



D&D[®] JUNGLE ENCOUNTERS

BY PAUL WEBER

Featuring over 25
custom homebrew
creatures including,
3 new dragons,
2 new races, and 3
new non-playable
characters for your
jungle adventures!

DUNGEONS & DRAGONS

A menagerie of deadly monsters
for jungle encounters in the world's
greatest roleplaying game



JUNGLE ENCOUNTERS

By Paul Weber

The logo features the 'D&D' monogram in a stylized green font with a dragon's head integrated into the ampersand. Below it, the words 'JUNGLE ENCOUNTERS' are written in a bold, dark red, serif font. The background is a parchment-like texture with green vines and leaves hanging from the top.

D&D JUNGLE ENCOUNTERS

A Brief Introduction

Thank you for taking interest in this project! My name is, Paul Weber, and I enjoy Dungeons and Dragons. What I love even more is world building, and fantasy storytelling, which is why I've combined all those passions into this D&D add-on. In this manual you'll find new elements to add to your campaigns of Dungeons and Dragons. I've created new monsters, new Non-Player Characters, and two new races. This started out as a small project while I was bored sitting by my computer playing around with custom stats blocks. What started out as some messing around, blossomed into a four day digital adventure and before I knew it, this was born! I hope you enjoy these add-ons as much as I enjoyed making them. There may be several typos within this project, as I am only human with little spare time, please feel free to contact me to correct these errors if you wish. I encourage you to use this material in any way you like, just have fun!

Introduction

Welcome to Jungle Encounters! This is designed and dedicated to give more life into your jungle themed adventures with fun ideas and themes. In this material you'll find over twenty-five new, custom jungle themed creatures and creations with full stat blocks, pictures, and descriptions. These creatures range from beast, three new dragons, three new non-playable characters, weather patterns, and traps! You'll also find, for your convenience, some official Dungeons and Dragons 5th Edition monsters that now have descriptions and pictures to better serve your creative juices when creating an adventure. Creatures taken from the official Dungeons and Dragons 5th edition Monster Manual have the exact stat block as they do in the manual, and have been marked with the red Dungeons and Dragons Logo on the upper right-hand corner of their stat block. These creatures were added to this project because they are common creatures found within jungle environments. Like all creatures in the world of Dungeons and Dragons these creatures can be modified anyway you like and were created for inspiration and ideas for your enjoyment.

“Welcome to the jungle, We’ve got fun and games!”

A Worthy Note

Artwork in this was not created, nor is it owned by me. Most artwork was found using a basic Google image search. Most of the artwork in this was photoshopped by me to give it a more appealing, or desired look to what I was going for. Some images may be copyrighted or trademarked. Dungeons and Dragons is a registered Trademark by Wizards of the Coast. All rights reserved. This is a non-profit project.

Designed by Paul Weber

APE

Ape are large primates that use their crushing fist to attack those that oppose them. Because of their strength they will also throw large rocks to defend their territory and warn off those who are getting too close for comfort.



AWAKENED TREE

An awakened tree is an ordinary tree given sentience and mobility by the awaken spell or similar magic.

AWAKENED SHRUB

An awakened shrub is an ordinary shrub given sentience and mobility by the awaken spell or similar magic.

AWAKENED TREE

Huge plant, unaligned



Armor Class 13 natural armor
Hit Points 59 (3d8 + 6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	6(-2)	15(+2)	10(+0)	10(+0)	7(-2)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses passive perception 10
Languages one language known by its creator
Challenge 2 (450 XP)

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

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 10ft., one target.
Hit: 14 (3d6 + 4) bludgeoning damage.



APE

Medium beast, Unaligned



Armor Class 12 natural armor
Hit Points 19 (3d8 + 6)
Speed 30 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	14(+2)	6(-2)	12(+1)	7(-2)

Skills Athletics +5, Perception +3
Senses passive perception 13
Languages —
Challenge 1/2 (100 XP)

Actions

Multiattack. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +5 to hit, reach 5ft., one target.
Hit: 6 (1d6 + 3) bludgeoning damage.

Rock. Ranged Weapon Attack: +5 to hit, range 25/50 ft., one target.
Hit: 6 (1d6 + 3) bludgeoning damage.

AWAKENED SHRUB

Small plant, Unaligned



Armor Class 9 natural armor
Hit Points 10 (3d6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	8(-1)	11(+0)	10(+0)	10(+0)	6(-2)

Damage Vulnerabilities fire
Damage Resistances piercing
Senses passive perception 10
Languages one language known by its creator
Challenge 0 (10 XP)

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

Actions

Rake. Melee Weapon Attack: +1 to hit, reach 5ft., one target.
Hit: 1 (1d4 - 1) slashing damage.



APEMEN

Rulers of the jungle, Apemen are, smart cunning, and great fighters. Apemen are a strong force when grouped together and will fight in packs. These ape-like creatures dwell in deep jungle type environments but unlike apes they have an ordered society complete with a human-like ecosystem including a hierarchy and government-like establishments.

Apemen build their societies mostly in isolated jungle locations such as atop high mountains or near rivers and lakes. They utilize their own makeshift weapons and armor, that often times, becomes a right of passage for Apemen to become warriors in their homeland.

These creatures like to stick close to home and when traveling will only do so in groups of three or more, with at least one being an experienced warrior. Apemen are intelligent, speak their own language, as well as common, and will set traps to keep enemies at bay. They will even display the heads of dead enemies on pikes as trophies and as a warning to would-be intruders. They are a close-knit community and will not hesitate to attack those whom they think are a threat to their homeland or family.

APEMEN

Medium Humanoid Lawful Neutral

Armor Class 12
Hit Points 20 (5d8-10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	17 (+4)	12 (+2)	16(+3)	10(+0)	11 (+0)

Damage Vulnerabilities Psychic, Fire, Magic
Skills Intimidation +1, Stealth +1, Survival +5
Senses Darkvision up to 30 ft.
Languages Common, Apemen
Challenge 1 (200)

Terrain Advantage: Apemen have advantage on hit and damage rolls in all jungle type environments.

Standing Leap. The Apemen long jump is up to 20 feet and its high jump is up to 10 feet with or without a running start.

Actions

Fist. Melee Attack +1 to hit, reach 5ft., one target
Hit: 4 (1d4+2)

Bash. (if equipped with a weapon) Melee Weapon Attack +1 to hit, reach 10ft., one target
Hit: 6 (2d4)

"After spending several months amongst them, I'm beginning to fear they might just be the superior race."

-Exploration journal of Dr. Eugene Kraft

APEMEN WARRIOR

Apemen Warriors are an elite military unit in an Apemen society. An Apemen Warrior is more often than not, a descendant of another Apemen Warrior. It is considered an honor to serve in this function and requires vigorous training, and intelligence.

Apemen Warriors go through years of training before graduating to a full warrior status. Those who are lucky enough to be chosen as warriors will make their own armor, shield, and weapons as well as be passed on these items from their progenitor. The only way a full service warrior may leave the unit is by death, being too wounded to serve, or when their descendant graduates to full warrior status.

An Apemen Warrior favors light or medium armor but is proficient in all armor types. Usually an Apemen Warrior brandishes a long spear for their weapon, and always carries a personalized military dagger. It's not uncommon for an Apemen Warrior to fashion defeated enemy body parts as jewellery.



APEMEN WARRIOR

Medium Humanoid Lawful Neutral

Armor Class 16 light armor and shield
Hit Points 37 (5d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+4)	18 (+4)	12 (+2)	16(+3)	10(+0)	11 (+0)

Saving Throws Str +4, Dex +4
Skills Intimidation +1, Stealth +2, Survival +5
Damage Vulnerabilities Psychic, Magic
Senses Darkvision up to 30 ft., Passive perception 10
Languages Common, Apemen
Challenge 3 (700)

Terrain Advantage: An Apemen Warrior has advantage on hit and damage rolls in all jungle type environments.

Blood Frenzy. The Apemen Warrior has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Standing Leap. The Apemen Warriors long jump is up to 20 feet and its high jump is up to 10 feet with or without a running start.

Actions

Spear. Melee Weapon Attack: +3 to hit, reach 15ft., one target. Hit: 12 (1d10 + 6) piercing damage.

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

Shield Bash. Melee Weapon Attack: reach 5ft., one target. Hit: 10 (1d8+3) Bludgeoning damage



APEMEN WARRIOR CHIEF

Large Humanoid Lawful Neutral

Armor Class 17 Natural Armor

Hit Points 157 (15d12+60)

Speed 20 ft. fly 60ft

STR	DEX	CON	INT	WIS	CHA
23(+6)	14(+2)	18(+4)	16(+3)	12(+1)	10(+0)

Saving Throws Str +6, Dex +5

Skills Intimidation +10, Survival +5, Athletics +9, Clumb +10

Damage Vulnerabilities Psychic, Magic

Senses Passive Perception 14

Languages Common, Apemen

Challenge 8 (3,900xp)

Terrain Advantage: An Apemen Warrior Chief has advantage on hit and damage rolls in all jungle type environments.

Blood Frenzy. The Apemen Warrior Chief has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Dive Attack. If the Warrior Chief is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

Actions

Fist. Melee Weapon Attack: +9 to hit, reach 10ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage .

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit:21 (3d10 + 5) bludgeoning damage.

"I knew it was angry when it turned a boulder to dust in the palm of its hand while glaring at me wit its coal black eyes."

-Recovered Journal excerpt; unknown author

APEMEN WARRIOR CHIEF

An Apemen Warrior Chief is, above all, the highest ranking unit within the Apemen Warrior military unit. Chosen only by birth-rite, Warrior Chiefs are fierce and battle-hungry, champions with the ability to fly short distances with their giant wings as well as the ability to crush enemies using just their powerful fist and brute strength.

Apemen Warrior Chiefs are the commanders and leaders who give orders to any and all Apemen Warriors. They are the most respected among all Apemen Warriors and are loyal to their homeland government.

The Apemen Warrior Chief usually does not use weapons but instead relies on its fist or throwing heavy rocks and stones. Warrior Chiefs also don't wear standard armor like other Apemen Warriors but will instead, wear a helmet. Often times the helmet is the skull of a slain enemy that the Warrior Chief favored killing in battle.



BABOON

These creatures eat fruits, grasses, seeds, bark, and roots, but also have a taste for meat. They eat birds, rodents, and even the young of larger creatures such as antelopes and sheep.

BADGER

Creating many-chambered underground dens, and spending much of their lives below ground, badgers do allot of stalking at night, but are seen out and about in the daytime as well. They are excellent hunters of jungle-dwelling prey including rabbits, groundhogs, ground squirrels, mice and snakes.

BADGER

Tiny Beast, unaligned



Armor Class 10 natural armor
Hit Points 3 (1d4 + 1)
Speed 20 ft., burrow 5ft.

STR	DEX	CON	INT	WIS	CHA
4(-3)	11(+0)	12(+1)	2(-4)	12(+1)	5(-3)

Senses passive perception 11, darkvision 30 ft.
Languages —
Challenge 0 (10 XP)

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

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.



BABOON

Small beast, Unaligned



Armor Class 12 natural armor
Hit Points 3 (1d6)
Speed 30 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	14(+2)	11(+0)	4(-3)	12(+1)	6(-2)

Senses passive perception 11
Languages —
Challenge 0 (10 XP)

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

Actions

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



BAT

Bats are tiny beast that rely on echolocation, or the use of sounds and vibrations, for their sight. Bats typically live in dark places like caves, basements and attics. They will attack with their bite and they travel in swarms.

GIANT BAT

A giant bat is an overgrown bat that is about ten times the size of a normal bat. These creatures bite using their long fangs and usually travel with swarms of smaller bats.

BAT SWARM

A bat swarm can be hundred of bats and giant bats traveling together. Bat swarms usually form when several sleeping bats in one location gets startled and they all form together to escape or attack.

GIANT BAT

Large beast, unaligned

Armor Class 13 natural armor
Hit Points 22 (4d10)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	11(+0)	2(-4)	12(+1)	6(-2)

Senses blindsight 60ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (perception) checks that rely on hearing.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 +2) Piercing damage.



BAT

Tiny beast, Unaligned

Armor Class 12 natural armor
Hit Points 1 (1d4 - 1)
Speed 5 ft., fly 30ft.

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

Senses passive Perception 11, blindsight 60 ft.
Languages —
Challenge 0 (10 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (perception) checks that rely on hearing.

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 Piercing damage.



SWARM OF BATS

Medium swarm of tiny beast,, Unaligned

Armor Class 12 natural armor
Hit Points 22 (5d8)
Speed 0 ft., fly. 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 11, blindsight 60 ft.

Languages —
Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (perception) checks that rely on hearing.

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

Actions

Bites. Melee Weapon Attack: +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.



BENGAL TIGER

True hunters of the jungle, Bengal Tigers are ferocious beasts that track and sneak on their prey. A Bengal Tiger will either travel alone or in a small pack, usually a male and female with cubs. The female Bengal Tigers are the hunters and bring food to their mate and cubs as a sign of loyalty.

Bengal Tigers can be identified as having an orange and white coat with black stripes. They have a great sense of smell, and an adapt sense of tracking. Once a Bengal Tiger has its sight on its victim it will attack but only when it feels the time is right. Quite often the victim doesn't even know its being hunted until its too late.

The Bengal tiger lye in wait for the perfect opportunity to strike, where it will pounce on its prey and begin an assault of claw and bite attacks until its victim is motionless. After the creature is dead, the Bengal Tiger will either feast on the corpse until it is full or drag the corpse to another hungry Bengal.

Bengal Tigers are prideful creatures and will always fight to defend another of its pack. They reside in deep jungle terrain, in caves, or atop high cliffs. A Bengal Tiger doesn't attack unless it feels threatened or is in the need to feed.



BENGAL TIGER

Large beast, unaligned

Armor Class 12 natural armor

Hit Points 62 (8d8+26)

Speed 0ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+2)	10(+0)	12(+1)	8(-1)

Skills Stealth +6, Intimidate +4, Sneak +10, Spot +5, Track, +10

Damage Resistances —

Damage Immunities frightened, petrified

Senses darkvision 60ft., passive perception 15

Languages —

Challenge 3 (700xp)

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

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

Multiattack. This creature can use two attacks with its claws

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (1d12+3) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) slashing damage



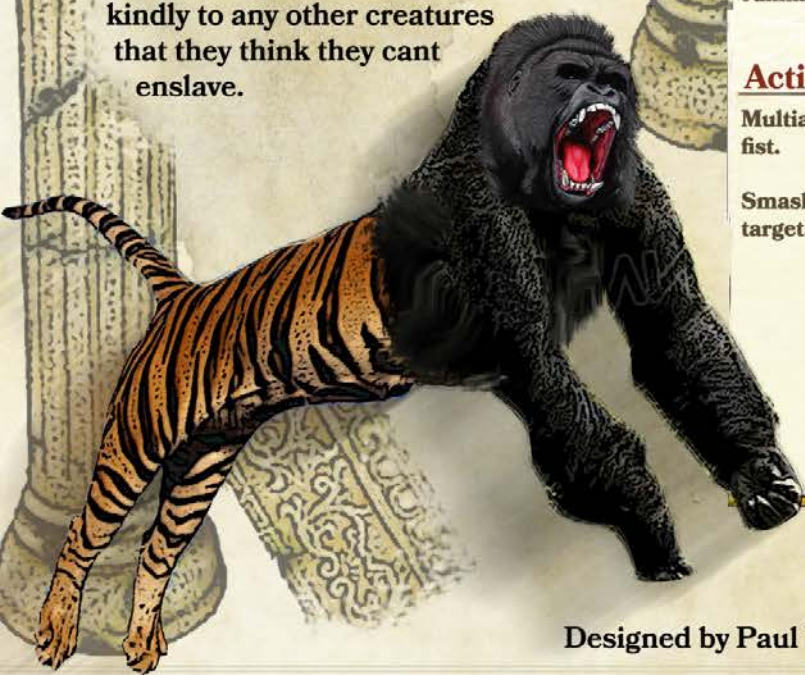


BICRONE

Bicrone occupy abandoned jungle temples as they see themselves as rulers or Gods. These half tiger, half gorilla beast will scavenge jungles just to find old remains of a lost temple and set up home within them.

Bicrone are extremely strong and equally as fast giving them a versatile advantage over almost any threat. They rule by intimidation by beating their large ape-like chest and releasing a horrendously loud growl. They attack with their powerful fist and often do so while leaping through the air at great distances.

These creatures don't take kindly to any other creatures that they think they can't enslave.



BICRONE

Large beast, Chaotic neutral

Armor Class 16 natural armor

Hit Points 136 (13d12 +52)

Speed 50ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	15(+2)	19(+4)	15(+2)	12(+1)	10(+0)

Skills intimidate +5

Damage Resistances —

Damage Immunities frightened, petrified

Senses passive perception 5

Languages common, apemen

Challenge 8 (3,900 XP)

Intimidate. The Bicrone can beat on its chest and let out a growl in an attempt to intimidate its target(s). Target(s) must succeed on a DC12 intimidation saving throw or be frightened for one minute or until injured.

Standing Leap. The Bicrone can long jump up to 30 feet and its high jump is up to 10 feet with or without a running start.

Actions

Multiattack. The Bicrone makes two smash attacks with its fist.

Smash. Melee Weapon Attack: +5 to hit, reach 10ft., one target. Hit: 33 (4d12 + 7) bludgeoning damage.

BLACK BEAR

Black bears are extremely adaptable and show a great variation in habitat types, though they are primarily found in forested areas with thick ground vegetation and an abundance of fruits, nuts, and vegetation. Unless they are with their cubs black bears are usually isolated creatures.



BLACK BEAR

Medium beast, Unaligned



Armor Class 11 natural armor
Hit Points 19 (3d8 + 6)
Speed 40 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	10(+0)	14(+2)	2(-4)	12(+1)	7(-2)

Skills Perception +3
Senses passive perception 11
Languages —
Challenge 1/2 (100 XP)

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

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

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

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) slashing damage.

BROWN BEAR

Large beast, Unaligned



Armor Class 11 natural armor
Hit Points 34 (4d10 + 12)
Speed 40 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	10(+0)	16(+3)	2(-4)	13(+1)	7(-2)

Skills Perception +3
Senses passive perception 13
Languages —
Challenge 1 (200 XP)

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

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) slashing damage.

BROWN BEAR

Brown bears are much larger than black bears and range in color from very light tan, to dark brown. They have a dished face, short, rounded ears and a large shoulder hump. The hump is where a mass of muscles attach to the bears backbone and give the bear additional strength for digging. They have very long claws on their front feet that also give them extra ability to dig after food and to dig their dens. Brown bears like to dwell in caves especially near a fresh water source.



BLOODSTOCK

Medium Plant Unaligned

Armor Class 12 natural armor

Hit Points 72 (12d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	13 (+1)	2 (-5)	10 (+0)	1 (-5)

Skills Stealth +9

Damage Vulnerabilities Fire

Damage Resistances poison, acid

Damage Immunities poison, acid

Senses blindsight 20ft.

Languages —

Challenge 3 (700xp)

Camouflage. The Bloodstock has advantage on Dexterity (Stealth) checks made to hide in swampy and or jungle terrain.

False Appearance. While the Bloodstock remains motionless, it is indistinguishable from a normal vine.

Multiattack. This creature can use two attacks with its bite.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 10ft., one creature. Hit: 9 (1d6 + 6) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

Constrict. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the Bloodstock can't constrict another target.



BLOODSTOCK

Hacking and slashing through thick foliage is a common technique used by those making their own way through the jungle. More experienced adventurers know that, because of the Bloodstock, a more cautious approach is the smarter method.

Bloodstock appear exactly as vines until they open their mouth, giving them an advantage on any unsuspecting travellers. The Bloodstock will hang from trees, or lie across paths waiting for its victims to approach. Once a creature is close enough, the Bloodstock will bite its prey, infecting it with a deadly poison and either wait for it to die or constrict it so it can't escape before devouring it and quenching its thirst for blood.

Bloodstocks dwell in jungle or swamp type environments and move much like a snake. They are strictly carnivorous however they do not rely on food to survive. A Bloodstock can survive on water and oxygen but will constantly feast on the flesh of any creature that crosses its path.



CHAMELMEN

Medium beast, chaotic neutral

Armor Class 13 natural armor

Hit Points 52 (3d8 + 33)

Speed 40ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	15(+2)	15(+2)	8(-1)	6(-2)	10(+0)

Skills Stealth +10, Perception +5

Damage Vulnerabilities Fire, piercing, slashing

Damage Resistances acid, poison

Damage Immunities acid, poison

Senses passive perception 5

Languages common

Challenge 2 (450 XP)

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

Superior Camouflage. The Chamelmen has advantage on Dexterity (Stealth) checks made in all terrain and environments and can move along terrain as if it were invisible.

False Appearance. While in motion or motionless close to terrain, the Chamelmen can not be distinguished from any terrain type. If the creature wishes to blend with open ground it must be prone.

Acid Absorption. Whenever the Chamelmen is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Surprise Attack. If the Chamelmen surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 4 (1d4+2) poison damage from the attack.

Actions

Poison Claw. **Melee Weapon Attack:** +1 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage and the target takes 1d4 poison damage.



CHAMELMEN

The feeling of being watched may be the only sign a Chamelmen is near. These human-size creatures move silently and have superior camouflage abilities that allow them to appear invisible as long as they are close to the terrain type they are blending with.

Chamelmen are relative to their chameleon type cousins but are much larger in size and stand on two legs. They have a toxic poisonous claw attack that infects targets with a deadly dose of poison.

Chamelmen are shy tricksters and are usually always camouflaged with their surroundings. A Chamelmen will typically only show its true form when they take damage. They are able to speak common and will do so to trick unknowing passer-bys into traps or startle them into thinking there are ghost for fun. Because of their chameleon like feet and hands, Chamelmen have the ability to walk, climb, run, and hang on the tops and sides of surfaces like logs, trees, and ceilings.

CROAKERS

Small and Mighty. Croakers are a civilization of highly intelligent frog-like creatures. They are intelligent in the sense that for their small size, they are quite a remarkable species. They have civilized societies that are rooted in jungle trees or logs. These creatures build houses just like any creature with a human-like intelligence would. They use bigger insects as transportation, and even have troops of soldiers ready to die in battle for their homeland. Though an outside war between Croakers and another species is rare these creatures usually bring war amongst other Croaker Kingdoms for their supplies, or territory.

Croaker Kingdoms. Croakers usually rule by having a King and or Queen that is in charge of a specific region. Croakers can survive and thrive in one area for generations but because of their sense of pride and over population, Croaker Kings and Queens, love to wage war on other Croaker Kingdoms. Though they blame their wars on dwindling resources, in reality, Croaker Kings and Queens really just want new scenery and to see their peasants fight in their name.

Croaker Civilizations. These creatures are assigned jobs soon after they age from tadpoles. The jobs help thrive the Croaker civilization while the Kings and Queens provide the working Croaker with a home, food, and protection. Croakers worship several deities and even have religious ministers that help spread their presence. In times of war the religious representative will bring misleading validation for the war by preaching on behalf on his King or Queen. All Croakers secretly love war and bloodshed but act as if they believe peace is the answer for everything.



"I first learned of their existence when I cut down a tree near the swamp. They took revenge for destroying their home by slaying my entire stock of cattle."

-Rolland Straws, Jungle Farmer



CROAKER

Small Beast, Chaotic Neutral

Armor Class 7 natural armor
Hit Points 1 (1d6)
Speed 30 ft., Swim 30 ft.

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

Damage Immunities acid, poison
Senses passive perception 4, darkvision 40 ft.
Languages Bullywug, common
Challenge 0 (10 XP)

Amphibious. The Croaker can breathe air and water.

Speak with Frogs and Toads. The Croaker can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The Croaker has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The Croaker's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

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

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

CROAKER VARIANTS:

There are many different types of Croakers living in a Croaker society. From the court jester, to the blacksmith, to the religious ministers. Use this stat block to assign basic stats for different types of Croakers that may be encountered. Croakers that are not part of a military unit use improvised weapons such as sticks, or their strong frog-like legs when attacking or defending.



Croaker Minister



Croaker Peasant



Croaker Jester

CROAKER SOLDIER

Small Beast, Chaotic Neutral

Armor Class 12 (hide armor)

Hit Points 29 (6d8 + 2)

Speed 30 ft., Swim 30 ft.

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

Saving Throws Str +1, Dex +7, Con +3, Int +4, Cha +4

Damage Immunities acid, poison

Senses passive perception 3, darkvision 40 ft.

Languages Bullywug, common

Challenge 1/4 (50 XP)

Amphibious. The Croaker can breathe air and water.

Speak with Frogs and Toads. The Croaker can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The Croaker has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The Croaker's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Axe. Melee Weapon Attack: +5 to hit, reach 10ft., one target. Hit: 4 (1d4 + 2) Slashing damage.

Crossbow. Ranged Weapon Attack: +3 to hit, reach 20ft./60ft., one target. Hit: 4 (1d6+1) piercing damage.



CROAKER SOLDIER

Lead by a fearless Croaker Knight, the Croaker Soldier leaps into battle proudly to serve his King or Queen. The Croaker Soldier wears leather hide armor and usually carries an axe and Crossbow, however a large majority also use a crossbow and spear combination. These creatures are, more often than not, grouped together in a large army of fellow soldiers and one Knight Croaker. These creatures also use small insects or other small beast as war steeds. It's not uncommon to see a large turtle, cloaked in cheaply put-together armor and several Croaker Soldiers riding on its shell.





CROAKER KNIGHT

The highest honor and most respected career assignment that can be bestowed upon a Croaker is knighthood. The Croaker Knights are hand-picked by the Kings and Queens of their Kingdom while they are still tadpoles. A Croaker Knight is immediately separated as a tadpole once it has been chosen and placed in special care while it awaits to evolve into a Croaker. Once evolved, the Croaker begins training for Knighthood by becoming a squire and conditioning for the position. Once the Croaker is deemed ready, it is granted full Knighthood and is either sent to lead an army or defend its King or Queen in the Kingdom.

CROAKER KNIGHT

Small Beast, Chaotic Neutral

Armor Class 14 (Breast Plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	13(+2)	12(+1)	15(+2)

Saving Throws Str +2, Dex +9, Con +4, Int +6, Cha +7

Damage Immunities acid, poison

Senses passive perception 4, darkvision 40 ft.

Languages Bullywug, common

Challenge 1 (200 XP)

Amphibious. The Croaker can breathe air and water.

Speak with Frogs and Toads. The Croaker can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The Croaker has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The Croaker's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The Croaker makes two attacks with its sword.

Sword. Melee Weapon Attack: +5 to hit, reach 10ft., one target. Hit: 9 (1d10 + 4) Slashing damage.



CROAKER WIZARD

Small Beast, Chaotic Neutral

Armor Class 11 (hide armor)

Hit Points 19 (3d8)

Speed 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	18(+4)	15(+2)	16(+3)	13(+1)

Saving Throws Str +1, Dex +7, Con +8, Int +5, Cha +4

Damage Resistances Magic

Damage Immunities acid, poison

Senses passive perception 4, darkvision 40 ft.

Languages Bullywug, common

Challenge 1 (200 XP)

Amphibious. The Croaker can breathe air and water.

Speak with Frogs and Toads. The Croaker can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The Croaker has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The Croaker's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Innate Spellcasting. The Croakers innate spellcasting ability is Charisma (spell save DC 14). The Croaker can innately cast the following spells, requiring no material components

Speak with Beasts and Plants. The Croaker can communicate with beasts and plants as if they shared a language.

At will: druidcraft

3/day each: entangle, goodberry

1/day each: barkskin, pass without trace, shillelagh

Actions

Staff. Melee Weapon Attack: +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh.



CROAKER WIZARD

Croaker Wizards are Croakers born with magical abilities. Usually one in one-thousand Croakers born are born with magical abilities. These are identified as pulsating tadpoles within the pool. Once a pulsating tadpole is identified as magic, they are given to the elder Croaker Wizard within the Croakers society. The elder Croaker Wizard cares for the Croaker and teaches it to use its magical abilities over years of time. Once the elder Croaker dies, his favored predecessor takes over as the new elder Croaker Wizard.

ECLIPSOR

Eclipsors are invisible to the naked eye or appear as the blurry outline of the beast they are. Often the only indicator that an Eclipsor is near is the shadow it produces in the right light. These jungle-walkers use their unique camouflage to bring a rain of chaos on unsuspecting victims, especially at night or in caves where they hardly ever cast a shadow. These creatures are said to have an infrared type vision that illuminates their target giving them the ultimate hunting advantage. If an Eclipsor is doused in fire they appear as a walking flame of their true form. These creatures have arms that are blade-like appendages that slice through targets. The Eclipsor stands at a frightening 9 feet tall. To survive an encounter with an Eclipsor is cheating death itself.

ECLIPSOR

Large beast, Chaotic neutral

Armor Class 14 natural armor

Hit Points 114 (16d8 + 62)

Speed 50ft.,

STR	DEX	CON	INT	WIS	CHA
16(+3)	19(+2)	15(+2)	10(+0)	12(+1)	8(-1)

Skills Perception +17, Stealth +18

Damage Vulnerabilities fire, cold

Damage Immunities frightened, petrified, exhaustion

Senses passive perception 18, darkvision 120 ft.

Languages —

Challenge 7 (2,900 XP)

Invisibility. The Eclipsor is invisible.

Infrared Sight. Magical darkness doesn't impede the Eclipsor's darkvision.

Ambusher. The Eclipsor has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the Eclipsor surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Ethereal. The Eclipsor's invisibility makes it near impossible to see, causing attack rolls against it to have disadvantage. This effect doesn't apply if the Eclipsor is on fire or is doused in another illuminating object or spell.

Actions

Multiattack. The Eclipsor makes two slashing attacks with its blades.

Slash. Melee Weapon Attack: +8 to hit, reach 10ft., one target. Hit: 16 (2d6 + 9) slashing damage.

ELEPHANT

Huge beast with tusk and a trunk, the elephant usually roams with its family in jungle plains rather than in deep jungle settings, so that they can spot oncoming predators. When elephants are grouped together they are usually fearless because of their large size. An isolated elephant may be quicker to attack than those surrounded by one another.

The elephant will attack by charging at its enemy with its weight and tusk, then proceed to stomp on it with its huge tree trunk-like feet.

ELEPHANT

Huge beast, unaligned



Armor Class 12 natural armor

Hit Points 76 (8d12+24)

Speed 50ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	9(-1)	17(+3)	3(-4)	11(+0)	6(-2)

Senses passive perception 10

Languages —

Challenge 4 (1,100 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 21 (3d10 + 5) bludgeoning damage.



Felidae

The Felidae are medium humanoid creatures with ties to the large cat family. They are skilled fighters all individually specialized in their own unique style of fighting. Felidae are a ferocious breed when encountered, and death is usually imminent to those who oppose. Some of these creatures favor the body and flesh of their cat-like ancestors with the face of a human and others have the face of a cat and human-like flesh. All Felidae have tails that help keep them balanced, especially while fighting. All Felidae pursue a different goal in life and all are differently aligned. Some pursue good while others exist for evil and seek ultimate damnation. The Felidae live in the jungle amongst the creatures they represent. They can communicate with the cat creature they are kin to, and are often allies with them. It's not uncommon to see a Felidae with a clowder of its lesser kin following it around. Felidae can also speak common, and undercommon. The Felidae get along with other creatures and will even live in or visit towns where they seek jobs from town officials. The Felidae, like many others, seek riches and an adventurous life.

Felidae Sisterhood. Even with all the Felidae aligned differently and with different intentions, the Felidae all get along with one another and will come together for a common cause, leaving their personal beliefs aside. If the sisterhood, all four Felidae creatures, is commenced together they will attack by flanking a single target and kill it anyway they can.

Nine Lives. The Felidae live adventurously, and curiously. Felidae often attempt task that they are beyond prepared for and they tend to get curious at the wrong time and place. These attributes lead the Felidae to perish before their time, however, when a Felidae dies they are sent to a plane of their choosing for a number of days then return to the Material Plane to live once again. The Felidae can do this nine times before perishing forever and retain all information they knew in their past life.

Quick and Nimble. The Felidae are fast and versatile creatures. They have the ability to run at darting speeds, as well as climb difficult terrain. The Felidae are gracious and can't be knocked prone and don't take falling damage from heights less than 80 feet. They use their claws and tails to help hang from objects. Felidae are superior jumpers and can also leap great distances with almost no effort.



Fears and Faults. There is almost nothing that the Felidae fear, not even death, however the Felidae are terrified of water, and ice. A Felidae will avoid water at all costs and steer clear of ice because of their lack of control and grip on the surface. The Felidae will not travel and immediately seek shelter if it is raining.

Thunderstorms are the biggest fear for Felidae and the sound of cracking thunder will send them into a frenzied panic where they frantically run in circles often injuring themselves. Felidae also are intimidated by their own reflection and will try and destroy the surface that is displaying the image. Felidae, although well balanced, will try and avoid heights over 80 feet tall unless trying to get a view on an important target or for an ambush attack.

Food and Fun. Felidae have a light appetite and go days without feeding or drinking. They crave small vermin like mice, squirrels, and birds. They enjoy playing with other cat creatures and will toy with smaller creatures for fun. Sometimes if a Felidae has nothing to do it will spend hours chasing and trying to catch its own shadow.

Traits of a Felidae. These creatures utilize their claws in combat but prefer to use weapons, and always wear armor when on the prowl. They can see great distances in the dark, have a keen sense of smell, and are proficient in stealth and acrobatics. Felidae are also gifted in magic and spells.

Felidae Tigress

The Felidae Tigress is the most cautious of all Felidae. Felidae Tigress will, more often than not, vigorously plan and stalk her victim for days before making a move. She likes to study her victim, knowing everything about them, such as, their habits, allies, and history, before deciding to strike. Felidae Tigress is a true investigator, always weighing options and deciding for itself if another creature deserves death. Because she is lawful good, this Felidae is more passionate for living beings and less likely to take contract killing jobs, unlike her three sisters.

Felidae Tigress, although kind, is a deadly adversary. She carries and utilizes a Bō staff and when its time to fight, she delivers well-timed, crushing and fatal blows. The Felidae Tigress uses her cat-like acrobatics and speed to manipulate her Bō staff using it in a multitude of skilled combat techniques. Watching a Felidae Tigress in combat with her weapon of choice is like watching a creature defy gravity. She will climb the staff as if it were a fixed post, then

Felidae Sabre Tigress

Thick-skinned, ill-mannered, and brute, the Sabre Felidae kins to the ferocious sabred-toothed tiger. She proudly displays her long fangs which distinctively set her apart from her Felidae sisters. Her tail is also a notable distinction, as she is the only Felidae that has a snub tail instead of traditional long cat-like tails. The Sabre Tigress favor bloody battles and one on one combat. She favors taking on opponents that are bigger in size so she can, not only take pride in killing them, but also utilize her cat-like speed and reflexes around the slower opponent.

Felidae Sabre Tigress wear thick heavy armor that's scorn and badly damaged to show off her survival of victorious battles. If a Felidae Sabre Tigress furnishes new armor she will purposely claw at it or bash it around to give it a veteran warrior appeal. These Felidae believe that fear and intimidation by appearance play a big part in battlefield victory. Felidae Sabre prefer large heavy weapons like her much used great-axe. She'll sheath her weapon on her back except when in the presence of strangers where

jumping from it she delivers a series of slashing claw strikes, then will swiftly follow through with the staff, administering the bludgeoning final blow.

The Felidae Tigress utilizes more than just martial combat. She, like her sisters, is sharp in powerful magic. The Felidae Tigress can make her weapons magical and can cast spells that confuse and mislead her opponents. Using spells, she can turn invisible and cast an illusion of herself leading her opponents to exhaust themselves fighting something that doesn't exist. She will do this while she studies her opponents fighting style and plans a counter-attack. The Felidae Tigress can also create a barrier around herself that renders certain spells and magical effects useless, adding to her already tough skill-set.

Skilled and powerful in magic and martial combat, the Felidae Tigress also spends a lot of time meditating, reflecting, and seeking guidance for her morally subjective sisters. The Felidae Tigress usually will shy away from her three sisters but will not hesitate to defend them.

she will hold it to display her strength. When she feels creatures are watching her she will start curling the axe to expose her muscles and fill the air with tension and intimidation.

Felidae Sabre Tigress enjoy causing mayhem and destruction just to be cruel and to show how powerful they are. Sometimes if a Sabre Tigress feels as if she is getting disrespected in a populated place such as a tavern or shop she'll purposely knock over a lantern, or other breakable objects on counter-tops to fill her craving for any kind of attention. Though she can be loyal to those close to her, this Felidae believe no creature can fully be trusted except for her three sisters. Felidae Sabre Tigress will put all personal beliefs and values aside when it comes to her sister Felidae bloodline.

The Sabre Tigress fights with a heavy combat fighting style, surround themselves with sabred-toothed tigers and use powerful magic when fighting with enemies. The Sabre Tigress can talk to sabred-tooth tigers and use them for their malicious interest.

FELIDAE PANTHERESS

Accepting killing contract jobs for pleasure, and lurking in shadows, the Felidae Pantheress is the most chaotic and fearless Felidae. She favors the darkness that blends with her black fur, so she can sneak and lurk around without being seen. She always hunts her targets at night, and is quick to leap from the shadows to strike. Once A Felidae Pantheress has a target in sight, its time left is short-lived. The Felidae Pantheress will kill more threatening targets quickly while less threatening ones become more of torturous play toy for this Felidae.

This Felidae has a knack for murder and delivering a slow painful death to her victims. She prefers to watch her target take its last breath and enjoys the look of mercy as her Katana penetrates her target. Felidae Pantheress are extremely skilled with throwing stars and use them to take out targets from a distance.

The Felidae Pantheress trust no other creature except her Felidae sisters. She is the

FELIDAE LEOPARDESS

Creatures running at their fastest speed can't compete with the speed of even the slowest sprint of the Leopardess, as she is the fastest of the Felidae. The Felidae Leopardess, unlike her sisters, will go out of the way to let her victims know they are about to die. As part of her chaotic nature, she enjoys giving her victims the unlikely chance of escaping by letting them run away before ultimately giving chase and slaying them.

The Felidae Leopardess may be chaotic at times but overall she has a complete sense of good. She is a flirtatious creature and takes pleasure in misleading other creatures into false romantics. She flaunts her good looks and charms others into doing what she wishes.

The Felidae Leopardess spends her spare time running with leopards, shooting her long bow, and practicing different duel dagger strikes. The Felidae Leopardess makes her own arrows, and uses magic to deliver a volley of her arrows at her targets. This Felidae will either wear light armor or no armor at all so she can

first to come to the aid of her sisters, and will slowly torture any creature that intends to do harm to them. Felidae Pantheress believe, and try to convince her sisters, that if they all worked together that they could rule the Material Plane. Fortunately for those in the Material Plane, The Pantheress other sisters have far different aspirations, values, and views. This doesn't stop the Pantheress from caring for them or seeking out her own chaotic and savage pleasures.

Felidae wear tight, light leather armor that's dyed black to blend with their fur and help keep them hidden at night. This Felidae have strong tails and use them to hang from tree limbs or sweep enemies off their feet. Along with her Katana, throwing stars, parade of black panthers, and fearsome martial combat techniques, this Felidae also has the magic ability to temporarily stop time, and heal herself, adding to her already terrifying persona and abilities.

stay quick and nimble. She embraces magic to heal herself when injured giving her an already outstanding combat advantage.

Felidae Leopardess cherish her sister Felidae more than anything else in existence. She is often the leader of the sisterhood and the one that the others seek out for advice and guidance. Felidae Leopardess will always side with her sisters and will drop any plans or task if one or more of them are in need.

This Felidae like sleeping low in trees and are mostly awake during the day. They hunt their own food but are on strict diets. They consume only the freshest wildlife but will only eat in small portions, leaving most of its prey as wasted meat. These Felidae are the most kind and trusting of strangers of the Felidae sisterhood.



FELIDAE TIGRESS

Medium humanoid, Lawful Good

Armor Class 17 (light armor)

Hit Points 180 (19d10 + 86)

Speed 40ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	20(+5)	20 (+5)	19(+4)	18(+4)	19(+4)

Saving Throws Dex +9, Con +7, Wis +7, Cha +9

Skills climb +12, tumble +15, sneak +11. Balance +15, Investigation +10

Damage Vulnerabilities Cold, thunder

Damage Resistances slashing, piercing, bludgeoning from nonmagical weapons

Damage Immunities psychic

Condition Immunities prone

Senses passive perception 15, darkvision 120ft.

Languages common, Felidae, Elven

Challenge 15 (13,000 XP)

Innate Spellcasting. The Felidae's spellcasting ability is Charisma (spell save DC15).

The Felidae can innately cast the following spells, requiring no components:

3/Day: *Mislead*.

1/Day: *Globe of invulnerability*, *Conjure animals (level 7)* The Felidae conjures six Tigers to fight alongside it.

Magic Weapons. The Felidae's weapon attacks are magical.

Ambusher. The Felidae has advantage on attack rolls against any creature it has surprised.

Keen Hearing and Smell. The Felidae has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Cunning Action. On each of its turns, the Felidae can use a bonus action to take the Dash, Disengage, or Hide action.

Martial Bō. The Felidae has advantage on to hit rolls with its Bō attack.

Actions

Multiattack. The Felidae makes two attacks with its claws.

Claw, Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Bō Melee Weapon Attack: +11 to hit, reach 10ft., one target. Hit: 17 (2d10 + 6) bludgeoning damage.

Light Crossbow, Ranged Weapon Attack: +11 to hit, range 60 ft./250ft., one target. Hit: 20 (2d10+10) piercing damage.

Tail Sweep, Mele Weapon Attack: +11 to hit, reach 10ft., multiple targets. Hit 15 (2d6+8) bludgeoning damage and the target(s) must succeed on a DC12 dexterity saving throw or be knocked prone.

FELIDAE SEBRE TIGRESS

Medium humanoid, Lawful Evil

Armor Class 19 (heavy armor)

Hit Points 170 (19d10 + 66)

Speed 40ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	17(+3)	17 (+3)	15(+2)	15(+2)	13(+1)

Saving Throws Dex +9, Con +9, Wis +9, Cha +4

Skills climb +10, tumble +10, sneak +8. Balance +15

Damage Vulnerabilities Cold, thunder

Damage Resistances slashing, piercing, bludgeoning from nonmagical weapons

Damage Immunities psychic

Condition Immunities prone

Senses passive perception 15, darkvision 120ft.

Languages common, Felidae, Elven

Challenge 16 (15,000 XP)

Innate Spellcasting. The Felidae's spellcasting ability is Charisma (spell save DC15).

The Felidae can innately cast the following spells, requiring no components:

2/Day: *Divine Word*

1/Day: *Blade Barrier*, *Conjure animals (level 9)* The Felidae conjures up to eight Sabre-toothed Tigers to fight alongside it.

Magic Weapons. The Felidae's weapon attacks are magical.

Ambusher. The Felidae has advantage on attack rolls against any creature it has surprised.

Keen Hearing and Smell. The Felidae has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Cunning Action. On each of its turns, the Felidae can use a bonus action to take the Dash, Disengage, or Hide action.

Robust. The Felidae Sabre Tigress is not penalized by heavy armor or weapons and ignores any negative affects of heavy armor and or weapons.

Brave. The Felidae has advantage on saving throws against being frightened.

Actions

Multiattack. The Felidae makes two attacks with its claws.

Claw, Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Great-Axe Mele Weapon Attack: Mele Weapon Attack: +11 to hit, reach 10ft., one target. Hit: 20 (2d10 + 10) slashing damage.

Heavy Crossbow, Ranged Weapon Attack: +11 to hit, range 30 ft./320ft., one target. Hit: 15 (2d10+4) piercing damage.



FELIDAE PANTHERESS

Medium humanoid, Chaotic evil

Armor Class 18 (medium armor)

Hit Points 175 (19d10 + 71)

Speed 40ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	19(+4)	18(+4)	17(+3)	16(+3)	16(+3)

Saving Throws Dex +9, Con +9, Wis +8, Cha +8

Skills climb +12, tumble +15, sneak +11. Balance +15

Damage Vulnerabilities Cold, thunder

Damage Resistances slashing, piercing, bludgeoning from nonmagical weapons

Damage Immunities psychic

Condition Immunities prone

Senses passive perception 15, darkvision 120ft.

Languages common, Felidae, Elven

Challenge 16 (15,000 XP)

Innate Spellcasting. The Felidae's spellcasting ability is Charisma (spell save DC15).

The Felidae can innately cast the following spells, requiring no components:

1/Day Each: *Power to Heal*, *Time stop*, *conjure animals* (level 9) The Felidae conjures up to eight Panthers to fight alongside it.

Shadow Stealth. While in dim light or darkness, the Felidae Pantheress can take the Hide action as a bonus action.

Magic Weapons. The Felidae's weapon attacks are magical.

Ambusher. The Felidae has advantage on attack rolls against any creature it has surprised.

Keen Hearing and Smell. The Felidae has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Cunning Action. On each of its turns, the Felidae can use a bonus action to take the Dash, Disengage, or Hide action.

Actions

Multiattack. The Felidae makes two attacks with its claws.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Katana. Melee Weapon Attack: +11 to hit, reach 10ft., one target. Hit: 20 (2d10 + 10) slashing damage.

Throwing Stars. Ranged Weapon Attack: +11 to hit, range 80 ft./320ft., one target. Hit: 17 (2d10+6) piercing damage.

Tail Sweep. Melee Weapon Attack: +11 to hit, reach 10ft., multiple targets. Hit 15 (2d6+8) bludgeoning damage and the target(s) must succeed on a DC12 dexterity saving throw or be knocked prone.

FELIDAE LEOPARDESS

Medium humanoid, Chaotic good

Armor Class 16 (light armor)

Hit Points 199 (19d10 + 95)

Speed 60ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	23(+6)	17(+3)	16(+3)	17(+3)	20(+5)

Saving Throws Dex +9, Con +7, Wis +7, Cha +9

Skills climb +12, tumble +15, sneak +11. Balance +15

Damage Vulnerabilities Cold, thunder

Damage Resistances slashing, piercing, bludgeoning from nonmagical weapons

Damage Immunities psychic

Condition Immunities prone

Senses passive perception 15, darkvision 120ft.

Languages common, Felidae, Elven

Challenge 15 (13,000 XP)

Innate Spellcasting. The Felidae's spellcasting ability is Charisma (spell save DC15).

The Felidae can innately cast the following spells, requiring no components:

2/Day: *Conjure Volley*
1/Day Each: *Prayer of healing*, *Conjure animals* (level 7) The Felidae conjures six Leopards to fight alongside it.

Charm. One humanoid the Felidae can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the Felidae's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to the Charm for the next 24 hours. The Felidae can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Keen Hearing and Smell. The Felidae has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Cunning Action. On each of its turns, the Felidae can use a bonus action to take the Dash, Disengage, or Hide action.

Actions

Multiattack. The Felidae makes two attacks with its Claws or two with Duel Daggers.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Duel Dagger. Melee Weapon Attack: +11 to hit, reach 10ft., one target. Hit: 17 (2d10 + 6) slashing damage.

Long-Bow. Ranged Weapon Attack: +11 to hit, range 40 ft./200 ft., one target. Hit: 17 (2d10+6) piercing damage.

FLYING SNAKE

A flying snake is a brightly colored, winged serpent found in remote jungles. Tribespeople and cultists sometimes domesticate flying snakes to serve as messengers that deliver scrolls wrapped in their coils.



FLYING SNAKE

Tiny beast, unaligned



Armor Class 14 natural armor
Hit Points 5 (2d4)
Speed 30 ft., fly., 60 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
4(-3)	18(+4)	11(+0)	2(-4)	12(+1)	5(-3)

Senses blindsight 10ft., passive Perception 11
Languages common, apemen
Challenge 1/8 (25 XP)

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

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 1 piercing damage plus 7 (3d4) poison damage.

FROG

Tiny beast, unaligned

Armor Class 11 natural armor
Hit Points 1 (1d-1)
Speed 20 ft., swim 20 ft.



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

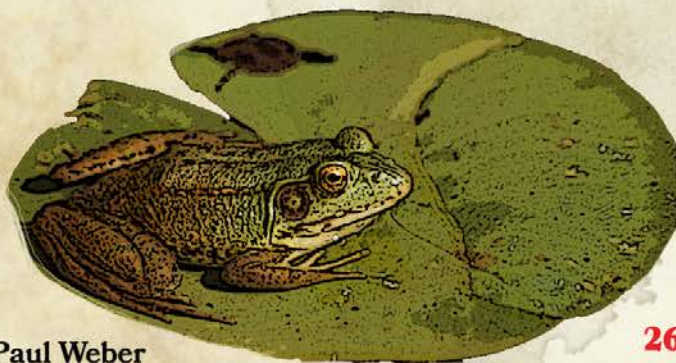
Senses Perception +1, Stealth +3
Languages —
Challenge 0 (0 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

FROG

A frog has no effective attacks. It feeds on small insects and typically dwells near water, in trees, or underground. The frog's statistics can also be used to represent a *toad*.



GIANT APE

Huge beast, unaligned



Armor Class 12 natural armor
Hit Points 157 (15d12 + 60)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	14(+2)	18(+4)	7(-2)	12(+1)	7(-2)

Skills Athletics +9, Perception +4
Senses passive perception 14
Languages —
Challenge 7 (2,900 XP)

Actions

Multiattack. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +9 to hit, reach 10ft., one target.
Hit: 22 (3d10 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 50/100 ft., one target. Hit: 30 (7d6 + 6) bludgeoning damage.



GIANT APE

The ever so feared Giant Ape is one of the jungles most feared threats. These oversized apes are huge. They usually sit atop rock formations or in trees to get a view on what they believe is their own personal domain. They use their fist for close quarter combat or throw large heavy rocks from a distance. No one ever wishes to hear the rustle of a Giant Ape coming from the brush.

GIANT BOAR

Large beast, unaligned



Armor Class 12 natural armor
Hit Points 42 (5d10 + 15)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	10(+0)	16(+3)	2(-4)	7(-2)	5(-3)

Senses passive perception 14
Languages —
Challenge 2 (540 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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

GIANT BOAR

Large four legged beast with sharp pointed tusk and hairy manes are the Giant Boar. These short but oversized creatures travel in packs and charge at their enemies, piercing them with their tusk. If a creature manages to be impaled on the tusk of a Giant Boar, they will then ram them into nearby objects to further bludgeon them.



GIANT CENTIPEDE

A Giant Centipede is an overgrown beast with up to one hundred legs. The number of legs depends on how long the centipede is, and make them extremely fast. Most giant centipedes are considered a pest though their bite does deliver a powerful poisonous toxin that can linger for days.

GIANT CENTIPEDE

Small beast, unaligned



Armor Class 13 natural armor

Hit Points 4(1d6+1)

Speed 30 ft., climb 30 ft.

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

Senses blindsight 30 ft., passive Perception 8

Languages common, apemen

Challenge 1/4 (50 XP)

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.





CROCODILE

Large beast, unaligned

Armor Class 12 natural armor
Hit Points 19 (3d10 +3)
Speed 20ft., swim 30ft.



STR	DEX	CON	INT	WIS	CHA
15(+2)	10(+0)	13(+1)	2(-4)	10(+0)	5(-3)

Skills Stealth +2
Senses passive perception 10
Languages —
Challenge 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

GIANT CROCODILE

Huge beast, unaligned



Armor Class 14 natural armor
Hit Points 85 (9d12 +27)
Speed 30ft., swim 50ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	9(-1)	17(+3)	2(-4)	10(+0)	7(-2)

Skills Stealth +5
Senses passive perception 10
Languages —
Challenge 5 (1,800 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

Actions

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. Melee Weapon Attack: +8 to hit, reach 10ft., one target not grappled by the crocodile. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

GIANT CROCODILE

A Giant Crocodile is easily four-times as large as a normal crocodile. Their tough skin makes them hard to penetrate with normal weapons. These beasts have extremely powerful and crushing jaws that can easily snap bones. They lurk in shallow bodies of water especially swamps or rivers. They will sleep in caverns near or in water.

CROCODILE

Crocodiles dwell near fresh water sources and are always on the lookout for prey they can snatch up with their powerful jaws. Even a small crocodile can snap bones in half with the clutches of their mighty jaws.





GIANT FIRE ANT

Small beast, Chaotic neutral

Armor Class 12 natural armor
Hit Points 13 (3d8)
Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	12(+1)	10(+0)	10(+0)	1(-5)

Damage Resistances fire
Damage Immunities fire
Damage Vulnerabilities cold, piercing, slashing, bludgeoning
Languages —
Challenge 1/8 (25 XP)

Illumination. The Giant Fire Ant sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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

Water Susceptibility. For every 5 feet the Giant Fire Ant moves in water, or for every gallon of water splashed on it, it takes 5 cold damage.

False Appearance. While the Giant Fire Ant remains motionless, it is indistinguishable from an ordinary flame.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 10ft., one target. Hit: 7 (1d4+5) piercing damage

Touch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 2 (1d4) fire damage at the start of each of its turns.

GIANT FIRE ANT

The Giant Fire Ant is roughly the size of a toad and has inextinguishable flames that ignite from its back. The only way the flames can be doused is when the Giant Fire Ant stops breathing. These pest have a bad reputation for burning down houses, huts, and stables. The Giant Fire Ant likes to conceal itself inside torches where it is indistinguishable from other flames. There flames can be seen from a distance and because of the fact they are inextinguishable, many folk like to capture them in glass jars to use as a lantern. When this creature dies, so do its flames. This creature can survive in a glass jar for 1d4 days.

GIANT FIRE ANT SWARM

Swarm of small beast, chaotic neutral

Armor Class 13 natural armor
Hit Points 24 (7d8 - 7)
Speed 50ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	12(+1)	10(+0)	10(+0)	1(-5)

Damage Resistances fire
Damage Immunities fire
Damage Vulnerabilities cold, piercing, slashing, bludgeoning
Languages —
Challenge 1/4 (50 XP)

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

Illumination. The Swarm sheds bright light in a 40-foot radius and dim light for an additional 10 feet.

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

Water Susceptibility. For every 5 feet the Giant Fire Ant moves in water, or for every gallon of water splashed on it, it takes 5 cold damage.

False Appearance. While the Swarm remains motionless, it is indistinguishable from a large fire.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 10 (4d4+2) piercing damage

Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (6d4) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 6 (3d4) fire damage at the start of each of its turns.

GIANT FIRE ANT SWARM

The Giant Fire Ant Swarm consist of sometimes hundreds of Giant Fire Ants. Creatures often confuse a mound of Giant Fire Ants as a camp-fire or wild fire. The Swarm often does set wildfires as it travels through the jungle.

HYENA

Hyena are large, dog-like animals that roam jungles in large packs for food. They have a spotted coat and are strongly built. Their general colour is sandy, ginger or dull grey to greyish brown, with blackish or dark brown spots on the back, and legs. There spots may turn brown and fade with age.



HYENA

Medium beast, unaligned



Armor Class 11 natural armor
Hit Points 5 (1d8 +1)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	13(+1)	12(+1)	2(-4)	12(+1)	5(-2)

Skills Perception +3
Senses passive perception 13
Languages —
Challenge 0 (10 XP)

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

Actions

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

GIANT HYENA

Giant Hyena are overgrown hyena with an extra thirst for blood. Once a giant hyena taste flesh, it will go on a vicious rampage craving more.

GIANT HYENA

Large beast, unaligned



Armor Class 12 natural armor
Hit Points 45 (6d10 + 12)
Speed 50 ft.

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

Skills Perception +3
Senses passive perception 13
Languages —
Challenge 1 (200 XP)

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

Actions

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



VARIOUS GIANT JUNGLE CREATURES

Creatures in the jungle tend to become bigger than usual. Some of these creatures include frogs, toads, wasps, and the ever so illuminating fire beetle. These creatures either stick to their diets like that of the fire beetle, but others like the giant toad start to develop the craving for bigger than fly creatures. It's not uncommon to see a giant Toad attempting to swallow a dwarf, or other humanoid creature. These creatures aren't just rare occurrences as they populate a large amount of jungle terrain. Though most keep to themselves, some are aggressive in nature.

GIANT FROG

Giant frogs are large versions of frogs. They have gaping wide mouths that they use to gulp up prey. Their tongues are long and sticky and can quickly snatch up objects or food.

GIANT TOAD

Similar to Giant Frogs, the Giant Toad is much bigger than a Giant Frog. They have a similar attack style but tend to go after larger prey. Toads enjoy eating and tasting everything and tend to be more aggressive to anything that moves.

GIANT WASP

Giant wasp fly through jungles building nest, and mating with other wasp. They do no pollinate any plant life and are considered a nuisance when isolated but a great threat when traveling in swarms. They attack with their giant stinger dealing a toxic poison into its victims bloodstream.

GIANT FIRE BEETLE

A giant fire beetle is a nocturnal creature that takes its name from a pair of glowing glands that give off light. Miners and adventurers prize these creatures, for a giant fire beetle's glands continue to shed light for 1d6 days after the beetle dies. Giant fire beetles are most commonly found underground and in dark forests.

-D&D 5th Edition Monster Manual





GIANT FROG

Medium beast, unaligned

Armor Class 11 natural armor
Hit Points 18 (4d8)
Speed 30 ft., swim 30 ft.



STR	DEX	CON	INT	WIS	CHA
12(+1)	13(+1)	11(+0)	2(-4)	10(+0)	3(-4)

Skills Perception +2, Stealth +3
Senses passive perception 12, darkvision 30 ft.
Languages —
Challenge 1/4 (50 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. **Melee Weapon Attack:** +3 to hit, reach 5 ft., one target. **Hit:** 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GIANT TOAD

Large beast, Unaligned

Armor Class 11 natural armor
Hit Points 39 (6d10 +6)
Speed 20 ft., swim 40ft.



STR	DEX	CON	INT	WIS	CHA
15(+2)	13(+1)	13(+1)	2(-4)	10(+0)	3(-4)

Senses passive perception 10, darkvision 30 ft.
Languages —
Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. **Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

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



GIANT FIRE BEETLE

Small beast, unaligned

Armor Class 13 natural armor
Hit Points 4(1d6 + 1)
Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
8(-1)	10(+0)	12(+1)	1(-5)	7(-2)	3(-4)

Senses passive perception 8, blindsight 30 ft.

Languages —

Challenge 0 (10 XP)

Illumination. The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6-1) slashing damage.



GIANT WASP

Medium beast, Unaligned

Armor Class 12 natural armor
Hit Points 13 (3d8)
Speed 10 ft., fly 50 ft.



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

Senses passive perception 10

Languages —

Challenge 1/2 (100 XP)

Actions

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

"The huge mound of sand that we all told the Bard reapidly not to jump on was actually a Giant Wasp nest. We were all covered in hives and the bard just kept playing sad tunes. That was my worst day."
—Tales from Dungeon Master Paul Weber



GIANT LEECH

Large beast, unaligned

Armor Class 16 natural armor

Hit Points 85 (9d12 + 27)

Speed 0ft., swim 40 ft.

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

Skills stealth +5, Escape Artist +5

Damage Vulnerabilities slashing, piercing

Damage Resistances bludgeoning

Damage Immunities charmed, frightened, paralyzed, petrified, prone, restrained

Senses darkvision 60ft., passive Perception 10

Languages —

Challenge 5 (1800xp)

Blood Frenzy. Giant Leech has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Underwater Camouflage. The Giant Leech has advantage on Dexterity (Stealth) checks made while underwater.

Slippery. The Giant Leech has advantage on ability checks and saving throws made to escape a grapple.

Water Breathing. The Giant Leech can breathe only underwater.

Hold Breath. While out of water, the Giant Leech can hold its breath for 1 hour.

Actions

Blood Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 22 (2d12+12) piercing damage, and the Leech attaches to the target. While attached, the Leech doesn't attack. Instead, at the start of each of its turns, the target loses 5 (1d4 + 3) hit points due to blood loss. The Leech can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to detach the Leech with a successful DC10 Strength check.

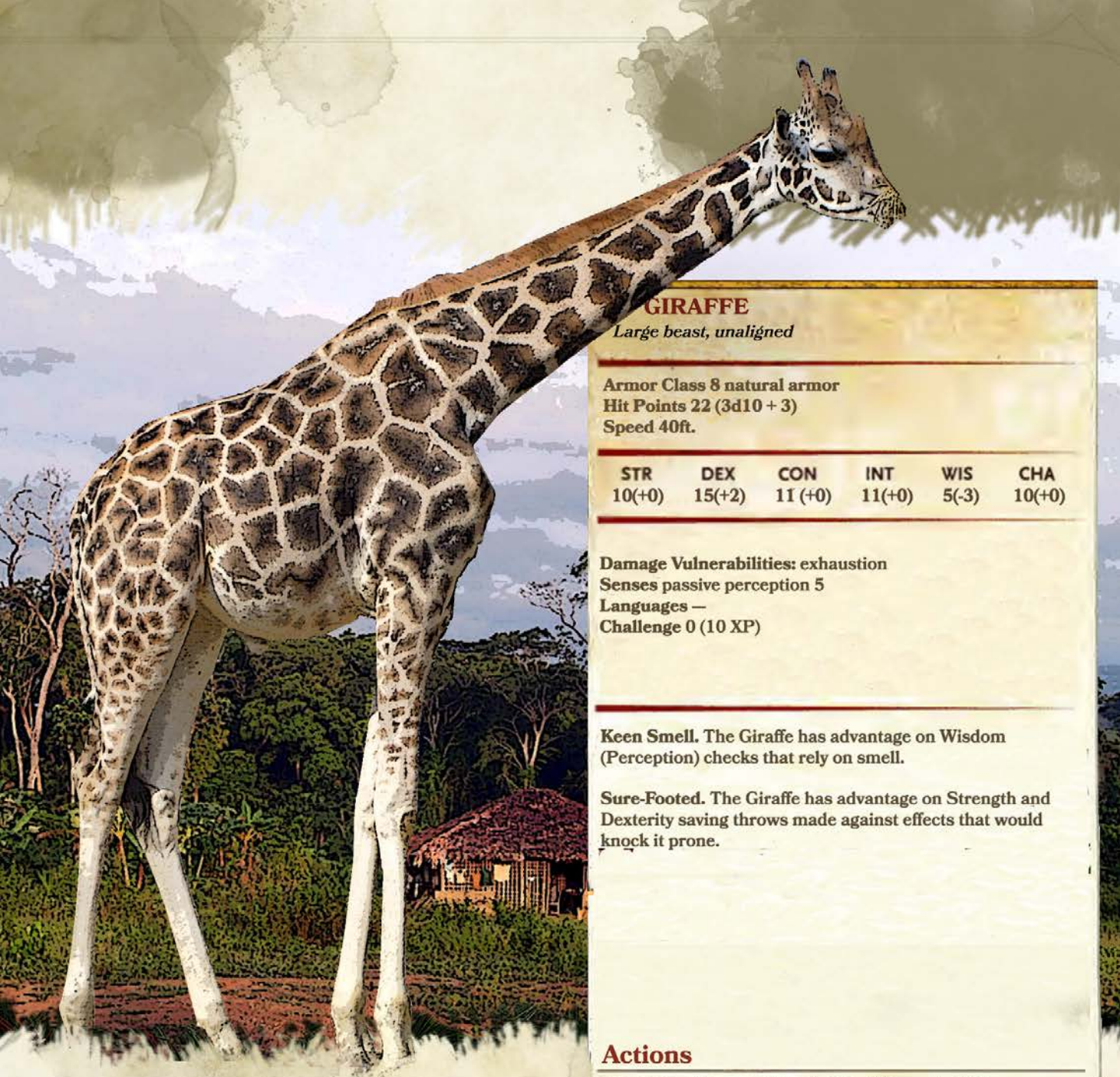
GIANT LEECH

The surface of jungle environments are hazardous in itself but what lurks in their murky waters is a whole different kind of terrifying.

Giant Leech dwell in murky waters usually at the lowest depths until searching for their quench for blood. They hide in underwater caverns or in seaweed waiting to attach themselves on a blood-filled creature. Once attached to a creature the Giant Leech will begin rapidly sucking and draining a creatures blood while dragging it to the depths of its watery habitat. Its skin clings to its victims refusing to release it until its victim is nothing more than a bag of flesh.

The Giant Leech will sometimes attach itself to riverboats and then slither aboard to find living prey. It can breath out of water for up to an hour giving it the ability to hunt both in water and on land. Because of their slippery skin a Giant Leech is almost impossible to grab or remove once they've latched onto skin.

A Giant Leech is typically sixty-feet long and grey or black in color. Their mouths are filled with hundreds of razor sharp teeth, though they usually use two fangs to penetrate skin. If a Giant Leech is attached to a limb it will typically shred off all of the skin in a matter of seconds.



GIRAFFE

Large, but gentle creatures, the Giraffe can be found in jungle plains munching on leaves high atop trees. A Giraffe has an extremely long neck and legs with the body structure of an oversized horse. The Giraffe's legs make it capable of running very fast though they are short-winded making them easy prey for jungle predators. The Giraffe uses its neck as a defence weapon against predators or other Giraffe seeking dominance.

GIRAFFE

Large beast, unaligned

Armor Class 8 natural armor
Hit Points 22 (3d10 + 3)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	11(+0)	11(+0)	5(-3)	10(+0)

Damage Vulnerabilities: exhaustion
Senses passive perception 5
Languages —
Challenge 0 (10 XP)

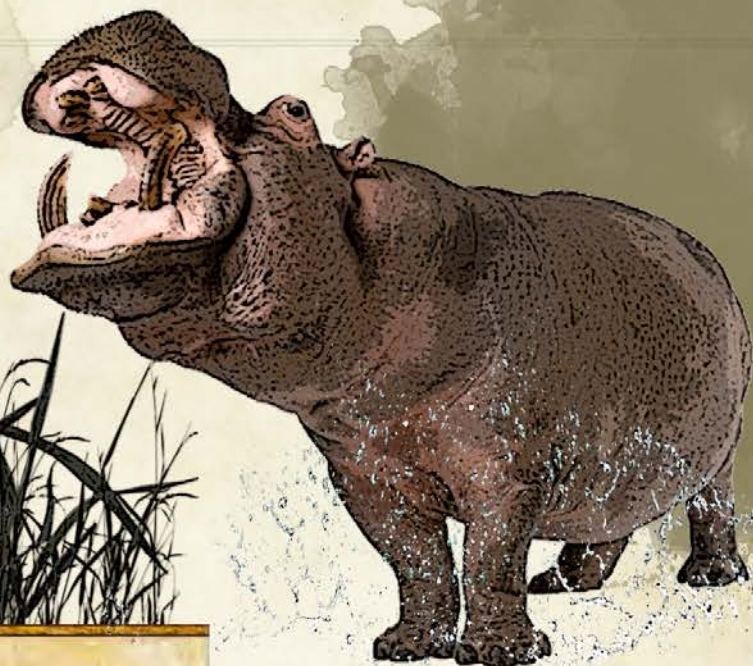
Keen Smell. The Giraffe has advantage on Wisdom (Perception) checks that rely on smell.

Sure-Footed. The Giraffe has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 2 (1d4) piercing damage.

Neck Thrash. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 4 (1d4+2) piercing damage.



HIPPOPOTAMUS

Large beast, unaligned

Armor Class 13 natural armor

Hit Points 45 (6d10+12)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	8(-1)	16(+3)	1(-5)	12(+1)	6(-2)

Skills intimidate +5

Damage Immunities frightened, petrified

Senses passive perception 11

Languages —

Challenge 2 (450 XP)

Charge. (On land Only) If the Hippopotamus moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Amphibious. The Hippopotamus can breathe air and water.

Actions

Gore. (land only) Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

HIPPOPOTAMUS

A Hippopotamus or hippo for short is a large beast with a strong gripping bite attack. The hippo is capable of extending its already large jaw to unleash a crushing bite. If the hippo is able to grip a target with its mouth it has an unruly wicked clench. These beast are capable of breathing underwater and walking on land. Though they travel on land a Hippopotamus spends most of its time in shallow waters with other beast of its kind. The growl of a hippo can be a startling noise if not expecting it.





JAGUAR

Medium beast, unaligned

Armor Class 12 natural armor

Hit Points 27 (5d10)

Speed 50ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	14 (+2)	3(-4)	12(+1)	8(-1)

Skills Perception +5, Stealth +8

Senses passive perception 13

Languages —

Challenge 1 (200 XP)

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

Pounce. If the Jaguar moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the Jaguar can make one bite attack against it as a bonus action.

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 8 (1d10 + 3) piercing damage.

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

JAGUAR

Closely resembling a leopard The jaguar is stockier and more muscular than the leopard, with a compact body, a broader head and powerful jaws. The jaguar's tail is also generally shorter than the leopard's tail. Jaguar enjoy spending time grazing and hunting both in jungle plains, as well as atop cliffs, and in deep wooded areas. Jaguar also are great swimmers and climbers. This creature will attack with its claws and ferocious bite.

Designed by Paul Weber

JANICE

Colossus aberration, chaotic evil

Armor Class 18 natural armor

Hit Points 136 (13d12 +52)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	15(+2)	19(+4)	15(+2)	12(+2)	10(+0)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6

Damage Immunities frightened, petrified, stunned.

Senses darkvision 120ft., passive perception 10.

Languages Deep Speech, Undercommon, telepathy 120ft.

Challenge 16 (15,000 XP)

Turn Immunity. The Janice is immune to effects that turn undead.

Devil's Sight. Magical darkness doesn't impede the Janice darkvision.

Magic Resistance. Janice has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The Janice innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: detect thoughts, weird, dominate monster, minor illusion, charm person, dissonant whispers,

1/day: (DC13) Power word kill

Actions

Mind Blast. The Janice magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., One target, Hit: 21 (3d10 + 5) bludgeoning damage.

JANICE

This towering creature makes the jungle trees it roams seem tiny. A Janice is a powerful magic aberration. These creatures seem to know what others are thinking before they think it themselves. That's because these creatures can implant thoughts into other creatures minds, making them do whatever bidding they desire.

The Janice was named when a wandering villager boy stumbled into one. The boy was then misled by the creature into thinking he was looking and talking to a beautiful girl named Janice. The young boy continued to sneak off into the jungle night after night to meet with Janice. One night the boy, now completely controlled by the Janice, convinced the entire town to come see Janice. When the town gathered and traveled into the jungle, the creature manipulated them all to drown themselves in the murky jungle marsh. Hence, the legend of Janice was born.

Janice survive on the souls it collects from horrific deaths. The Janice will watch battlefields from a distance and feed on the souls of lost soldiers. A Janice will also cradle near small villages, convincing mass suicide with its powerful telepathy.

Janice are pure evil and nightmarish in appearance. They stand at around 200 feet tall with a long torso, neck and slender legs. They appear to be covered in a grey slime and walk much like a praying mantis. They do not have visible eyes but do have a round mouth with thousands of razor-sharp teeth circling around it.





JUNGLE CHIMERA

Large monstrosity, chaotic evil

Armor Class 17 (natural Armor)
Hit Points 150 (12d10+68)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	13(+1)	21(+5)	6(-2)	14(+2)	10(+0)

Skills Perception +11
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 8 (3,900 XP)

Legendary Resistance (1/Day). If the Chimera fails a saving throw, it can choose to succeed instead.

Charge. If the Chimera moves at least 15 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 15 (1d12+9) piercing damage. If the target is a creature, it must succeed on a DC saving throw or be pushed up to 20 feet away and knocked prone.

Actions

Multiattack. The chimera makes four attacks: one with its bite, one with its horn, one with its tail, and one with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Horn. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (1d12 + 9) bludgeoning damage.

Tail Bite. Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6+2) piercing damage plus 4 (1d4+2) poison damage. (This attack can only hit targets that are standing at the rear of the Chimera.)

JUNGLE CHIMERA

Much like their demonic cousins, Jungle Chimera are multi-headed monstrosities summoned to protect temples of great evil within the jungles of the Material Plane.

A typical Jungle Chimera has the body and head of a rhinoceros, the forequarters and head of a zebra, lion claws, the head of a giraffe, demonic wings and a tail consisting of a poisonous snake.

Servant of Evil. A Jungle Chimera's intentions are to protect Material places of great evil such as temples, or hideouts where evil creatures are plotting or experimenting. They serve as guards to those who summon it and typically never leave the area they are instructed to protect. If the original area is abandoned or a great treasure is taken, such as a spell-book, or relic the Jungle Chimera will seek to return it, destroying those who took it.

Ravage Creature. The Jungle Chimera will attack with all of its body parts. Its long giraffe neck swoops down biting creatures while the Chimera soars above, and the snake tail delivers a deadly dose of poison while the zebra bites and the horn delivers crushing blows when it charges.

Jungleborn

Swinging effortlessly from vine to vine, and sliding down trees with their bare feet, Jungleborn are a humanoid-like creature, but far from it, born within the Jungle.

These creatures are raised not knowing any other type of civilization, often raised among animals or other Jungleborn. A Jungleborn survives with primal instincts attacking only creatures it knows it can kill and only for food. No part of a Jungleborn's prey goes to waste as they strip all of the parts they can to make clothing, weapons, or other supplies. Jungleborn use parts of animals and or nature to make their weapons. A typical weapon for a Jungleborn is a spear made from sticks, rocks, and or bones.

Jungleborn are often confused with humans and though they appear much the same there are several differences with this race of creatures. The Jungleborn are slightly taller than humans by about two-feet, their skin is hardened making them less prone to cuts and gives them the ability to climb and slide up and down rough surfaces. Their skin is darker and their nose is more ape-like. They have large jawbones and a keen sense of smell. Their flesh has the ability to adapt to harsh weather conditions such as severe heat waves or ice storms.

Jungleborn can sometimes be raised in Jungleborn societies giving them different advantages and disadvantages than those born and raised in solitude or amongst animals. All of these creatures are independent individuals and though they will hunt and fight in groups, a Jungleborn facing a threat is often left to fight alone. Jungleborn, consider themselves strong and prideful and if another of their kind is dying or in danger they will leave it to its fate believing if they die then they are not fit to live amongst others. A Jungleborn left to die at the hands of a foe that survives may return to its tribe but seldom does so.

Tribal Jungleborn. Jungleborn born in already civilized Jungleborn societies have a slightly higher intelligence than those raised alone or by animals. Those born in tribes speak their own language which uses hand gestures and sounds like the moans and groans of animals. Tribal Jungleborn have a somewhat controlled hierarchy in that the biggest or strongest is the one others look to for guidance or support. They are the leaders and often self-appointed by killing former leaders for their position. A leadership position amongst Jungleborn is rewarded with extra food, the best shelter, and preference over whom they choose to mate with. Those born into a tribe are more experienced fighting in groups and are less proficient in survival techniques and using traps.



Solitary Jungleborn. Sometimes Jungleborn societies are quickly destroyed leaving a sole-surviving Jungleborn infant to raise itself or if fortunate enough raised with an animal and or its tribe. Solitary Jungleborn are more proficient in using traps and able to survive against the elements far better than those in a tribe. After a Solitary Jungleborn becomes an adult their parental animal's offspring becomes their loyal companion, acting much like a sibling to the Jungleborn. Solitary Jungleborn communicate in the language of the animal that raised it. Both the Jungleborn and the animal understand each other using grunts or visual communication. Solitary Jungleborn and their animal companion can often understand what one another is thinking or saying using only facial expressions. Solitary Jungleborn identify themselves as the animal that raised them often seeing all other creatures, including other Jungleborn as threats.

Rival Enemies

Jungleborn usually only cross paths with other societies like the Apemen and when they do bloodshed is inevitable. Jungleborn fear and despise Apemen as they think they are summoned from great evil. Jungleborn will band together in an attempt to takeover small Apemen societies as they have a greater shelter protection and caches of supplies.





TRIBAL JUNGLEBORN

Medium Humanoid, Chaotic Neutral

Armor Class 15 light armor
Hit Points 27 (5d8 + 5)
Speed 40ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	16(+3)	12(+1)	10(+0)	9(-1)

Skills Medicine +5, nature +20, survival +15, Athletics +10
Damage Vulnerabilities. magic, psychic
Damage Resistances acid, poison, slashing, piercing, bludgeoning from nonmagical weapons.
Damage Immunities acid, poison
Senses passive perception 5, darkvision 40ft.
Languages Common, Apemen, Jungleborn
Challenge 200 (XP)

Climb. The Jungleborn can climb difficult surfaces without needing to make an ability check.

Standing Leap. The Jungleborn can long jump up to 30 feet and its high jump is up to 10 feet with or without a running start.

Actions

Spear. **Melee or Ranged Weapon Attack:** +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Tomahawk. **Melee or Ranged Weapon Attack:** +3 to hit, range 30/60 ft., one target. Hit: 7 (1d8 + 3) slashing damage or 5 (1d8+1) slashing damage if used with one hand to make a melee attack. The Tomahawk returns to the Jungleborn if hit, if the tomahawk misses it is lost until picked up.

SOLITARY JUNGLEBORN

Medium Humanoid, Chaotic Neutral

Armor Class 13 light armor
Hit Points 24 (5d8 + 3)
Speed 40ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	17(+4)	16(+3)	10(+0)	13(+2)	8(-1)

Skills Medicine +5, nature +20, survival +15, Athletics +10
Damage Vulnerabilities. magic, psychic
Damage Resistances acid, poison, slashing, piercing, bludgeoning from nonmagical weapons.
Damage Immunities acid, poison
Senses passive perception 5, darkvision 40ft.
Languages Common, Apemen, Jungleborn
Challenge 200 (XP)

Climb. The Jungleborn can climb difficult surfaces without needing to make an ability check.

Standing Leap. The Jungleborn can long jump up to 30 feet and its high jump is up to 10 feet with or without a running start.

Actions

Multiattack. The Jungleborn makes two attacks, one with its spear and one with its command animal.

Spear. **Melee or Ranged Weapon Attack:** +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Command Animal. The Jungleborn uses its ability to communicate with its animal companion to give it orders. The command can be to attack or take a different action. Use the stat block in the Monster Manual, pertaining to the animal that is accompanying the Jungleborn for its attack damage and other vital stats and abilities.

LEOPARD

Medium beast, unaligned

Armor Class 11 natural armor

Hit Points 13 (3d8)

Speed 60ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	10(+0)	3(-4)	14(+2)	7(-2)

Skills Perception +4, Stealth +6

Senses passive perception 12

Languages —

Challenge 1/4 (50 XP)

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

Pounce. If the Leopard moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

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

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

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

LEOPARD

Ferocious and agile, Leopards are one of the many cat-like creatures that roam the Jungle. Their speed and sharp claws make them a worthy threat to anyone who dare get too close. These beast will either hunt in packs or stay isolated fending and surviving for themselves.



LION

Large beast, unaligned

Armor Class 12 natural armor

Hit Points 26 (4d10 + 4)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	13(+1)	3(-4)	12(+1)	8(-1)

Skills Perception +3, Stealth +6

Senses passive perception 13

Languages —

Challenge 1 (200 XP)

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

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

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

Actions

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

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target., Hit: 6 (1d6 + 3) slashing damage.



LION

No jungle is complete without the king of the jungle themselves. A lion is a predatory beast that will stalk, and hunt it's prey before pouncing on it and ravaging its body apart with vicious claw and bite attacks. These large beast travel alone or in packs.



Lore Dragon

There were times when some thought the Tarrasque was only a myth until it showed up, bringing destruction and chaos with it. Glory was celebrated everywhere when a special group of heroes had slain the Tarrasque however the celebration was short lived when rumors of what was titled a Lore Dragon started spreading. The rumours described it as a beyond Gargantuan dragon that reached estimated lengths of 100 feet long, weighing several tons, and carrying a caged Beholder that assisted in its deadly path of destruction.

Many village streets were left abandoned as its residents fled to new, far away, homes after seeing this beast. Those who hadn't seen it also vanished solely on the rumors that it was lurking nearby, or that others had seen it in the area. Just a couple of days after a reported sighting of the Lore Dragon, entire nearby villages, towns, and even kingdoms were reduced to ash.

It seemed that the rumors were true. After the fall of the Tarrasque, the underdark opened its doors to release its greatest weapon. A dragon, double the size of a Tarrasque, with the ability to breath fire, ice, poison as well as utilize a beholder it carries with it in a cage. Just as there was a little glimmer of light in these dark times, it seems to have faded with the awakening of the Lore Dragon.



Lore Dragon Lair

The Lore Dragons Lair is whichever populace it just destroyed and burnt to ash and rubble. The Lore Dragon will bask in self-glory for a few days in the skeletons of its victims and then move on to a new populace to singe and destroy. The Lore Dragon's treasure is destroying treasure, especially in the view of other dragons and so it doesn't store or keep any treasure with it, or in its lair. The Lore Dragon will always perch itself on the burning capital or building of highest importance within its lair as a sign of its power.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

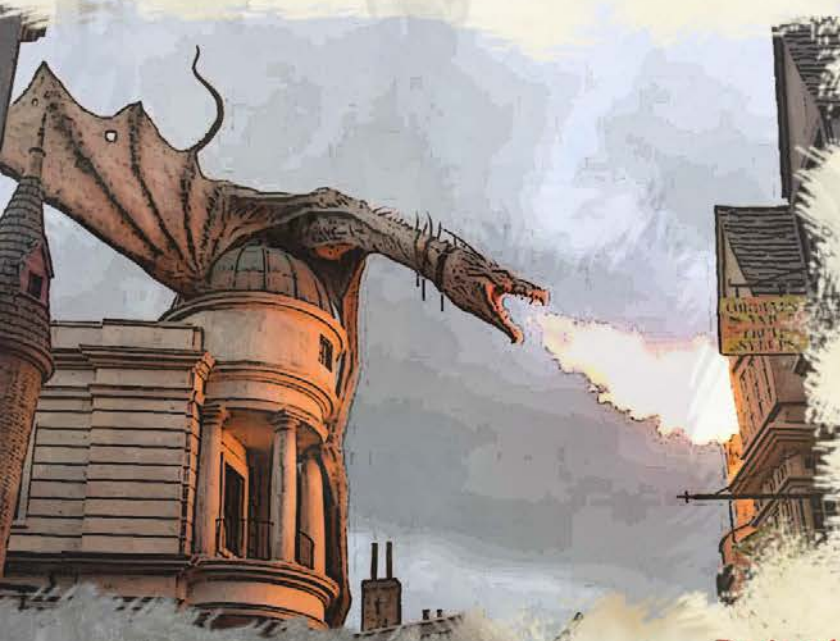
- A tremor shakes the lair in a 60-foot radius around the dragon. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.
- A cloud of swarming insects fills a 20-foot-radius sphere centered on a point the dragon chooses within 120 feet of it. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.

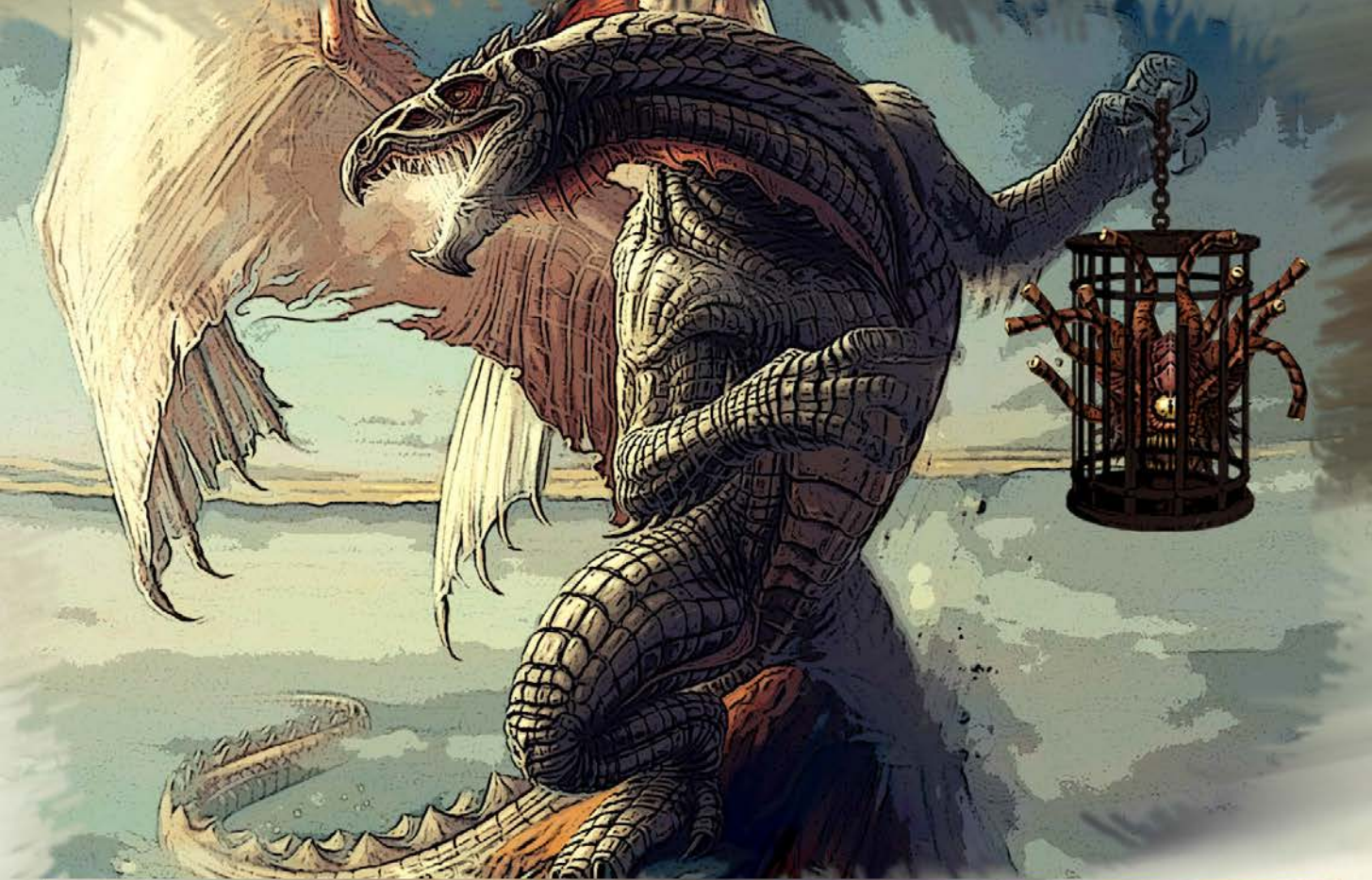
Regional Effects

The region containing a legendary Shrub Dragons lair is warped by the dragon's magic, which creates one or more of the following effects:

- Populaces within 6 miles of the dragons lair will start experiencing terrible plagues and catastrophes such as locust swarms, wild fires, and floods.
- Tiny or small creatures within 1 miles of the dragons lair become violently ill often resulting in death
- A dark fog is cast over a 6 mile radius from the dragons lair.

If the dragon dies, all effects fade in 1d10 days.





LORE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 25 (natural Armor)

Hit Points 676 (33d20 + 330)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	15(+2)	30(+10)	20(+5)	20(+5)	11(+0)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Sense Motive +10, Arcana +10 History +10, Perception +16,

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., darkvision 120 ft., passive Perception 20

Languages All

Challenge 30 (155,000 XP)

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

Magic Resistance. The Lore dragon has advantage on saving throws against spells and other magical effects.

Regeneration. The Lore Dragon regains 1d10 hit points at the start of its turn if it has at least 1 hit point.

Lightning Absorption. Whenever the Lore Dragon is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multitask. The dragon makes two attacks from its list of attacks.

Bite. Melee Weapon Attack: +17 to hit, reach 15ft., one target. Hit: 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can use its beholder to shoot three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it: The dragon regains this spent legendary action at the start of its turn.

1. **Charm Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the dragon for 1 hour, or until the dragon harms the creature.

2. **Paralysing Ray.** The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Fear Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. **Slowing Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. **Enervation Ray.** The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 16 Strength saving throw or the dragon moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the dragons next turn or until the dragon or beholder is incapacitated.

7. **Sleep Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. **Petrification Ray.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

9. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage.

10. **Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.



MAMMOTH MOSQUITO

Large beast, unaligned

Armor Class 6 natural armor

Hit Points 7 (2d4)

Speed 10ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	8 (-1)	1 (-5)	10 (+0)	3 (-4)

Damage Vulnerabilities slashing, piercing, bludgeoning, fire

Damage Resistances —

Damage Immunities frightened, petrified

Senses darkvision 60ft., passive Perception 5

Languages —

Challenge 1/4 (50xp)

Blood Frenzy. Mammoth Mosquito has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Disengage. The Mammoth Mosquito can retreat at any time even when it is not its turn. This creature may not return once it has fled.

Locked. If a Mammoth Mosquito is biting a target it can not bite another target until the target has freed itself or the Mammoth Mosquito releases its proboscis.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 5 (1d6 + 2) piercing damage. If hit the target must succeed on a DC5 Strength Saving Throw to break from the Mammoth Mosquito's proboscis. If failed the target takes an additional 1d4 damage per every round the Mammoth Mosquito is sucking its blood. The Mammoth Mosquito can't attack another target with its bite until it releases.

Flutter. Melee Weapon Attack: +5 to hit, reach 10 ft., multiple creatures. Hit 6 (1d6+3) bludgeoning damage. The Mammoth Mosquito, if flying or bracing itself over a target(s), can flutter its wings causing the target to fly back 10 feet and take 1d6 bludgeoning damage and the target falls prone.

MAMMOTH MOSQUITO

Mammoth Mosquito's get their name because of their mammoth-like size. They typically live in wet, humid type environments and tower over races of human-like size. These creatures have the ability to fly and the sound of their wings can be heard chopping through the wind from great distances. Though Mammoth Mosquito's depend on blood to survive they don't offer a lot of defence. They are considered a pest and nuisance especially when traveling in swarms.

A mammoth mosquito can typically drain the blood of a full size cow in a matter of minutes then will fly off to rest, mate, or lay eggs. Both male and female Mammoth Mosquito's lay eggs and do so daily.

Although they don't live long, A Mammoth Mosquito's only instinct is to survive and so they prey usually on defenceless victims such as animals or young unattended children. Mammoth Mosquito's have no way of grabbing their prey and must feast on it wherever it is before flying off.

Because of their towering size there creatures brace themselves above a victim and use their extremely long proboscis to abduct blood. Their legs are slim but the power of their wings is enough to knock down most smaller creatures.

MOSQUITO SWARM

Medium Swarm of tiny beasts, unaligned

Armor Class 2 natural armor

Hit Points 2 (1d4)

Speed 5ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
0 (-5)	10 (+0)	5 (-3)	2 (-5)	7 (-2)	1 (-5)

Damage Vulnerabilities fire, bludgeoning

Damage Resistances —

Damage Immunities —

Senses darkvision 60ft.

Languages —

Challenge 1/4 (50xp)

Blood Frenzy. Mosquito Swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Disengage. The Mosquito Swarm can retreat at any time even when it is not its turn. This creature may not return once it has fled.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., multiple targets. Hit: 1 (1d4-1) piercing damage per every 5 mosquito in the swarm.

MOSQUITO SWARM

More of a pest and a nuisance than a threat, mosquito swarms are a band of several mosquito's that feed and survive on the blood of living creatures. A Mosquito Swarm travels along and attacks quickly before moving on.

Mosquito's will travel together in a small to large group and reside in wet humid environments such as near jungle rivers and lakes. They often travel with Mammoth Mosquito's to get an edge on their prey.

The sound of a swarm can be heard buzzing from great distances, and can be confused with the sound of a Mammoth Mosquito. These tiny creatures are attracted to bright light such as fire but can burn up if they get too close.



OSTRICH

Medium beast, unaligned

Armor Class 9 natural armor

Hit Points 33 (3d10 + 17)

Speed 70ft.

STR	DEX	CON	INT	WIS	CHA
14(+3)	18(+4)	18 (+4)	7(-2)	7(-2)	9(-1)

Senses passive perception 4

Languages —

Challenge 1/4 (50 XP)

Actions

Peck. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2) piercing damage

Kick. Melee Weapon Attack +4 to hit, reach 5ft., one target. Hit: 6 (1d6 + 2) bludgeoning damage.

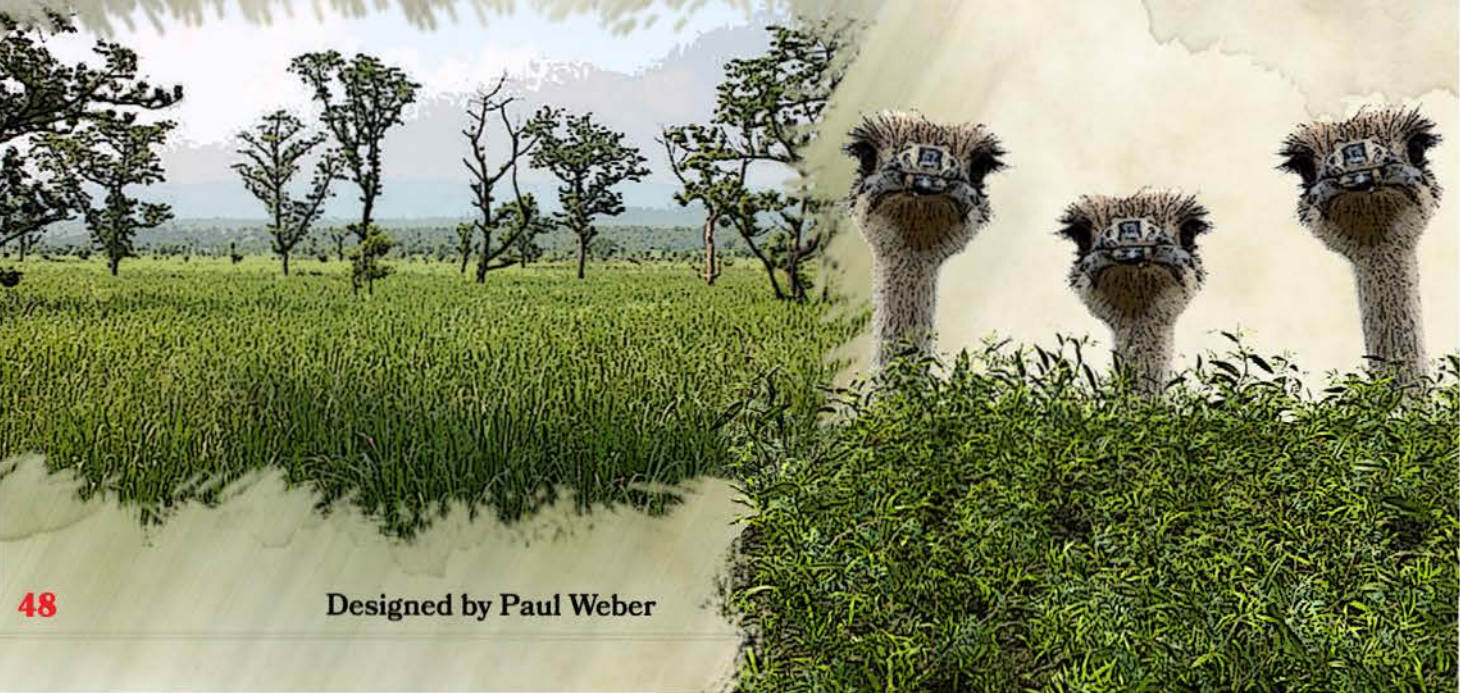
Armored Ostrich Variant:

An armored Ostrich has an AC based on the type of barding worn (see player's Handbook for more information on barding). The Ostrich AC includes its Dexterity modifier, where applicable. Barding doesn't alter the Ostrich challenge rating.

AC	Barding	AC	Barding
10	Leather	13	Chain mail
11	Studded leather	14	Splint
12	Ring mail	15	Plate
	Scale mail		

OSTRICH

Ostriches are extremely fast bipedal bird-like creatures that can't fly. They can be independant creatures or live amongst a flock. Ostriches are vegetarians and don't often attack other creatures unless threatened. If an Ostrich has to defend itself it will thrash its long legs and peck with his beak. An Ostrich may be used as a steed and outfitted with armor much like a horse. What an Ostrich lacks in carrying capacity, it makes up for in speed.



PANTHER

With their long and sensitive whiskers, which can guide their way through thick undergrowth in the dark, Panthers, have very long and pointed canine teeth, which help them grasp and kill their prey. The long and thick tails of black panthers help them balance well. Their sharp claws come in handy for climbing trees and for hunting. Their cup-shaped ears can pinpoint the exact source of sound. Black panthers have relatively short but powerful legs. When close, they can pounce on their prey with amazing speed, but they usually do not run long distances.

PANTHER

Large beast, Chaotic neutral



Armor Class 12 natural armor

Hit Points 13 (3d8)

Speed 50ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	10(+0)	3(-4)	14(+2)	7(-2)

Skills Perception +4, stealth +6

Senses passive perception 14

Languages —

Challenge 1/4 (50 XP)

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

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

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





ANCIENT PINK DRAGON

Gargantuan dragon, lawful good

Armor Class 24 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	17(+4)	29(+9)	23(+6)	21(+5)	30(+10)

Saving Throws Dex +12, Con +16, Wis +12, Cha +16

Skills Sense Motive +20, Arcana +9, History +18, Perception +19, Stealth +10

Damage Immunities slashing, piercing, bludgeoning from nonmagical weapons.

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 25 (75,500 XP)

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

Amphibious. The dragon can breathe air and water

Magic Field. Creatures within 120 ft. of the Dragon using magic or spells always have disadvantage on attack rolls.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. **Melee Weapon Attack:** +17 to hit, reach 15ft., one target. Hit: 21 (2d10 + 10) piercing damage.

Claw. **Melee Weapon Attack:** +17 to hit, reach 10ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. **Melee Weapon Attack:** +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

Sleep Breath. The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Dust Breath (Recharge 5-6). The dragon exhales dust in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 88 (16d10) acid damage and is blinded for 1d10 turns, or half as much on a successful throw.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Steam Breath (Recharge 5-6). The dragon exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 88 (16d10) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ADULT PINK DRAGON

Huge dragon, lawful good

Armor Class 19 (natural Armor)

Hit Points 256 (19d12 + 133)

Speed 50 ft., fly 80 ft., burrow 25 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
27(+8)	12(+1)	25(+7)	17(+4)	15(+2)	21(+5)

Saving Throws Dex +8, Con +10, Wis +8, Cha +10

Skills Sense Motive +17, Arcana +8 History +8, Perception +14, Stealth +8

Damage Immunities slashing, piercing, bludgeoning from nonmagical weapons.

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 19 (22,000 XP)

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

Amphibious. The dragon can breathe air and water

Magic Field. Creatures within 80 ft. of the Dragon using magic or spells always have disadvantage on attack rolls.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 10ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 20ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

Sleep Breath. The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Dust Breath (Recharge 5-6). The dragon exhales dust in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) acid damage and is blinded for 1d8 turns, or half as much on a successful throw.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Steam Breath (Recharge 5-6). The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



YOUNG PINK DRAGON

Large dragon, lawful good

Armor Class 17 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	16 (+3)	19 (+4)

Saving Throws Dex +6, Con +8, Wis +6 Cha +8
Skills Sense Motive +15, Arcana +9 History +10, Perception +10, Stealth+7
Damage Immunities slashing, piercing, bludgeoning from nonmagical weapons.
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

Magic Field. Creatures within 60 ft. of the Dragon using magic or spells always have disadvantage on attack rolls.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 10ft., one target. Hit: 17 (2d10 + 6) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Sleep Breath. The dragon exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Dust Breath (Recharge 5-6). The dragon exhales dust in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) acid damage and is blinded for 1d6 turns, or half as much on a successful throw.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) lightning damage on a failed save, or half as much damage on a successful one.

Steam Breath (Recharge 5-6). The dragon turtle exhales scalding steam in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

PINK DRAGONS

They're those who don't think the Pink Dragon exist, those who don't think a Pink Dragon is intimidating, and then there are those who know the truth. Because of it's pink skin, some creatures hear the name, pink dragon and immediately laugh it off, though they shouldn't. These dragons are not only physically powerful, but magically as well. Some still don't believe Pink Dragons exist, though these creatures have probably been around longer than time itself. It is said only one Pink Dragon may exist at a time and that they only present themselves when an important and ancient peace treaty has been violated.

Peace Keepers. These Dragons are keepers of peace and are said to bring bad luck to those who violate sacred agreements, wage unreasonable wars, or plot with malicious intent. The Pink Dragon loves getting involved in political and worldly affairs though they don't often make a physical appearance. Instead they keep to themselves within their lairs and influence in secret from a distance. Those who wish to dominate lands, bring forth evil, or act maliciously, despise the Pink Dragon and have been searching to slay it for thousands of years.

Monstrous Monsters. These dragons are so massive that their size can't be described, and their wingspans is the longest among all the dragons that are known to exist. Once a Pink Dragon has reached the age of ancient, they can only sleep under seas because of their massive size. A very respected researcher had lost all credibility when he described a Pink Dragon as being the size of an entire Kingdom. Talk like this has led to the ever-growing doubts of the Pink Dragons existence.

More Than Pink. Apart from their pink skin making them so unique, these dragons have a lot more to them than the color of their scales. The Pink Dragon is skilled and powerful in magic, they have more breath attacks than other dragons, and being near them can disable others magic abilities. The Pink Dragon only speaks with its mind using telepathy, and they have the ability to read minds, and even change them. These dragons have great influence in the plains around them, whether those sharing their existence believe in them or not.



A Pink Dragons Lair

Pink Dragons dwell close to areas of unreasonable or violent warfare so that they can influence peace or cease further casualties. Their lair is typically inside or under a huge mountain range to adjust for their colossal size. The Ancient Pink Dragon only dwells in the sea. The Pink Dragon has also been known to live in underwater caverns and in quake fault-lines. They surround themselves with books so that they can learn all about creatures that they share existence with. A Pink Dragons lair is more often than not in a place inaccessible without flight or water breathing abilities.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- All creatures with magic or spell casting abilities lose them for 4 rounds.
- All creatures that are hostile toward the dragon must succeed on a DC 15 wisdom saving throw or be charmed by the dragon for 1d6 rounds.
- The last creature's weapon, including spellbooks, to land a hit on the dragon turns to liquid.

PINK DRAGON WYRMLING

Medium dragon, lawful good

Armor Class 15 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft., burrow 15ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	12(+1)	14(+2)	15(+2)	12(+1)	16(+3)

Saving Throws Dex +4, Con +6, Wis +4, Cha +6

Skills Perception +4, Stealth +6

Damage Immunities slashing, piercing, bludgeoning from nonmagical weapons.

Senses blindsight 10 ft, darkvision 60 ft, passive perception 14

Languages Draconic, common

Challenge 2 (450 XP)

Magic Field. Creatures within 40 ft., of the Dragon using magic or spells always have disadvantage on attack rolls.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Sleep Breath. The dragon exhales sleep gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Dust Breath (Recharge 5-6). The dragon exhales dust in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 10 (1d8+5) acid damage and is blinded for 1d4 turns, or half as much on a successful throw.

Regional Effects

The region containing a legendary Shrub Dragons lair is warped by the dragon's magic, which creates one or more of the following effects:

- Magic and spells lower than 5th level, including cantrips no longer work or ceases to exist within 1 miles of the dragons lair.
- All weapons within a 1 mile radius of the dragons lair become dull and fragile.
- All creatures with an intelligence less than 10 within a 6 mile radius of the dragons lair are in a tranquil and easy-going mood. Violence is almost non-existent.

If the dragon dies all effects revert back to normal in 1d10 days.

PIRANHA SWARM

Medium Swarm of tiny beasts, unaligned

Armor Class 15 natural armor

Hit Points 36 (8d8)

Speed 0ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	2 (-5)	7 (-2)	1 (-5)

Skills intimidate +2, swim +10

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60ft., passive Perception 10

Languages —

Challenge 2 (450xp)

Blood Frenzy. Piranha Swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Frenzied Attack. Any creature that ends its turn in a Piranha Swarm's space takes 3d4 points of damage.

Creatures killed by a piranha swarm are reduced to a bare skeleton, and therefore are not eligible to be brought back to life via raise dead.

Water Breathing. The swarm can breathe only underwater.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5ft., one creature.

Hit: 3 (1d4) piercing damage per every 5 Piranha's in the swarm

PIRANHA SWARM

Not to be confused with Quippers, Piranha are fresh water creatures that travel in swarms of at least five but have been seen in the thousands. They are often in tropical bodies of water such as jungle rivers, and lakes but have been known to survive in all aquatic locations.

Piranha crave meat and flesh and have tightly packed teeth that interlock to each other. They use them to shear and puncture their prey leaving behind nothing but bone and bloody water.

Creatures that are unfortunate enough to be in a Piranha Swarm are subject to loss of flesh, permanent disfigurement, and or amputated body parts.

"Before I could jump in and save her, they had already stripped her of her flesh turning the water dark red."
-Statement in the disappearance investigation of Rosella Bevins



RAVAGE LOCUST

Ravage Locust standing at around 7 feet tall are chaotic bug type creatures with a tendency to cause destruction. They are intelligent and can communicate telepathically. These creatures usually dwell inside large trees or other places where lumber is abundant such as mills and basements.

Ravage Locust are said to appear in great numbers before a natural catastrophe such as a wild fire or flood. They are considered a bad omen and are hunted and killed by many tribes.

A Ravage Locust mostly eats plants but can eat through wood, much like a termite, as well as can blend into most lumber type objects. These creatures can jump great heights, and fly for short distances if there is little to no wind. They can also hang from sides of structures or upside-down on ceilings.

RAVAGE LOCUST

Medium beast, Chaotic neutral

Armor Class 16 natural armor
Hit Points 45 (3d12+8)
Speed 40ft., climb 40ft., fly 10ft

STR	DEX	CON	INT	WIS	CHA
13(+1)	15(+2)	13(+1)	15(+2)	15(+2)	11(+1)

Saving Throws Int +2, Wis +2, Cha +2

Skills climb +5

Damage Resistances psychic

Damage Immunities —

Senses passive perception 10

Languages common telepathy 60ft.

Challenge 2 (450 XP)

Magic Resistance. The Ravage Locust has advantage on saving throws against spells and other magical effects.

Standing Leap. The Ravage Locust can long jump up to 30 feet and its high jump is up to 30 feet with or without a running start.

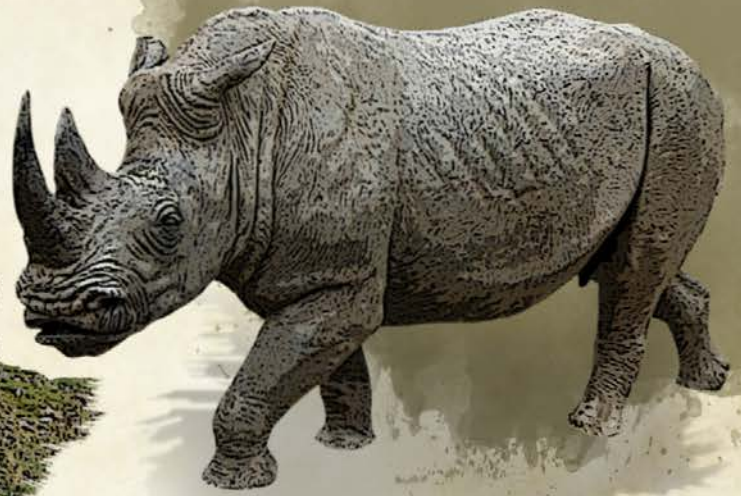
False Appearance. While the Ravage Locust remains motionless against wood, it is indistinguishable from that surface.

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

Actions

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

Kick. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4+3) bludgeoning damage and the target must succeed on a DC10 Dexterity saving throw or fall prone.



RHINOCEROS

Large beast, unaligned

Armor Class 11 natural armor
Hit Points 45 (6d10+12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	8(-1)	15(+2)	2(-4)	12(+1)	6(-2)

Senses passive perception 11
Languages —
Challenge 2 (450 XP)

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

RHINOCEROS

The Rhinoceros is a large beast that roams from place to place in search of food. Fortunately these large creatures only eat vegetation life. Though these creatures don't eat meat they will charge and attack any creature they feel is a threat.

Rhinoceroses are best viewed from a distance as they are extremely territorial. Poachers hunt these creatures for their large horns that descend from their head. A Rhinoceros horn is extremely valuable to the right buyer or collector.



SABRE-TOOTHED TIGER

The Sabre-Toothed Tiger is part of the large cat family but noticeably different in that they have long fangs that descend from their mouths and hang past the jawline. Another notable difference is their tails which have more of a snubbed appearance rather than the traditional long style tails other members of the cat family have.



SABRE-TOOTHED TIGER

Large beast, unaligned



Armor Class 12 natural armor

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	15(+2)	3(-4)	12(+1)	8(-1)

Skills Perception +3, stealth +6

Senses passive perception 13

Languages —

Challenge 2 (450 XP)

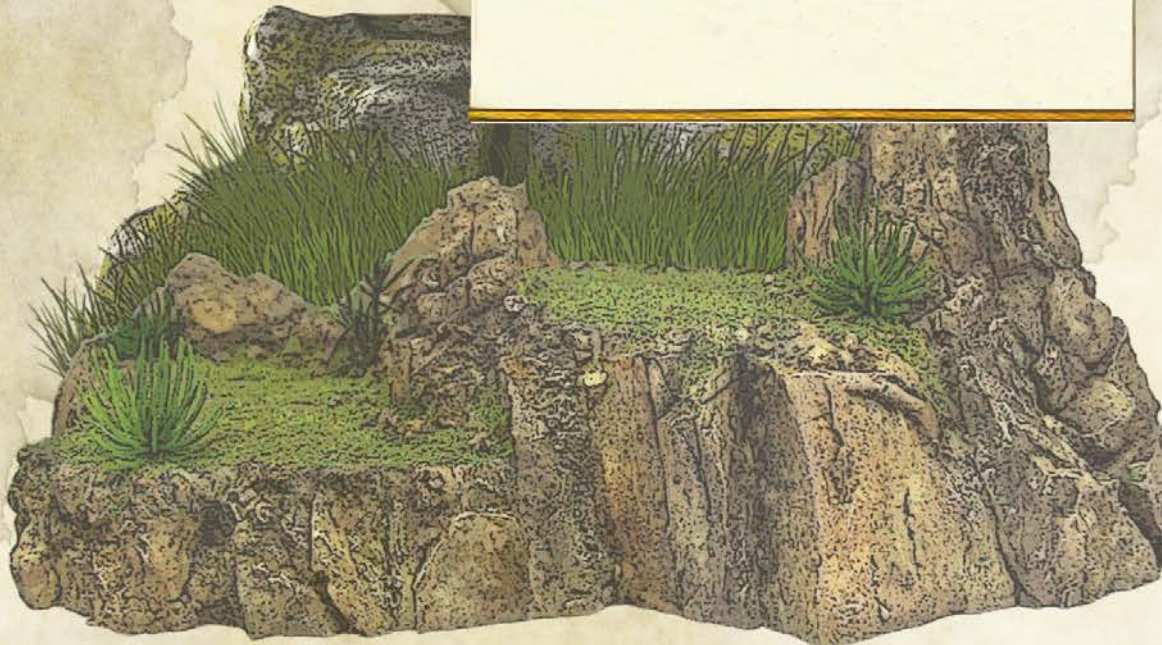
Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the Tiger can make one bite attack against it as a bonus action.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.





ANCIENT SHRUB DRAGON

Gargantuan dragon, lawful good

Armor Class 23 (natural Armor)

Hit Points 385 (22d20 + 154)

Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29(+9)	10(+0)	29(+9)	18(+4)	18 (+4)	23(+6)

Saving Throws Dex +8, Con +16, Wis +11, Cha +13

Skills Sense Motive +10, Arcana +6 History +8, Perception +16,

Stealth +8

Damage Immunities cold, poison

Condition Immunities poison

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 23 (32,500 XP)

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

Amphibious. The dragon can breathe air and water

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. **Melee Weapon Attack:** +17 to hit, reach 15ft., one target. Hit: 21 (2d10 + 10) piercing damage.

Claw. **Melee Weapon Attack:** +17 to hit, reach 10ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. **Melee Weapon Attack:** +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ADULT SHRUB DRAGON

Huge dragon, lawful good

Armor Class 19 (natural Armor)

Hit Points 225 (18d12 + 108)

Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	10(+0)	23(+6)	16(+3)	15(+2)	19(+4)

Saving Throws Dex +6, Con +11, Wis +8, Cha +9

Skills Sense Motive +4, Arcana +4 History +4, Perception +7,

Stealth +4

Damage Immunities cold, poison

Condition Immunities poison

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 16 (15,000 XP)

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

Amphibious. The dragon can breathe air and water

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 10ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 20ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



YOUNG SHRUB DRAGON

Large dragon, lawful good

Armor Class 17 (natural armor)
Hit Points 165 (16d10 + 77)
Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+2)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +5, Cha +8
Skills Sense Motive +4, Arcana +4 History +4, Perception +7, Stealth +4
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 9 (5,000 XP)
Amphibious. The dragon can breathe air and water

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Sleep Breath. The dragon exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Poison Breath. (Recharge 5-6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.



"When their time has come, they return to the dirt, giving their nourishing bodies back to nature."

-Dragon Researcher, Phoenix Gibbard

Shrub Dragons

The true nature loving and embracing dragon, the Shrub dragon, craves tropical, humid locations where it can frolic in, and study, exotic trees and wilderness. Shrub Dragons are born of nature and their bodies contain living plants and organisms that have physically bonded with the dragon. Shrub Dragons scales are jungle green and produce just the right amount of nutrients and energy to allow connected species to continue growing. Any organism attached to the Shrub dragon grows faster, and healthier than it would if it were in the wild, even without any sunlight.

Keeping mostly to themselves, Shrub dragons are still very curious creatures that adore anything in nature. These dragons have the ability to control some weather patterns within the area they are located. If just the right amount of rain showers over a crop field, you can bet that the Shrub dragon is nearby. They will go out of their way to ensure that the wilderness not only survives, but also thrives. Areas of rich and vibrant foliage are the works of Shrub dragons.

Nature Shapers. A Shrub Dragon has great influence over the nature in its area. Shrub dragons grow a stronger and stronger bond with nature as they grow older. They have the ability to speak with plants, and can see through the eyes of all neutral or unaligned creatures within a six-mile radius.

Green and Gold. Holding nature as the true treasure of the world, Shrub Dragons still adore standard treasures as well. Shrub dragons will collect and store gold, silver, jewellery, and whatever other items considered valuable in its lair. They cherish and seek items related to nature such as coins with trees imprinted on them, or plant themed jewellery. The greatest bribe one can offer to a Shrub dragon is a valuable item that coincides with nature in some shape or form.

Protectors and Contributors. Shrub Dragons spend their entire life learning, protecting, and admiring all things nature. They are carefree to anything else in the world that isn't related to nature or the cycle of life. They will, for the most part, stay out of the way of humanoid affairs. They literally grow from nature as nature literally grows off of them, and once a Shrub dragon lives to the end of its long life, it will seek out a troubled wildlife area to die. Once it has died the body of the dragon slowly decomposes into the dirt and in time that area will be of the richest soil and home of the most vibrant, and colorful, plants, fungi, flowers, and trees.



A Shrub Dragons Lair

A Shrub Dragon dwells in the most beautiful naturally created caverns or structures. Waterfalls with obstructed caves hiding behind them are the ideal living quarters for a Shrub dragon to reside. Though Shrub dragons spend a majority of their time outside of their lair observing and studying nature, the Shrub dragon will decorate its lair with its favorite type of foliage, rocks, and treasure. Its not uncommon for a Shrub dragon to either move frequently or have multiple lairs spread out across the landscape. Shrub dragons also offer a safe refuge in their lair for small creatures to dwell or take shelter from inclement weather. As a return for the favor these creature also help protect and defend the lair from other creatures with ill intentions.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- A tremor shakes the lair in a 60-foot radius around the dragon. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that the dragon can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The roots and vines wilt away when the dragon uses this lair action again or when the dragon dies.
- Magical fog billows around one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.

Regional Effects

The region containing a legendary Shrub Dragons lair is warped by the dragon's magic, which creates one or more of the following effects:

- Plants, fungi, and over vegetation, within 6 miles of the dragons lair, grow four times as tall as normal and become more vibrant and colorful.
- Whenever a creature with an Intelligence of 3 or higher maliciously destroys or harms any type of wildlife within 1 mile of the dragon's lair, the dragon becomes aware of the creature's presence and location.
- The dragon can see through any neutral creatures eyes that is within 1 mile of its lair.
- Once per day, the dragon can alter the weather in a 6-mile radius centered on its lair. The dragon doesn't need to be outdoors; otherwise the effect is identical to the control weather spell.

If the dragon dies, changed weather reverts to normal, as described in the spell. Overgrown foliage wither back to normal size and color, and the other effects fade in 1d10 days.

SHRUB DRAGON WYRMLING

Medium dragon, lawful good

Armor Class 16 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., burrow 15ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11(+1)	10(+0)	13(+1)	11(+1)	12(+1)	16(+3)

Saving Throws Dex +2, Con +3, Wis +2, Cha +4

Skills Perception +4, Stealth +4

Damage Immunities

Senses blindsight 10ft, darkvision 60ft, passive perception 14

Languages Draconic

Challenge 1 (200 XP)



ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Sleep Breath. The dragon exhales sleep gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 10 (1d8+5) poison damage on a failed save, or half as much damage on a successful one.



SLAYING MANTIS

Medium Beast, Chaotic Evil

Armor Class 14 natural armor

Hit Points 33 (6d8+6)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
13(+2)	15(+2)	16 (+3)	13(+2)	12(+1)	7(-2)

Skills Perception +5, Stealth +7, Survival +5

Damage Resistances Poison, Acid

Damage Immunities frightened, petrified poison, acid

Senses passive perception 13

Languages —

Challenge 1 (200 XP)

Standing Leap. The Slaying Mantis can long jump up to 30 feet and its high jump is up to 15 feet with or without a running start.

Spider Climb. *The Slaying Mantis can climb difficult surfaces including ceilings, without the need of an ability check.*

Innate Spellcasting (Psionics). The Slaying Mantis innate spellcasting ability is Wisdom. The tSlaying Mantis can innately cast the following spells, requiring no components:

At will: 5/day: *blur, blade ward, true strike,*

Actions

Multiattack. The Slaying Mantis makes two attacks: both with its claws.

Claws. **Melee Weapon Attack:** +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage and 4 poison damage.

SLAYING MANTIS

Predatory carnivorous hunters, the Slaying Mantis thrills off fighting to the death. These over-sized creatures will challenge a fight building up its self-esteem and then unless a series of several ravage attacks with its blade like claws.

These creatures are unfortunately found all over jungle environments and will jump out of tall grass to challenge a fight. A Slaying Mantis will never flee from a fight and will die before ever attempting an escape. These creatures will spectate other battles and when they are done the Slaying Mantis will jump in to challenge the victor.

Though they have wings, Slaying Mantis can't fly but instead use them to communicate with other creatures. They have large bug eyes that can see 180 degrees giving them great perspective. A Slaying Mantis moves quick by jumping, dipping, and diving. They can climb difficult terrain and hang from walls and ceilings but enjoy staying in large thickets of brush and grass.



Designed by Paul Weber



SNAKES

Snakes are truly the creatures that populate the Jungle. They can be found deep in caverns, up in trees, floating in bodies of water, slithering through plains, hiding under rocks, or even soaring through the sky. Snakes are everywhere. There are several different kinds of snakes populating the jungle and most are quite unique from one another. Snakes can range from tiny to huge to gargantuan. Some snakes are poisonous and some are so harmless they are kept as pets or servants. Sometimes the bigger snake is not always the deadliest.

COBRA SNAKE

Cobra's are one of the classic venomous snakes found within jungles. Their bite instantly fills deadly toxins into the bloodstream of a target. These snakes strike fast but give early warning by coiling upright and lunging back. Cobra's are identified by their unusual hood-like appearance around their head. This is often one of its defences against other creatures who might want to cause harm to the Cobra. This appendage makes them appear larger and more frightening. Cobra's can be found in or near water, on low hanging tree limbs, and other various parts of jungles.

GIANT COBRA SNAKE

Large in size, the Giant Cobra Snake doesn't get as large as other giant snakes. Still a monstrous size, the Giant Cobra snake is very deadly as its poisonous bite is even more toxic than its smaller kin. As terrifying as these creatures are they are sought after by poachers because of their venom. A Giant Cobra Snake's venom is extremely valuable to magic and potions shops throughout the Material Plane.



Snake Egg



Snake pit

CONSTRUCTOR SNAKE

Constrictor snakes aren't poisonous, instead they use their bodies to tightly squeeze their prey to death. Once a Constrictor Snake has coiled around its target, especially around their throat, the creature has limited time in their life remaining. The trapped creature begins a slow, horrifying ordeal as they struggle for air knowing their death is imminent. Constrictor snakes dwell in rivers, caverns, rocky terrain, and basements.

GIANT CONSTRUCTOR SNAKE

Giant Constrictor Snakes are huge overgrown Constrictor Snakes. These snakes, apart from their size, are very much the same as their smaller kin. The bigger a Constrictor Snake gets the more it consumes and the bigger the prey gets. Giant Constrictor snakes can easily swallow an adult human-sized creature without the need to suffocate it first. If a Giant Constrictor Snake swallows a creature while its alive, the creature is often still alive within the snake. Creatures inside a Giant Constrictor Snake can only survive for a short period before their air supply is cut off. Often times a creature within these beast goes into shock and loses consciousness before even knowing their fate. Many creatures have told tales of survival from cutting their way through the inside of a Giant Constrictor and cheating death.

POISONOUS SNAKE

Poisonous snakes are tiny slithering creatures with a poisonous bite that slowly kills its target. These snakes are unfortunately found in every type of jungle environment and are often captured and thrown into pits as traps. A creature thrown, or fallen into a pit full of poisonous snakes has very little chance of survival.

GIANT POISONOUS SNAKE

Not as big as the Giant Constrictor Snake, these creatures are far more feared due to their poisonous bite and big size. A Giant Poisonous snake will not eat a living creature until it has died at the peril of its poison. These creatures can grow as round as an adult rhinoceros and be as long as 50 feet.



POISONOUS SNAKE SWARM

Swarms of poisonous snake don't travel together but instead organize in one specific location where creatures are known to fall and become injured such as: at the bottom of cliffs, in trenches, and in pits. The swarm will unleash fast and vicious piercing bites and continue to do so until their target is dead. These swarms are instantly deadly if a creature can't make a very quick escape or eradicate the swarm.



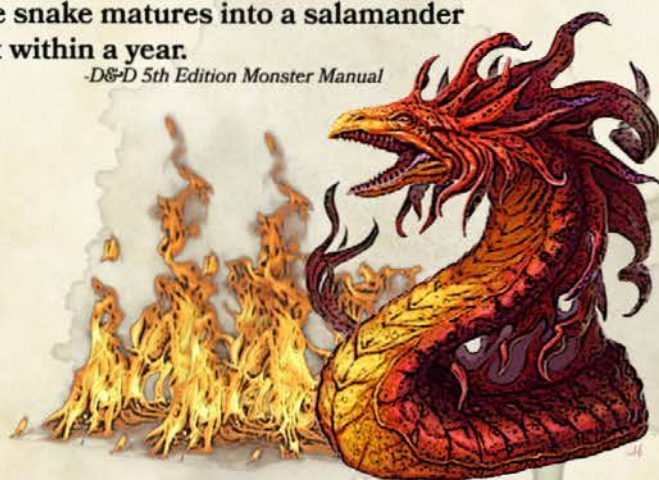
SIAMESE SNAKE

Highly talked about, and rarely seen, the Siamese Snake is a huge two-headed snake creature. This creature travels the same jungle terrain that other snakes do. It's rare but deadly to encounter one of these foul beast. They attack with both heads and both are poisonous. This creature also uses its huge tail to knock its target down before biting them. The Siamese Snake is often a red color but may be just about any hue of any color.

FIRE SNAKE

Salamanders hatch from eggs that are two-foot-diameter spheres of soldering obsidian. When a salamander is ready to hatch, it melts its way through the egg's thick shell and emerges as a fire snake. A fire snake matures into a salamander adult within a year.

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WATER SNAKE

The water snake can be found, rightfully so, in lakes, rivers, or other bodies of water. They tend to sneak up on and attack unsuspecting swimmers. They usually spend their time in deep underwater caverns or along river banks. These creatures are not poisonous but their bite is deadly.

VINE SNAKE

A vine snake is a stealthy creature that uses its unique camouflage to prey upon its victims. The Vine snake, in its appearance, looks just like a vine, especially when its hanging from trees. Its bite is not poisonous but instead delivers a harmful acid.

SPITTING SNAKES

Spitting snakes get their name from the elements that they can spit from their mouths. There are four different types of spitting snakes; the Acidic Spitter, the Fire Spitter, the Ice Spitter, and the Poison Spitter. These Spitting Snakes will spit dangerous elements much like a dragon uses its breath. Though these snakes don't get very big they are extremely deadly and often travel with one another.

ACIDIC SPITTING SNAKE

The Acidic Spitting Snake spits acid at its prey, covering it in corrosive, skin eating acid. Unlike Vine Snakes the Acidic Spitting Snakes don't need to bite to deliver their harmful acid. Their Acid also blinds their target giving the snake an advantage on further biting strikes.

FIRE SPITTING SNAKE

Fire Spitting Snakes will breath fire just as a dragon would. The fire shoots from their mouths in a cone shape inferno and sets ablaze its target. The Fire snake also leaves a trail of slowly extinguishing fire as it slithers along.

ICE SPITTING SNAKE

The Ice Spitting Snake conjures up a form of mist and frost that shoots out like water and instantly turns to ice upon contact. The Ice Spitting Snake is immune to cold weather and can't be frozen giving it an advantage in colder environments. The Ice Spitting Snake leaves behind a trail of slowly dissipating ice as it slithers along its desired path.

POISON SPITTING SNAKE

Much like the Acidic Spitting Snake the Poison Spitting Snake shoots poison instead of Acid from its mouth. In addition to its poisonous spit, it's also poisonous to touch. This creature utilizes its poisonous skin by dropping on its prey from trees instantly poisoning it upon contact.



Burning Ice Cube of Poison Acid.

"The Spitting Snakes left behind a burning ice cube of poison acid, and luckily, me. Unharmd."

-Former Jungle Explorer Mason Phynx





COBRA SNAKE

Small beast, Unaligned

Armor Class 13 natural armor

Hit Points 9 (2d6+3)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	16(+3)	11 (+0)	9(-1)	11(+0)	3(-4)

Skills Stealth +6

Damage Resistances Poison

Damage Immunities Poison, Prone

Senses passive Perception 10, blindsight 10 ft.

Languages —

Challenge 1/8 (25 XP)

Amphibious. The Cobra can breathe air and water.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

GIANT COBRA SNAKE

Large Beast, unaligned

Armor Class 15 natural armor

Hit Points 52 (7d10+14)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	13(+1)	15(+2)	9(-1)	9(-1)	3(-4)

Damage Resistances Poison

Damage Immunities Poison, Prone

Senses passive perception 12, blindsight 20 ft.

Languages —

Challenge 3 (700 XP)

Amphibious. The Cobra can breathe air and water.

Swallow. The Giant Cobra makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the Cobra, and it takes 10 (3d6) poison damage at the start of each of the Cobras turns. The Cobra can have only one target swallowed at a time. If the Cobra dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.





CONSTRUCTOR SNAKE

Large beast, Unaligned

Armor Class 12 natural armor

Hit Points 13 (2d10+2)

Speed 30 ft., swim 30 ft.



STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	12 (+1)	1(-5)	10(+0)	3(-4)

Senses passive Perception 10, blindsight 10 ft.

Languages —

Challenge 1/4 (50 XP)

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

GIANT CONSTRUCTOR SNAKE

Huge Beast, Unaligned



Armor Class 12 natural armor

Hit Points 60 (8d12+8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	14(+2)	12 (+1)	1(-5)	10(+0)	3(-4)

Skills Perception +2

Senses passive perception 12, blindsight 10 ft.

Languages —

Challenge 2 (450 XP)

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.





POISONOUS SNAKE

Large beast, Unaligned



Armor Class 13 natural armor

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	16(+3)	11 (+0)	1(-5)	10(+0)	3(-4)

Senses passive Perception 10, blindsight 10 ft.

Languages —

Challenge 1/8 (25 XP)

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

GIANT POISONOUS SNAKE

Medium beast, Unaligned



Armor Class 14 natural armor

Hit Points 11 (2d8+2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	18(+4)	13 (+1)	2(-4)	10(+0)	3(-4)

Skills Perception +2

Senses passive perception 12, blindsight 10 ft.

Languages —

Challenge 1/4 (50 XP)

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

POISONOUS SNAKE SWARM

Medium swarm of tiny beast, unaligned



Armor Class 14 natural armor

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	18(+4)	11 (+0)	1(-5)	10(+0)	3(-4)

Damage Resistances Bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive perception 10, blindsight 10 ft.

Languages —

Challenge 2 (450 XP)

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

Actions

Bites. Melee Weapon Attack: +6 to hit, reach 0 ft., one creature in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.



SIAMESE SNAKE

Huge beast, Chaotic neutral

Armor Class 14 natural armor
Hit Points 152 (15d12 +55)
Speed 40ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	14(+2)	20(+5)	2(-2)	10(+1)	7(-2)

Skills intimidate +5, Perception +16
Damage Resistances Slashing, piercing, bludgeoning from nonmagical weapons
Damage Immunities frightened, petrified, prone,
Senses passive perception 16, darkvision 60 ft.
Languages —
Challenge 8 (3,900 XP)

Amphibious. The Snake can breathe air and water.

Multiple Heads. The Snake has two heads. While it has more than one head, the snake has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the Snake takes 30 or more damage in a single turn, one of its heads dies. If all its heads die, the Snake dies. At the end of its turn, it grows one head that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the Snake has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the Snake sleeps, one of its heads is awake.

Actions

Multiattack. The snake makes as many bite attacks as it has heads.

Bite. Melee Weapon Attack: +8 to hit, reach 10ft., one target. Hit: 25 (2d10 + 10) piercing damage and 5 (1d4+3) poison damage.

Tail. Melee Weapon Attack +8 to hit, reach 10ft., one target. Hit: 20 (2d10+5) bludgeoning damage.



FIRE SNAKE

Medium elemental, neutral evil

Armor Class 14 natural armor
Hit Points 22 (5d8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	11(+0)	7(-2)	10(+0)	8(-1)



Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire
Senses passive perception 10, darkvision 60 ft.
Languages understands Ignan but can't speak
Challenge 1 (200 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Actions

Multiattack. The snake makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage plus 3 (1d6) fire damage.

Tail. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage.



VINE SNAKE

Medium beast, unaligned

Armor Class 12 natural armor

Hit Points 13 (2d8+4)

Speed 30ft., climb 40ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	19(+4)	19(+4)	9(-1)	10(+0)	9(-1)

Skills Climb +15, stealth +10

Damage Immunities Acid

Senses passive perception 12

Languages —

Challenge 1/4 (50 XP)

Amphibious. The Snake can breathe air and water.

False Appearance. While the Snake remains motionless, it is indistinguishable from a normal vine.

Swamp Camouflage. The Snake has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Acid Absorption. Whenever the Snake is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage plus 5(1d6+2) acid damage.

WATER SNAKE

Medium Beast, Unaligned

Armor Class 12 natural armor

Hit Points 11 (1d8+4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	17(+3)	12(+1)	5(-3)	9(-1)	3(-4)

Skills Perception +10, stealth +10

Senses passive perception 15, blindsight 10 ft.

Languages —

Challenge 1/8 (25 XP)

Amphibious. The Snake can breathe air and water.

Swamp Camouflage. The Snake has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10ft., one creature. Hit: 5 (1d4+2) piercing damage.



"Before we knew it the Fire Snake had circled us, leaving us to fight in a flaming battle arena."
-Duke Hynslork, Jungle Explorer.



ACIDIC SPITTING SNAKE

Large beast, Chaotic neutral

Armor Class 16 natural armor
Hit Points 80 (12d10 + 14)
Speed 30 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	14(+2)	15(+4)	11(+0)	10(+1)	12(+0)

Skills stealth +8, swim +15

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid

Senses passive perception 12, darkvision 60 ft.

Languages —

Challenge 5 (1,800 XP)

Acidic Skin. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 10 (1d12) acid damage.

Acid Absorption. Whenever the Snake is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Acid Trail. The snake leaves behind a trail of acid when it moves. The trail lingers for 1 minute.

Swamp Camouflage. The Snake has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 7 (2d6) acid damage.

Spit Acid. Ranged Weapon Attack: +7 to hit, range 10 ft./60ft., one target. Hit: 16 (2d6 + 9) Acid damage and the target must succeed on a DC 12 Constitution Saving throw or be blinded by acid for 1d4 turns.



FIRE SPITTING SNAKE

Large beast, Chaotic neutral

Armor Class 14 natural armor
Hit Points 90 (12d10 + 24)
Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	15(+2)	17(+4)	12(+1)	12(+1)	9(-1)

Skills stealth +1

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses passive perception 12, darkvision 60 ft.

Languages —

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 10 (1d12) fire damage.

Fire Absorption. Whenever the Snake is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Water Susceptibility. For every 5 feet the Snake moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Flame Trail. The snake leaves behind a trail of flames when it moves. The trail lingers for 1 minutes. The flames are 5 feet tall.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 7 (2d6) fire damage.

Spit Fire. Ranged Weapon Attack: +7 to hit, range 10 ft./60ft., one target. Hit: 12 (2d6 +5) fire damage and if the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.



ICE SPITTING SNAKE

Large beast, Chaotic neutral

Armor Class 17 natural armor
Hit Points 60 (12d10 + 4)
Speed 30 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	16(+4)	10(+0)	10(+1)	9(-1)

Skills stealth +5, swim +15
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold
Senses passive perception 12, darkvision 60 ft.
Languages —
Challenge 5 (1,800 XP)

Chilled Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 10 (1d12) cold damage.

Cold Absorption. Whenever the Snake is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

Ice Trail: The Snake leaves behind a trail of ice when it moves. The trail lingers for 3 minutes.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 7 (2d6) cold damage.

Spit Ice. Ranged Weapon Attack: +7 to hit, range 10 ft./60ft., one target. Hit: 16 (2d6 + 9) cold damage and the target must succeed on a DC 12 Constitution Saving throw or be slowed by half for 1d6 turns.



POISON SPITTING SNAKE

Large beast, Chaotic neutral

Armor Class 15 natural armor
Hit Points 82 (12d10 + 16)
Speed 30 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	16(+4)	10(+0)	10(+1)	9(-1)

Skills stealth +5, swim +15
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Senses passive perception 12, darkvision 60 ft.
Languages —
Challenge 5 (1,800 XP)

Poison Skin. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 10 (1d12) poison damage.

Poison Absorption. Whenever the Snake is subjected to poison damage, it takes no damage and instead regains a number of hit points equal to the poison damage dealt.

Swamp Camouflage. The Snake has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Poison Trail. The Snake leave behind a trail of poison when it moves. The trail lingers for 1 minute.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 7 (2d6) poison damage.

Spit Poison. Ranged Weapon Attack: +7 to hit, range 10 ft./60ft., one target. Hit: 16 (2d6 + 9) Poison damage and the target must succeed on a DC 12 Constitution Saving throw or be poisoned for 1d4 days or until cured.

SOARING SNAPPER

Huge beast, Chaotic neutral

Armor Class 17 natural armor
Hit Points 136 (13d12 +52)
Speed 10ft., fly 30ft., Swim 30ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	10(+0)	15(+2)	9(-1)	12(+1)	11(+0)

Skills intimidate +5,
Damage Resistances piercing, slashing, bludgeoning from nonmagical weapons
Damage Immunities frightened, petrified, piercing, slashing, bludgeoning from nonmagical weapons
Senses passive perception 5
Languages —
Challenge 5 (1,800 XP)

Amphibious. The Soaring Snapper can breathe air and water.

Intimidate. The Soaring Snapper can let out a shriek in an attempt to intimidate all targets within 20 feet of hearing range. The Target(s) must succeed on a DC12 intimidation saving throw or be frightened for one minute.

Swamp Camouflage. The Soaring Snapper has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Flying Talons. If the Soaring Snapper is flying and moves at least 20 feet straight towards a target the target must succeed on a DC12 Dexterity saving throw or be grappled by the creature. If the Soaring Snapper has the target grappled the target can attempt a strength check DC14 to free themselves. If the Soaring Snapper is in flight when the target frees themselves, the target takes 1d6 per foot fallen.

Aquatic Advantage. This creature has an advantage on attack rolls against creatures who are in the water with it.

Actions

Multiattack. The Soaring Snapper makes two attacks. One with its talons and one with its snap.

Talons. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d4 + 4) slashing damage.

Snap. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d4 + 4) bludgeoning damage.



SOARING SNAPPER

Whether in the air, or floating down the river, the Soaring Snapper is a brutal creature to face. Often confused with a Dragon Turtle, the Soaring Snapper is roughly the same size but just a little smaller. They soar above jungle lakes and rivers looking for prey and then swoop down either catching the creature in its large snapping mouth, or by catching it in its razor-sharp talons. The Soaring Snapper spends just as much time above lakes and rivers as it does in them. Another tactic this creature uses to catch prey is to float motionless in a river between two pieces of land waiting for unsuspecting creatures to use its camouflaged shell-type wings as a bridge. Once a creature or group of creatures is on its shell the Soaring Snapper will roll over forcing the creatures into the water where it then proceeds to attack with an advantage. The Soaring Snapper utilizes its talons along with its infamous snapping mouth to attack creatures. The Soaring Snapper can easily blend in with swamp terrain and terrain by jungle rivers and lakes.

SPIDERS

Spiders occupy almost every crevice of every type of environment. In jungles spiders are able to thrive because of all abundant amount of food sources they consume like insects, small creatures, livestock, and even humanoids. Jungles provide every type of habitat that the many kind of spiders prefer. From high up in trees, in the tavern basement, and deep in caves; spiders are everywhere. They can be smaller than a thumbnail, the size of a horse, or bigger than a house. These eight legged creatures can be a pest to a severe threat pending on the type and size. These creatures will always have other creatures looking up.

GIANT WOLF SPIDER

Smaller than a giant spider, a giant wolfspider hunts prey across open ground or hides in a burrow or crevice, or in a hidden cavity beneath debris.

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GIANT SPIDER

To snare its prey, a giant spider spins elaborate webs or shoots sticky strands of webbing from its abdomen. Giant spiders are most commonly found underground, making their lairs on ceilings or in dark, web-filled crevices. Such lairs are often festooned with web cocoons holding past victims.

-D&D 5th Edition Monster Manual



PHASE SPIDER

A phase spider possesses the magical ability to phase in and out of the Ethereal Plane. It seems to appear out of nowhere and quickly vanishes after attacking. Its movement on the Ethereal Plane before coming back to the Material Plane makes it seem like it can teleport.

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SPIDER

A spider is normally the size of a human thumb, they have the ability to walk up walls and across ceilings. They spin webs to dwell in and also use them to catch prey. A spider can feel when another creature has entered or is stuck in their sticky webs. When a creature get tangled in a spiders web, the spider will then make its move appearing from just outside the web and strike its victim. Some spiders have poisonous bites while others just have a normal piercing bite. Spiders often live in dark damp places like basements or caves.





GIANT SPIDER

Large beast, unaligned

Armor Class 14 natural armor
Hit Points 26 (4d10 + 4)
Speed 30 ft., climb 30 ft.



STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	12(+1)	2(-4)	11(+0)	4(-3)

Skills Stealth +7

Senses passive perception 10, blindsight 10 ft., darkvision 60 ft.

Languages —

Challenge 1 (200 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30ft/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

GIANT WOLF SPIDER

Large beast, Chaotic neutral



Armor Class 13 natural armor
Hit Points 11 (2d8 + 2)
Speed 40 ft., climb 40ft.

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

Skills Perception +3, Stealth +7

Senses passive perception 13, blindsight 10 ft., darkvision 60 ft.

Languages —

Challenge 1/4 (50 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.





SPIDER

Tiny beast, unaligned

Armor Class 12 natural armor
Hit Points 1(1d4 - 1)
Speed 20 ft., climb 20 ft.



STR	DEX	CON	INT	WIS	CHA
2(-4)	14(+2)	8(-1)	1(-5)	10(+0)	2(-4)

Skills Stealth +4
Senses passive perception 10, darkvision 30 ft.
Languages —
Challenge 0 (10 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

PHASE SPIDER

Large monstrosity, unaligned



Armor Class 13 natural armor
Hit Points 32 (5d10 + 5)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	15(+2)	12(+1)	6(-2)	10(+0)	6(-2)

Skills Stealth +7
Senses passive perception 10, darkvision 60 ft.,
Languages —
Challenge 3 (700 XP)

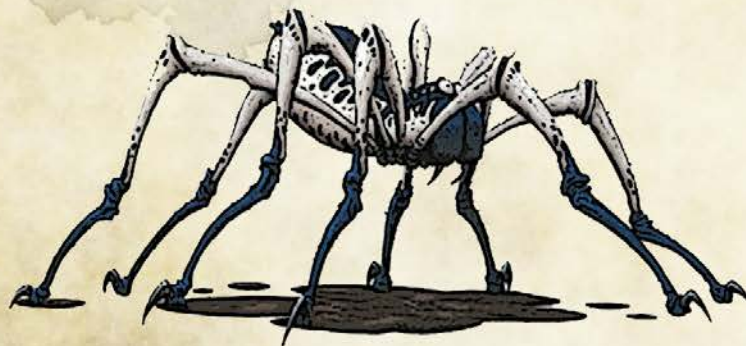
Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

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

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.





TOUCAN

Toucan are jungle native birds with large extended beaks they use to scoop up small insects or to fend off predators. The Toucan keeps to itself for the most part and will fly away in events or situations where it thinks its in danger.

TOUCAN

Small beast, unaligned

Armor Class 5 natural armor

Hit Points 16 (8d4)

Speed 20ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	12(+0)	12(+0)	16(+3)	14(+2)	16(+3)

Senses passive perception 8

Languages Can understand common but can't speak it

Challenge 0 (10 XP)

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

Actions

Peck. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

TORTUOUS

A Tortuous is a small to large creature built into a shell. These creatures are extremely slow moving, eat insects and various plant-life. They will cower into their shell for protection if they feel they are endangered and or bite their attacker. These creatures live on both land and in water.

TORTUOUS

Small beast, unaligned

Armor Class 17 natural armor

Hit Points 14 (7d4)

Speed 5ft., Swim 20ft.

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

Senses passive perception 10

Languages —

Challenge 0 (10 XP)

Amphibious. The Tortuous can breathe air and water.

Shelter. The Tortuous can hide in its shell as a bonus action.

Shelled. Targets attempting to hit the Tortuous while its in shell have a disadvantage.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.



TRIDACTYLA

Medium aberration, Chaotic evil

Armor Class 16 (chainmail)
Hit Points 81 (13d8+23)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13(+2)	12(+1)	16(+3)	20(+5)	18(+4)	13(+2)

Saving Throws Int +8, Wis +7, Cha +6
Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4
Damage Resistances Psychic
Senses passive perception 20, Darkvision 20 ft.
Languages common, apemen, deep speech, undercommon, telepathy 80 ft.
Challenge 9 (5,000 XP)

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

Innate Spell/casting (Psionics). The Tridactyla innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: detect thoughts, levitate
1/day each: dominate monster, plane shift (self only)

Actions

Staff. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 20 (2d10 + 9) bludgeoning damage.

Devour Soul. Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the Tridactyla. Hit: The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the Tridactyla kills the target by extracting and devouring its soul giving it all that creatures knowledge, abilities, skills, magic, and spells.

Mind Blast (Recharge 5-6). The Tridactyla magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 33 (4d8 + 14) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TRIDACTYLA

Long thought to have been extinct, the Tridactyla resemble a humanoid anteater-type creature. They have a long snout that moves much like an arm with the ability to grip objects and consume souls. Short in stature this creature is extremely powerful with psionics and telepathy. Some legends suggest that Mind Flayers once learned all their abilities from these creatures, but no one knows for sure. A Tridactyla roams deep underdark areas of the jungle, always with its magic staff and a lantern. These creatures will use their telepathy to trick and lure victims into caverns where it will then devise an attack to devour that creatures soul. Once a Tridactyla has obtained a creatures soul it posses all that creatures knowledge and abilities such as spells, magic abilities, and senses. The more souls a Tridactyla has consumed the more powerful it is.

VARIANT TRIDACTYLA:

A Tridactyla may have and use any and as many skills, senses, magic, and arcane abilities including cantrips from any creature meeting or below its challenge rating, pending on the previous souls the creature has consumed in its lifetime. The only ability the Tridactyla can not obtain is the ability to fly. Tridactyla may also have the ability to use legendary actions meeting the same components as the soul consumed creature.

Example: If a Tridactyla consumed the soul of a 2nd level wizard that knew true strike, ray of frost, burning hands, and disguise self, than the Tridactyla knows and may use all those spells, along with any spells from any other soul consumed creatures.

Spell/casting. The Tridactyla is a 10th-level spellcaster. Its spellcasting ability is Intelligence (save DC 15, +7 to hit with spell attacks). The Tridactyla has the following wizard spells prepared.

1st level (4 slots): detect magic, disguise self, shield, sleep
2nd level (3 slots): blur, invisibility, ray of enfeeblement
3rd level (3 slots): clairvoyance, lightning bolt, sending
4th level (3 slots): confusion, hallucinatory terrain
5th level (2 slots): telekinesis, wall of force





VINE BEAR

More than likely a summoned creature, the Vine Bear is a huge ferocious beast bent on chaos and destruction of everything in its path. A Vine Bear appears as an oversized bear with fur made of grass and vines. Although it may not sound very intimidating, it is a creature that seeks nothing but chaos.

The Vine Bear may appear to be just a large grassy hill while it sleeps or remains motionless, but once provoked this savage beast will leave those in its vicinity running for the real hills.

Vine Bears are very much aware of their unique camouflage and will not hesitate to use it to their advantage. Because of their huge size, creatures are often standing on a Vine Bear without even knowing so, leaving them defenceless when the Vine Bear does attack.



VINE BEAR

Huge monstrosity, chaotic evil

Armor Class 19 natural armor
Hit Points 137 (11d12+66)
Speed 50ft., climb 40 ft

STR	DEX	CON	INT	WIS	CHA
24(+7)	10(+0)	22 (+6)	15(+2)	13(+1)	9(-1)

Skills intimidate +10, swim +10, listen +5
Damage Resistances bludgeoning, piercing, slashing from nonmagical weapons
Damage Immunities charmed, frightened, paralyzed, petrified, restrained, stunned
Senses darkvision 60ft., passive Perception 18
Languages —
Challenge 10 (5900 XP)

Trampling Charge. If the Vine Bear moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the Vine Bear can make two claw attacks against it as a bonus action.

Root Healing. If the creature is standing on grass terrain it recovers 10 HP at the start of its turn.

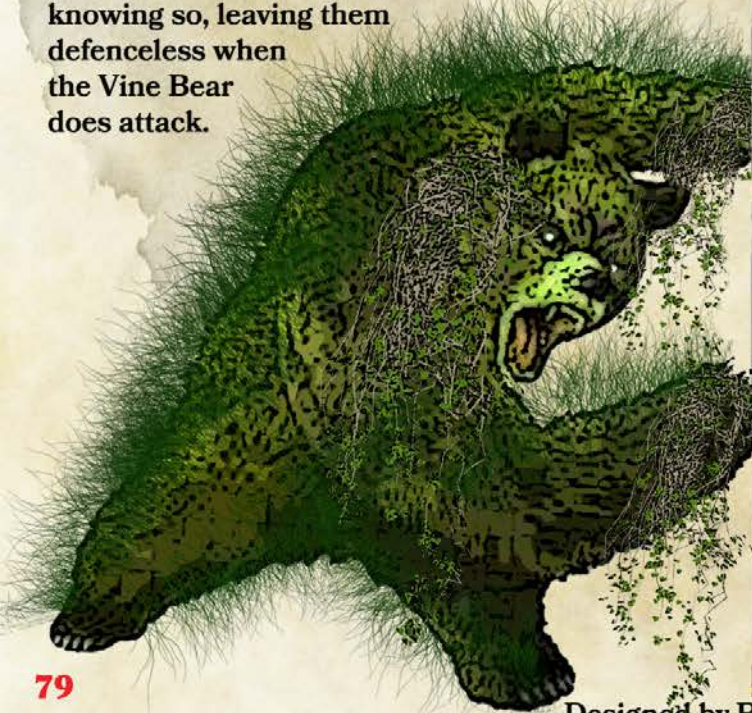
Grass Camouflage. If the Vine Bear is motionless on grass terrain it is indistinguishable from a large grass hill.

Actions

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) piercing damage.

Entangle (recharge 3) Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area cast must succeed on a Strength saving throw DC10 or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against the spell save DC10. On a success, it frees itself. When the spell ends, the conjured plants wilt away.





WAR ELEPHANT

Gargantuan Beast, neutral

Armor Class 17 (Heavy Armor)
Hit Points 199 (19d10 + 95)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	10(+0)	19(+4)	17(+3)	18 (+4)	19(+4)

Saving Throws Con +12, Int +5 Wis +10, Cha +6
Skills Perception +16,
Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, frightened, petrified, poisoned.
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 14 (11,500 XP)

Trampling Charge. If the War Elephant moves at least 20 feet straight toward a creature and then hits it with a tusk attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

Siege Monster. The War Elephant deals double damage to objects and structures.

Aggressive. As a bonus action, the War Elephant can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The War Elephant makes 2 attacks: one with its tusk, and one with its trunk.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 30 (3d10 + 10) bludgeoning damage.

Tusk. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 25 (3d8 + 12) piercing damage.

Trunk. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 25 (3d8 + 12) Bludgeoning damage.

LEGENDARY ACTIONS

On initiative count 20 (losing initiative ties), the War Elephant takes the following action.

Quake. A tremor shakes the vicinity in a 60-foot radius around the War Elephant. Each creature other than the War Elephant on the ground in that area must succeed on a DC 17 Dexterity saving throw or be knocked prone.

WAR ELEPHANT

War Elephants are one of the greatest siege weapons because of their thick skin, gargantuan size, and intelligence. War Elephants are huge in size compared to regular elephants and are often, at least, four times the size. Using their powerful stomp, War Elephants are capable of tremendous chaos with the ability to cause decent sized quakes in their vicinity. These creatures will attack with their tusk, trunk, and feet as they stomp enemies below them.

A War Elephant knows its huge size and isn't startled, frightened or petrified of anything. They have a very strong immune system and can't be poisoned. War Elephants are intelligent, much like their smaller cousins allowing them to learn some common, but they rarely choose to speak.

War Elephants are often outfitted in armor to help strengthen them for battle, though they hardly need it. Some War Elephants are equipped with blades on their tusk, or armor plating across their bodies. Outfitting a War Elephant is an expensive and long process. Only the wealthiest of kingdoms utilize a fully armored War Elephant.

DIRE WOLF

A dire wolf is a even more muscular wolf with a more fierce and powerful bite. They have a strange craving for horse meat and usually hunt at night in either isolated or in small packs. A dire wolfs howl can be heard from miles away.



DIRE WOLF

Large beast, Unaligned



Armor Class 14 natural armor
Hit Points 37 (5d10 + 10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	15(+2)	3(-4)	12(+1)	7(-2)

Skills Perception +3, stealth +4
Senses passive perception 13
Languages —
Challenge 1/ (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

WOLF

Medium beast, Unaligned



Armor Class 13 natural armor
Hit Points 11 (2d8 + 2)
Speed 40 ft.

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

Skills Perception +3, Stealth +4
Senses passive perception 13
Languages —
Challenge 1/4 (50 XP)

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

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit : 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

WOLF

A wolf is a strong and powerful dog-like creature. Their strength helps them survive, and they have powerful jaws and sharp teeth. These creatures are built for hunting deer and other big prey. They have very keen eyesight and can see almost anything that moves. Wolves usually travel in packs of other wolves and will attack their target with their bite.





ZEBRA

Zebra are the horses of the jungle. Although horses may be found in the jungle, Zebra are much more common which is why so many jungle natives use them as their steed instead of a traditional horse. Zebra may be captured and trained to be steeds as well as outfitted in armor just like a horse. A Zebra have far greater vision than a horse and can see in darkly lit places up to 40 feet. Although Zebra are difficult to catch, once domesticated, they serve loyally.

ZEBRA

Medium beast, unaligned

Armor Class 10 natural armor

Hit Points 24 (3d10 + 8)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	13(+1)	12(+1)	3(-4)	11(+0)	10(+0)

Senses passive perception 9, darkvision 40ft.

Languages —

Challenge 1/4 (50 XP)

Trampling Charge. If the Zebra moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the Zebra can make another attack with its hooves against it as a bonus action.

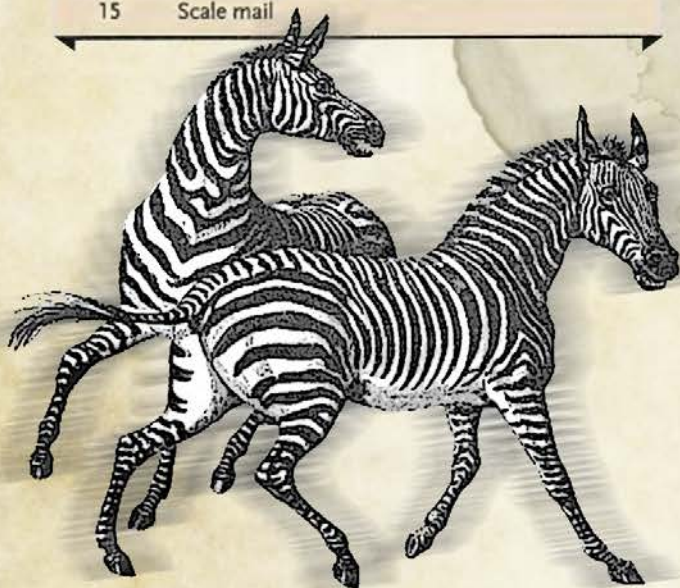
Actions

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

Armored Zebra Variant:

An armored Zebra has an AC based on the type of barding worn (see player's Handbook for more information on barding). The Zebra's AC includes its Dexterity modifier, where applicable. Barding doesn't alter the Zebra's challenge rating.

AC	Barding	AC	Barding
12	Leather	16	Chain mail
13	Studded leather	17	Splint
14	Ring mail	18	Plate
15	Scale mail		



JUNGLE WEATHER

Jungles have never been a safe refuge for any traveller or adventurer, especially considering all the vicious creatures, cannibal tribes, and rough terrain. Weather conditions also make the jungle an even more treacherous environment to overcome. In Addition to regular weather patterns jungles also contribute the risk of deadly weather that often comes with little to no warning, devistating those who are trapped without proper shelter.

DEADLY WEATHER

In addition with its already harsh weather conditions, the jungle also has strange and deadly weather effects. These types of conditions make traversing through jungle terrain even more challenging and terrifying.

ACID RAIN

Although uncommon, acid rain is known to occur in jungle type environments and is the leading cause of death to those stuck without shelter. Acid Rain appears green or purple in color and occurs in short showers ranging from thirty seconds up to five minutes.

If a creature is exposed to acid rain they take 1d6 acid damage for every 30 seconds they are exposed. Acid Rain often leaves scarring damage to areas of skin that it comes in contact with. Acid Rain is not capable of penetrating heavy type armor.

POISON FOG

Poison Fog rolls through foliage infecting all in its wake with a toxic poison. Appearing as normal fog with a slight green hue, its the leading cause of death among jungle foliage.

If a creature is exposed to Poison Fog, that creature takes 1d4 poison type damage for every 30 seconds that it is exposed to the fog, and that creature remains poisoned until cured.

COMMON WEATHER

Jungles have humid climates with heavy precipitation allowing them to constantly grow various types of vegetation all year-round. Rainfall contributes to the most common type of weather condition the jungle has to offer but is not the only weather condition that causes delay for jungle venturers.

RAIN

Mild Rain. Reduces visibility ranges by half, resulting in a -4 disadvantage on Spot and Search checks. Listen checks and weapon attacks are at a -2 disadvantage

Downpour. Treat as mild rain, but obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment. Downpours can also create floods. A downpour lasts for 2d4 hours.

Powerful Storm. Very high winds and torrential precipitation reduce visibility to zero, making Spot, Search, and Listen checks as well as all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 Fortitude save or face the effects based on the size of the creature (see Table: Wind Effects).

Thunderstorm. In addition to wind and precipitation, thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). One bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal of 1d10.

FOG

Fog. Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away are hidden.

WIND

Light Wind. A gentle breeze, having little or no effect.

Moderate Wind. A steady wind with a 50% chance of extinguishing small, unprotected flames, such as torches.

Strong Wind. Gusts that automatically extinguish unprotected flames. Such gusts impose a -2 disadvantage on ranged attack rolls and on Listen checks.

Severe Wind. In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a -4 disadvantage.

Wind Force	Wind Speed	Creature Size ²	Wind Effect on Creatures	Fort Save DC
Light	0-10 mph	Any	None	—
Moderate	11-20 mph	Any	None	—
Strong	21-30 mph	Tiny or smaller	Knocked down	10
		Small or larger	None	
Severe	31-50 mph	Tiny	Blown away	15
		Small	Knocked down	
		Medium	Checked	
		Large or larger	None	

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6x5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10feet

Blown Away: Creatures on the ground are knocked prone and rolled 1d4x10 feet, taking 1d4 points of non-lethal damage per 10 feet. Flying creatures are blown back 2d6x10 feet and take 2d6 points of non-lethal damage due to battering and buffeting.

Source: <http://www.d20srd.org/srd/weather.htm>

NATURAL HAZARDS

Apart from weather, jungles also have natural hazards lurking about. Most natural hazards are the result of the harsh jungle weather over a long period of time but most often occur at random. Some natural hazards include steep cliffs, poison berries, and falling trees.

MUDSLIDE

Mudslides occur usually after a heavy rain or storm and result in a fast moving current of mud knocking creatures prone or pushing them off the edge of cliffs or embankments. A creature hit by a mudslide must succeed on a DC 10 Dexterity Check or fall prone taking 1d4 damage and be swept 30 feet in the direction of travel of the mudslide.

QUICKSAND

Quicksand is common around jungles and often swallows those unfortunate enough to stroll through it. To spot quicksand a creature must succeed on a DC 14 Perception check within 20 feet of the quicksand. If a creature enters quicksand they must succeed on a DC 10 swim check at the start of every turn to successfully stay above the surface. If successful the creature may attempt to pull themselves out with a DC 15 Strength Check. If a creature fails a swim check they sink 1d4-1 feet into the quicksand. Once a creature is fully submerged in quicksand they begin suffocating. A creature helping a creature out of quicksand must have proper reach of the creature by using sticks, or rope type objects and succeed on a DC 17 strength check. Those who are proficient in the survival skill can spot quicksand with a DC 5 Perception Check.

ROCKSLIDE

Rockslides occur randomly resulting in crushing blows to those unfortunate enough to be standing in the falling zone. A creature in the falling zone must succeed on a DC 10 Dexterity Check or take 1d12 bludgeoning damage and be trapped. A trapped or rescuing creature attempting to lift the rock must succeed on a DC 16 Strength Check. After three attempts the creature attempting to lift the rock suffers from exhaustion.

"As I peered through the trees I watched as a gorilla slowly vanished into the depths of the jungle surface."

Journal from an amateur jungle hunter

POISON BERRIES

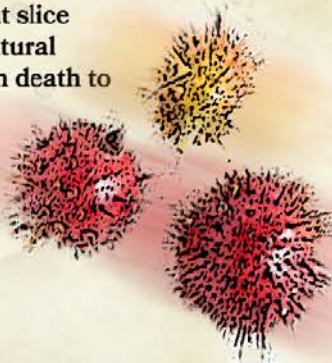
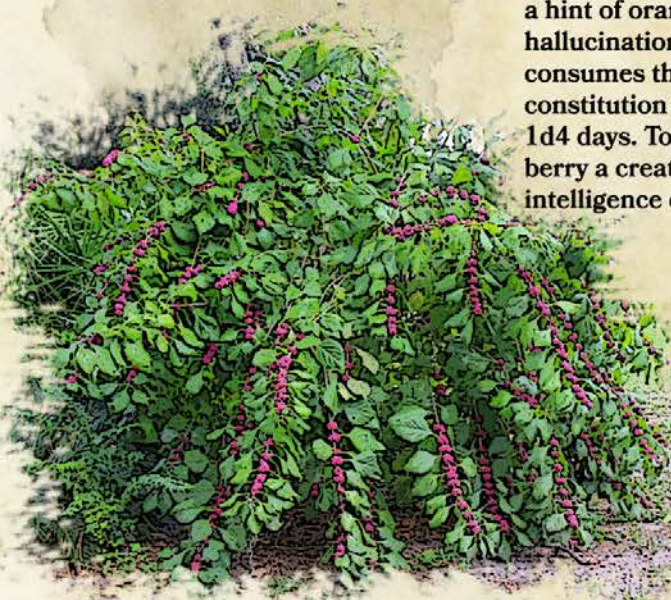
Jungles can be a great place for fresh and exotic fruits but they also contain poisonous and deadly fruits as well. Some berries may cause more harm than others if ingested and some berries even have powerful thorns that slice through skin when touched. These natural hazards contribute to high numbers in death to those lost and starving in the jungle.

Kremjin Berry. Is a berry very similar to a blackberry but once ingested causes blood cells to shut down. If a creature consumes a Kremjin Berry they are now poisoned and will take 1d6 poison damage per hour until cured. Creatures with proficiency in nature can identify a Kremjin Berry upon observing it. All other creatures must succeed on a DC 15 Intelligence check to identify that the berry is poisonous.

Bludokry Berry. These berries appear delicious and juicy however touching the berry releases sharp thorns that inject a poisonous toxin into the creature that touched it. The thorns are strong enough to pierce through leather gloves and often causes the berry to be lodged into the creature's skin. A creature that touches this berry is poisoned for 1d10 hours or until cured, and takes 1d4 piercing damage. A creature that consumes this berry is poisoned until cured and takes 1d10 poison damage per hour that they are poisoned. A creature must succeed on a DC 9 Intelligence check to identify the causes and effects of this berry or a DC 6 if they are proficient in nature.

Doshi Berry. A Doshi berry is yellow sometimes with a hint of orange. When consumed these berries cause hallucinations, and confusion, If a creature consumes this berry they must succeed on a DC 19 constitution saving throw or suffer from confusion for 1d4 days. To identify the causes and effects of this berry a creature must succeed on a DC 17 intelligence check or a DC 7 if proficient in nature.

Timerot Berry. When a Timerot berry is consumed it slowly dries up blood within the consumer. If a creature consumes a Timerot berry they lose 1d8 HP for 5 rounds at the start of each of their turns and then become poisoned taking 1d4 poison damage per hour until cured. Creatures with nature proficiency can identify this type of berry with a DC 5 intelligence check. Those without proficiency in nature need to succeed on a DC 15 intelligence check to identify the causes and effects of this berry.



UNNATURAL HAZARDS

The jungle is full of ancient and new unnatural hazards. Unnatural hazards are deadly devices used to capture and or kill unsuspecting creatures in the jungle. There are various types of traps lurking in the jungle but the most common are pit traps, rope traps, bear traps, and poison dart shrines. All can be equally fatal when trapped within them, as no one can hear you scream in the depths of the jungle. At least no one you would want to hear you...

PIT TRAPS

Pit traps are built for one of two reasons; either as a hunting tool or for a far more sinister plan. Pit traps are designed in a variety of ways including an open pit, a pit with piercing sharp spikes at the bottom, or others may be camouflaged to avoid detection from animals or travellers.

Pit Trap. Falling into a pit deals 1d6 points of bludgeoning damage per 10 feet of depth. To spot a pit trap a creature must succeed on a DC10 perception check or DC5 if proficient in survival.

Spiked Pit Trap. Falling into a spiked pit trap deals 1d6 bludgeoning damage per 10 feet of depth and deals 1d6 piercing damage per spike up to 5 spikes.

Camouflaged Pit Trap. Camouflaged pit traps or camouflaged spiked pit traps are the same as regular pit or spiked pit traps, only they are covered by a type of material blending it into its surroundings. Usually leaves, or twigs are the most common type of concealment for these traps. To spot a camouflaged pit trap a creature must succeed on a DC20 perception check within 10 feet of the trap.

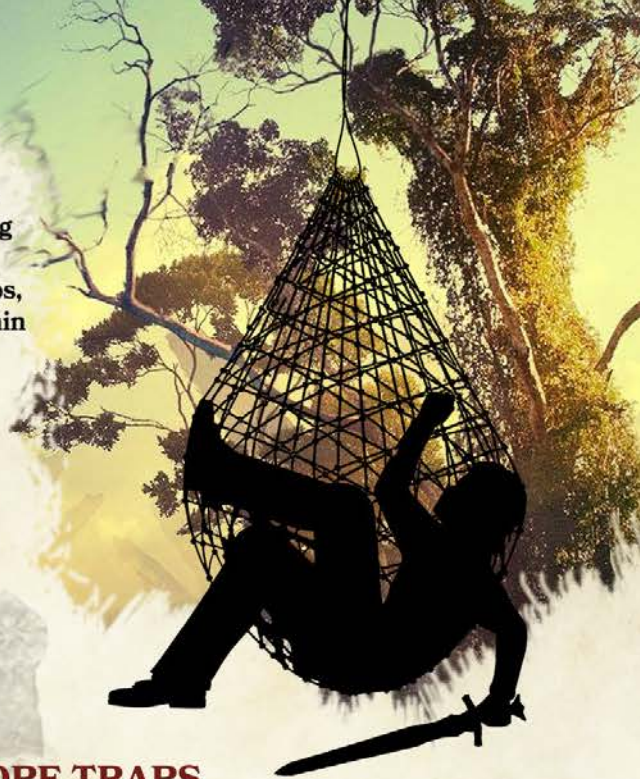
MECHANICAL TRAPS

Bear Traps. These traps can be camouflaged like pit traps, and rope traps. A creature that enters a bear trap takes 1d8 bludgeoning damage and is restrained. A creature attempting to release or reset the bear trap must succeed on a DC 15 strength check. Spotting a bear trap follows the same rules as a pit or camouflaged pit trap.

Poison Dart Shrine. These appear to be ancient shrines from lost and or forgotten jungle tribes. Stepping on a trigger or removing an artefact from the shrine releases a poisonous dart at the creature dealing 1d4 piercing damage and 1d6 poison damage. To identify a trapped shrine a creature must succeed on a DC12 perception check or DC9 if proficient in survival or if the creature has knowledge on that specific tribe.



Designed by Paul Weber



ROPE TRAPS

Rope traps can range from a variety of traps. Most common are net traps used to capture and hold living creatures. Rope traps can also be used as tripping wire, tied low around two parallel trees.

Net Traps. If a creature enters the same space as a net trap that creature must succeed on a DC16 dexterity check or be slung and restrained in a net hanging in the air. Net traps can be cut but falling from them will result in 1d6 points of bludgeoning damage per 10 feet that the creature(s) were suspended in the air. To spot a net trap a creature must succeed on a DC20 perception check or DC15 if proficient in survival.

Tripping Wire. If a creature unknowingly crosses a tripping wire while running they take 3d4 bludgeoning damage and fall prone. If a creature unknowingly crosses a tripping wire while walking they take 1d4 bludgeoning damage and fall prone. To spot a tripping wire a creature must succeed on a DC20 perception check or DC15 if proficient in survival.





JUNGLE NATIVE RACES

There are two races of creatures dominating the jungle. The Jungleborn, and the Apemen. Both races don't particularly care for one another but still manage to coexist in the same place. The Jungle is a big place after all.





Apemen Societies

Apemen dwell in deep jungle environments favoring high cliffs that overlook their territory. Apemen use a lot of wooden rope-bridges to connect adjacent mountain tops and expand their territory. Though Apemen prefer high locations they also like establishing small colonies near fresh water sources. Apemen always band together with their kind and have a fierce rivalry with Jungleborn societies. Apemen build their own structures and seek guidance from one higher ruler over their territory. Because they are very curious creatures some Apemen leave their societies for a more adventurous life. A typical Apemen seeks knowledge over wealth as a true Apemen can survive without the need for currency or monetary items.

Apemen Traits

The Apemen have an assortment of abilities, part and parcel of Apemen nature and upbringing.

Intelligence Score Increase. Their Intelligence score increases by 2.

Age. Apemen age faster than humans and are considered mature when they reach age 8. Apemen start their jobs or join their military unit at this age and usually live for around 150 years.

Alignment. Apemen are typically lawful neutral but like all societies there are evil among them.

Size. Apemen stand around 5 to 6 foot tall weigh around 120 to 200 pounds. They are considered a medium sized creature.



Speed. Apemen are quick creatures with a base movement speed of 30 feet.

Languages. Apemen speak, read and write in their own language known as Apemen. They also speak read and write in common, and can speak Jungleborn but not read or write in it.

Apemen Combat. Apemen are proficient in any makeshift weapon as well as spears, daggers, shorts-swords, axes, short-bows, longbows, light crossbows and clubs.

Armored. Apemen are proficient in all types of light and medium armor including shields.

Athletics. Apemen have the ability to climb difficult surfaces without needing to make an ability check, and gain proficiency in athletics and acrobatics.

Survivalist. Apemen gain proficiency in the survivalist skill.

Darkvision. Accustomed to living in nature day and night the Apemen can see up to 40 feet in the dark and dim conditions. They can see in dim light within 40 feet of them as if it were bright light, and in darkness as if it were dim light.

Subrace. There are two main subraces of the Apemen. Those who served in their military unit, warriors, and those who serve their society, called Tribals. An Apemen may be one or the other.

Tribal Apemen

Tribal Apemen are hard-working but have more downtime than their warriors allowing them more time to learn.

Keen Senses. They have proficiency in the Perception skill.

Tribal Wisdom. Wisdom is increased by 1 and increases by 1 every 5 levels.

Speak with Small Beast. Through sounds and gestures, they can communicate simple ideas with small or smaller beasts.

Warrior Apemen

Warrior Apemen are trained and conditioned to be tough and intimidating.

Intimidating. They gain +3 in the intimidation skill.

Warrior Toughness. Hit point maximum is increased by 3 and increases by 3 every time they level.

Blood Frenzy. Apemen have advantage on creatures that are injured who have less than 15 hit points remaining.

Jungleborn Societies

Jungleborn that live in societies, reside in either deep jungle caves, or small villages consisting of straw huts, and farmlands. Larger tribes of Jungleborn will live in Apemen societies that they have taken over. A Jungleborn society is usually built around an old destroyed building that the leader of the group uses as its shelter. Jungleborn grow their own food using common farm growing techniques as well as hunt, and fish. Jungleborn burn their dead except those who have died from an enemy. Those who die at the hands of another are considered weak and their bodies are either left in the battlefield or tossed in unforgiving jungle terrain like marshes, over waterfalls, or off cliffs. A solitary Jungleborn lives with whichever society or habitat its animal companion favor, even if it means daily traveling and constant relocation.

Jungleborn Traits

The Jungleborn have an assortment of abilities, part and parcel of Jungleborn nature and upbringing.

Ability Score Increase. Their constitution score increases by 2.

Age. Jungleborn age at the same rate as humans but are considered mature when they reach age 11. That is when a Jungleborn is first sent to hunt food alone and must bring back enough to feed their entire tribe. Jungleborn typically live to be less than a century.

Alignment. Jungleborn are typically unlawful neutral. They follow a structure that serves one leader and either live in groups or in isolation. Either way they hardly ever get along with any other race, especially Apemen.

Size. Jungleborn are around 7 to 8 feet tall and weigh anywhere from 160 to 250 pounds. They are considered medium in size.



Speed. Jungleborn never wear anything other than light armor so they can stay versatile and fast. They move at a base speed of 40 feet.

Languages. Jungleborn speak, read and write in their own language. The written language is similar to hieroglyphics, and the spoken language sounds like animal grunts, groans, and moans and utilizes a lot of visual hand signals. They can speak some broken common.

Jungleborn Combat. Jungleborn are proficient in any makeshift weapon as well as spears, daggers, slingshots, throwing rocks, hand-axe, tomahawks, and clubs.

Jungleborn Resilience. These creatures have tough skin and a survivalist immune systems that give them advantage on saving throws against acid and poison, and resistance against acid, and poison damage.

Versatile. Jungleborn have the ability to climb difficult surfaces without needing to make an ability check.

Subrace. There are two main subraces of the Jungleborn. Those born in tribes, known as Tribal Jungleborn, and those raised by Animals, Solitary Jungleborn. They may only be one type or the other.

Tribal Jungleborn

Tribal Jungleborn often learn as a group so they can be more intelligent than other races of Jungleborn.

Additional Language. They can speak Apemen.

Jungleborn Toughness. Hit point maximum is increased by 2 and increases by 2 every time they level.

Intelligence. Tribal Jungleborn intelligence score increases by 1

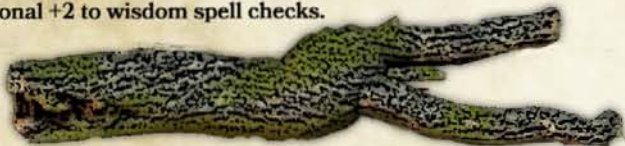
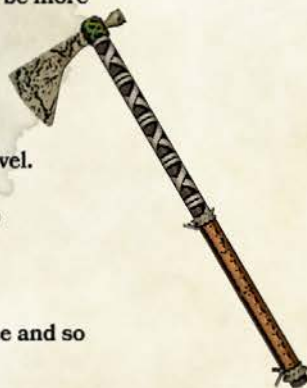
Solitary Jungleborn

Solitary Jungleborn often must learn to survive alone and so they are more skilled as survivalist.

Animal Companion. A Solitary jungleborn gains an animal companion of the creature that raised it. This can be any non-evil neutral, animal type creature. The Jungleborn can communicate with this creature and the creature, being loyal to the Jungleborn, will obey all their commands.

Traps. Solitary Jungleborn have advantage in spotting, identifying, disabling, and resetting all traps.

Survivalist. Solitary Jungleborn gain an advantage in anything that rely on the survivalist skill check as well as gain an additional +2 to wisdom spell checks.





JUNGLE NATIVES

The following contains statistics for three humanoid nonplayer characters (NPCs) that adventurers might encounter during their journey through the jungle, including, Explorers, Poachers, and Cave Dwellers. These stat blocks can be used to represent both human and nonhuman NPCs.





CAVE DWELLER

Medium humanoid (any race), any alignment

Armor Class 13 hide armor
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	17(+3)	7(-2)	3(-4)	3(-4)

Skills Survival +6, Climb +2, Nature +1. Perception +9,
Senses passive perception 6
Languages Can understand some hand gestures, does not speak any understandable language.
Challenge 1/8 (25 XP)

Keen Hearing and Sight. The Cave Dweller has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Pack Tactics. The Cave Dweller has advantage on attack rolls against a creature if at least one of the Cave Dwellers allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Club. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) bludgeoning damage

Rock. Ranged Weapon Attack: +4 to hit, ranged 20 ft/40 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

CAVE DWELLER

Cave dwellers are typically one to four humanoid-like creatures who live in small caves. These creatures are from a variety of different races, mostly human, who were born isolated in the jungle with little to no family. They have very low intelligence, hunt in packs, and survive any way they can. They are extremely territorial and only use improvised weapons like clubs, rocks, or weapons they've found. These creatures don't often venture away from their homes, and can't communicate with any other creature except members of their family or tribe.



JUNGLE EXPLORER

Medium humanoid (any race), any alignment

Armor Class 13 leather armor

Hit Points 16 (3d8 +3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	17(+3)	12(+1)	19(+4)	19(+4)	15(+1)

Skills Survival +15, Climb +8, Religion +3, Nature +15.

Medicine +10, Perception +15, Stealth +9

Senses passive perception 15

Languages Any one language

Challenge 1/8 (25 XP)

Keen Hearing and Sight. The explorer has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Cunning Action. On each of its turns, the explorer can use a bonus action to take the Dash, Disengage, or Hide action.

Keen Observation. The Explorer has advantage on spot checks in relation to traps. An explorer has has advantage on disabling, and resetting traps.

Actions

Machete. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage

Longbow. Ranged Weapon Attack: +4 to hit, ranged 150ft./600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Jungle Explorer

Jungle Explorer's are either extremely brave, treasure hungry, or seeking death. These creatures dive straight into the unknown usually in search of lost or forgotten treasure and artifacts. Not all explorers are thirsty for treasure though, some seek knowledge from all the different jungle creatures, or simply like to get up close and personal with nature. A jungle explorer is keen in their observation skills, and a survivalist expert, able to survive isolated in the jungle for months at a time.





POACHER

These creatures are a group of animal hunters usually killing animals for sport, or profit. They are ruthless in their tactics and often slaughter creatures that are close to extinction and or have valuable parts such as elephant tusk, rhinoceros horns, and turtle shells. Poachers hunt in packs usually with a spotter and three to four attackers. These creatures set vicious traps and will always take an advantage if given the opportunity.

POACHER

Medium humanoid (any race), any alignment

Armor Class 11 natural armor

Hit Points 32 (5d8 +10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	11(+0)	14(+2)	15(+2)	12(+2)	8(-1)

Senses passive perception 12

Languages Any one language

Challenge 1/8 (25 XP)

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

Sneak Attack (1/Turn). The Poacher deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Poacher that isn't incapacitated and the Poacher doesn't have disadvantage on the attack roll.

Actions

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 5 (1d10) pier piercing damage.

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.



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JUNGLE ENCOUNTERS

BY PAUL WEBER