



LEAF OR DEATH

BALLAD OF THE BLOODY BOUQUET
3RD, 9TH, 15TH LEVEL



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INTRODUCTION

This adventure, *Leaf or Death*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 3, 9, or 15. Characters who complete this adventure should earn enough experience to progress two-fifths of the way to 4th level or 10th level, or two-thirds of the way to 16th level. The adventurers must explore a grove of valuable plants to find the disguised imposter, before ridding the jungle of its murderous presence.

The party treks through the Maphrok Jungle to find an encampment of hardy pioneers who have stumbled upon a plant-based goldmine: Honeydew. Through talking with the survivors of assaults by a mysterious insectoid and learning about the Honeydew extraction process, the party can prepare to visit the grove where the attacks have taken place. After dispatching giant insects called formicians, the party must locate the mantid, which is disguised among the laceleafs, and dispatch it. The ability to create wind, manipulate animals, and identify plants will prove a boon on this adventure.

VARIABLE STATISTICS

Hunt Level	VDC	Vmod	Vdam
3rd	12	+4	3 (1d6)
9th	15	+7	10 (3d6)
15th	17	+9	21 (6d6)

GM TIP

Write down the information in this table for your adventure level so you don't have to keep flicking back and forth!

BACKGROUND

The Maphrok Jungle has long had certain geometric qualities: seed pods grow as regular polyhedrons, minerals crystallise with fault lines perfectly suited for cutting facets, and some fauna, like the polyhedroozes, have evolved to adopt these shapes. It is no surprise, then, that many moons ago, Dr. Francis N. Stein built a laboratory in a series of caverns within this jungle (see *Polyhedrooze* in *Heliana's Guide*). In typical Stein fashion, he got distracted, and his latest invention, an evolution enhancing mutagen named mut-x, leached into the groundwater.

Widely regarded as a pest, the festersap laceleaf shrub was largely ignored; its barbed prehensile vines made weeding a chore and the putrid stench of rotting meat it exuded (an attractant for its beetle prey) repulsed all but the most olfactorily-impaired individuals. However, with its deep root system, the laceleaf siphoned much of the leaching mut-x from the groundwater with ballooning consequences. The shrubs grew some twenty times in size, causing a trophic cascade of enlarging mutations.

In quick succession, the laceleaf aphid, the shrub's main pollinator, grew in size, as did the aphids' symbiotic cousin, the formicians, and its predator, the laceleaf mantid. With this increased size came a lucrative new resource: *Honeydew*. The sap of the laceleaf is, to put it bluntly, disgusting and moderately toxic. However, once processed by a laceleaf aphid, the sap becomes a sweet-tasting, magical stimulant known as *Honeydew*. Aphids are one of the few creatures that can safely extract the sap—they are evolved to avoid triggering the plant's defences—and can be 'milked' much in the same way as cattle.

A festersap laceleaf grove is typically presided over by a laceleaf mantid who hunts these aphids, keeping populations in check and preventing overgrazing. The mantid's hunting activity increases as aphid populations grow and the laceleaf plants become stressed, while they fall dormant when populations are low and the laceleaf plants thrive—a self-regulating ecological balance. Formicians throw a wrench into the works. These enlarged, ant-like creatures protect aphids from predation, extracting *Honeydew* from the herbivores in return, which they take back to their colonies. When exploring Humanoids saw this interaction, they fought off the formicians, and took over as the herd's handlers and harvesters.

The herders built an encampment, Dyspellidas, and began work extracting, bottling, and selling the stimulant to well-heeled customers the world over. Sensing the laceleaf plants' stress and the weakness of these new herders—they didn't have the formician's natural protection against Acid damage—the mantid woke from dormancy and ambushed the passing harvesters, one by one. Now, with their crew injured and suffering from Honeydew withdrawal, their leader, the self-proclaimed Queen Jewel l'Anne, has asked for help ridding their operation of this pest from the jungle.

SUMMARY

Here's the adventure synopsis:

- **Which Monster?** An enormous laceleaf mantid, symbiote of the enlarged festersap laceleaf plants.
- **Monster's Motivation.** The mantid wants to prevent overgrazing of its laceleaf grove.
- **Monster's Previous Actions.** The mantid attacked harvesters from Dyspellidas.
- **Where's the Monster?** Festersap Glade, 30 minutes from the encampment of Dyspellidas, deep in the Maphrok Jungle.

HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Rewards per Character			
	Soil and water samples (from Hump-erdink)	Capture aphid, formician, mantid, and laceleaf plant (from Doolots)	Killing or capturing the mantid (from Sunstags)	XP*
3rd	400 GP	600 GP	1,200 GP	750 XP
9th	1,500 GP	2,500 GP	7,500 GP	5,900 XP
15th	3,500 GP	4,500 GP	22,500 GP	19,550 XP

*Includes all monsters, traps, and puzzles, averaged for a party of four.

ADVENTURE HOOKS

A performance enhancing stimulant? Biomantically altered ecosystems? Giant insects with cool bits to make into weapons? This hunt sells itself!

- **Curiosity: Ballooning Biota.** What could cause organisms to increase in size twenty-fold within a single generation. It's unheard of! Humperdink wants answers, and those require samples. Get some of everything, magically preserved samples of the flora and fauna themselves, the soil they grow in, the light they absorb, and the water they drink.
- **Morality: Ecological Conservation.** If the ecosystem is thriving, then everything has its role. Why are these plants defending themselves? What will happen if part of the trophic web is removed? A sample of each individual involved in this ecosystem, as captured by a S.N.A.R.E., will provide Doolots the info she needs to work out this mystery.
- **Compensation: Hot Commodity.** *Honeydew* is in high demand right now. Sunstags, a new business whose model relies on constant shipments of this stimulant, needs to keep its supply chain intact with the success of its new venti beverage line. They've given Queen Jewel l'Anne the funds she needs to secure help, funds that could line the party's pockets!

QUEEN JEWEL L'ANNE

Not a real queen by any stretch of the imagination, Jewel l'Anne's made up honorific is equal parts testament to her robust ego and burgeoning, *Honeydew*-derived empire. Founder of the 'town' of Dyspellidas (it's more of an unruly and poorly-planned encampment), Queen Jewel l'Anne can be found micromanaging her workers, attacking **Swarms of Skitaz** with manic-eyed glee, or slumped forlorn surrounded by mountains of ledgers and paperwork. Sporting a wide-brimmed ten-gallon hat, patched explorer's garb, and an assortment of chitinous accessories harvested from Maphrok's oversized arthropods, Jewel l'Anne is keen to meet any newcomers and offer each a sample of *Honeydew*.

Information. Eager to restore production of *Honeydew*, Jewel l'Anne greets the party on arrival and shares the following information:

- Her business, Jewel Juice Inc., tends the herds of aphids in a nearby festersap laceleaf grove, milking them for the stimulant, *Honeydew*. They had to fight off some aggressive insects, named formicians, to establish production.
- Her workers were decently paid, and each even had a *Honeydew* ration.
- A month or so after the population of formicians was eradicated from the grove, workers started getting attacked.
- To begin with, Jewel l'Anne assumed the workers had tried to extract sap from the plants themselves—they tend to fight back if any creature other than the aphids interacts with them. However, the nature of the wounds is not the same: the plants cause long slashes while these injuries were all puncture wounds.
- One of the survivors of such an attack is conscious in the medical ward.

QUEEN JEWEL L'ANNE

Humanoid (lemurkin), entrepreneur, she/her

Personality. Enthusiastic, perceptive, quick-witted.

Appearance. Explorer's garb, vessels of golden Honeydew, chitinous accessories.

Desire. To create a Honeydew-based business empire.

Fear. Taxes.

"Hi. Hey. Hello. I'll get them filed eventua— oh. You're not here for the taxes."

MAPHROK JUNGLE

The Jungle of Geometry, Ecosystem of Extremes, and Place of Professorial Pomposity: the Maphrok Jungle! Studying this largely unexplored rainforest is the lofty aspiration of many up and coming magizooologists, and the graveyard of many more fondly-remembered colleagues. The creatures are no deadlier than those found in any other biota-rich ecosystem, but the sheer density of unstudied critters and the unexpected evolutionary paths down which each has been dragged, kicking and warbling, by the influence of absent-minded biomancers has made missteps all but inevitable.

DYSPELLIDAS

When the ever-enthusiastic Jewel l'Anne, previously a fine-dining chef, stumbled across the festersap laceleaf grove while searching for new delicacies, she knew the putrid stench of dead meat could mean one of two things: she and her party should steer clear, or the scent was trying to hide something delicious. She went with the latter, persuading her troop to fight off the formician beasts and investigate the grove and its aphid herd. With the aid of a teleportation circle (whose sigils are kept a strict secret) she quickly developed a supply chain to café entrepreneurs, Sunstags, by supplying them with the stimulant *Honeydew*.

The 'Town'. In came investment, and with it, building supplies. Unfortunately, Jewel l'Anne—now Queen Jewel l'Anne— isn't much of a project manager and all those supplies lie scattered about, the town still an amalgamation of tents, a 6-foot-high palisade, and a lot of empty glass demijohns. Normally home to Jewel l'Anne and 20 workers of various races, the town would usually bustle with activity. At the moment, ten of the workers lie convalescing thousands of miles away in the Sunstags HQ, one more fortunate survivor lies in a makeshift medical tent, while a wall mural commemorates five others whose bodies were never recovered.

UNIQUE FLORA & FAUNA

The biota of the Maphrok jungle has a certain geometric tendency. With the unfortunate leakage of mut-x from Dr. Stein's old laboratory, some of the jungle's deeper-rooted inhabitants have become enlarged. Through the process of bioaccumulation, this is most evident in the trophic cascade of festersap laceleaf, laceleaf aphid, formician, and laceleaf mantid.



Festersap Laceleaf. Once a ground-dwelling shrub some six inches in height, the laceleaf's crimson-tinged leaves, thorny tendrils, and putrid-scented flowers were largely seen as a pest. Its unusually deep root system siphoned a disproportionate quantity of the leaking mut-x, causing it to become enlarged and a lucrative resource. The sap it produces, formed in part from the insects that get trapped and decomposed in its bucket-like flowers, has stimulating properties. When properly refined, the product is known as *Honeydew* (see page 18). When improperly refined, the results can be quite... depleting.

Whenever a festersap laceleaf plant takes damage from a creature within **30 feet** of it, it lashes out with its thorny tendril (+**Vmod** to hit), dealing half **Vdam** Slashing damage on a hit. A creature within **5 feet** of a laceleaf can harvest laceleaf sap by using an action to succeed on a **DC 20 Dexterity (Nature)** check. A failed check results in the laceleaf defending itself, as if it were damaged by the creature.

Laceleaf Mantids. Mantids play a careful role in maintaining the ecosystem of a laceleaf grove. Ambush predators, they wait for an aphid to approach, before sinking their scythe-like serrated arms into the aphid, and draining them of sequestered *Honeydew*. Ever-sensitive to the health of their grove, a laceleaf mantid will chase away aphids when overgrazing threatens, allowing the laceleaf plants to recover. In this fallow period, the mantid becomes dormant, saving its energy for a time when its glade of flowers might support a thriving aphid population once more.

Laceleaf Aphids. Once an inch-long beetle, these green-hued herbivores now commonly grow up to 5 feet in length, thanks to Stein's negligence. Their delicate forelegs and antennae are perfectly adapted to soothing the laceleafs, allowing their long stylets to penetrate to the plant's core and slowly extract the sap. During the sap extraction, the laceleaf plants cover the aphids in pollen, which is passed through the formician hive to other aphids, thereby ensuring the genetic diversity of the wider laceleaf population.



A creature within **5 feet** of a laceleaf aphid can harvest *Honeydew* by using an action to succeed on a **DC 20 Dexterity (Nature)** check. With the right technique (see Milking Station, page 6), the DC for this check is reduced to **11**, and especially deft practitioners can harvest *Honeydew* in the blink of an eye.

Geometrididae. Previously posited to be a single family of plants by magifloralists, impressively unsuccessful attempts at hybridisation have led to a more recent hypothesis: that these plants' similarities are simply convergent evolution, the process by which similar traits evolve separately. The trait in question? The seed pods of all of these plants are perfectly regular polyhedrons. While the number of faces differs between species, from tetrahedrons to cubes to icosahedrons, they all have a symbiosis with some other species that aids in the distribution of these seed pods. When conditions are right, the pods explode, scattering their seeds in new and conducive terrain.

Such seed pods are coveted goods in the gambling dens and gaming halls of the Material Plane. With a layer of resin-derived lacquer, and fine-grained sanding, the sharp-edged resin dice of the Maphrok Jungle are renowned for their durability, appearance, and perfect balance.

Hermitmites. One such species that shares a symbiotic relationship with a geometrid plant is the hermitmites. These termite-like creatures live in mounds of packed earth reaching beyond 10 feet in height and carry tetrahedral seed pods on their back as a form of self defence. Widely agreed to be the most dangerous shape, these 'd4s' deter creatures from standing on the hermitmite and crushing them.

If a hermitmite mound is destroyed (**AC 10; 15 Hit Points; Resistance** to Cold, Fire, and Piercing damage; **Immunity** to Poison and Psychic damage), its tiny inhabitants are scattered in a **15-foot Cone** projecting on the ground directly opposite to the direction from which the damage came. This area has the same effects as Caltrops, and disappears after **1 minute**.

TRACKING

Reaching Dyspellidas from the edge of the Maphrok Jungle is a long and difficult journey, requiring four tracking checks and three successes. Once at the town, the Festersap Glade is a 30-minute walk down well defined paths. Using the Tracking rules from *Heliana's Guide*, a failed check results in a hostile encounter, and a successful one results in a narrative encounter.

KNOW THY ENEMY

Clues about the laceleaf mantid can be found in the town of Dyspellidas by talking to Addy C'shun, survivor of an attack by the monster, and by learning about the *Honeydew* process from Ooda Lea. The clues are:

- Festersap laceleaf plants have vicious self-defence mechanisms. There are ways to bypass them.
- The predator attacks creatures that contain *Honeydew*. It does so with Piercing and Acid damage.
- Wind and water can counter the mind-altering airborne scents of the Maphrokian plants.
- Festersap aphids are stubborn, but can be manipulated with specific actions.

DYSPELLIDAS MEDICAL TENT

One of the grove workers, Addy C'shun (NG human **scout**), survived an attack by the festersap glade monster and can speak to the player characters. Not as injured as his comrades teleported out of the jungle, he has been recovering in the camp. While working, he took *Honeydew* to enhance his speed, and is now suffering withdrawal symptoms, as revealed by a successful **DC 13 Wisdom (Medicine)** check.

Within a large, green canvas tent, two rows of four cots stand covered by insect netting. Seven lie empty, though dark brown stains cover many. In the eighth, the only patient in this barebones ward, is an emaciated human whose shrunken skin tells of hardship beyond his years. He wheezes, his chest and arm covered in discoloured bandages, and looks up at you with young, inquisitive eyes.

Addy's Advice. Addy has been told not to consume any *Honeydew* in his injured state, but is suffering from withdrawals. Upon realising the party wants information, Addy requests a phial of *Honeydew* to help him remember. A creature that succeeds on the above check or one that reads the chart on the end of his cot knows that *Honeydew*, as a stimulant, causes dehydration which can lead to blood clots. If the party says this, or succeeds on a **VDC Charisma (Persuasion)** check, he acquiesces and shares the information anyway. Otherwise, he insists.

If fed *Honeydew*, he answers three questions before he has a potentially-fatal aneurysm which can only be halted by a *Lesser Restoration* (3rd-level adventure) or *Greater Restoration* (9th- and 15th-level adventure) spell. If halted, he falls into a coma for a week after which he recovers.

Addy can share the following information when answering questions:

- About a week ago, a thick mist settled on the grove. That's when bad things started happening.
- Every day, someone would get injured. Management kept it under wraps and teleported the workers back to Sunstags HQ.
- He was minding the aphid herd in the grove when he was attacked.
- He definitely didn't touch the festersap laceleaf plant: he knows better! Only the aphids or some sort of druid can touch them without getting whipped.
- All of a sudden, the laceleaf's stem detached and punctured the aphid straight through the head.
- He took a blow to the chest, which startled him into running away. Some goop landed on his arm as he retreated and caused a caustic burn.
- As he looked back, he saw the plant eating the aphid. He couldn't make out much—it was hidden by the mist—but it looked almost insectoid, with a long angular head.
- Since he's been unable to work, they won't give him any goddamn *Honeydew*. The last time he had some was on the day he was attacked. Man that stuff made him work so efficiently, he can't imagine life without it in his morning guava juice.

MILKING STATION

Ooda Lea (LG cyclopan **commoner**) is the head milker of the aphids. Usually, for peak efficiency, milking is done at the grove. She managed to coax one aphid from the herd away from the grove before the formicians forced the milkers out, which she's currently trying to feed using a variety of other plants harvested from the jungle. She commands the aphid with deft taps of her feet and whistling sounds.

Thick set and mono eyed, the cyclopan seated on a low stool sighs defeatedly as the five-foot-long green-shelled insect sniffs at—and then ignores—a proffered flower. The insect's abdomen is a bulbous sac of glowing golden liquid, the focus of a buzzing swarm of smaller insect's attention. With two taps of her feet and a bird-like whistle, the cyclopan gestures to a cage covered in fine netting, where the bug promptly scoots, protected from the swarm.

Ooda's Dilemma. The only aphid Ooda was able to take with her from the grove when the formicians returned is this one, Atta. Though she is testing alternate food sources, none have proved fruitful. The aphid's diet is extremely specific—festersap laceleaf sap only. Luckily, when being milked, the aphid's *Honeydew* production goes into overdrive, and the aphid can survive for a long time off of these stores. Eventually, however, Ooda will have to release her only aphid, Atta, back to the grove where the formicians will protect it.

The plants she has been trying are all endemic to the Maphrok Jungle. However, collecting them and being in their presence has had all sorts of strange effects on her, from sending her to sleep, to causing her to become afraid of everyday objects, to having uncharacteristic bouts of anger. She has taken to wafting herself with a fan which seems to prevent the effects, and an earlier rain cleared her head.

If asked about the attacks, Ooda can share the following information:

- She has been here since the start of the operation, though she has never drunk a drop of *Honeydew* (or alcohol, caffeine, or anything else for that matter).
- Despite working in the grove every day that someone was attacked, and walking the whole grove as she monitored the *Honeydew* milking, Ooda was never attacked.
- After the mist settled some weeks ago, the formicians came back. She could barely see 30 paces in front of her but the formicians seemed to have no trouble coordinating their assault.
- Everyone who was attacked had puncture wounds. Some, the walking wounded, also had caustic burns.
- As far as she knows, everyone bar herself drinks *Honeydew* before work each day.

Ooda's Offer. As the party plans to go to the grove, Ooda gladly offers to teach them some basic commands for the aphids, as well as how to milk them. That way, even if they don't rid the grove of the mysterious predator, they can bring her herd back to her. She asks the party to take Atta with them so that the aphid can get sustenance from the grove.

Each character who spends **2 hours** working with Ooda can make a **VDC Intelligence (Animal Handling)** check. On a success, a creature learns the following commands, which it can take as an action, targeting one aphid within **30 feet** of itself. A creature who succeeds on the check by 5 or more can issue a command as an action or Bonus Action, while one who succeeds by 10 or more can also issue a command once on each of its turns, no action required.

Come. On its turn, the aphid moves towards the commanding creature, if it can still see it.

Go. On its turn, the aphid moves in the direction the commanding creature points, until it can no longer see it.

Down. On its turn, the aphid lies Prone.

Milk. On its turn, the aphid presents its abdomen. A creature trained by Ooda can spend **10 minutes** to make a **DC 11 Dexterity (Nature)** check, acquiring one phial of *Honeydew* on a success. After a check is made with an aphid, roll a **d4**. On a **1**, it yields no more *Honeydew* for **24 hours**.

Rewards. For each aphid the party brings back, other than Atta, Ooda offers one potion from her special selection. Her selection is based on the level of the adventure:

3rd Level: *Potion of Climbing*, *Potion of Healing*, *Potion of Hill Giant Strength*

9th Level: *Juice of Partial Polymorph** (Uncommon), *Potion of Greater Healing*, *Potion of Stone Giant Strength*

15th Level: *Juice of Partial Polymorph** (Rare), *Potion of Cloud Giant Strength*, *Potion of Superior Healing*

*See Appendix A - Magic Items

CLUE 1: WAY OF THE GREEN PALM

Only especially skilled creatures—and laceleaf aphids—can placate festersap laceleaf shrubs, drawing sap from their stems without being attacked by the defensive plants.

Addy. Addy explains that the workers left interacting with the laceleaf plants up to the aphids. Those plants are dangerous and no-one other than some jungle druid would dare go near them. After the party hears him say this, you can give them Handout 1.

USING THE CLUE

If the party attacks the laceleaf plants in order to find which is the mantid, they will suffer. They must find a means of baiting the monster.



CLUE 1 IMAGE COMING SOON!

CLUE 2: HONEYDEW HUNTERS

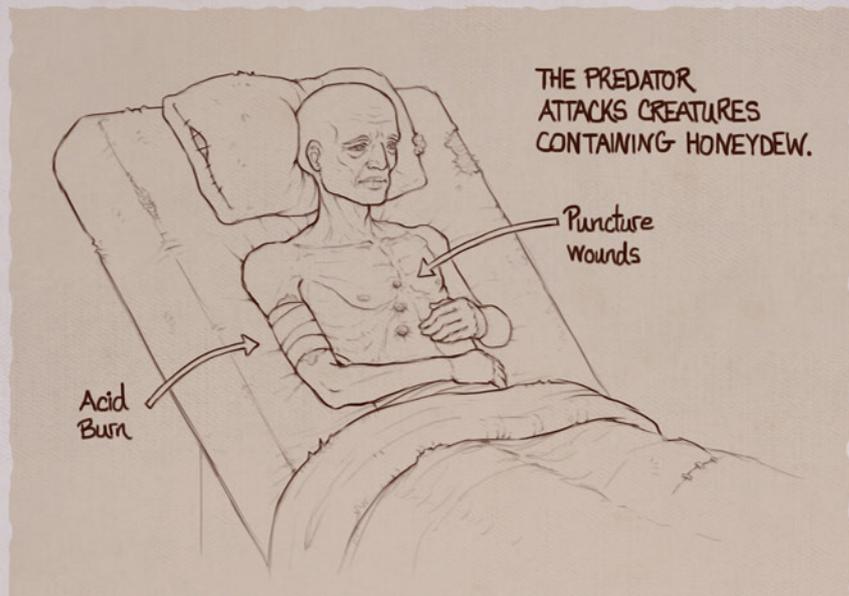
Mantids preferentially attack creatures containing *Honeydew* and deal Piercing and Acid damage.

Addy. Addy is having withdrawals from *Honeydew*; the last time he drank it was the day he was attacked. He has puncture wounds and caustic burns.

Ooda. Ooda shares that all of the workers who were attacked regularly drank *Honeydew*. The only person who hadn't, and the only one in the field who was never attacked, was Ooda. After the party hears her say this, you can give them Handout 2.

USING THE CLUE

Either by using Atta the laceleaf aphid, or by consuming *Honeydew* themselves, the party can lure the mantid into attacking. The party can prepare defences against Acid damage.



CLUE 3: ALLURING ALLERGIES

Many of the plants in the Maphrok Jungle, including the laceleaf mantid, use mind-altering pollen scents and pheromones to change creature behaviour. A heavy rain or strong wind can disperse these miasmas.

Ooda. Ooda mentions that the flowers of the jungle made her act weird, and that the wafting of her fan and an earlier rain helped clear her head. After the party hears her say this, you can give them Handout X.3.

USING THE CLUE

Preparing spells and effects that generate strong winds or heavy rain can give player characters advantage on saving throws against the mantid's Alluring Pheromones, Pollen Puff, and Pollen Bloom actions (see Hazard: Mind-altering Scents on page 11). Moreover, strong winds and heavy rain can nullify the effect of the mantid's Pollen Bloom Legendary Action.

WIND AND WATER COUNTER PLANTS' MIND-ALTERING SCENTS.



CLUE 4: APHID HANDLING

Aphids can be handled and milked with some simple gestures and whistles. The substance they produce, *Honeydew*, has a stimulating effect.

Ooda. Watching Ooda, the party sees her command the aphid. She offers to teach the party to command aphids and tasks them with a side quest of bringing members of the lost herd back to her.

USING THE CLUE

Ooda offers to train the party to command aphids, and gives them a side quest to rescue the aphids. If the party uses Atta as bait, the aphid is easier to direct if the party can command it.

CLUE 4 IMAGE COMING SOON!

THE BATTLE AHEAD

The fight begins when the formicians or aphids harvesting the festersap laceleaf plants notice the party. After the formicians are beaten (causing the aphids to retreat), the party can begin their search for the laceleaf mantid. The mantid remains motionless until discovered, using its Lair Actions to split up the party and wear down their resources. If discovered, it repositions until it decides it can no longer avoid a fight, triggering wave three and a fight to the death.

Waves. The battle is divided into three consecutive phases called waves. Each wave begins with a description and read aloud. Next, the enemies and their tactics are listed; creatures other than the boss monster flee when reduced to one-third of their Hit Points or fewer, unless otherwise stated. Finally, the conditions for that wave ending are described.

Helping Hand. At any point during the battle ahead, you can have Queen Jewel L'Anne appear and throw a phial of *Honeydew*, padded so it doesn't break, to each party member. The phials land by each party member's feet and can be picked up, no action required.

THE FESTERSAP GLADE

A 30-minute romp from Dyspellidas is the Festersap Glade, lair of the laceleaf mantid and the goldmine upon which Queen Jewel l'Anne has built her business. The glade, some 250 feet by 150 feet, is composed of flattened terraces cut into the slope of the land, connected by stone steps hewn from the bedrock. The tall, triple canopy of the surrounding jungle trees crowd over the terraces, where Large, 10-foot-diameter festersap laceleaf shrubs grow, their 2-foot-wide flowers perfuming the air with the scent of putrid meat. A permanent mist has settled on the jungle within a quarter-mile of the glade, impairing vision and conferring an advantage to creatures with Tremorsense.

The party enters the map from the South.

A = LACELEAF MANTID

B = FESTERSAP LACELEAFS



1 SQUARE = 5 FEET

CARTOGRAPHER: CZE & PEKU

MAP 1. THE FESTERSAP GLADE

CZE & PEKU

GENERAL INFORMATION

The lair of the laceleaf mantid has four different levels, the lowest in the south-east, and the highest in the north-west. Each level is approximately 10 feet higher than the previous level, and roots and vines make this climbable without an ability check (note: a creature without a Climb speed still spends 2 feet of movement for each foot it climbs).

Light. There are no artificial lights in the area.

Walls & Floor. The jungle floor consists of packed earth, buried rocks, and twisting roots.

Hazard: Mist. A mist blankets the jungle, causing all areas in Bright Light to be Lightly Obscured, and areas in Dim Light to become Heavily Obscured. Creatures see no further than **30 feet** in front of them. A strong wind, such as that created by the *Gust of Wind* spell, removes this mist in its area for 1 round; on the following round, the mist returns at the end of the Initiative count on which the effect occurred.

Hazard: Mind-altering Scents. The mantid's Alluring Pheromones, Pollen Puff, and Pollen Bloom actions all work less well when in the presence of strong winds or heavy rain. Creatures affected by any of these effects that are also subject to a strong wind or heavy rain have **Advantage** on saving throws against them. In addition, the Speed of **Skitaz** is halved when in an area of strong wind or heavy rain.

Hazard: Festersap Laceleafs. If a non-Plant creature within **30 feet** of a festersap laceleaf plant deals damage to it, the plant retaliates. It immediately makes an attack (**Vmod** to hit) dealing **Vdam** Slashing damage on a hit. These plants are Large, have an AC of **VDC**, $2 \times$ **Vdam** Hit Points, and **Immunity** to Acid, Poison, and Psychic damage.

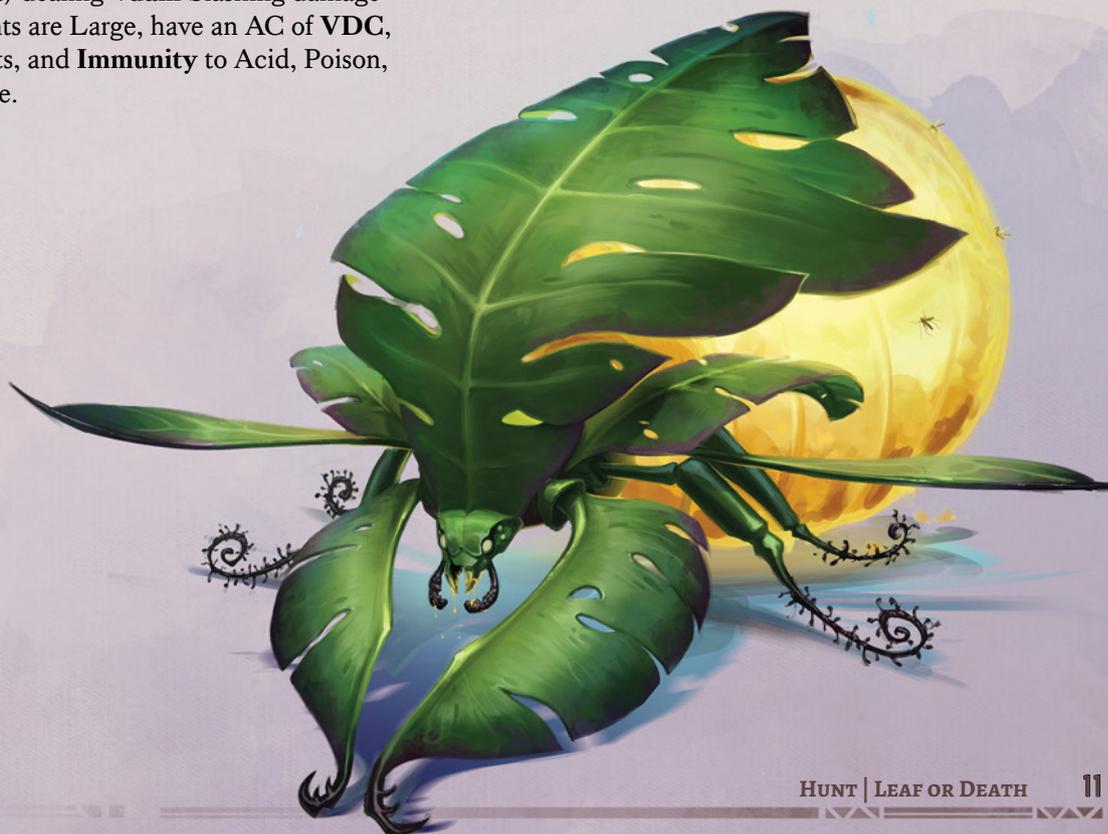
WAVE 1

The battle begins when the formicians or aphids notice the party. If the party is not attempting stealth, this is as soon as the party enters within **90 feet** of an aphid or **60 feet** of a formician. If the party is attempting to move stealthily, they must make a group **VDC Dexterity (Stealth)** check. On a success, the party remains unnoticed. On a failure, combat begins. The formicians and aphids immediately inform one another that intruders are present; all are simultaneously ready for combat. You may read the following:

Through the mists, specks of dancing, golden lights surround a 10-foot-high bush. Its two-foot-wide, amaranth-red flowers stand out from the dense green foliage, which has fallen away to reveal a clearing, the ground trampled to bare earth and rock. Lurching stomachs are a visceral response to the stench of rotting meat that fills the air, a sheer juxtaposition to the beauty just uncovered.

The footprints of aphids and formicians can be identified on a **DC 15 Wisdom (Nature or Survival)** check. When combat begins, you can add the following:

From the mists, the clack-clack of hardened chitin smacking together makes an arrhythmic, staccato beat that silences cicadas and birdsong alike.



ENEMIES

The enemies in wave 1 are the formicians. Although more aphids are initially present, all but three individuals flee. Those that remain hide spread out among the undergrowth in the north of the map.

Level 3. At 3rd level, the wave 1 combatants are:

- ♦ 3 **formician toilers*** (CR 1)
- ♦ 5 **laceleaf aphids*** (CR 1/4)

Level 9. At 9th level, the wave 1 combatants are:

- ♦ 4 **formician ranchers*** (CR 4)
- ♦ 6 **laceleaf aphids*** (CR 1/4)

Level 15. At 15th level, the wave 1 combatants are:

- ♦ 5 **formician warriors*** (CR 7)
- ♦ 7 **laceleaf aphids*** (CR 1/4)

*See Appendix C - Creatures

TACTICS

Formicians are much stronger melee combatants than they are ranged ones, and seek to close the distance to the intruders as quickly as possible; they believe the party to be predators of the aphids and seek to intercept them immediately. They preferentially target creatures containing *Honeydew*, whilst trying to make sure each enemy they perceive has one formician attacking it. They fight to the death, giving the aphids time to escape.

Bonus Action. Once battle begins, all the formicians, except the most central one, use their Consume Honeydew Bonus Action. The most-central formician uses its Alarm Pheromone Bonus Action to allow each of its allies to close with the party more quickly. Until the formicians close with the party, one of their number each round uses Alarm Pheromone.

Action. Formician warriors use their Acid Spray action recklessly, making sure only to avoid the laceleaf aphids. Otherwise, the formicians try to make as many melee attacks against the party in as short a time as possible.

Aphids. When the battle begins, the aphids flee northwards. All but three of their number remain cowering around the northern periphery of the map, and can be coaxed with Ooda's commands as part of her sidequest.

END OF WAVE

The wave ends when the final formician dies. One hour later, formicians return to the grove (with the same distribution as as in the Enemies section above).

WAVE 2

Outmatched by the formicians, the laceleaf mantid had been lying dormant. Sensing their expulsion and the opportunity to rid its glade of all intruders, the mantid uses its connection with the surrounding flora to deter and hamper the party. The party's job is to identify which plant is the mantid, and not a normal festersap laceleaf.

As soon as the last formician dies, the laceleaf mantid begins using its Lair Actions, and wave 2 begins. You can begin the wave with the Overgrowth lair action. If you do so, read the following.

As the final, oversized insect is dispatched, a damp silence settles over the thick, misty undergrowth. It is short lived, however. A hissing, like the falling of sand, grows into a susurration of rustling leaves and twisting branches. With unnatural alacrity, a thicket of vines some twenty feet high sprouts from the ground, red-tipped thorns peeking out beneath its verdian foliage.

Bait. A creature containing *Honeydew* (typically a player character who drank the liquid or Atta the aphid) can induce the mantid into attacking and revealing itself.

ENEMIES

The enemy in wave 2 is the hiding laceleaf mantid, which uses Lair Actions and otherwise remains motionless.

Level 3. The wave 2 combatant is:

- ♦ 1 **laceleaf mantid decoy*** (CR 4)

Level 9. The wave 2 combatant is:

- ♦ 1 **laceleaf mantid harlequin*** (CR 13)

Level 15. The wave 3 combatant is:

- ♦ 1 **laceleaf mantid matriarch*** (CR 21)

TACTICS

The mantid's goal is to remain undetected and let its Lair Actions see off the intruders. If it is attacked or damaged, it uses its Relocate Legendary Action to reposition itself within the mists and Hide. However, if it successfully manages to split up the party and believes it can get the drop on a lonely party member (its Tremorsense spreads throughout its lair, so it knows the location of any creature in contact with the

ground or a ground-attached plant), it attacks them, surprising them. If a second party member appears, the mantid Relocates once more.

Bait. The mantid forgoes the previous tactics and attacks any *Honeydew*-containing creature that moves within **5 feet** of it, regardless of the presence of other creatures. After it does so, it uses its Legendary Action to Relocate. Using a laceleaf aphid, or a player character who has recently consumed *Honeydew* as bait is a good way of shortening wave 2 (see the End of Wave section).

Lair Actions. The mantid's goal is to split up the party using its Lair Actions. It starts by using Overgrowth, making a wall between party members. It

then uses Undergrowth, pulling the player character with highest AC away from it, the creature with the lowest AC towards it, and any others in directions perpendicular or slightly away from it. A creature containing *Honeydew* is prioritised above those with a high AC.

END OF WAVE

If the mantid believes that its relocation strategy is no longer working (generally at the GM's discretion, though it is recommended to let the mantid Relocate three or four times at most), it changes tactics and goes on the offensive. Wave 2 ends and wave 3 begins.



WAVE 3

Wave 3 begins when the mantid no longer feels its hiding tactic is working (GM's discretion). You can read aloud the following:

The once-docile crimson and green plant unfurls itself into a looming insect-plant hybrid, some twelve feet tall. What had passed for the plant's anthers become the antennae of an insectoid-head, while the spiked ridges of its stem unveil themselves as barbed scythes as long as a human's leg. A swarm of glowing golden insects coalesces out of the mist as a curious scent fills the air. The miasma of rotting meat morphs into something homely, comforting, bringing memories of a happier time from each of your pasts.

When the laceleaf mantid is reduced to 0 Hit Points for the first time, it enters its Blooming Form. You can read aloud the following to narrate this transition:

Leaves ragged, and sap congealing from various gashes, the mantid begins to shake. Buds bloom in showers of luminous pollen and the creature's wounds glow as the sap within appears to harden, restoring the mantid's mobility. This jungle inhabitant is not defeated yet.

ENEMIES

The enemies in wave 3 are the laceleaf mantid and a swarm of skitaz. The laceleaf mantid enters its Blooming Form during this wave, allowing it to summon further skitaz with its Lair Action.

Level 3. The wave 3 combatants are:

- ♦ 1 **laceleaf mantid decoy*** (CR 4, followed by CR 3 Blooming Form)
- ♦ 1 **swarm of skitaz*** (CR 1)

Level 9. The wave 3 combatants are:

- ♦ 1 **laceleaf mantid harlequin*** (CR 13, followed by CR 10 Blooming Form)
- ♦ 1 **scourge of skitaz*** (CR 4)

Level 15. The wave 3 combatants are:

- ♦ 1 **laceleaf mantid matriarch*** (CR 21, followed by CR 18 Blooming Form)
- ♦ 1 **scourge of dire skitaz*** (CR 7)

TACTICS

The mantid is primarily a melee fighter and has two short-ranged area of effect options that work best against closely packed creatures. It aims to draw in the enemy with the lowest AC, and keep well-armoured and high-Strength creatures away from it using Lair Actions.

Lair Actions. The mantid uses Undergrowth as frequently as possible to keep any high-AC creatures away from it. While in its Blooming Form, it uses Skitaz whenever it does not have a swarm summoned (and provided it did not use this Lair Action on the previous round).

On Its Turn. On the mantid's turn, it always uses Razorleaf if it's recharged and can hit at least two creatures. If it can position itself to be within 5 feet of three creatures, it does so, and uses Whirl. Otherwise, the mantid moves (avoiding provoking Opportunity Attacks) into reach with the lowest AC creature it can identify, and uses its Scythe attack. Unless there is an aphid on which it can use Ingest Honeydew, it uses Alluring Pheromones each turn, ideally drawing in lower-AC creatures it has not Restrained with its Undergrowth Lair Action.

While in its Blooming Form, the mantid acts slightly differently on its turn. It uses its Pollen Puff Bonus Action instead of Alluring Pheromones. Its first choice of effect is Wrath, if there are two enemies adjacent to one another. Its second choice is Terror, targeting a creature with a powerful magic weapon or a spellcaster with a Spellcasting Focus. Its third choice is Serenity, which it uses on a fleeing or low-AC creature.

Legendary Actions. The mantid fights ferociously, using its Attack Legendary Action to make Scythe attacks as often as possible. After the round before its turn, it might use Relocate to position itself for a Whirl or Razorleaf without provoking an Opportunity Attack.

In its Blooming Form, directly after its turn, the mantid uses Pollen Bloom, choosing Wrath against closely grouped foes, and Terror if there are abundant magic weapons and Spellcasting Foci. If there is only one creature nearby, it chooses Serenity in an attempt to make the creature Prone thereby gaining Advantage on attack rolls against it.

END OF WAVE

The wave ends when the mantid, in its Blooming Form, is killed or captured.

FINALE

If the laceleaf mantid is slain, proceed to Mantid Slain. If the mantid beats the party (the player characters die or flee), proceed to Mantid Victorious. If the party uses L'Arsene's S.N.A.R.E. (see page 19) to capture the mantid, proceed to Mantid Captured.

MANTID SLAIN

With legs scabbling, the mantid scatters a shower of dirt, rocks, and glowing golden sap. It falters a final time, before falling still. The silhouettes of the surrounding plants seem to sag with the wilting petals of the monster's once-mighty corpse.

MANTID CAPTURED

Trailing puddles of glowing golden sap, the plant-like monster falters as the S.N.A.R.E. collides with it. In a swirl of viridian and crimson, and to a chorus of beeps and whirs, the mantid folds in on itself, leaving the gizmo to rock gently on the bare earth below.

MANTID VICTORIOUS

The crimson barbs of the mantid's scythes shine wet with blood. The overgrown flora retracts into the rocky soil as quiet descends on the misty glade.

AFTERMATH

What happens after this battle partly depends on its outcome, although certain events are unrelated to the fight:

- Queen Jewel l'Anne finds more festersap groves and is soon wealthy and even more overworked. She eventually sells the company to Sunstags and buys a small island for her lemurkin family to live on named the Isle of Mad Agskarr.
- Soon, there is a Sunstags on every corner of every city. Names being misspelled on peoples tankards frustrates many, and becomes a running joke.
- If Humperdink receives a sample of soil and groundwater, he isolates Stein's mut-x fingerprint. A few weeks later, he rewards the party with a Scroll of Reactive Mutation.

MANTID SLAIN OR CAPTURED

- If the mantid is slain or captured, the aphids and formicians quickly move back in. After a brief struggle, the harvesters of Dyspellidas eventually overcome the formicians, taking over the milking and protection of the herd.
- *Honeydew* makes its way across the plane, and, before long, *Honeydew* houses start selling all varieties of sweet-tasting, stimulating concoctions. Most notable of these establishments is the company Sunstags.
- A concentrated knock-off makes its way onto the market: *Honeysap*. Addiction soars, bringing with it an increase in crime and poverty.

MANTID SLAIN

- Without the mantid to prevent overgrazing, the glade's laceleaf plants eventually wither and die. One year later, *Honeydew* prices quintuple and it is almost impossible to acquire.

MANTID CAPTURED

- Studies by Dr. Doolots identify the mantid's role in protecting laceleaf groves from overgrazing.
- Doolots manages to persuade Queen Jewel l'Anne of the mantid's role in preventing overgrazing, and the harvesters dial back extraction to a point of ecological stability. *Honeydew* prices increase by 50% but remain stable.

MANTID WINS

- With the formicians slain, the mantid keeps its dominance of the glade, repelling intrusions by the harvesters.
- Supplies of *Honeydew* dwindle for six months, causing prices to triple.
- After this time, the glade is sufficiently recovered, and the mantid ceases scaring off curious aphids. Harvesting resumes, and prices normalise. The cycle of extraction, overgrazing, and repulsion continues causing cyclical variances in *Honeydew* price.

TREASURE

Once the party has defeated the laceleaf mantid, they can attempt to harvest components and craft unique items using the remains. For further information, refer to the Harvesting and Crafting chapters in *Heliana's Guide to Monster Hunting*.

HARVESTING

The mantid has the following components available for harvest. Whether captured or killed, one of the mantid's blooms becomes severed in the battle and can be harvested, requiring only harvesting supplies to preserve (if you use that optional rule). It can be socketed on any armour or headgear, and can be upgraded in rarity with *Essence*.

MANTID HARVEST TABLE FOR UNIQUE CRAFTABLE ITEMS

Component DC	Component
5	Phial of sap (12)
10	Pouch of leaves (8), <i>pouch of seeds</i> (4)
15	Armscythe (2), <i>bloom</i> (4), <i>pouch of pollen</i> (8)

*Components in bold are used for crafting the unique magic items below.

**One is already severed and needs only harvesting supplies (if you use that optional rule).

Capture. If the mantid is captured, only its antenna remains to be harvested. If presented with this component, Humperdink can grow a clone of the mantid. Harvesting of this corpse must begin within **1 minute** of the cloning process finishing, which takes **12 days**, in order to yield magical components. *Essence* can't be harvested from the clone.

CRAFTING

The following unique items can be crafted from the laceleaf mantid's components.

LACELEAF MANTID CRAFTING TABLE

Item	Item type	Rarity	Attunement	Components	Essence	Value*
<i>Green Reaper</i>	Weapon (Glaive or Halberd)	Uncommon	Req	<i>Plant (laceleaf mantid) armscythe</i>	<i>Frail</i>	700 GP
		Rare			<i>Robust</i>	3,540 GP
		Very rare			<i>Potent</i>	13,150 GP
<i>Laceleaf Bloom</i>	Wondrous Item (socketable)	Common	Opt	<i>Plant (laceleaf mantid) bloom</i>	—	90 GP
		Uncommon			<i>Frail</i>	280 GP
		Rare			<i>Robust</i>	1,470 GP
<i>Shrub Shroud</i>	Wondrous item	Uncommon	—	<i>Pouch of Plant (laceleaf mantid) leaves</i>	<i>Frail</i>	470 GP
		Rare			<i>Robust</i>	1,580 GP
		Very rare			<i>Potent</i>	8,530 GP
<i>Skittershot</i>	Weapon (any firearm)	Uncommon	—	<i>Plant (laceleaf mantid) phial of sap</i>	<i>Frail</i>	360 GP
		Rare			<i>Robust</i>	2,060 GP
		Very rare			<i>Potent</i>	8,240 GP

*This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

APPENDIX A - MAGIC ITEMS

GREEN REAPER

Weapon (Glaive or Halberd), Very Rare (requires Attunement)
Component: Plant (laceleaf mantid) armscythe

Razor-thin yet sturdy as steel, the forelegs of a laceleaf mantid are among the sharpest organic materials known to magizooologists. The dexterously-challenged should ignore the mesmerising colours and avoid handling these at all costs—paper cuts are already bad enough when they don't also leak acid into the wound.

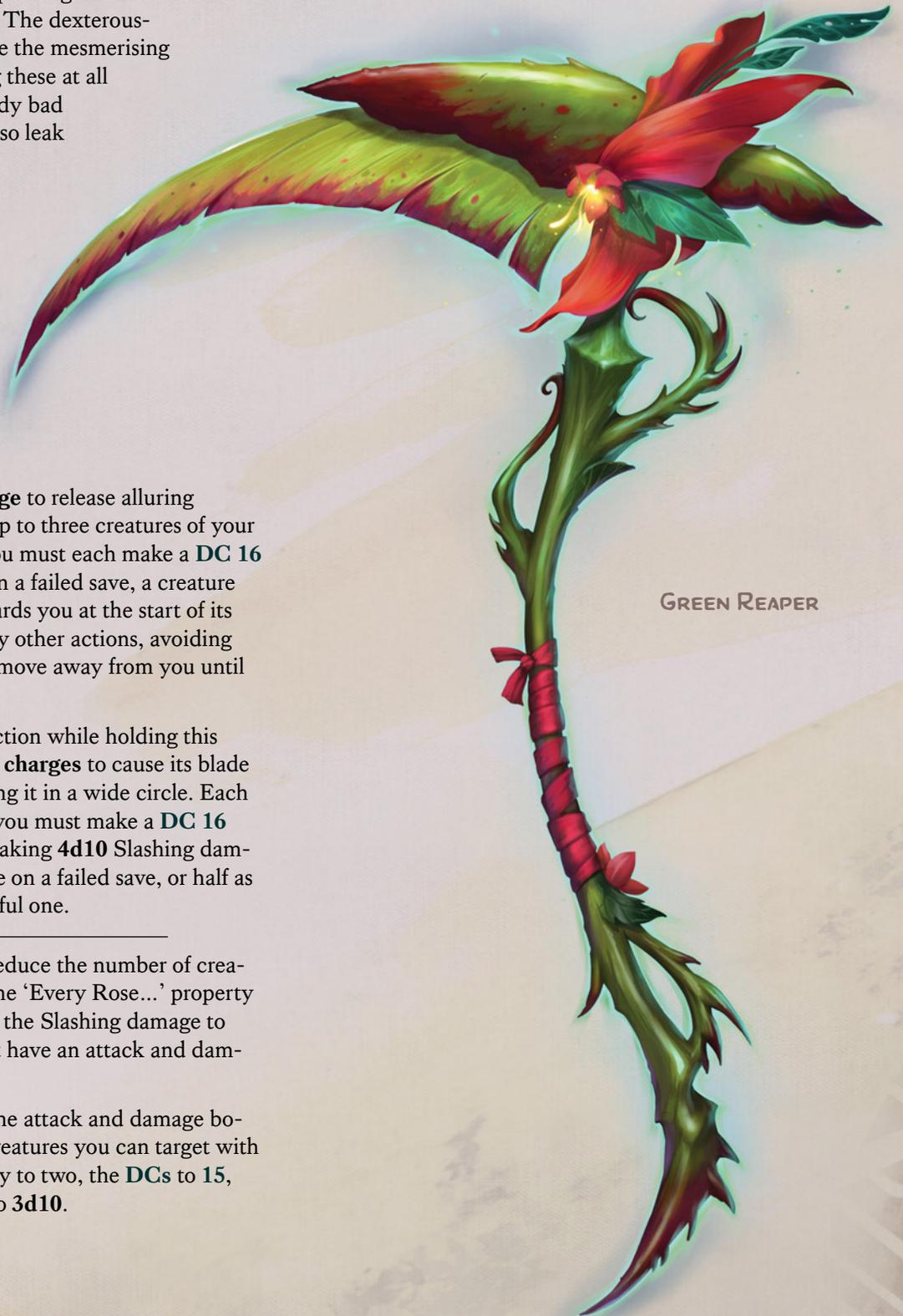
You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. The weapon has **4 charges** and regains all expended charges daily at dawn.

Every Rose... As a Bonus Action while holding this weapon, you can expend **1 charge** to release alluring pheromones into the air. Up to three creatures of your choice within **30 feet** of you must each make a **DC 16 Wisdom saving throw**. On a failed save, a creature moves up to its Speed towards you at the start of its next turn, before taking any other actions, avoiding hazardous terrain. It can't move away from you until the end of that turn.

Has Its Thorns. As an action while holding this weapon, you can expend **2 charges** to cause its blade to drip with acid, then swing it in a wide circle. Each creature within **10 feet** of you must make a **DC 16 Dexterity saving throw**, taking **4d10 Slashing damage** and **2d10 Acid damage** on a failed save, or half as much damage on a successful one.

Uncommon variant: Reduce the number of creatures you can target with the 'Every Rose...' property to one, the **DCs** to **13**, and the Slashing damage to **2d10**. The weapon doesn't have an attack and damage bonus.

Rare variant: Reduce the attack and damage bonus to **+1**, the number of creatures you can target with the 'Every Rose...' property to two, the **DCs** to **15**, and the Slashing damage to **3d10**.



GREEN REAPER

HONEYDEW

Potion, Uncommon

Component: Phial of Plant (festersap) sap

More stimulating than a Branton Quark Wand of Lightning Bolts earthing itself through you, and twice as tasty! Grab yourself a venti, double-foam, triple-honeycomb, iced frappedew at your local Starstags today!

— Sunstags Sales Rep

A drop in a morning cup of guava juice gives any Humanoid worth their adenosine receptors a zip to their day. A whole phial of the stuff has especially invigorating effects. As a Bonus Action, you can drink this phial of *Honeydew* to gain the effects of the *Sugar Rush** spell for the next minute.

After the effects expire, you must make a **Constitution saving throw** or gain 1 level of **Exhaustion**. The DC for this saving throw equals 8 plus 4 for each additional *Honeydew* you have consumed in the past week.

*See Appendix B - Spells

JUICE OF PARTIAL
POLYMORPH



JUICE OF PARTIAL POLYMORPH

Potion, uncommon

Illicit potion brewing is commonplace in many magical learning institutions. Students often prepare such volatile brews in their own bath tubs, with ingredients smuggled from the potion master's supply closet. More often than not, they have unpredictable and dangerous effects, and, on occasion, they can prove useful... if you're willing to take the risk.

Transmogrification. When you drink this potion, a random part of your body acquires the characteristics of an animal for **24 hours**. Roll a **d6** to determine which part of you transforms and what special abilities you gain as a result.

d6 Transformation

1 Your ears transform into elephant ears, which you can flap to take flight. You gain a flying speed of **10 feet**.

2 You grow a marsupial pouch on your stomach, which functions as a *bag of holding*. When the potion's effect ends, the contents of the pouch are randomly spilled into unoccupied spaces within **5 feet** of you.

3 Your skin becomes scaly and can change hues like a chameleon's. You gain **advantage** on Dexterity (Stealth) checks made to hide.

4 You grow a thick, muscular tail like that of a dinosaur's. You can use a bonus action to make an unarmed strike with the tail, which deals bludgeoning damage equal to **1d4** + your Strength modifier on a hit.

5 You grow porcupine quills all over your body. A creature within **5 feet** of you that hits you with a melee attack takes **1** piercing damage.

6 The nails on both your feet and hands elongate to resemble a sloth's claws. You gain a climbing speed equal to your walking speed, and have **advantage** on Strength (Athletics) checks made to climb.

Rare variant: The potion grants you two simultaneous transformations. Roll on the table twice when you drink it, rerolling any duplicates.

LACELEAF BLOOM

Wondrous Item (Socketable), Common (optional Attunement)
Component: Plant (laceleaf mantid) bloom

Socketable onto any armour or headgear, this red-petalled flower produces an entirely neutral scent, masking the wearer.

Scent Agnostic. While you wear the item to which this bloom is attached, creatures have **Disadvantage** on Perception checks to find you that rely on smell.

Uncommon variant: The bloom gains the Pollen Plume property.

Optional Attunement: Pollen Plume. As a Reaction when a creature you can see targets you with an attack, you can cast the *Smokescreen** cantrip, Heavily Obscuring you immediately before the creature makes its attack. Once this property has been used, it can't be used again until the following dawn.

Rare variant: The bloom gains the Pollen Plume property. When you use the Pollen Plume property, each other creature in the area of the Smokescreen must succeed on a **DC 15 Constitution saving throw** or lie down **Prone** and have a Speed of **0 feet** until the end of its next turn.

S.N.A.R.E

Wondrous item, uncommon
Component: Construct (divine-infused) lifespark*

After the success of Heliana's tome on monster hunting, Dr. Doolots became concerned with the possible extinctions that may arise from overly zealous monster hunters. With the project-management skills a Baron Bodrum Businesses boardroom could only dream of, Doolots simultaneously oversaw the development of pocket-dimension technology, advancement in the

field of biomatic cloning, and persuaded the Planes' most influential monster hunter, Heliana, that monster conservation was as valuable as putting their heads on a wall.

During use, this device simultaneously analyses a creature, sends this information to a quantum-linked receiver which creates a bespoke biome for it within a pocket dimension, and teleports that creature to the pocket dimension. This menagerie of pocket dimensions can be accessed within the Loot Tavern, which Heliana plans to make into an Astral Safari.

Capture. As an action, you can arm and throw the *S.N.A.R.E.* at a creature within **30 feet** of you. The creature must succeed on a **DC 13 Charisma saving throw** or be trapped inside a pocket dimension from which it can't escape by any means short of a *wish* spell. A creature with a CR of 13 or higher, or who has more than 25% of its Hit Point maximum automatically succeed on this saving throw. A creature with fewer than 10% of its Hit Point maximum automatically fails on this saving throw.

The pocket dimension has the correct terrain, humidity, and other environmental factors required for the creature to flourish. Using clones of Mushy, the hyphan familiar, and several arcanomechanical constructs, Heliana keeps these creatures fed and watered.

Rare variant: Increase the **DC** to **15** and the CR of creatures that automatically succeed to 17+.

Very rare variant: Increase the **DC** to **16** and the CR of creatures that automatically succeed to 21+.

Legendary variant: Increase the **DC** to **17** and the CR of creatures that automatically succeed to 25+.

Artifact variant: Increase the **DC** to **18** and the CR of creatures that automatically succeed to 29+.

*Found in CREO and Unit M3T4L in *Forge of the Divine Machine*.

SHRUB SHROUD

Wondrous Item, Rare

Component: Pouch of Plant (laceleaf mantid) leaves

"It is a good shrubbery. But before you go cut down a tree with that herring... Are you absolutely certain that the shrubbery isn't in fact a crazed, murderous halfling rogue just waiting to jump us the moment we let down our guard? Because we've been burned before..."

— The Knights Who Say Ni,
About to Be Burned a Second Time

Am Bush. As an action while wearing this cloak, you can cover yourself in it completely. While you remain motionless in this state, you're indistinguishable from a regular bush of a kind of your choice. If a creature hasn't seen you move or act, it can take the Study action to attempt a **DC 15 Intelligence (Investigation)** check, identifying the bush as fake on a success.

Ambush. If you roll for Initiative while disguised as a bush and no hostile creature has identified the bush as fake, you have **Advantage** on the roll, and your attacks deal an extra **1d8** damage of their type until the end of your first turn.

Uncommon variant: Reduce the DC to 13. Remove the Ambush property.

Very rare variant: Increase the DC to 16 and the damage to **1d12**. While wearing this cloak, Plant creatures of CR 1 or lower are indifferent towards you and don't attack you unless provoked. In addition, you can cast the Speak with Plants spell. Once the spell has been cast using the cloak, it can't be cast with it again until the next dawn.

SHRUB SHROUD



SKITTERSHOT

Weapon (any Firearm), Uncommon

Component: Plant (laceleaf mantid) phial of sap

What's this? A toasty and festive tavern woefully underpopulated by skitaz? A gun that fires large swarms of skitaz ought to put a stop to that!

This weapon has **3 charges**, represented by the sacs of buzzing insects at the base of its barrel, and regains **all** expended charges daily at dawn.

Right to Bear Swarms. As an action while holding this weapon, you can expend **1 charge** to shoot a stream of insects from the barrel, which coalesce into a **swarm of skitaz*** in an unoccupied space within **30 feet** of you. In combat, the swarm shares your Initiative count, but it takes its turn immediately after yours. As long as you're holding this weapon, the swarm is an ally to you and your companions and obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. If you stop holding the gun for any reason, the swarm ceases to be an ally, no longer obeys your commands, and is hostile to all

creatures. The swarm disperses if it drops to 0 Hit Points or after **1 minute**.

For each charge beyond the first that you expend to use this property, there's a cumulative 50% chance that the summoned swarm doesn't obey your commands, and is hostile to all creatures instead.

Rare variant: When you expend the second and third charges for the Right to Bear Swarms property, you summon a **scourge of skitaz*** instead. The weapon has the Unburdened property.

Unburdened. Once the weapon has no charges left, the lack of angry buzzing makes it surprisingly stable, and you gain a **+1 bonus** to attack and damage rolls made with it.

Very rare variant: When you expend the second charge for the Right to Bear Swarms property, you summon a **scourge of skitaz*** instead. When you expend the third, you summon a **scourge of dire skitaz*** instead. The weapon has the Unburdened property; increase the property's attack and damage bonus to +2.

*See Appendix C - Creatures



SKITTERSHOT

APPENDIX B - SPELLS

REACTIVE MUTATION

3rd-level biomancy* (*can be replaced with transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (some bone marrow)

Duration: Concentration, up to 10 minutes

Class: Druid, Sorcerer, Tamer, Warlock, Wizard

You touch a willing creature, altering its defensive capabilities for the duration. Immediately after the next time the creature takes damage of one of the following types, it gains **resistance** to that damage type and **vulnerability** to the paired damage type:

- Bludgeoning and piercing
- Cold and fire
- Force and psychic
- Lightning and thunder
- Necrotic and radiant

The spell ends on a creature **1 minute** after it gains this resistance and vulnerability.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

SMOKESCREEN

Conjuration cantrip

Casting Time: 1 action

Range: Self (5-foot-diameter, 10-foot-high cylinder)

Components: V, S, M (a puffball mushroom)

Duration: Concentration, up to 1 round

Class: Bard, Bender (air), Druid, Sorcerer, Tamer, Wizard

You spew a thick cloud of dense black smoke that forms a **5-foot-diameter, 10-foot-high cylinder** centred on you that lasts until the start of your next turn. The smoke heavily obscures its area. When you cast the spell, you can choose whether the cloud remains in the location where you cast it or if it moves with you, centred on you.

When you reach higher levels, the size of the cloud you can create with this spell increases. When you reach 5th level, the cloud has a maximum diameter and height of 15 feet; at 11th level this increases to **25 feet**; and at 17th level this increases to **40 feet**. You choose how big the cloud is in each dimension up to this maximum each time that you cast it.

SUGAR RUSH

2nd-level biomancy* (*can be replaced with transmutation)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (some candy)

Duration: Concentration, up to 1 minute

Class: Bard, Cleric, Paladin, Sorcerer, Tamer

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is increased by **15 feet**, and it gains a **+1 bonus** to AC. As a bonus action on each of its turns, it can take the Dash, Disengage, Hide, or Use an Object action.

When the spell ends, or if an affected creature does not spend movement up to its walking speed by the end of its turn, it then develops a stomach ache and is **poisoned** until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you can target one additional creature for each slot level above 2nd.

APPENDIX C - CREATURES

FORMICIANS

"Like ants, but worse. They'll steal your whole house, not just your picnic."

—Heliana, Hungry

With a hard chitinous exterior, mandibles dripping with formic acid, and a penchant for stealing your favourite aphid herd, formicians are oversized natives of the Maphrok Jungle. Their antennae are adapted into large pseudo-mandibles that sweep the ground, picking up on vibrations that give them a panoramic vision of anything moving near them.

Matriarchal Hierarchy. Formicians are part of a hive, at the centre of which is a Huge Queen. This matriarch produces a litany of eggs, which quickly hatch into larvae in their subterranean nurseries.

Depending on the ratio of protein (typically acquired from other unfortunate jungle inhabitants) to Honeydew, a larva can grow into one of three casts: toilers, the smallest and most basic workers, responsible for chopping up and transporting prey; ranchers who tend the herds of aphids and are especially adept at coaxing them into producing *Honeydew*; and warriors, the hunters of protein sources and protectors of the hive.

Formic Farmers. Small armlets on either side of formicians' heads are used to drum a pattern on the abdomen of laceleaf aphids, encouraging them to excrete *Honeydew*. The arthropods capture and store this energy-rich food source in special sacs on those armlets, passing it off to toilers who scurry back and forth from the hive along 'roadways' protected by warriors. This *Honeydew* is a formician's main energy source, and a small amount is enough to sustain an individual for several days.



FORMICIAN TOILER

Medium Beast, Unaligned

Armour Class 15 (natural armour)

Hit Points 33 (6d8 + 6)

Speed 30 ft., Burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	7 (-2)	14 (+2)	5 (-3)

Skills Athletics +4, Perception +4

Damage Immunities Acid

Senses Tremorsense 60 ft., Passive Perception 12

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Honeydew Hunter. The formician can detect the presence of creatures containing or affected by *Honeydew* within **1,000 feet** of it. It knows the direction and approximate distance of each such creature: far (201-1,000 feet), near (61-200 feet), or close (0-60 feet).

ACTIONS

Multiattack. The formician makes one Bite or Acid Spit attack.

Bite. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 7 (**1d10 + 2**) Piercing damage plus 2 (**1d4**) Acid damage. If the target is a Large or smaller creature, it is **Grappled (escape DC 12)**. The formician can't Bite or Acid Spit at another target while it has a creature Grappled in this way, and it has **Advantage** on Bite attacks it makes against that creature.

Acid Spit. *Ranged Weapon Attack:* **+3** to hit, range 20/60 ft., one target. *Hit:* 3 (**1d4 + 1**) Acid damage.

BONUS ACTIONS

Alarm Pheromone (1/Day). The formician releases stimulating pheromones. Each other formician within **30 feet** of it can use its Reaction to move up to its Speed.

Consume Honeydew (1/Day). The formician consumes its stores of *Honeydew*, gaining 7 (**2d6**) Temporary Hit Points and the effects of *Honeydew* for the next minute.

FORMICIAN RANCHER

Medium Beast, Unaligned

Armour Class 17 (natural armour)

Hit Points 78 (12d8 + 24)

Speed 30 ft., Burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	7 (-2)	16 (+3)	5 (-3)

Skills Athletics +6, Perception +7

Damage Immunities Acid

Senses Tremorsense 60 ft., passive Perception 15

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Honeydew Hunter. The formician can detect the presence of creatures containing or affected by *Honeydew* within **1,000 feet** of it. It knows the direction and approximate distance of each such creature: far (201-1,000 feet), near (61-200 feet), or close (0-60 feet).

ACTIONS

Multiattack. The formician makes one Bite attack and one Tarsus attack. It can replace either of these attacks with one Acid Spit attack.

Bite. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 10 (**1d12 + 4**) Piercing damage plus 3 (**1d6**) Acid damage. If the target is a Large or smaller creature, it is **Grappled (escape DC 14)**. The formician can't Bite or Acid Spit at another target while it has a creature Grappled in this way, and it has **Advantage** on Bite attacks it makes against that creature.

Tarsus. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 7 (**1d6 + 4**) Piercing damage.

Acid Spit. *Ranged Weapon Attack:* **+4** to hit, range 20/60 ft., one target. *Hit:* 5 (**1d6 + 2**) Acid damage.

Ingest Honeydew. The formician can use this action only when it has no uses of Consume Honeydew remaining. It plants a proboscis in one honeydew-containing creature of CR 1 or lower within **5 feet** of it and recharges its Consume Honeydew. The creature becomes drained, is no longer considered to be honeydew-containing, and can't be the target of this action until **24 hours** have passed.

BONUS ACTIONS

Alarm Pheromone (1/Day). The formician releases stimulating pheromones. Each other formician within **30 feet** of it can use its Reaction to move up to its Speed.

Consume Honeydew (1/Day). The formician consumes its stores of *Honeydew*, gaining 7 (**2d6**) Temporary Hit Points and the effects of *Honeydew* for the next **minute**.

FORMICIAN WARRIOR

Large Beast, Unaligned

Armour Class 19 (natural armour)

Hit Points 127 (15d10 + 45)

Speed 30 ft., Burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	5 (-3)	17 (+3)	5 (-3)

Skills Athletics +11, Perception +9

Damage Immunities Acid

Senses Tremorsense 60 ft., passive Perception 17

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Honeydew Hunter. The formician can detect the presence of creatures containing or affected by *Honeydew* within **1,000 feet** of it. It knows the direction and approximate distance of each such creature: far (201-1,000 feet), near (61-200 feet), or close (0-60 feet).

ACTIONS

Multiattack. The formician makes one Bite attack and two Tarsus attacks. It can replace any of these attacks with one Acid Spit attack.

Bite. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 18 (**2d12 + 5**) Piercing damage plus 7 (**2d6**) Acid damage. If the target is a Huge or smaller creature, it is **Grappled (escape DC 19)**. The formician can't Bite or Acid Spit at another target while it has a creature Grappled in this way, and it has **Advantage** on Bite attacks it makes against that creature.

Tarsus. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 12 (**2d6 + 5**) Piercing damage.

Acid Spit. *Ranged Weapon Attack:* **+6** to hit, range 20/60 ft., one target. *Hit:* 10 (**2d6 + 3**) Acid damage.

Acid Spray (Recharge 5-6). *Saving Throw:* **DC 14 Dex**. *Range:* **15-foot Cone**. *Failure:* 25 (**10d4**) Acid damage. *Success:* half damage.

Ingest Honeydew. The formician can use this action only when it has no uses of Consume Honeydew remaining. It plants a proboscis in one *honeydew*-containing creature of CR 2 or lower within **5 feet** of it and recharges its Consume Honeydew. The creature becomes drained, is no longer considered to be *honeydew*-containing, and can't be the target of this action until **24 hours** have passed.

BONUS ACTIONS

Alarm Pheromone (1/Day). The formician releases stimulating pheromones. Each other formician within **30 feet** of it can use its Reaction to move up to its Speed.

Consume Honeydew (1/Day). The formician consumes its stores of *Honeydew*, gaining 10 (**3d6**) Temporary Hit Points and the effects of *Honeydew* for the next **minute**.

LACELEAF APHIDS

"Aphids really have their own personality when you get to know them. Like Addy here: she likes to feed a lot. And Ama over there, she really likes festersap plants. Bola loves sticking her stylet in laceleafs. Yep, each one is unique!"

— Ooda Lea, Head Miller

Approximately the size and weight of a pig, that is where the similarity ends. Sporting a light, thin green carapace, an abdomen full of glowing *Honeydew*, and small wings, you are far more likely to see an aphid fly than a pig. These magically-enlarged bugs are the link in the trophic hierarchy between festersap laceleaf, and both formician and laceleaf mantid.

Honeydew. Laceleaf aphids are very picky eaters—their diet consists exclusively of festersap laceleaf sap. The plant calls to detritivores by releasing a particularly pungent aroma of rotting meat, before eviscerating them with prehensile thorny vines. Aphids, however, have learnt to drum on the stem of these plants with their forelegs, relaxing the plant's defences, and inserting a long, sharp stylet into the plant's phloem and extracting sap. A surprisingly short series of internal organs refines this sap into *Honeydew*, which it stores in its abdomen, a thin-skinned and easily-pierceable organ.

Clones & Danger Dispersal. Laceleaf aphids typically replicate by parthenogenesis—the act of laying unfertilised eggs—effectively creating many genetic clones of themselves. Only when stressed or endangered, for example when a laceleaf mantid begins culling a population of aphids, are male eggs laid. These dispersal morphs are smaller and shorter-lived than their female counterparts, and also lack the anatomy to feed. They exist only to fly to the nearest laceleaf grove and surreptitiously fertilise any unfertilised eggs of a neighbouring population.

LACELEAF APHID

Medium Beast, Unaligned

Armour Class 13 (natural armour)

Hit Points 39 (6d8 + 12)

Speed 30 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	15 (+2)	3 (-4)	12 (+1)	6 (-2)

Damage Vulnerabilities Piercing

Damage Immunities Acid, Poison

Senses Tremorsense 90 ft., passive Perception 11

Languages —

Challenge 1/4 (— XP)

Proficiency Bonus +2

Honeydew. When the aphid is filled with *Honeydew*, it sheds Bright Light in a **20-foot radius** and Dim Light for an additional **20 feet**.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) Piercing damage.

BONUS ACTIONS

Take Flight (Recharge 4-6). The aphid gains a Fly Speed of **30 feet** until the end of its turn.



"Pointy-nosed pricks, pardon my Elvish."

— Heliana, Bitten

Skitaz, similar in appearance to the mosquitoes found in other jungles and swamps, but around five times larger, are uniquely dislikable creatures native to the Maphrok Jungle. Their diet consists of two things: *Honeydew* and blood. The former is acquired from laceleaf aphids and the latter from anything with pierceable skin. On their time off, workers from Dyspellidas smash these pests out of the air, gaining a short-lived high from the ensuing clouds of *Honeydew*.

SWARM OF SKITAZ

Medium Swarm of Tiny Beasts, Unaligned

Armour Class 12

Hit Points 26 (4d8 + 8)

Speed 5 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	2 (-4)	11 (+0)	3 (-4)

Damage Resistances Bludgeoning, Piercing, Slashing

Senses passive Perception 10

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Death Burst. When the swarm is reduced below half its Hit Point maximum, and again when it's reduced to 0 Hit Points, the swarm erupts in a cloud of nebulised *Honeydew*. The cloud is the same size as the swarm, does not move with it, and disappears at the end of the swarm's next turn. A non-skita creature that starts its turn in the area or moves into the area for the first time on a turn gains the benefits of *Honeydew* (see page 18) until the end of its turn.

Honeydew Hunter. The swarm can detect the presence of creatures containing or affected by *Honeydew* within 1,000 feet of it. It knows the direction and approximate distance of each such creature: far (201-1,000 feet), near (61-200 feet), or close (0-60 feet).

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 skita. The swarm can't regain Hit Points or gain Temporary Hit Points.

ACTIONS

Probosces. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 9 (2d8) Piercing damage, or 4 (1d8) Piercing damage if the swarm has half of its Hit Points or fewer, plus 4 (1d8) Necrotic damage.

SCOURGE OF SKITAZ

Large Swarm of Tiny Beasts, Unaligned

Armour Class 13

Hit Points 76 (9d10 + 27)

Speed 5 ft., Fly 30 ft.

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

Damage Resistances Bludgeoning, Piercing, Slashing

Senses passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Death Burst. When the scourge is reduced below half its Hit Point maximum, and again when it's reduced to 0 Hit Points, the scourge erupts in a cloud of nebulised *Honeydew*. The cloud is the same size as the scourge, does not move with it, and disappears at the end of the scourge's next turn. A non-skita creature that starts its turn in the area or moves into the area for the first time on a turn gains the benefits of *Honeydew* (see page 18) until the end of its turn.

Honeydew Hunter. The swarm can detect the presence of creatures containing or affected by *Honeydew* within 1,000 feet of it. It knows the direction and approximate distance of each such creature: far (201-1,000 feet), near (61-200 feet), or close (0-60 feet).

Swarm. The scourge can occupy another creature's space and vice versa, and the scourge can move through any opening large enough for a Tiny skita. The scourge can't regain Hit Points or gain Temporary Hit Points.

ACTIONS

Multiattack. The scourge makes two Probosces attacks; each attack must be against a different creature.

Probosces. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the scourge's space. *Hit:* 14 (4d6) Piercing damage, or 7 (2d6) Piercing damage if the scourge has half of its Hit Points or fewer, plus 4 (1d8) Necrotic damage.

SCOURGE OF DIRE SKITAZ

Large Swarm of Tiny Beasts, Unaligned

Armour Class 14

Hit Points 133 (14d10 + 56)

Speed 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	18 (+4)	2 (-4)	16 (+2)	6 (-2)

Damage Resistances Bludgeoning, Piercing, Slashing

Senses passive Perception 12

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Death Burst. When the scourge is reduced below half its Hit Point maximum, and again when it's reduced to 0 Hit Points, the scourge erupts in a cloud of nebulised *Honeydew*. The cloud is the same size as the scourge, does not move with it, and disappears at the end of the scourge's next turn. A non-skita creature that starts its turn in the area or moves into the area for the first time on a turn gains the benefits of *Honeydew* (see page 18) until the end of its turn.

Honeydew Hunter. The swarm can detect the presence of creatures containing or affected by *Honeydew* within **1,000 feet** of it. It knows the direction and approximate distance of each such creature: far (201-1,000 feet), near (61-200 feet), or close (0-60 feet).

Swarm. The scourge can occupy another creature's space and vice versa, and the scourge can move through any opening large enough for a Tiny skita. The scourge can't regain Hit Points or gain Temporary Hit Points.

ACTIONS

Multiattack. The scourge makes two Probosces attacks; each attack must be against a different creature.

Probosces. *Melee Weapon Attack:* **+7** to hit, reach 0 ft., one creature in the scourge's space. *Hit:* 18 (**4d8**) Piercing damage, or 9 (**2d8**) Piercing damage if the scourge has half of its Hit Points or fewer, plus 9 (**2d8**) Necrotic damage.

LACELEAF MANTIDS

"If you're lucky, a festersap laceleaf will just eviscerate you. If you're unlucky, it won't be a festersap at all."

— Addy, Injured

Guardians of a delicate ecosystem, hunters of *Honeydew*, and mimicking wonders of the Maphrok Jungle, laceleaf mantids are all of the above. It is rare to find a festersap laceleaf grove without a mantid to oversee it. The question is, is the mantid dormant?

Chasseur's Camouflage. When relaxed, these 10-foot-tall creatures perfectly mimic the appearance of a festersap laceleaf petals close around their insectoid-like heads, leaving only their antennae, which look remarkably similar to festersap anthers. Moreover, their flesh is made of plant matter; their vascular system is made of phloem and xylem, the same as the inanimate plants of the Maphrok Jungle. When a mantid pounces, typically upon an aphid that tries to feed on it, it unveils its hunting appearance: a praying mantis adorned with thick foliage and crimson flowers.

Ecosystem Overseers. Mantids are deeply connected to their festersap grove. When rooted into the ground, they communicate with the individuals through the soil's rhizosphere, adjusting their behaviour accordingly. A grove that is nearing overgrazing stimulates a mantid to upregulate its hunting, reducing the aphid population to the point the plant's can recover. In response to a flourishing grove, the mantid falls dormant, minimising energy expenditure until an aphid population recovers and the mantid has a new source of food.

Lonely Laceleafs. Mantids rarely ever meet members of their own species, even mating happens at a distance. When a mantid culls an aphid population, it can result in individuals producing male dispersal morphs. Mantids detect these eggs and cover them in pollen shortly before hatching. When such a morph arrives at a neighbouring glade, the resident mantid rubs itself on the aphid, pollinating itself to produce lacefruit, each of which contains a single seed that will grow to become a new mantid.

LAIR ACTIONS

On Initiative count 20 (losing Initiative ties), the mantid takes a lair action to cause one of the following effects. The mantid can't use Overgrowth or Skitaz two rounds in a row:

Overgrowth. A thicket of vines bristling with thorns grows from a point on the ground in the lair. The thicket is **30 feet long**, **20 feet high**, and **5 feet thick**. Each **5-foot-cube** of thicket has **AC 13**; half **Vdam Hit Points**; **Immunity** to Piercing, Poison, and Psychic damage; **Resistance** to Bludgeoning damage; and **Vulnerability** to Fire damage. The thicket blocks line of sight and lasts **1 hour** or until destroyed.

A creature can move through the thicket, albeit slowly and painfully. For every **1 foot** a creature moves through the thicket, it must spend **4 feet** of movement. Furthermore, the first time a creature enters the thicket on a turn or ends its turn there, the creature must make a **VDC Dexterity saving throw**, taking **Vdam** slashing damage on a failed save, or half as much damage on a successful one.

Undergrowth. Roots and vines grow around the lower limbs of up to two creatures of the mantid's choice within the lair. If a target is within **20 feet** of a solid surface, it must succeed on a **VDC Strength saving throw** or be **Restrained** by the roots until Initiative count 20 of the next round (winning ties). The mantid can choose to immediately pull a creature Restrained in this way up to **20 feet** in any direction. A creature takes half **Vdam** Bludgeoning damage at the start of each of its turns that it is Restrained in this way.

Skitaz (Blooming Form Only). A cloud of flying insects appears from the jungle in a space within **30 feet** from the mantid. The swarm targets any non-mantid creature under the influence of Honeydew first, and any other non-mantid creature second. The mantid can have no more than one swarm summoned in this way at once. The creature's statistics depends on the CR of the mantid:

- **Laceleaf Mantid Decoy** (CR 4): Swarm of skitaz*
- **Laceleaf Mantid Harlequin** (CR 13): Scourge of skitaz*
- **Laceleaf Mantid Matriarch** (CR 21): Scourge of dire skitaz*



LACELEAF MANTID DECOY

Large Plant, Unaligned

Armour Class 14 (natural armour)

Hit Points 90 (12d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Con +4, Wis +5

Skills Animal Handling +5, Perception +5, Stealth +4

Damage Immunities Acid, Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Tremorsense 60 ft., passive Perception 15

Languages —

Challenge 4 (1,100 XP; 1,800 XP with mythic phase)

Proficiency Bonus +2

Acid Sap. When the mantid takes Piercing or Slashing damage, acidic sap sprays out. Each creature within **5 feet** of the mantid takes **3 (1d6)** Acid damage. After this trait has activated, it can't activate again until the start of the mantid's next turn.

False Appearance. If the mantid is motionless at the start of combat, it has **Advantage** on its Initiative roll. Moreover, if a creature hasn't observed the mantid move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the mantid is animate.

Honeydew Hunter. The mantid can detect the presence of creatures containing or affected by Honeydew within **1,000 feet** of it. It knows the direction and approximate distance of each such creature: far (201-1,000 feet), near (61-200 feet), or close (0-60 feet).

Jungle Camouflage. The mantid has **Advantage** on Stealth checks made to hide in jungle terrain and deep undergrowth.

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

BLOOMING FORM

Blooming Form (Recharges after a Short or Long Rest). When the mantid is reduced to 0 Hit Points, it consumes its Honeydew reserves causing the flowers on its body to bloom and quiver. Its current Hit Point total instead resets to 80 Hit Points, it recharges its Razorleaf, and it can now use the options labelled "Blooming Form Only" for **1 hour**. Award a party an additional 700 XP (1,800 XP total) for defeating the mantid after its Blooming Form activates.

ACTIONS

Multiattack. The mantid makes two attacks with any combination of Scythe and Acid Spit.

Scythe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) Piercing damage.

Acid Spit. *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 4 (1d4 + 2) Acid damage.

Whirl. The mantid makes one Scythe attack against each creature within **5 feet** of it.

Razorleaf (Recharge 5-6). *Saving Throw:* **DC 12 Dexterity saving throw.** *Range:* Self, each creature in a **30-foot Cone.** *Failure:* 7 (2d6) Slashing damage and 7 (3d4) Acid damage. *Success:* half damage.

BONUS ACTIONS

Alluring Pheromones. An alluring smell fills the air. Each creature within **60 feet** of the mantid must succeed on a **DC 12 Wisdom saving throw** or, at the start of the creature's next turn, it must move up to its Speed towards the mantid by the shortest route that avoids obviously damaging terrain (GM's discretion).

Ingest Honeydew. The mantid plants a proboscis in one honeydew-containing creature of CR 1 or lower within **5 feet** of it. It gains **5 (2d4)** Temporary Hit Points and, on its next turn, it can make one additional attack when it takes the Multiattack action. The creature becomes drained and can't be the target of this Bonus Action for **24 hours.**

Pollen Puff (Blooming Form Only). The mantid sprays a burst of pollen at one creature it can see within **15 feet** of it, forcing it to make a **DC 12 Constitution saving throw** or be subject to one of the following effects (mantid's choice when it takes this Bonus Action):

Serenity. The creature lies down on the ground, falling **Prone.**

Terror. The creature throws one object it is holding (randomly determined if there is more than one currently held) **30 feet** in a randomly determined direction.

Wrath. The creature immediately makes one weapon attack against a randomly determined creature other than the mantid that is within its reach.

LEGENDARY ACTIONS

The mantid can take 2 Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The mantid regains spent Legendary Actions at the start of its turn.

Attack. The mantid makes one Acid Spit or Scythe attack.

Relocate. The mantid moves up to its Speed without provoking Opportunity Attacks. If it is not in its Blooming Form, it can root itself, immediately taking the Hide action.

Pollen Bloom (Blooming Form Only). Sparkling pollen bursts from the mantid and hangs in the air within **15 feet** of the mantid, moving with it, until the end of its next turn. A creature that starts its turn in the area must succeed on a **DC 12 Constitution saving throw** or be subject to one of the effects from the Pollen Puff Bonus Action (mantid's choice when it takes this action). A strong wind or heavy rain causes the pollen cloud to disappear early. The mantid must use a different Legendary Action option before it can use this one again.

LACELEAF MANTID HARLEQUIN

Large Plant, Unaligned

Armour Class 16 (natural armour)

Hit Points 180 (19d10 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Con +9, Wis +8

Skills Animal Handling +8, Perception +8, Stealth +7

Damage Immunities Acid, Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Tremorsense 60 ft., passive Perception 18

Languages —

Challenge 13 (10,000 XP; 15,900 XP with mythic phase)

Proficiency Bonus +5

Acid Sap. When the mantid takes Piercing or Slashing damage, acidic sap sprays out. Each creature within **5 feet** of the mantid takes **7 (2d6)** Acid damage. After this trait has activated, it can't do so again until the start of the mantid's next turn.

False Appearance. If the mantid is motionless at the start of combat, it has **Advantage** on its Initiative roll. Moreover, if a creature hasn't observed the mantid move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the mantid is animate.

Honeydew Hunter. The mantid can detect the presence of creatures containing or affected by *Honeydew* within **1,000 feet** of it. It knows the direction and approximate distance of each such creature: far (201-1,000 feet), near (61-200 feet), or close (0-60 feet).

Jungle Camouflage. The mantid has **Advantage** on Stealth checks made to hide in jungle terrain and deep undergrowth.

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

BLOOMING FORM

Blooming Form (Recharges after a Short or Long Rest). When the mantid is reduced to 0 Hit Points, it consumes its *Honeydew* reserves causing the flowers on its body to bloom and quiver. Its current Hit Point total instead resets to 170 Hit Points, it recharges its *Razorleaf*, and it can now use the options labelled "Blooming Form Only" for **1 hour**. Award a party an additional 5,900 XP (15,900 XP total) for defeating the mantid after its Blooming Form activates.

ACTIONS

Multiattack. The mantid makes two attacks with any combination of Scythe and Acid Spit.

Scythe. *Melee Weapon Attack:* **+10** to hit, reach 5 ft., one target. *Hit:* **14 (2d8 + 5)** Piercing damage.

Acid Spit. *Ranged Weapon Attack:* **+9** to hit, range 40/120 ft., one target. *Hit:* **9 (2d4 + 4)** Acid damage.

Whirl. The mantid makes one Scythe attack against each creature within **5 feet** of it.

Razorleaf (Recharge 5-6). *Saving Throw:* **DC 17 Dexterity saving throw.** *Range:* Self, each creature in a **45-foot Cone.** *Failure:* **14 (4d6)** Slashing damage **10 (4d4)** Acid damage. *Success:* half damage.

BONUS ACTIONS

Alluring Pheromones. An alluring smell fills the air. Each creature within **60 feet** of the mantid must succeed on a **DC 17 Wisdom saving throw** or, at the start of the creature's next turn, it must move up to its Speed towards the mantid by the shortest route that avoids obviously damaging terrain (GM's discretion).

Consume Honeydew. The mantid plants a proboscis in one honeydew-containing creature of CR 2 or lower within **5 feet** of it. It gains **10 (3d6)** Temporary Hit Points and, on its next turn, it can make one additional attack when it takes the Multiattack action. The creature becomes drained and can't be the target of this Bonus Action for **24 hours.**

Pollen Puff (Blooming Form Only). The mantid sprays a burst of pollen at one creature it can see within **15 feet** of it, forcing it to make a **DC 17 Constitution saving throw** or be subject to one of the following effects (mantid's choice when it takes this Bonus Action):

Serenity. The creature lies down on the ground, falling **Prone.**

Terror. The creature throws one object it is holding (randomly determined if there is more than one currently held) **30 feet** in a randomly determined direction.

Wrath. The creature immediately makes one weapon attack against a randomly determined creature other than the mantid that is within its reach.

LEGENDARY ACTIONS

The mantid can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The mantid regains spent Legendary Actions at the start of its turn.

Attack. The mantid makes one Acid Spit or Scythe attack.

Relocate. The mantid moves up to its Speed without provoking Opportunity Attacks. If it is not in its Blooming Form, it can root itself, immediately taking the Hide action.

Pollen Bloom (Blooming Form Only). Each creature within **15 feet** of the mantid must succeed on a **DC 17 Constitution saving throw** or be subject to one of the effects from the Pollen Puff Bonus Action (mantid's choice when it takes this action). The mantid must use a different Legendary Action option before it can use this one again.

LACELEAF MANTID MATRIARCH

Large Plant, Unaligned

Armour Class 17 (natural armour)

Hit Points 315 (30d10 + 150)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Con +12, Wis +10

Skills Animal Handling +10, Perception +10, Stealth +10

Damage Immunities Acid, Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Tremorsense 60 ft., passive Perception 20

Languages —

Challenge 21 (33,000 XP; 53,000 XP with mythic phase)

Proficiency Bonus +7

Acid Sap. When the mantid takes Piercing or Slashing damage, acidic sap sprays out. Each creature within 5 feet of the mantid takes 10 (3d6) Acid damage. After this trait has activated, it can't activate again until the start of the mantid's next turn.

False Appearance. If the mantid is motionless at the start of combat, it has **Advantage** on its Initiative roll. Moreover, if a creature hasn't observed the mantid move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the mantid is animate.

Honeydew Hunter. The mantid can detect the presence of creatures containing or affected by *Honeydew* within **1,000 feet** of it. It knows the direction and approximate distance of each such creature: far (201-1,000 feet), near (61-200 feet), or close (0-60 feet).

Jungle Camouflage. The mantid has **Advantage** on Stealth checks made to hide in jungle terrain and deep undergrowth.

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

BLOOMING FORM

Blooming Form (Recharges after a Short or Long Rest). When the mantid is reduced to 0 Hit Points, it consumes its *Honeydew* reserves, causing the flowers on its body to bloom and quiver. Its current Hit Point total instead resets to 300 Hit Points, it recharges its Razorleaf, and it can now use the options labelled "Blooming Form Only" for **1 hour**. Award a party an additional 20,000 XP (53,000 XP total) for defeating the mantid after its Blooming Form activates.

ACTIONS

Multiattack. The mantid makes two attacks with any combination of Scythe and Acid Spit.

Scythe. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) Piercing damage.

Acid Spit. *Ranged Weapon Attack:* +11 to hit, range 40/120 ft., one target. *Hit:* 11 (3d4 + 4) Acid damage.

Whirl. The mantid makes one Scythe attack against each creature within **5 feet** of it.

Razorleaf (Recharge 5-6). *Saving Throw:* **DC 20 Dexterity saving throw.** *Range:* Self, each creature in a **60-foot Cone.** *Failure:* 17 (5d6) Slashing damage and 17 (7d4) Acid damage. *Success:* half damage.

BONUS ACTIONS

Alluring Pheromones. An alluring smell fills the air. Each creature within **60 feet** of the mantid must succeed on a **DC 20 Wisdom saving throw** or, at the start of the creature's next turn, it must move up to its Speed towards the mantid by the shortest route that avoids obviously damaging terrain (GM's discretion).

Consume Honeydew. The mantid plants a proboscis in one honeydew-containing creature of CR 3 or lower within **5 feet** of it. It gains 14 (4d6) Temporary Hit Points and, on its next turn, it can make one additional attack when it takes the Multiattack action. The creature becomes drained and can't be the target of this Bonus Action for **24 hours.**

Pollen Puff (Blooming Form Only). The mantid sprays a burst of pollen at one creature it can see within **15 feet** of it, forcing it to make a **DC 20 Constitution saving throw** or be subject to one of the following effects (mantid's choice when it takes this Bonus Action):

Serenity. The creature lies down on the ground, falling **Prone.**

Terror. The creature throws one object it is holding (randomly determined if there is more than one currently held) **30 feet** in a randomly determined direction.

Wrath. The creature immediately makes one weapon attack against a randomly determined creature other than the mantid that is within its reach.

LEGENDARY ACTIONS

The mantid can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The mantid regains spent Legendary Actions at the start of its turn.

Attack. The mantid makes one Acid Spit or Scythe attack.

Relocate. The mantid moves up to its Speed without provoking Opportunity Attacks. If it is not in its Blooming Form, it can root itself, immediately taking the Hide action.

Pollen Bloom (Blooming Form Only). Each creature within 15 feet of the mantid must succeed on a **DC 20 Constitution saving throw** or be subject to one of the effects from the Pollen Puff Bonus Action (mantid's choice when it takes this action). The mantid must use a different Legendary Action option before it can use this one again.

APPENDIX D - FAMILIAR

TAMER
LEVEL



GROWTH I

PREREQUISITE: BECOME COMPANION

"The itsy-bitsy spider..."

1

CORROSIVE BITE

PREREQUISITE: —

"Eating through you literally AND figuratively!"

NATURAL CAMOUFLAGE

PREREQUISITE: —

"Deployable hiding spot!"

3

ACRID WEB I

PREREQUISITE: —

"You're caught in our web now..."

MULTIATTACK

PREREQUISITE: —

"Watch out for the thorns."

GROWTH II

PREREQUISITE: GROWTH I

"...crawled down the tavern wall..."

5

PHOTOSYNTHESIS

PREREQUISITE: —

"Praise the sun!"

ROSEBUD

PREREQUISITE: —

"Or as we like to call it..."

9

ACRID WEB II

PREREQUISITE: ACRID WEB I

"...and you're here to stay."

SPIDER SENSES

PREREQUISITE: —

"They're tingling."

GROWTH III

PREREQUISITE: GROWTH II

"...turns out it wasn't itsy-bitsy after all."

13

FULL BLOOM

PREREQUISITE: ROSEBUD

"...Scentuary."

17

SPIDERLILY

"Some of our more squeamish patrons are put off by this quaint blend of spider and flower, but I find it weirdly relatable. Maybe it's because when I was young, I too was a half-orc-lid. Geddit?"

— Heliana, Punmaster

Type: Plant

Creature Component: Any laceleaf mantid

Bonus Tamer Improvement: Growth I and +2 Hit Dice

Despite its misleading name, the spiderlily isn't a true arachnid, a fact that has prompted many a strongly worded letter from Dr. Doolots

to the Borderless Union of Magizoological Sciences. This is partly due to the fact that it has six legs instead of eight, but mostly because it technically belongs to the plant kingdom, for which the arachnid classification doesn't exist. Blissfully ignorant of the heated taxonomic debate surrounding them, these colourful critters crawl across the Maphrok jungle bundled into spherical clusters—called bouquets—for protection against predators. They're skittish and shy in the wild, but become oddly sociable and even ostentatious in the company of a Tamer. Spiderlilies love to be displayed on friendly creatures, and often insist on being carried on a Tamer's hair, tucked behind their ear, or stuck to their lapel—even when they grow to the size of cows.

If any of the spiderlily's traits or actions require a saving throw, it is always against the spiderlily's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the spiderlily's Constitution modifier

MONSTER TRAINER

GROWTH I

Prerequisite: Become a Tamer's companion
Type: Passive (companion)

The spiderlily's size increases to Small, its Hit Die size increases to a **d6** (its Hit Point maximum consequently increases by 1 for each of its Hit Dice), and the damage die of its Bite attack increases to a **d6**.

SPIDERLILY

Tiny Plant, Unaligned

Armour Class 14 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	11 (+0)

Skills Stealth +4

Damage Resistances Acid

Senses Darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Pyrophobia. When the spiderlily takes Fire damage, it must succeed on a **DC 11 Wisdom saving throw** or be **Frightened** of the source of the damage for **1 minute**. The spiderlily can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once the spiderlily succeeds on the saving throw or the effect ends for it, it can't be Frightened by this trait again until it or its Tamer finishes a Long Rest.

Spider Climb. The spiderlily can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) Piercing damage.

BONUS ACTIONS

Safety Cord. The spiderlily connects a string of silk to a solid surface in the space it currently occupies. As long as the silk string remains, the spiderlily can't move or be moved farther than **30 feet** from the spot to which the string is connected. As a Bonus Action, the spiderlily can reel itself back to the spot to which the string is connected, or sever the string. The string is also severed if the spiderlily takes any Fire damage.

CORROSIVE BITE

Prerequisite: 3rd-level Tamer

Type: Passive (companion)

The spiderlily deals an extra 2 (**1d4**) Acid damage to the first target it hits with a Bite attack on each of its turns.

When the spiderlily's Tamer reaches 9th level in the Tamer class, this damage increases to 3 (**1d6**), and the spiderlily deals it to each target it hits with a Bite attack, instead of only the first one on each of its turns.

NATURAL CAMOUFLAGE

Prerequisite: 3rd-level Tamer

Type: Active (action), Passive (Tamer)

As an action, the spiderlily can close its eyes and retract its legs. While it remains motionless in this state, it's indistinguishable from a flower or bush. If a creature hasn't seen the spiderlily move or act, it can attempt an **Intelligence (Investigation)** check, identifying the flower or bush as an animate creature on a success.

In addition, the spiderlily's Tamer can enter the spiderlily's space as long as the spiderlily is at least one size larger than them, gaining **Advantage** on Dexterity (Stealth) checks for as long as they remain in there.

ACRID WEB I

Prerequisite: 5th-level Tamer

Type: Active (action)

The spiderlily can cast the *Web* spell. A creature takes 3 (**1d6**) Acid damage when it becomes Restrained by the web, at the end of each of its turns while it remains Restrained, and when it fails the Strength check to release itself from the web. Once the spiderlily has cast the spell in this way, it can't do so again until its Tamer finishes a Long Rest.

When the spiderlily's Tamer reaches 9th level in the Tamer class, this damage increases to 4 (**1d8**).

GROWTH II

Prerequisite: 5th-level Tamer, Growth I

Type: Passive (companion)

The spiderlily's size increases to Medium, its Hit Die size increases to a **d8** (its Hit Point maximum consequently increases by 1 for each of its Hit Dice), and the damage die of its Bite attack increases to a **d8**.

MULTIATTACK

Prerequisite: 5th-level Tamer

Type: Active (action)

As an action, the spiderlily can make two attacks.

PHOTOSYNTHESIS

Prerequisite: 9th-level Tamer

Type: Passive (companion)

When the spiderlily's Tamer finishes a Short Rest in sunlight and the spiderlily remains summoned for the entire duration with at least 1 Hit Point, the spiderlily regains 10 (3d6) Hit Points.

ROSEBUD

Prerequisite: 9th-level Tamer

Type: Passive (companion)

The spiderlily constantly emits a pleasant floral scent that dissuades attackers and grants it the benefits of the *Sanctuary* spell. These benefits end if the spiderlily makes an attack, casts a spell, or uses an improvement that affects a hostile creature. The spiderlily gains the benefits of *Sanctuary* again if it goes 1 minute without making an attack, casting a spell, or using an improvement that affects a hostile creature.

ACRID WEB II

Prerequisite: 13th-level Tamer, Acrid Web I

Type: Active (action, Bonus Action)

The damage of the spiderlily's Acrid Web improvement increases to 5 (1d10). In addition, the spiderlily can use a Bonus Action to shoot a silk string at a creature within 30 feet of it that is its size or smaller and is **Restrained** by the Web spell of its Acrid Web improvement.

The creature is pulled to an unoccupied space within 5 feet of spiderlily, and must succeed on a **Strength saving throw** or be wrapped in a silk cocoon and **Restrained**. While Restrained in the cocoon, the creature is **Blinded**, has Total Cover against attacks and other effects originating from outside the cocoon, and continues to take damage as if it were Restrained by the spiderlily's Acrid Web. In addition, the spiderlily rolls three times as many dice for the Acid damage the creature takes from the Acrid Web action.

Once the spiderlily's Tamer reaches 17th level in the Tamer class, this Improvement's damage increases to 6 (1d12).

GROWTH III

Prerequisite: 13th-level Tamer, Growth II

Type: Passive (companion)

The spiderlily's size increases to Large, its Hit Die size increases to a **d10** (its Hit Point maximum consequently increases by 1 for each of its Hit Dice), and the damage die of its Bite attack increases to a **d10**.

SPIDER SENSES

Prerequisite: 13th-level Tamer

Type: Active (Reaction), Passive (companion)

The spiderlily gains Blindsight to a range of 30 feet. In addition, the spiderlily can use its Reaction when a creature it can see targets it with an attack to impose **Disadvantage** on the attack roll.

FULL BLOOM

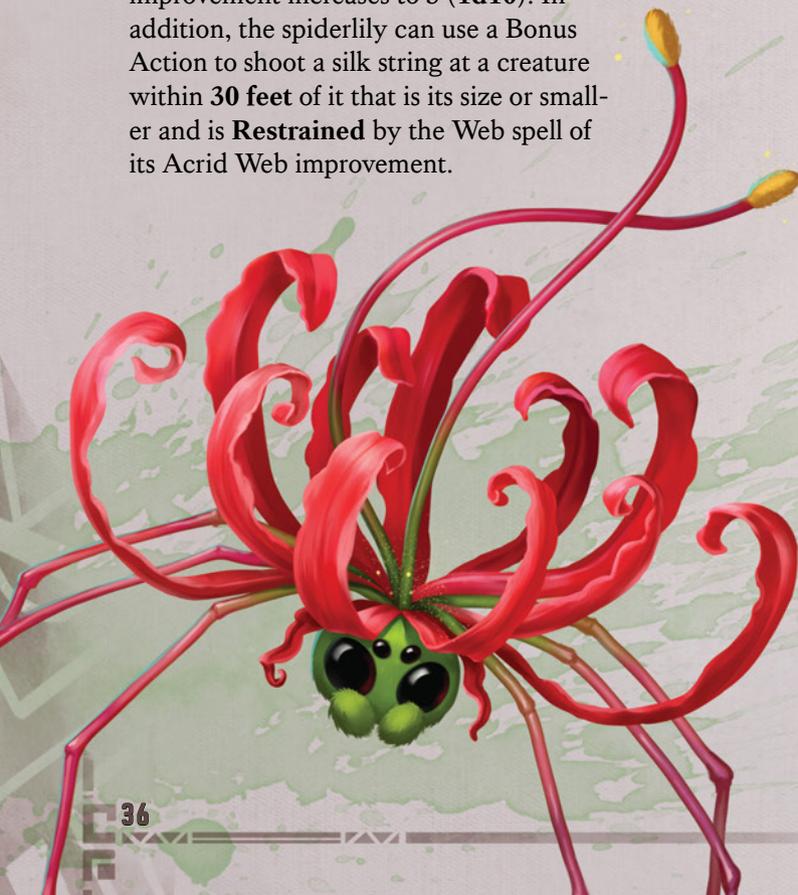
Prerequisite: 17th-level Tamer, Rosebud

Type: Active (Reaction)

When the spiderlily takes damage that puts it at or below half of its Hit Point maximum, it can use its Reaction to go into full bloom for 1 minute or until it drops to 0 Hit Points, gaining the following benefits:

- It has **Immunity** to Acid and Poison damage and Poisoned condition.
- It has the effects of the *Sanctuary* spell as per the Rosebud improvement. While the spiderlily remains in full bloom, these effects don't end for any reason.
- The Acid damage of its Corrosive Bite improvement, if it has it, increases to 7 (2d6).
- It and friendly creatures within 10 feet of it have **Immunity** to the Charmed and Frightened conditions.

Once the spiderlily has used this Reaction, it can't do so again until its Tamer finishes a Long Rest.



APPENDIX E - RACE

RAKIN SUBRACE

The lemurkin is an additional subrace choice for the rakin (see *Heliana's Guide* for base race).

LEMURKIN

Lemurkin, like tanukin, are fond of nature—deep jungles and overgrown ruins. Unlike tanukin, they adore a leader, and are quick to elect one when a critical mass of lemurkin gather. Typically, this is a combination of the most magnetic personality, and the individual best able to stomach the fermented fruit lemurkin enjoy preserving. When gathered together, whether for a celebration or commiseration, lemurkin often sing, an act of bonding and connection in contrast to a rakin's typical one-upmanship.

Suggested Ability Score Increase. Your Charisma or Constitution score increases by 1 (your choice).

Jumper. Your jump distances are doubled.

Jungle Dweller. A heritage of living in the biota-rich, vertically-challenging jungle among other charismatic lemurkin grants you proficiency with your choice of one of the following skills: Animal Handling, Athletics, Medicine, Nature, Performance, or Persuasion.

Long Tailed. You have **Advantage** on ability checks and saving throws made to avoid falling or falling Prone.

Sing-along. As part of a Long Rest, you can teach a song to any creatures within **30 feet** of you. At the end of the Long Rest, the other creature knows the song. As a Bonus Action, you can begin singing a song, choosing from the options below, which can last for up to **10 minutes**. You can stop singing the song at any time, immediately ending its effects. You stop singing if you have the Incapacitated condition. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

A creature that knows the song and can hear you can join in by using a Bonus Action on its turn. When it does so, you and the creature gain the benefit associated with the chosen song. The creature loses the benefit

at the start of its next turn, unless it immediately uses another Bonus Action to continue singing. You lose the benefit when you start your turn without a creature having used its Bonus Action to sing the song since the end of your last turn.

Healing Hymn: The creature gains **1d6** Temporary Hit Points that last until the start of its next turn.

Moving March: The creature's Speed is increased by **10 feet**.

Soothing Sonata: The creature is Immune to the Frightened condition.



LEGAL

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