



TROVEOFLORE.COM

SHIMMER ZONE

BIOME

A space biome including 5 creature statblocks,
4 plants, 6 items, and a wild magic storm encounter

SHIMMER ZONE

The vast expanses of space spread out before the bow of their ship. Giant bubbles passed by them, shimmering in all colors of the rainbow. Some contained strange plants, eggs, or fish that seemed to live in them.

Intrigued, Bionica leaned over the railing as a giant ray with the pattern of a galaxy passed beneath them. "Isn't it fascinating that there is so much life, even out here?"

It had been a rhetorical question, but Frinki, who hadn't come closer than 10 feet to the railing since they began their journey, felt addressed by it. "I don't trust it," he explained for the thousandth time. "Who knows what's in those bubbles and if one of those critters won't just swallow us up with the mast and quarterdeck."

"Does he actually listen when you tell him anything?" asked Captain Mellas, annoyed. "There's air in the bubbles. And as long as we stay on the ship and don't fly straight into a wild magic storm, we'll be fine."

Frinki tapped his nose. "That's what you think. But you never know what to expect out here."



Contents

Shimmer Zone	2
Shimmer Bubble	2
Xenon	3
Hydrogen Sulfide	3
Laughing Gas	3
Deadly Air	3
Foul Air	3
Hazards	4
Wild Magic Storm	4
Plants	5
Curltacle	5
Vesicera Gigantifolium	6
Bowl Leaf	7
String of Glistening	7
Creatures	8
Air Imbiber	8
Suction Spider	9
Bubble Jumper	10
Space Ray	11
Appendix	11

Credits

Lead Designers: Ronja Bär, Jannis Jorre

Interior Illustrators:

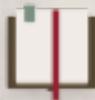
Büşra Özçelikörs ([Fiverr](#), [Instagram](#)): *Shimmer Zone*,

Suction Spider, Bowl Leaf

Klutsen ([Fiverr](#), [Instagram](#)): *Space Ray*

lucas leduff ([Fiverr](#), [Instagram](#)): *Curltacle*

Cover: *Shimmer Zone* by Büşra Özçelikörs



Trove of Lore

SHIMMER ZONE

Between countless stars, planets, and asteroids, iridescent bubbles float around in myriad colors. When they touch each other, new, larger forms emerge, wafting their way through space. Now and then, the silence is interrupted by the whale-like sound of a giant ray.

Navigation between the bubbles is difficult. They merge with the background in terms of color; distances and ranges become impossible to estimate. This is also why creatures or plants sometimes burst one of the bubbles when they move through the fields. Though it doesn't harm the culprit, it disturbs the inhabitants of the bubbles, who have to look for a new place to live or find death in the nothingness of space.

The shimmer zone is an area in space filled with colorful bubbles. This natural spectacle is caused by a gas giant that continuously produces gases in the vicinity, which are spherically enclosed by a liquid. Most bubbles contain air of different purity, but now and then, a sphere is filled with nitrous oxide, sulfur, or another gas. The mixture in a bubble can be determined only by the plants or creatures inside.

The bubbles range in size from 2 to 16 feet, with an average sphere being 8 feet in diameter. It is also possible for several bubbles to merge into one larger one or for one large bubble to divide into several smaller ones. They can be stepped in without bursting if one is careful. In this case, the liquid closes around and behind the entering creature. Only pointed or sharp objects or strong forces will destroy the bubbles.

Plants. Taking advantage of the nature of the bubbles, plants have developed various strategies to survive with their help. Some plants feed on the liquid of the bubbles. Others live inside them and can be used by outsiders to indicate which gas is inside the bubble. Some plants instead prefer to feed on creatures and hunt for prey.

Creatures. Creatures live not only with but also in, on, and through the bubbles. They use the interior as food or habitat to lay eggs, hide from predators, or build deadly traps. The variety of species makes the shimmer zone a well-balanced unique ecosystem.

SHIMMER ZONE

Gravityless. There is no gravity within the shimmer zone, apart from that created by objects moving through it.

Vacuum. Outside the shimmering bubbles, no air or other gas is present, making the area unbreathable.

SHIMMER BUBBLE

Film. A single bubble's enclosing fluid film has 47 (5d10 + 20) hit points and an armor class of 10.

It is vulnerable to fire, piercing and slashing damage.

It is resistant to acid damage.

It is immune to cold, lightning, necrotic, poison, psychic and thunder damage.

Flexible. When a creature attempts to move through the film without harming it, it can attempt a DC 13 Dexterity (Sleight of Hand) check.

If the creature carries sharp objects that aren't covered, it makes the check with disadvantage.

On a success, the film closes behind the creature without being harmed. On a failure, the film loses 7 (2d6) hit points.

Freezable. When a bubble takes 10 or more cold damage from a single source, it freezes.

A frozen bubble loses its normal vulnerabilities and resistances, but keeps its immunities, except for its immunity to cold damage. Instead, it is vulnerable to bludgeoning and force damage.

If a frozen bubble takes 10 or more fire damage from a single source, it becomes fluid again (it still takes the damage).

Gaseous Fillings. A bubble can contain any of the following gases (the rules of each are explained in their own statblock):

d20	Gas
1	Xenon
2	Hydrogen Sulfide
3-4	Laughing Gas
5-9	Deadly Air
10-15	Foul Air
16-20	Fresh Air

XENON

Gas

When a creature breathes *xenon*, for example when they enter an area containing the gas or start their turn there without explicitly holding their breath, they must make a DC 20 Constitution saving throw. On a failure, the creature falls unconscious. If the unconscious creature ends its turn breathing fresh air, it can repeat the saving throw, regaining consciousness on a success. The creature regains consciousness after breathing fresh air for 1 hour.

If the creature spends 1 minute unconscious and breathing xenon, it must succeed on another DC 20 Constitution saving throw. On a failure, the creature drops to 0 hit points and is dying.

HYDROGEN SULFIDE

Gas

When a creature enters an area containing *hydrogen sulfide* or starts its turn there, it must make a DC 20 Constitution saving throw. On a failure, the creature takes 5 (2d4) poison damage and gains one level of exhaustion.

Any open flame within the gas causes it to ignite. All creatures within 20 feet of the gas must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. All creatures within the gas automatically fail the saving throw.

LAUGHING GAS

Gas

When a creature breathes *laughing gas*, for example when they enter an area containing the gas or start their turn there without explicitly holding their breath, they must make a DC 20 Constitution saving throw. On a failure, the creature is affected by the following effects for the next 10 minutes:

- It is immune to fear.
- It is unaware of any instance of damage that reduces its hit points by 5 or fewer.
- It considers no creatures to be hostile towards it or any of its allies.
- It has the uncontrollable urge to laugh, causing it to have disadvantage on Dexterity (Stealth) checks.

DEADLY AIR

Gas

When a creature breathes *deadly air*, for example when they enter an area containing the gas or start their turn there without explicitly holding their breath, they begin to suffocate.

FOUL AIR

Gas

When a creature breathes *foul air*, for example when they enter an area containing the gas or start their turn there without explicitly holding their breath, they become poisoned until they breathe fresh air again.



HAZARDS

WILD MAGIC STORM

As a bright mix of colors and shapes, the wild magic storm announces itself at the edge of the field of vision and reaches the viewer within seconds. An escape is hardly possible. It causes substantial changes in the magical energy fields; even creatures that cannot cast magic feel the currents. Lights and colorful swirls within the storm restrict vision, cause hair to stand on end, and create a sense of overwhelming awe at the forces of magic. The real danger, however, stems from the unpredictable effects on newly cast magic. In this storm, no one can know how spells will behave or their outcomes. Spaceships and even entire cities fall victim to this power.

WILD MAGIC STORM

Phase 2 Duration 7 (2d4 + 2) rounds

Phase 3 Duration 10 (3d6) hours

Challenge 12

Phases. A wild magic storm encounter is split into three distinct phases. During the first phase, the players get the chance to prepare for the coming storm, possibly drawing it faster towards them. During the second phase, the chaotic magic of the storm causes objects to animate wildly, and spells to become unpredictable. The last phase deals with the effects of the storm; namely, objects remain animated for quite a while and magic still is weird.

PHASE 1: APPROACHING STORM

Color Mix. Anyone able to perceive the distance and direction from which the storm is approaching can make a Wisdom (Perception) check. Note the highest perception check and add 12 to it. This represents the distance the storm is still away. Once this number reaches 0, the storm has reached the party, and *phase 2* begins.

Approach. At the end of each round, subtract 6 from the remaining distance.

Drawn by Magic. Whenever a spell is cast near the party, subtract the spell's level from the remaining distance between the storm and the party.

PHASE 2: WILD MAGIC

This phase ends after 7 (2d4 + 2) rounds.

Magical Animation. At initiative count 20, roll a d6.

Based on the rolled number, a number of objects within 120 feet of the party animate as per the *animate objects* spell (you may use a more appropriate statblock if applicable). The animated objects are hostile towards all creatures.

d6	Animated Objects
1	1 huge
2	1 large
3	2 medium
4	1 medium
5	3 small
6	4 tiny

Spontaneous Spells. At initiative count 10, roll a d10.

Based on the rolled number, one of the following spells is cast in such a way as to cause the most damage or chaos (these spells are unaffected by other effects during this phase):

d10	Spell
1	Entangle
2	Faerie Fire
3	Flaming Sphere
4	Gust of Wind
5	Spike Growth
6	Fireball
7	Hypnotic Pattern
8	Lightning Bolt
9	Spirit Guardians
10	Roll twice on this table

Wild Casting. Whenever a creature casts a spell, they roll on the wild magic table.

Improvised Opportunity. At the start of each round, roll a d8. Whenever a creature casts a spell until the end of the round, they may choose to make use of the rolled metamagic as if they were a sorcerer and spent the required minimum number of sorcery points for that metamagic option. Spellcasters are aware of this potential.

d8 Metamagic Option

- 1 Careful Spell
- 2 Distant Spell
- 3 Empowered Spell
- 4 Extended Spell
- 5 Heightened Spell
- 6 Quickened Spell
- 7 Twinned Spell
- 8 Choose any one of the above options

Overcharged. Whenever a creature casts a spell, one of the following effects occurs based on the spell's school of magic, unbeknownst to the spellcaster:

Abjuration. The caster becomes incorporeal until the start of their next turn. While incorporeal, they can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if they become corporeal inside an object or creature.

Evocation. Roll a d6. On a 1 to 3 any damage dealt due to the cast spell is halved. On a 4 to 6 the damage is doubled instead.

Necromancy. If the spell affects another creature than the caster, the same effect also affects the caster if possible. If the spell deals damage to multiple creatures, only the highest amount of damage dealt is also dealt to the caster.

Enchantment. If the spell targets a single creature, it targets the caster instead. The effect of the spell is reversed if possible (for example, instead of being charmed, a creature might become frightened).

Conjuration. After casting the spell, the caster is teleported to a random unoccupied space within 30 feet of it.

Divination. Until the start of the caster's next turn they hear the surface thoughts of a random creature within 30 feet of them.

Illusion. Until the start of the caster's next turn they assume the form of a random creature within 30 feet. If no creature is in range, they instead become invisible as per the *greater invisibility* spell.

Transmutation. Until the start of the caster's next turn, the ground within 30 feet becomes difficult terrain.

PHASE 3: THE AFTERMATH

This phase ends after 10 (3d6) hours. Phase2's overcharged trait still applies.

Continued Animation. Objects animated by the storm's *magical animation* trait remain animated and hostile towards all creatures, but their speed and any damage they deal is halved.

PLANTS

CURLTACLE

Curltacles fly through space like large, tentacled stones.

The plants are remotely reminiscent of a creature that tries to snatch prey with its long arms.

Curltacles have 7 to 20 tentacles depending on their size, each covered with many red hairs. At the end of each hair is a drop of a sticky substance. Should a creature get too close to a tentacle or land on one, the tentacle snaps shut around it. The sticky drops prevent the creature from freeing itself. Following that, the tentacle curls up, thus crushing its victim and digesting it. The arms are held together by a rock-like outgrowth that the plant creates from undigested food particles.

Combat Hazard

The curltacle is designed to be used as a combat hazard.

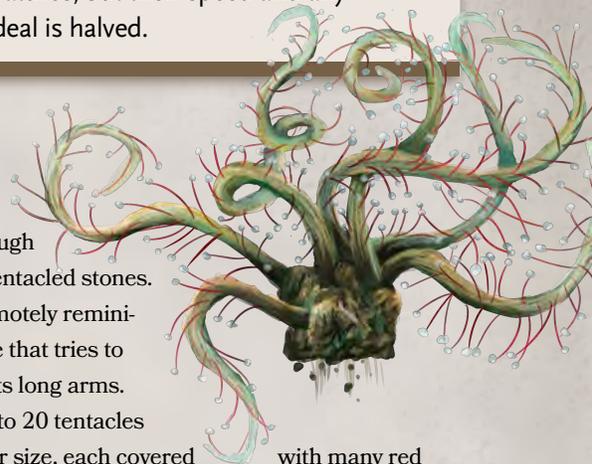
CURLTACLE

Tantalising Tang. Any creature that starts its turn within 60 feet of a curltacle must succeed on a DC 12 Wisdom saving throw or spend its entire movement getting as close as possible to the plant.

Tackling Tentacles. A single curltacle has 14 (3d6 + 4) tentacles. Whenever a creature comes within 25 feet of the plant's core for the first time on a turn or starts its turn there, it must succeed on a DC 15 Dexterity saving throw or become grappled (escape DC 17) by two of the plant's tentacles.

The tentacles have 33 (6d10) hit points, and an armor class of 13. They are vulnerable to fire damage and immune to psychic damage.

If one of the two grappling tentacles is destroyed, any attempts to free the grappled creature are made with advantage, including attempts by the grappled creature themselves.



Sticky Sap. At initiative count 20, any creature grappled by the curltacle's tentacles must make a DC 17 Strength saving throw or become restrained and take 10 (3d6) bludgeoning damage as the tentacles roll around it and tighten it at its core, the sticky liquid preventing the creature from easily moving in the grasp.

Acidic Absorption. A creature restrained by the curltacle's tentacles takes 3 (1d6) bludgeoning and 10 (4d4) acid damage at the start of each of its turns.

Giant Space Tree

Vesicera gigantifolium is a gigantic tree species that occurs only in the shimmer zone. The species forms few, but all the longer branches, which go off from one central point in all directions. The plant does not have a trunk or roots. This way, the fast-growing tree reaches diameters of 330 feet, but it can grow larger with enough nutrients. The red leaves of the plant grow exclusively in bubbles with good air. If one bubble gets stuck on the plant's branches, a twig grows into it, and a human-sized leaf forms. Once the leaf has absorbed all oxygen from its bubble, the air slowly deteriorates, the leaf dies, and the bubble detaches from the tree. This results in a never-ending cycle between the bowl leaf and the *Vesicera gigantifolium*: the bowl leaf cleans the air in the bubbles, and the tree uses it and returns it in bad condition.

The *Vesicera gigantifolium* produces white flowers 3 feet in diameter. From them, form nuts about 2 feet in diameter. Due to the lack of seasons, a single tree will have blossoms and nuts of any size and age at all times. After some time, the nuts break off the tree and fly through space until they nestle in a bubble. After a short germination period, they form their first branches and leaves and eventually grow out of the bubble.

VIAL OF VESICERA RESIN

Wondrous item

This slightly translucent, thick golden liquid takes its time to flow out of the vial, even if held upside-down.

When you consume at least one drop of *vesicera resin*, you must make a DC 22 Constitution saving throw.

On a failure, you take 26 (4d12) bludgeoning damage as parts of your body start growing uncontrollably, but others stay unchanged. Your body reverts back after you complete a long rest. Until then, you have disadvantage on Dexterity checks and saving throws.

On a success, some parts of your body still grow, but your body resists the effects enough for it to not affect you negatively.

VESICERA GIGANTIFOLIUM

Harvesting. Both the tree's nuts and its resin can be harvested for further usage.

Nuts. The giant nuts of the tree can be harvested by either succeeding on a DC 25 Strength (Athletics) check, or by dealing 35 damage to the point at which the *vesicera nut* is attached to the tree.

Resin. By dealing 50 piercing or slashing damage to one point of the tree, it can be wounded enough that some of its *vesicera resin* will slowly start flowing out. It takes 1 hour to fill a single vial.

Refinement. While the nuts of the tree are usable as-is, the resin should be dried while lying in sugar, in pieces about the size of a walnut. After 15 (2d4 + 10) days, the pieces will have hardened into *burgeoning jawbreakers*. One vial of resin results in about 4 pieces.

BURGEONING JAWBREAKER

Wondrous item

This walnut-sized, hard piece of gold-brown candy has a rough outer shell.

When you start dissolving this candy in your mouth, at the start of your next turn, you will be affected by the *enlarge* variant of the *enlarge/reduce* spell until the candy leaves your mouth or it is entirely dissolved after 1 minute.

VESICERA NUT

Wondrous item

When kept surrounded by fresh air, the nut begins growing after 5 (2d4) days.

At the time it starts growing, the shell is burst open. All creatures within 30 feet of the nut must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) slashing damage from projectile-like pieces of shell.

The growing tree's 5 (2d4) branches reach a length of 5 feet within the first 30 minutes after bursting the shell.

Growth then slows down, with an average speed of about half a foot every ten minutes.

When it grows in gravity, it grows at a quarter of its usual speed and develops into a large bush with a maximum height of around 15 feet instead of its usual gigantic proportions.

Frinki was here 😊



Can't you ever give things normal names, B?

BOWL LEAF

In some bubbles, you can find bowl leaves. The plants are easily recognizable by their large blue leaves, in which small berries lie like in a bowl. Between the large leaves, smaller green ones are growing on the silvery stem of the plant. In total, the plant thus reaches a diameter of 2 to 5 feet.

The bowl leaf feeds on toxins and is therefore only found in bubbles with deadly or foul air. Over time, the plant cleans the air in the bubbles until it is eventually good, and the plant dies. The berries change color during this process: when the air is still very bad, they are black. As the air is purified, they become lighter and lighter until they turn white. The properties of the berries and their possibilities for use also change during this time.



BOWL LEAF

Harvesting. A single bowl leaf plant has 5 (2d4) individual bowl leaves, each carrying 31 (2d20 + 10) berries. If the plant's bubble contains *foul air* or *deadly air*, the leaves contain *white bowl leaf berries*. If the bubble contains fresh air instead, the leave contains *black bowl leaf berries*. The plant does not exist in bubbles with other gases. It takes 5 minutes to collect the berries from a single bowl leaf.

WHITE BOWL LEAF BERRY

Wondrous item

If 50 of these white, almost translucent, shimmering berries are crushed at once, it worsens the air within a 10 foot radius sphere originating at the point the berries were crushed. In the area, fresh air becomes foul air, and foul air becomes deadly air. The change in air quality remains for 1 minute, or until dispersed by wind.

BLACK BOWL LEAF BERRY

Wondrous item

As an action, you may consume 10 of these berries to gain the following benefits for 1 hour:

- You can breathe foul air as if it was fresh air.
- You can breathe deadly air as if it was foul air.
- You have advantage on Constitution saving throws made because you breathe a gas.

For every 10 berries you consume beyond the first 100 within 24 hours, you must succeed on a DC 16 Constitution saving throw or become poisoned for 12 hours. If you are already poisoned, you gain one level of exhaustion instead.

STRING OF GLISTENING

Transparent cushions of slimy plants form on some bubbles. Long strings emanate from them, hanging from the bubbles like hairs, gently swaying back and forth. The string of glistening is a moss that feeds on the liquid of the bubbles. When the fluid becomes too thin and the bubble eventually bursts, the moss tumbles through space until it finds a new bubble to feed on. The plant's hair-like strands are created because the plant always grows in the direction of the liquid, so dead material is pushed outward. Sometimes one of these strands breaks and gets the chance to attach itself to another bubble and continue to grow there on its own.

STRING OF GLISTENING

Harvesting. A careful creature may attempt a DC 12 Dexterity (Sleight of Hand) check to collect a single *strand of glistening* without breaking it. The creature can make the check with advantage if it uses an *herbalism kit*.

Refinement. While no further work is necessary to make a *strand of glistening* usable, it does have to be kept in alcohol so it doesn't dry out or lose its properties.

STRAND OF GLISTENING

Wondrous item

This slightly transparent, soft, moss-like, glistening strand is prone to dry out and slick to the touch while still wet.

If the *strand of glistening* is not attached to a bubble and not within a vacuum or alcohol, it dries out within 10 minutes and loses its properties.

When you eat this strand as an action and exhale, a bubble forms around your head. The bubble contains fresh air that sustains a single creature for 24 hours.

The bubble is made up of a resistant fluid that will even prevent it from collapsing underwater. It has the same properties as a *shimmer bubble*, though it only has 10 hit points and will stay around your head unless you teleport or move more than 120 feet in a single turn, which will cause it to burts.

AIR IMBIBER

gargantuan monstrosity

Armor Class 14

Hit Points 214 (13d20 + 78)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	22 (+6)	7 (-2)	13 (+1)	9 (-1)

Skills Athletics +8

Damage Vulnerabilities piercing

Damage Resistances bludgeoning

Senses passive Perception 11

Proficiency Bonus +5

Challenge 14

Unusual Nature. The air imbiber does not require food or drink. Instead, it feeds on air.

Air Sense. The air imbiber can sense air within 1 mile of itself.

Air Regeneration. If the air imbiber used its *imbibe* ability within the last 3 rounds and hasn't used its *wall of wind* ability since, it regains 20 hit points at the start of its turn.

CREATURES

AIR IMBIBER

The air imbiber is a 20-30 feet tall fish with two pectoral fins and a whale-like tail fin. Instead of a mouth, the creature has a 7-foot-long proboscis, which it uses to suck air from the bubbles, providing all it needs to sustain itself. In doing so, its body volume can expand many times its normal size. It has two retractable liana-like appendages equipped with suction cups to hold onto the bubbles. The scales, which lie smoothly against the body, have a dark blue coloration and white spots.

A single air imbiber endangers the entire shimmer zone ecosystem—both plants and creatures—due to its insatiable hunger. And even the air supplies of spaceships are not safe from it. It is said that a single air imbiber can kill the entire crew of a ship due to lack of air.

ACTIONS

Multiattack. The air imbiber makes two *tentacle* attacks.

It can replace one of the two attacks with either its *imbibe* or *suck dry* action. If it has at least one creature or object imbided, it can then use its *splutter* ability as a bonus action.

Imbibe. The air imbiber opens its proboscis and creates a strong suction of air into it. All creatures in a 30 foot cone originating from the proboscis' end must succeed on a DC 16 Strength saving throw or be imbided along with the air.

An imbided creature is blinded and has total cover against attacks and other effects outside the air imbiber.

Small airpockets are entirely imbided. The airpockets around an average spaceship are reduced by one sixth.

Tentacle. Melee Weapon Attack: +8 to hit, reach 60 ft., one target. **Hit:** 48 (7d12 + 3) bludgeoning damage and the target is grappled (escape DC 18). The air imbiber may move the target anywhere within 60 feet of itself. The air imbiber can have up to two targets grappled in this way.

Suck dry. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature grappled by the air imbiber. **Hit:** 77 (14d10) bludgeoning damage and the target is suffocating, as the air imbiber inserts its proboscis into the target's mouth and sucks out the air from inside it.

Wall of Wind. If the air imbiber has used its *imbibe* action within the last three rounds and hasn't used this ability since, it blows out the imbibed air explosively. All creatures in a 60 foot cone originating from the air imbiber's proboscis or imbibed by the air imbiber must make a DC 16 Strength saving throw.

On a failed save, a creature takes 66 (19d6) bludgeoning damage and is pushed 60 feet away from the air imbiber.

On a successful one, a creature takes half as much damage and may choose a distance between 0 and 60 feet to be pushed away from the air imbiber.

All creatures imbibed by the air imbiber automatically fail their saving throw.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 60 feet away from the air imbiber.

BONUS ACTIONS

Splutter. The air imbiber blows out any number of creatures or objects it previously imbibed. They tumble away in a direction chosen by the air imbiber for up to 120 feet, or until they hit something.

SUCTION SPIDER

White threads stretch unnoticed between the bubbles, their architect just waiting for a creature to get caught in them. The suction spider has perfected the construction of its nets.

Through vibrations, it notices when prey is hanging in one of its traps, even from afar. The large, black creature has suction cups on each of its eight legs, with which it can swiftly move over the bubbles without destroying them. Its smooth body is covered with multicolored veins that shimmer in the same colors as the bubbles.

After mating, a female suction spider lays several hundred eggs in a bubble of foul air. As soon as the tiny spider babies hatch, a bloody fight for survival begins. The little ones battle inside the bubble until only one to five of them are left. They feed on the carcasses of their dead siblings until they are strong enough to leave and spin new webs outside.

SUCTION SPIDER

huge monstrosity

Armor Class 17

Hit Points 87 (7d12 + 42)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	25 (+7)	22 (+6)	4 (-3)	7 (-2)	2 (-4)

Saving Throws Con +9

Skills Athletics +6, Perception +4, Stealth +10

Damage Immunities poison

Condition Immunities poisoned

Senses tremorsense 600 ft., passive Perception 14

Proficiency Bonus +3

Challenge 7

Unusual Nature. The spider does not require air.

ACTIONS

Multiattack. The spider uses its *enthraling shimmers* if possible. It then makes either one *web* and one *bite* attack, or uses its *envelop* action.

Web. *Ranged Weapon Attack:* +10 to hit, range 60 ft., one target. *Hit:* 33 (4d12 + 7) bludgeoning damage and the target is restrained by the webbing. The spider can then pull the target up to 30 feet towards itself.

The restrained target can use an action to make a DC 14 Strength check, escaping the webbing on a success.



Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) piercing and 10 (3d6) poison damage and the target must make a DC 17 Constitution saving throw. On a failure, the target becomes paralyzed for 1 minute. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Envelop. The spider envelops a target restrained by webbing using more of it. The target must succeed on a DC 14 Dexterity saving throw, or become enveloped. The spider then injects digestive acid into the webbing.

An enveloped target is restrained and takes 17 (7d4) acid damage at the start of each of its turns until it is freed.

The enveloped target can use an action to make a DC 17 Strength check, escaping the webbing on a success.

The enveloping webbing has 30 hit points, an armor class of 12, and is vulnerable to fire damage and resistant to all non-magical bludgeoning, piercing, and slashing damage. Once it is destroyed, the enveloped target is freed.

Enthralling Shimmers (Recharge 5-6). The spider targets one creature within 60 feet of it, that can see the spider. The target must make a DC 18 Wisdom saving throw. On a failure, the target is enthralled by beautiful shimmering patterns on the spider's body until the end of the spider's next turn. An enthralled creature is stunned.



BUBBLE JUMPER

Bubble jumpers are small colorful fish flying about in bubbles with good air. Unlike their relatives in the water, they have lungs and breathe oxygen. If you are looking for bubbles with good air, it makes sense to look for a bubble jumper. From time to time, you can see the little ones jumping from one bubble to another. This way, after the mating season, they cover great distances as they return to the place where they hatched to lay their eggs. The fish feed on plants and sometimes on spider eggs found in the bubbles.

BUBBLE JUMPER

tiny beast

Armor Class 13

Hit Points 15 (6d4)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	2 (-4)

Saving Throws Dex +5

Skills Athletics -1, Perception +1, Stealth +5

Senses passive Perception 11

Proficiency Bonus +2

Challenge 1/8

Air Breathing. The bubble jumper can breathe only in air.

Hold Breath. The bubble jumper can hold its breath for 30 minutes.

Shimmer Stealth. The bubble jumper has advantage on Dexterity (Stealth) checks made to hide in bubbles of the shimmer zone.

Homing. The bubble jumper always knows the direction back to the place it hatched.

ACTIONS

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

BONUS ACTIONS

Bubble Jump (Recharge 6). The bubble jumper jumps in a straight line empty of obstacles from one bubble to another one within 120 feet. This harms neither bubble.



SPACE RAY

Like a black shadow, the space ray floats through the galaxies. Its wing-like pectoral fins reach a wingspan of between 50 and 80 feet. Some rare specimens are even significantly larger. During their flights, they blend perfectly with their environment, as the grain of their bodies matches their surroundings. Countless stars, galaxies, and planets move on their skin, making the animal disappear before the eyes of observers. Space rays are highly intelligent, can understand human language, and live thousands of years. They communicate with each other by whale-like calls that can be heard from far away. They feed on magical radiation and energy emitted by planets, stars, and other living beings. Therefore, they may come very close to spaceships. However, the animals are not dangerous.

SPACE RAY

gargantuan celestial

Armor Class 12

Hit Points 150 (12d20 + 24)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	17 (+3)

Saving Throws Str +10, Int +7, Wis +5

Skills Insight +5, Perception +5, Stealth +11

Damage Immunities radiant

Senses darkvision 300 ft., truesight 60 ft., passive Perception 15

Languages Space Ray, understands Common but can't speak it

Proficiency Bonus +4

Challenge 9



Unusual Nature. The space ray does not require food, drink, or air.

Space Camouflage. While in front of the backdrop of space, the space ray is considered invisible. A creature can take an action to make a DC 15 Wisdom (Perception) check. On a success, the creature can make out the space ray's shape, and is able to follow its movements until the creature looks away.

Magic Resistance. The space ray has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The space ray makes one *bite* and one *tail* attack. It also uses its *soothing call* if it can.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage and the creature must make a DC 14 Constitution saving throw. On a failed save, the target takes 7 (2d6) poison damage and is poisoned for 1 minute. On a successful one, the target takes half as much poison damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Soothing Call (Recharge 6). The space ray lets out a loud, deep call. Each creature within 300 feet of the space ray that isn't deafened must succeed on a DC 15 Wisdom saving throw or be charmed by the space ray for 1 minute, or until they take damage.

YOUNG SPACE RAY

large celestial

Armor Class 12

Hit Points 65 (10d10 + 10)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	15 (+2)	12 (+1)	14 (+2)

Saving Throws Str +6, Int +4, Wis +3

Skills Insight +3, Perception +3, Stealth +6

Damage Resistances radiant

Senses darkvision 200 ft., truesight 20 ft., passive Perception 13

Languages Space Ray, understands Common but can't speak it

Proficiency Bonus +2

Challenge 4

Unusual Nature. The space ray does not require food, drink, or air.

Space Camouflage. While in front of the backdrop of space, the space ray is considered invisible. A creature can take an action to make a DC 12 Wisdom (Perception) check. On a success, the creature can make out the space ray's shape, and is able to follow its movements until the creature looks away.

Magic Resistance. The space ray has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The space ray makes one *bite* and one *tail* attack. It also uses its *soothing call* if it can.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage and the creature must make a DC 11 Constitution saving throw. On a failed save, the target takes 3 (1d6) poison damage.

Soothing Call (Recharge 6). The space ray lets out a loud, deep call. Each creature within 200 feet of the space ray that isn't deafened must succeed on a DC 12 Wisdom saving throw or be charmed by the space ray for 1 minute, or until they take damage.

APPENDIX

ENCOUNTERS BY CHALLENGE RATING

CR	Encounter	Page
1/8	Bubble Jumper	10
4	Young Space Ray	12
7	Suction Spider	9
9	Space Ray	11
12	Wild Magic Storm	4
14	Air Imbiber	8

ENCOUNTERS 4 PLAYERS LEVEL 9-11

d4	Encounter
1	2 (1d4) Suction Spider
2	1 Air Imbiber
3	1 Wild Magic Storm
4	1 Space Ray, 1 (1d2) Young Space Ray

Shimmer Zone

Find biomes and landmarks on troveoflore.com.
Subscribe to our newsletter for exclusive content.

Follow us on

Twitter [@troveoflore](https://twitter.com/troveoflore)

Instagram [@troveoflore_official](https://www.instagram.com/troveoflore_official)

Support us on [ko-fi](#) or [PayPal](#).

© Bär & Jorre GbR - Trove of Lore

Notice of Open Game Content. This product contains Open Game Content, as defined in the Open Game License Version 1.0a, below. Open Game Content may only be Used under and in terms of the Open Game License Version 1.0a. No portion of this work other than previously designated Open Game Content may be reproduced in any form without written permission.

Designation of Open Game Content. Subject to the Product Identity Designation herein, the following material is designated as Open Game Content: all previously released Open Game Content, material required to be Open Game Content under the terms of the Open Game License, and public domain material anywhere in the text.

Product Identity Designation. This Product Identity Designation includes, but is not limited to, the following items that are hereby identified as Product Identity, as defined in the Open Game License Version 1.0a, Section 1(e): All trademarks, registered trademarks, proper names (characters, artifacts, place names, new deities, monsters, organizations, etc.), dialogue, plots, story elements, locations, characters, sidebars, logos, and trade dress. These items are not Open Game Content. Elements that have previously been designated as Open Game Content are not included in this declaration



troveoflore.com

OPEN GAME LICENSE Version 1.0a

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a: Copyright 2000, Wizards of the Coast, Inc.
System Reference Document 5.0: Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.