Proficiency Bonus +2

Challenge 4

Hold Breath. The crocer can hold its breath for 10 minutes.

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

Multiattack. The crocer uses its *feral roar* if it can. It then makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage, and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained, and the crocer can't bite another target.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target not grappled by the crocer. *Hit:* 9 (1d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Feral Roar (Recharge 4-6). The crocer lets out a terrifying roar audible out to 200 feet. Any creature within 20 feet of the crocer that can hear its roar must succeed on a DC 13 Wisdom saving throw or be frightened by the crocer for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, the target is immune to this crocer's *feral roar* for the next 24 hours.

SILT WADERER

Silt waderers are small humanoids made of wood. Their arms and legs resemble sticks; instead of hair, they have a few leaves on their heads, and their eyes are large and trusting. The creatures hide among the roots of saltroots, where their living caves are located. Since they are very shy, they are usually only seen when walking across the silt from one tree to the next or when they become careless while observing strangers. Despite their shyness, silt waderers are curious and interested in everything new and unknown. If you are lucky and flooding has just occurred, you can still observe how a large migration of silt waderers begins. The social creatures then migrated with hundreds of their conspecifics to another area to create new (and dry) living burrows.



SILT WADERER

tiny plant

Armor Class 12

Hit Points 25 (10d4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Dex +4

Skills Stealth +4

Damage Vulnerabilities fire

Senses darkvision 30 ft., passive Perception 13

Languages Silt Waderer, Sylvan, Terran

Proficiency Bonus +2

Challenge 1/2

Plant Camouflage. The silt waderer has advantage on Dexterity (Stealth) checks made to hide in with ample obscuring vegetation.

Connected to Nature. The silt waderer can cast the *druidcraft* cantrip at will.

ACTIONS

Scratch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Stick. *Ranged Weapon Attack:* +4 to hit, range 40 ft., one target. *Hit:* 9 (3d4 + 2) piercing damage.

Thorn Whip (Recharge 5-6). *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 19 (5d6 + 2) slashing damage.

SUOLAKID

The suolakid makes its way well camouflaged between the towering salt pillars. The creature made of salt crystals has formed over time from the environmental conditions of its habitat and has been growing ever since. This is also the reason why it can be found in different sizes. The smallest are no taller than knee-high, while the largest reach a similar height to the salt pillars, towering over 23 feet above the earth. The creatures owe their resistance to fire to their composition, but they fear water and stay meticulously away from it. This is expressed by the fact that they are usually found in the same places. If a large suolakid is attacked in battle by mechanical impact, it sometimes breaks, and you are faced with two smaller ones. A fact that has cost the lives of many adventurers.

TINY SUOLAKID

tiny elemental

Armor Class 13

Hit Points 18 (12d4 - 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	8 (-1)	6 (-2)	7 (-2)	4 (-3)

Saving Throws Str +3

Skills Athletics +3

Damage Vulnerabilities acid, bludgeoning, cold, piercing, slashing

Damage Resistances fire

Senses blindsight 20 ft. (blind beyond this radius), passive Perception 8

Languages Primordial

Proficiency Bonus +2

Challenge 1/2

Soluble. When the suolakid ends its turn partially submerged in water or a similar liquid, it loses 2 (1d4) hit points.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (3d4 + 1) bludgeoning damage.

SMALL SUOLAKID

small elemental

Armor Class 13

Hit Points 42 (12d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	10 (+0)	6 (-2)	7 (-2)	4 (-3)

Saving Throws Str +4

Skills Athletics +4

Damage Vulnerabilities acid, bludgeoning, cold, piercing, slashing

Damage Resistances fire

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages Primordial

Proficiency Bonus +2

Challenge 2

Soluble. When the suolakid ends its turn partially submerged in water or a similar liquid, it loses 3 (1d6) hit points.

Shattering. Whenever the suolakid takes bludgeoning, piercing, or slashing damage, it must make a DC 10 Constitution saving throw. On a failure, the suolakid breaks. Two *tiny suolakids* appear in its place.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) bludgeoning damage.



MEDIUM SUOLAKID

medium elemental

Armor Class 14

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	12 (+1)	6 (-2)	7 (-2)	4 (-3)

Saving Throws Str +5

Skills Athletics +5

Damage Vulnerabilities acid, cold

Damage Resistances fire

Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 8

Languages Primordial

Proficiency Bonus +2

Challenge 4

Soluble. When the suolakid ends its turn partially submerged in water or a similar liquid, it loses 4 (1d8) hit points.

Shattering. Whenever the suolakid takes bludgeoning, piercing, or slashing damage, it must make a DC 11 Constitution saving throw. On a failure, the suolakid breaks. Two *small suolakids* appear in its place.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or become grappled (escape DC 15) by the suolakid.

Desiccate. The suolakid attempts to press parts of itself into the mouth of a creature it has grappled. That creature must make a DC 13 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a success.

LARGE SUOLAKID

large elemental

Armor Class 16

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	6 (-2)	7 (-2)	4 (-3)

Saving Throws Str +7

Skills Athletics +7

Damage Vulnerabilities acid, cold

Damage Resistances fire

Senses blindsight 80 ft. (blind beyond this radius),
passive Perception 8

Languages Primordial

Proficiency Bonus +3

Challenge 8

Soluble. When the suolakid ends its turn partially submerged in water or a similar liquid, it loses 11 (2d10) hit points.

Shattering. Whenever the suolakid takes bludgeoning, piercing, or slashing damage, it must make a DC 12 Constitution saving throw. On a failure, the suolakid breaks. Two *medium suolakids* appear in its place.

ACTIONS

Multiattack. The suolakid makes two *slam* attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage and the target must succeed on a DC 17 Strength saving throw or become grappled (escape DC 17) by the suolakid.

Desiccate. The suolakid attempts to press parts of itself into the mouth of a creature it has grappled. That creature must make a DC 15 Constitution saving throw, taking 49 (9d10) poison damage on a failed save, or half as much damage on a success.

HUGE SUOLAKID

huge elemental

Armor Class 16

Hit Points 102 (12d12 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	6 (-2)	7 (-2)	4 (-3)

Saving Throws Str +9

Skills Athletics +9

Damage Vulnerabilities acid, cold

Damage Resistances fire

Senses blindsight 120 ft. (blind beyond this radius),
passive Perception 8

Languages Primordial

Proficiency Bonus +5

Challenge 14

Soluble. When the suolakid ends its turn partially submerged in water or a similar liquid, it loses 26 (4d12) hit points.

Shattering. Whenever the suolakid takes bludgeoning, piercing, or slashing damage, it must make a DC 12 Constitution saving throw. On a failure, the suolakid breaks. Two *large suolakids* appear in its place.

ACTIONS

Multiattack. The suolakid makes two *slam* attacks. If it has a creature grappled, it also *desiccates* that creature.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 23 (3d12 + 4) bludgeoning damage and the target must succeed on a DC 19 Strength saving throw or become grappled (escape DC 19) by the suolakid.

Desiccate. The suolakid attempts to press parts of itself into the mouth of a creature it has grappled. That creature must make a DC 17 Constitution saving throw, taking 97 (15d12) poison damage on a failed save, or half as much damage on a success.

APPENDIX

CREATURES BY CHALLENGE RATING

CR	Creature	Page
1/2	Silt Waderer	12
1/2	Tiny Suolakid	13
1	Salt Lobster	10
2	Purple Glider	9
2	Small Suolakid	13
4	Crocer	11
4	Giant Salt Lobster	11
4	Medium Suolakid	14
8	Large Suolakid	14
14	Huge Suolakid	15

ENCOUNTERS 4 PLAYERS LEVEL 2-4

d6	Encounter
1	1 Crocer
2	1 Giant Salt Lobster
3	1 Medium Suolakid
4	1 (1d4 - 1) Small Suolakid
5	1 Purple Glider, 2 (1d4) Silt Waderer
6	2 (1d4) Salt Lobster

ENCOUNTERS 4 PLAYERS LEVEL 6-8

d6	Encounter
1	1 Crocer, 2 Giant Salt Lobster
2	2 (1d4) Medium Suolakid
3	2 Giant Salt Lobster, 3 (1d6) Salt Lobster
4	2 (1d4) Crocer
5	7 (2d6) Purple Glider
6	7 (2d6) Silt Waderer, 7 (2d6) Salt Lobster

ENCOUNTERS 4 PLAYERS LEVEL 10-12

d4	Encounter
1	1 Huge Suolakid
2	1 Large Suolakid, 2 Giant Salt Lobster
3	1 Large Suolakid, 1 (1d4 - 1) Crocer
4	2 Giant Salt Lobster, 14 (4d6) Salt Lobster

Saltroot Thicket

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