



TRAVERSING GRYMCLOVER FORESTS

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GRYMCLOVER FORESTS

A grymclover forest is any forested region that becomes altered by the presence of corruptive magic. This force can mutate the forest's flora and fauna, causing them to sprout wicked thorns or grow unusually large. Further, such magic has also been known to sometimes bestow a degree of sentience to plants, animals, and objects. These unforgiving and ruthless environments can occur in tropical, deciduous, and coniferous woods alike. Venturing into a grymclover forest is considered foolhardy by most, but the most courageous adventurers can find long-buried secrets and powerful rewards for their bravery.

AMBIENT MOOD

The murky and bramble-filled depths of a corrupted grymclover forest can wreak havoc on the senses. Thorny plants and fanged beasts lurk and stalk travelers, hidden behind the almost tangible darkness and oppressive weight of the foliage, mist, and shadows. The air itself hangs heavy, reeking of death and decay. Crawling, chittering insects and rustling leaves creep into the ear like a whispered threat. All around is a malevolent, magical energy that weighs down the soul and seeds doubt in the mind, slowly corrupting the integrity of those who dare to tread there.

- In all seasons and climates, a grymclover forest nurtures the most thorny and relentless vines and weeds. Brambles and other foliage rustles with hints of movement on the periphery, as monstrous and mutated predatory creatures prowl about. Shadows cling stubbornly to the trees and seemingly devour any light coming from above. Flowing, waist-deep fog covers the forest floor and makes each step more trepidatious than the last.
- Normal forests are full of diverse scents, such as fresh rain or snow, blooming flowers, or other pleasant and natural aromas. These forests, however, take those natural odors and twist them into something foul. Plantlife rots and withers, drained of life by parasitic fungi and suffocating vines or brambles. The dense fog and forest canopy cause these acrid smells to thicken, becoming a humid stench of corruption. Even the wind, which is usually a harbinger of reprieve from such terrible odors, only manages to stir and strengthen them.
- Although every corrupted forest is different from the next, each is host to hundreds of varieties of insects and parasitic plant life. Due to the ever-present mist and muffling undergrowth, the sounds of snapping twigs, chittering swarms, and predatory growls are only audible once it's too late. As such, the utterly eerie silence of these forests is only punctuated by the occasional cry of pain that fades into silence almost as quickly as it came.
- The most unifying feature of all grymclover forests is their deep connection to corrupted magic. Waves of twisting energy wash over the woods, driving hope and confidence away from even the most stalwart travelers. The sheer presence of the forest's oppressive fog and magic are stifling and cloying.

GRYMCLOVER CORRUPTION

The manipulative energy that corrupts a forest into a grymclover one can linger for centuries, if not longer. Such twisted magic can wrack the minds of travelers with doubts and fears. Characters within a forest must succeed on a DC 13 Intelligence saving throw whenever they finish a long rest or suffer from an effect from the Corruptive Influence table below. A character has disadvantage on saving throws against these effects if it is within 3 miles of a gateway to the plane of the Fey or the realm of shadows and dread. A corruptive influence lasts until the creature finishes a long rest or is targeted by the *greater restoration* spell or similar magic.

CORRUPTIVE INFLUENCE

d4 Type of Corruptive Influence

- 1 Your senses betray you, causing hallucinations to appear in the trees and shadows. For the duration, you have disadvantage on Wisdom (Perception) checks and Intelligence (Investigation) checks.
- 2 Your feelings of aggression and mistrust are heightened. For the duration, you gain the following flaw, "I can only trust myself. If someone crosses me, I will defend myself by whatever means necessary."
- 3 You are overcome with sorrow and grief, threatening your hope and sense of self. For the duration, you have disadvantage on Intelligence, Wisdom, and Charisma saving throws.
- 4 You have the overwhelming feeling of being watched from the shadows at all times, preventing you from recovering from a short rest. For the duration, whenever you expend a Hit Die to regain hit points, roll the die twice and use the lower result.

WILDERNESS EXPLORATION

Navigation is difficult within a grymclover forest because of the dense fog and bramble thickets. Few settlements, if any, can be found within a given forest as a result of its corruptive influences, and any roads or paths that may have once existed there are quickly overgrown and hidden. Even experienced navigators need a healthy measure of luck to traverse such a forest, and even then, they're just as likely as the next traveler to fall prey to the many horrors lurking within the shadows and fog.

TRAVELING IN A GRYMCLOVER FOREST

Travel within these forests is limited by their numerous dangers and exceptionally dense plant life. Passage is only possible on foot and often requires bushwhacking to pass through the omnipresent brambles. Travel takes twice as long, regardless of pace, and a creature traveling at a fast pace must succeed on a DC 10 Constitution saving throw at the end of every 4 hours or gain one level of exhaustion.

CORRUPTED CREATURES

Beasts, monstrosities, and even plants that venture into a grymclover forest will sometimes become suffused by the area's corrupting magic, twisting them with mystifying effects. At your discretion, you can use the following table to determine how a creature may have been warped by the corruption.

EXAMPLE CORRUPTED CREATURES TABLE

d6 Adventure Hook

- 1 The creature can use a bonus action to turn invisible, as if by the *invisibility* spell.
- 2 The creature can use an action to cast a 1st-level spell at will, such as *bane*, *entangle*, *inflict wounds*, or *magic missile*.
- 3 The creature regains 5 hit points at the start of its turn if it has at least 1 hit point. If the creature takes radiant damage, this trait doesn't function at the start of its next turn.
- 4 The creature is covered in dense brambles, which grant it a +2 bonus to AC and deals 1d6 piercing damage to any creature that grapples it or is grappled by it at the start of each of its turns.
- 5 The creature has telepathy out to 120 feet and is aware of the presence of creatures within that range that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature.
- 6 The creature has increased pain tolerance, gaining 30 temporary hit points whenever it finishes a short or long rest. If another creature hits it with a melee attack while it has these hit points, the attacker takes 5 necrotic damage.

NAVIGATION

Finding your way through a forest that's been mutated like this is exceptionally difficult due to the dense brambles, thick canopy, and low visibility. When a character makes a Wisdom (Survival) check to navigate to a specific location within the forest, roll on the Grymclover Navigation DCs table. On a failed check, the character becomes lost and suffers a setback determined by the Becoming Lost table.

GRYMCLOVER NAVIGATION DCs

DC	Location
15	A location on the outskirts of the wood, or near a larger settlement
20	A location near the center of the forest or steeped in Corruption, like most dungeons and ruins are
25	A location that is lost or hidden, such as a portal to the Fey or Shadow planes, a secret settlement, or a magically cloaked dungeon or ruin

BECOMING LOST

d8 Setback

- 1 Completely lost, the party gets turned around and ends the day at the edge of the forest where they initially entered.
- 2-7 Confused and wandering, the party ends the day up to 2d4 miles in a random direction away from their intended destination for that day.
- 8 Despite getting lost, the party recovers and ends the day only 1d4 miles away from their intended destination for that day.

FORAGING AND RESOURCES

The adverse effects that cause a grymclover forest to emerge provide additional danger by corrupting sources of clean water and food. A foraging character makes a DC 15 Wisdom (Survival) check. There's a 50 percent chance that any food or water found in these forests has been corrupted. A DC 15 Intelligence (Nature) or Wisdom (Survival) check or *detect poison and disease* spell reveals if any foraged food or water has been corrupted. A creature that ingests corrupted food or water in this way must roll on the Corrupted Foraged Food and Drink table.

CORRUPTED FORAGED FOOD AND DRINK

d6 Corruption

- 1 The creature is poisoned for 3d4 hours, even if they would normally be immune to the poisoned condition.
- 2-5 The creature is poisoned for 1 hour, even if they would normally be immune to the poisoned condition.
- 6 The creature gains no beneficial effects from the food or water but suffers no other ill effects.

WEATHER PATTERNS

Because grymclover forests can form regardless of climate or precipitation, weather patterns vary wildly from forest to forest. However, they do usually experience harsher weather patterns than the surrounding region. They tend to face harsher rainfall (or snowfall) than other regions, making for slick and sticky travel and are universally plagued by climate-defying fog.

ENCOUNTERS

Due to its many dangerous effects and denizens, adventuring parties traveling through one of these forests roll a d20 three times per in-game day. An encounter occurs on a roll of 18 or higher while stationary or traveling at a normal pace. Traveling at a fast pace triggers a random encounter on a 16 or higher, and a slow pace triggers only on a 20.

The outskirts of the forest have a 75% chance of using an encounter table and creatures typical to the surrounding region, and a 25% chance of using the encounter table and corrupted creatures found below. Towards the center of the forest, there is a 75% chance to encounter a corrupted encounter, and only a 25% chance to encounter normal one

instead. Within 3 miles of the forest's main corruptive source or dungeon, only corrupted creatures and creatures from the table below can be encountered.

EXAMPLE GRYM CLOVER JUNGLE RANDOM ENCOUNTER TABLE

2d12	Encounter
2	An arch of slowly-shifting brambles that acts as a gateway to the plane of the Fey (50%) or the plane of Shadow (50%) during a waxing crescent moon or new moon, respectively.
3 – 4	A grymhare (see Grymclover Stat Blocks) innocently lying in a stray sunbeam to lure in unwary prey.
5 – 6	A circle of 4d4 druids that are developing a ritual to channel (75%) or cleanse (25%) the Grymclover Forest's corruption.
7 – 8	1d10 gray oozes (45%), 1d6 ochre jellies (35%), or 1d3 black puddings (20%) milling about aimlessly.
9 – 10	1d4 corrupted, predatory beasts (60%) native to the region, such as bears or wolves , or corrupted dinosaurs (40%) like triceratops or tyrannosaurus rex (see Corrupted Creatures sidebar above).
11 – 13	The brambles of the forest encircle the party to impede travel. Each character must succeed on a DC 14 Constitution saving throw or take 2d6 piercing damage and gain one level of exhaustion from the constricting vegetation.
2d12	Encounter
14 – 15	1d10 bramble creepers (see Grymclover Stat Blocks) (50%) or 2d8 archer flowers (see Grymclover Stat Blocks) (50%) patiently waiting in ambush.
16 – 17	3d4 awakened shrubs (40%), 1d10 awakened trees (30%), or 1d4 shambling mounds (30%) originally made from the forest's natural plant life, but now corrupted by the forest's choking brambles.
18 – 19	2d12 psybirds (see Grymclover Stat Blocks) (50%) or 1d4 cloverback toads (see Grymclover Stat Blocks) (50%) stirring up mist and fog with their movements.
20 – 21	A grym-mage tyrannosaurus (see Grymclover Stat Blocks) (50%) or 1d8 cyglops (see Grymclover Stat Blocks) (50%) hunting and scavenging, respectively.
22 – 23	The swirling mists thicken and grow acidic for the next 1d4 hours. At the end of each hour, a character must succeed on a DC 16 Constitution saving throw or take 4d8 acid damage unless they are protected by shelters such as a tent, building, or another fog-proof barrier.
24	An unexpected dungeon or ruin (see Example Dungeons Table) that is younger than the forest's corruption (80%) or is the origin of it (20%).

EXAMPLE DUNGEONS TABLE

d8	Type of Corruptive Influence	Example Dungeon Inhabitant
1	A spiraling, spiked tower built by a legendary necromancer, such as Dendallen (the-griffonssaddlebag.com/dendallen), or an ancient lich .	Roving bands of mindless undead loosely controlled by wights , an inexperienced necromancer, or other powerful undead.
2	The grove and accompanying settlement of an old druid circle that worshipped a wrathful, primeval god of nature.	Acolyte druids follow the footsteps of their spiritual or literal ancestors, working to summon an avatar of their deity to the Material Plane.
3	A complex of huts and cottages belonging to a coven of green hags that dabbled in magic forbidden even by others of their kind.	One or more young green hags or dryads tapping into the corruptive enchantment for power and knowledge.
4	The lair of a powerful ancient green dragon trained in druidic magic.	A mixture of kobolds , cultists , and cult fanatics attempting to resurrect a long-dead dragon by any means necessary.
5	The ruined capital city of a nation of ambitious elves that delved too deeply into the arcane and druidic magic of ecological transmutation.	Various hostile plant life and even some sentient plant creatures nourished and empowered by the residual corruption of the forest.
6	A sprawling and decrepit estate manor, where a cruel vampire reigned by blood and terror.	A group of vampires and their surviving spawn have fled from crusaders, plotting and preparing their vengeance.
7	A camp from which a terrifyingly large and vicious gnoll band terrorized a vast swathe of the surrounding region.	Bandits or other scavengers are using the dungeon as their base of operations, but the forest's magic is causing them to mutate.
8	Ruins containing a still partly active summoning circle, where an infamous diabolist released dozens of devils and demons into the world.	A jagged tear in reality itself is allowing various fiends to cross from the Lower Planes onto the Material Plane, potentially heralding a massive invasion on the horizon.

RUINS AND DUNGEONS

At the core of a grymclover forest is always some sort of ruin or abandoned crypt that serves as the leeching source of the area's corrupting magic. Some forests have been known to have multiple sources, as such dangerous magic is infamous for attracting like-minded practitioners. These dungeons may still be in use by a powerful foe, although typically the original owner is long gone. Consider rolling twice on the table below to separately determine the creator of the dungeon and the current inhabitants.

When designing a dungeon within one of these forests, make sure your players are reminded of the oppressive magical influence of the sickly corruption, and the weather-defiant, ever-swirling fog that obscures their vision. Dungeons centered on themes of fallen heroes, limitless ambition, and the ferocity of nature are particularly well-suited to them.

SETTLEMENTS

The very few settlements that form within a grymclover forest are motivated by extremes. Alliances form and shatter regularly as each individual wages a war within their heart and mind. Such settlements are easily identifiable by their universal atmosphere of suspicion and bated breath. They can also be recognized by their atypical and contradictory architecture—they have to constantly rebuild and repair their structures because construction materials rot and erode much faster than normal. As a result, each building looks either brand new or as if it has been neglected for decades.

SUGGESTED INHABITANTS

Individuals that settle in these forests are usually outcasts from society. They may be ambitious mages or bandits seeking their fortunes, or simple hermits seeking solitude. Even the wisest, centered creatures, such as elves or druids, can yield to their more violent instincts under the forest's influence. Indeed, trust is as precious as it is dangerous among those that scrape together a life here.

Because only the most resolute can withstand the forests' corruptive forces, characters traveling in a grymclover forest may occasionally meet other would-be heroes or fledgling adventurers. Realizing their folly, some of these individuals may attempt to establish a small village or outpost, though they seldom remain in one place for too long, and often, despite their best efforts, often crumble to the region's dark magic and corruptive influences.

GELETONS

By the very nature of these forests, oozes that reside there are likely to encounter some form of necromantic magic one day. When that happens, it's possible for a skeleton absorbed and suspended within the ooze to be subjected to an unexpected spark of undeath, which typically turns it into a mindless thrall bound to servitude. However, when there isn't a source to bind such a thrall to, the ooze can spontaneously latch onto it and form a symbiotic relationship with the undead instead. The result of this is called a geleton.

When a geleton is born, reborn, or otherwise created in this way, its gelatinous exterior assumes a featureless, humanoid form that supports the movements of the skeleton

inside. Its eventually discerning features and consciousness develop over time, but the memories of its previous lives rarely return. If anything, such memories can burble into the subconscious through perplexing dreams or moments of *déjà vu*.

This relationship between ooze and undead is considered unique to grymclover forests, although there's no telling what manner of experiments might occur in the lairs of curious necromancers. The resulting geleton is neither undead nor ooze, but is, in fact, humanoid. In any case, due to the extreme dangers of such places, it's far more likely that a geleton will perish as quickly as they are created than it is that they escape and find safety.

EXAMPLE TREASURE

Adventurers in and around a grymclover forest can be rewarded with plant-based items like the *acorn charm*, *dry-adleaf*, *fortune's flower*, *grass carpet*, *homeroot*, *luckleaf*, *seed of rebirth*, *sovereignseed satchel*, *spire seed*, *staff of the four seasons*, *tear of gaia*, *tethervine quiver*, or *trident of the dryad*, ooze-related items like the *Frefil's jolly oozebean sugarbombs*, *gelatinous whip*, *staff of cubic cultivation*, and *undersludge net*, or undead-based items such as the *boots of Dendallen*, *deathly diadem*, *eye of Dendallen*, *flesh of Dendallen*, *grasping staff*, *greaves of Dendallen*, *grip of Dendallen*, *mask of Dendallen*, *Ogramau's graveyard*, *shadow weaver's guise*, *shaedenstaff*, *underworld asphodel regalia*, and *urnblade*. Of course, any other cursed or corruptive items could also be a perfect fit for adventurers there.

GRYMCLOVER FORESTS STAT BLOCKS

ARCHER FLOWER

While most plants within a grymclover forest can pose an ample threat to the unwary, archer flowers are notoriously dangerous. They grow parasitically on tree roots, with budding flowers aimed at the canopy. Doing so ensures that climbing or flying creatures can be knocked down by their highly caustic spit; landing directly into their flytrap-like maws.

BRAMBLE CREEPER

In these forests, the sound of rustling underbrush is almost always a dangerous omen. Bramble creepers take on the camouflaged appearance of briar clusters and are carnivorous, ambushing predators. These large plant creatures use their thorny vines to pierce and ensnare their prey, piercing and suffocating them into submission.

ARCHER FLOWER

Medium humanoid (any race), lawful good

Armor Class 13

Hit Points 38 (7d8 + 7)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	1 (-5)	8 (-1)	1 (-5)

Damage Vulnerabilities fire, slashing

Damage Resistances acid

Condition Immunities blinded, charmed, deafened, frightened, prone, unconscious

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 1/2 (100 XP)

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

Rooted. The flower is unaffected by forced movement and can't be detached while it lives. If the flower is rooted to a wall or ceiling, it doesn't need to make ability checks to maintain its grip.

ACTIONS

Flytrap. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target is grappled (escape DC 12).

Acid Spit. One creature within 60 feet of the flower that the flower can see must make a DC 13 Dexterity saving throw. A creature that fails its save takes 4 (1d8) acid damage and is knocked prone. If the creature is climbing, it instead loses its grip and falls. On a successful save, the creature takes half as much acid damage and suffers no other effects.

BRAMBLE CREEPER

Large plant, unaligned

Armor Class 12 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	1 (-5)	6 (-2)	1 (-5)

Skills Stealth +3

Damage Vulnerabilities fire, slashing

Condition Immunities blinded, charmed, deafened, frightened, prone, unconscious

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

Languages —

Challenge 3 (450 XP)

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

False Appearance. While the creeper remains motionless, it is indistinguishable from normal cluster of vines.

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

Thorns. At the start of each of its turns, the creeper deals 7 (2d6) piercing damage to any creature grappling it, or that it has grappled.

ACTIONS

Multiattack. The creeper makes two attacks with its strangling bramble. It can't make both attacks against the same target.

Strangling Bramble. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one Large or smaller target. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained and at risk of suffocating. If the creeper is grappling a Large creature, or two Medium or smaller creatures, it can't use this attack against another creature.

CLOVERBACK TOAD

Named for the grymclover forests from where they originated, cloverback toads are unusually large amphibians with an acidic mucus coating on their skin. To make matters worse, paralyzing, toxic barbs grow on the tongues of these creatures, which they use as debilitating projectiles. For obvious reasons, the cloverback toad's acidic mucus and toxic barbs are also sought-after ingredients for use in deadly poisons.

CYGLOPS

Cyglopes are the result of a destructive mutation of the same phenomenon that creates geletons. These massive, hulking oozes take on a giant-like form and lumber through forests, collecting whatever skeletal remains they can find to reinforce their bodies and reanimate as thralls. Concentrated necrotic magic resides in the singular eye of a cyglops, which can be released as a focused beam of destructive force.

GELETON ADVENTURER

Hapless adventurers that meet their untimely end in a corrupted forest sometimes return as a geleton: a symbiotic, collective lifeform between ooze and skeleton. Of such geletons, most can probably be found in the dungeons and ruins of these forests. As such, a geleton adventurer usually develops an almost preternatural ability to detect traps and defend themselves.

GRYMHARE

Taking the form of a harmless rabbit or hare, the creature known as a grymhare is actually a nightmarish aberration in disguise. Its true form resembles an oily cephalopod, whose far-reaching tentacle strikes are capable of lashing out against numerous targets at once. Although grymhares take their name from the grymclover forests in which they frequent, other reports suggest that these creatures are simply drawn to the corruptive magic there, rather than being a gruesome mutation of it.

GRYM-MAGE TYRANNOSAUR

Whereas most creatures mutated by a forest's corruption are more formidable, the grym-mage tyrannosaur is notable for gaining increased awareness, intelligence, and spellcasting ability. As it turns out, a predatory dinosaur that can blend into the shadows, harden its skin, teleport, and magically assault its prey is, in fact, horrifically awe-inspiring.

PSYBIRD

When a grymclover forest mutates birds, they usually mutate into psybirds. These avian monstrosities grow remarkable and varied plumage, which they use to hypnotize their prey after luring them in with telepathic cries of pain and suffering. Individual psybirds will sometimes flock together in small groups (called nightmares), but scholars suspect that if enough were to ever band together as a larger, permanent flock, the resulting carnage would be devastating.

CLOVERBACK TOAD

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	2 (-4)	12 (+1)	3 (-4)

Skills Stealth +4

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Amphibious. The toad can breathe air and water.

Corrosive Mucus. Any creature that touches the toad or hits it with a melee attack takes 5 (1d10) acid damage.

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.

Plant Camouflage. The toad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Tongue Barb Regrowth. The toad has eighteen tongue barbs. Used barbs regrow when the toad finishes a long rest.

ACTIONS

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

Tongue Barb. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw. On a failed save, a creature takes 9 (2d8) poison damage and is poisoned for 1 minute. On a successful save, the target takes half as much poison damage and isn't poisoned.

Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

CYGLOPS

Huge ooze (geleton), neutral evil

Armor Class 13 (armor scraps)

Hit Points 149 (13d12 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	21 (+5)	7 (-2)	8 (-1)	11 (+0)

Damage Immunities acid

Condition Immunities unconscious

Senses blindsight 5 ft., darkvision 30 ft., passive Perception 14

Languages Common

Challenge 8 (3,900 XP)

Ooze Ancestry. The cyglops doesn't need to breathe. The cyglops doesn't require sleep, gaining the benefits of a long rest after spending 4 hours in a trance-like state. The cyglops has advantage on saving throws against disease.

Poor Depth Perception. The cyglops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The cyglops makes two pseudopod attacks and uses its eye ray, if recharged. The eye ray can be replaced by its Release Skeletons action.

Pseudopod. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. **Hit:** 17 (3d8 + 4) bludgeoning damage plus 11 (2d10) acid damage. If the target is Medium or smaller, it must succeed on a DC 14 Strength saving throw or be pushed 5 feet from the cyglops and knocked prone.

Eye Ray (Recharge 4–6). Ranged Spell Attack: +8 to hit, range 60 ft., one target. **Hit:** 27 (6d8) necrotic damage.

Release Skeletons. The cyglops ejects 1d3 sets of skeletal remains from inside itself to an unoccupied space it can see within 10 feet of it, losing 4 (1d8) hit points for each one. The remains then animate, each becoming a skeleton loyal to the cyglops. Each skeleton remains for up to 1 hour, or until the cyglops reabsorbs it as an action. All skeletons created this way share one turn in combat, which takes place immediately following the cyglops in initiative.

GELETON ADVENTURER

Medium humanoid (geleton), any alignment

Armor Class 15 (breastplate)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	10 (+0)	9 (-1)	12 (+1)

Skills Athletics +5, Investigation +2, Perception +1

Damage Resistances acid

Condition Immunities unconscious

Senses blindsight 5 ft., darkvision 30 ft., passive Perception 11

Languages Common, any one language

Challenge 2 (450 XP)

Dungeon Born. The geleton has advantage on any ability checks it makes to locate or identify hidden features of dungeons, such as traps or secret passageways.

Ooze Ancestry. The geleton doesn't need to breathe. The geleton doesn't require sleep, gaining the benefits of a long rest after spending 4 hours in a trance-like state. The geleton has advantage on saving throws against disease.

ACTIONS

Multiattack. The geleton makes two weapon attacks.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded with two hands.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

GRYMHARE

Medium aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	19 (+4)	7 (-2)	12 (+1)	16 (+3)

Saving Throws Con +7, Wis +4, Cha +6

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, prone

Senses darkvision 120 ft., passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Shapechanger. The grymhare can use a bonus action to polymorph into a Tiny rabbit, or back into its true form, which is Medium. Its statistics, other than its size and its available actions, are the same in either form. It reverts to its true form if it dies.

Grappler. The grymhare has advantage on attack rolls against any creature grappled by it.

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

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

Surprise Attack. If the grymhare surprises a creature and hits it with a beak attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

ACTIONS

Multiattack. The grymhare makes one attack with its tentacles against each creature of its choice within its reach simultaneously. It then makes one beak attack.

Beak (True Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Bite (Rabbit Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Tentacle (True Form Only). *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 14) and the grymhare pulls it up to 5 feet straight toward it.

GRYM-MAGE TYRANNOSAUR

Huge monstrosity, neutral evil

Armor Class 13 (natural armor, 16 with *barkskin*)

Hit Points 147 (14d12 + 56)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	6 (-3)	13 (+1)	14 (+2)

Saving Throws Cha +6

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 10 (5,900 XP)

Enraged Casting (Recharge 4–6). While the tyrannosaur has half of its hit points or fewer, it can cast one of its innate spells as a bonus action, even if the normal casting time for that spell is an action.

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

Innate Spellcasting. The tyrannosaur's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The tyrannosaur can innately cast the following spells, requiring only somatic components:

At will: *barkskin** (self only), *eldritch blast*, *false life*
2/day each: *hellish rebuke*, *inflict wounds*, *misty step*, *pass without trace*, *spike growth*

*The tyrannosaur casts *barkskin* before combat

ACTIONS

Multiattack. The tyrannosaur makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 32 (4d12 + 6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the tyrannosaur can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

PSYBIRD

Small monstrosity, unaligned

Armor Class 12

Hit Points 31 (7d8)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	4 (-3)	16 (+3)	8 (-1)

Damage Resistances psychic

Condition Immunities charmed

Senses passive Perception 13

Languages telepathy 60 ft.

Challenge 1/2 (100 XP)

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

Limited Telepathy. The psybird doesn't understand any languages, but can communicate telepathically with other creatures it chooses within its telepathy range. This telepathy can convey emotions or fleeting sensory memories, such as faint echoes of sounds it has heard, or flashes of images it has seen.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Hypnotizing Plumage (Recharge 6). The psybird attempts to vex nearby creatures with its psionic calls and dazzling plumage. Each creature within 30 feet of the psybird that can see or hear it must succeed on a DC 13 Wisdom saving throw or become charmed by the psybird for 10 minutes.

When a creature becomes charmed by this effect, apply one of the effects below at random for as long as the creature remains charmed.

1. **Hazy Sight.** The creature is unable to see with any definition further than 10 feet from itself. The affected creature is considered to be blinded to any creature or object further than 10 feet from itself, as they appear to it only as blurry, amorphous blobs of color.
2. **Confusion.** The creature suffers the effects of the *confusion* spell, though the psybird doesn't need to maintain concentration on it. The affected creature can repeat its save at the end of each of its turns, ending the charm on itself on a success.
3. **Stupefaction.** The creature suffers disadvantage on all attack rolls and ability checks it makes that use either Intelligence, Wisdom, or Charisma. The creature also temporarily forgets any languages it knows except for the one it has known the longest.
4. **Dizziness.** Any turn in combat during which the creature uses more than half of its movement speed, it must succeed on a DC 13 Wisdom saving throw or fall prone. Each time this happens, the creature can repeat its save, ending the effect on a success.

GRYMCLOVER FOREST MAPS

Maps are available for free, courtesy of Cze & Peku, at thegriffonsaddlebag.com/grymclover.



GELETON

THE DARK OF THE RUIN WAS COMFORTING, DESPITE THE OCCASIONAL creaks and distant howls. It was, after all, the only home they'd ever known.

Sitting next to them on the stone floor lay the remnants of long-disused weaponry and rusted chainmail. A little book, long since faded and mildewed, was clutched in their translucent hands. They didn't know what it used to say, only that it felt like it mattered. The leather binding was both curious and familiar, much like the strewn equipment beside them. A pair of letters, J and S, were sewn into the armor's cracking leather.

And so, Jayess was the name they'd given to themselves. Whether the armor was theirs or not was a mystery, but it was nice to have an identity to cling to. Of course, it didn't seem like anyone else was around for them to tell, but in case they came across someone on one of the slow and quiet foraging trips they took, it would be nice to brandish "Jayess" like a badge of honor.

For now, the only thing that mattered was sitting still, resting, and staying safe. Terrible, hungry things crept in the shadows outside, and this life grew more and more precious to them with each passing day.

So until they needed to move again, it was best to enjoy the comforts of home and hold their book. The faded echoes of lost memories touched Jayess' mind as they caressed the book's cover, and as they thought of everything its pages might have once said, they began to imagine the future that they could write in it instead.

Geletons are the living, symbiotic fusion of two semi-conscious life forms: oozes and reanimated skeletons. When a skeleton suspended in an ooze is subjected to necromancy that would normally transform it into a mindless thrall, it's possible for the ooze to magically connect to the reanimated body, and its departed life, instead. This event is called Synthesis, and it's through this process that the fragments of life held by ooze and skeleton can come together to form a complete whole. Occasionally called Symblexes for their parallels to other intelligent oozes, geletons are given a rare second chance at life—one that they are as moldable to as their gelatinous forms themselves.

A BRAND NEW LIFE

At the start of their new lives, geletons are featureless, ooze-covered humanoids with only a spark of traditional consciousness. Over time, usually about a month, this small consciousness grows into a fully sentient being just like any other. During this period, a geleton's appearance also becomes more discernable, and eventually grows into a humanoid form that feels natural to its budding sense of self. The memories from any of their previous lives are lost in this process, but can resurface in pieces through hazy dreams or waves of déjà vu.

Without a unified culture or history, each geleton's story is unique. Most geletons adopt attitudes similar to the ones of people close to them early on in their lives, but others develop strong personalities entirely on their own.

DANGEROUS BEGINNINGS

By their very nature, almost all geletons come to life in dangerous places. For however many there are in the world, there are countless more that inevitably perished shortly after their creation. Some unscrupulous figures—typically necromancers or mad scientists—try to use the process of Synthesis for personal gain, but are for the most part stopped whenever they're discovered. Geletons created and held captive in such harrowing conditions for a long time often carry a deep-seated fear or resentment for necromancy, if not all magic, for the remainder of their lives. Other geletons created in such conditions recover faster, especially if they are found and rescued shortly after their Synthesis. Regardless, the origins of virtually all geletons are rife with danger, and those that are brought into safety early in their lives are counted among the most lucky.

UNUSUAL APPEARANCE

By far, gelatinous cubes are the most common subject of Synthesis. These clear oozes are known to carry skeletal remains longer than others, and in doing so have a higher chance of becoming a geleton. As a result, most geletons' bodies are similarly translucent. When other oozes like black puddings or ochre jellies undergo Synthesis, the resulting geleton's appearance is typically more opaque.

Regardless of the ooze, a geleton's form always reflects their desired features. Most eventually resemble humans or elves, but when a dragonborn or tiefling skeleton is used in Synthesis, their appearance will often reflect that ancestry in some capacity. Similarly, all geletons have a viscous sheen to their bodies, and though they may have the appearance of hair or eyes, they are still fully gelatinous in nature.

A SUM OF DANGEROUS PARTS.

Depending on the nature of your campaign, it's safe to assume that most common folk have never seen a geleton before. This is rarely an issue in cosmopolitan cities where even the most unusual races are hardly given a second look, but superstitious villagers and rural townsfolk may see a geleton as a creature of mere ooze and bone rather than as a complete person. This can cause friction in some cases, and outright panic in others. Geletons that travel to these places with other creatures, especially those that resemble more traditional humanoids, can usually avoid any confrontation or issue if at least one of their companions is with them.

GELETON NAMES

Geletons tend to choose names that are important to them and are independent of the gender that they eventually choose to assume, if any. These names may be based on items that were nearby when they gained sentience, or could even be based on names they dimly remember. Geletons that are rescued or become part of an adventuring party early in their lives may choose to adopt or modify a name given to them by an ally, rather than create one from scratch.

GELETON TRAITS

Your geleton character has a variety of unusual traits that it shares with other geletons.

Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1—potentially something indicative of your previous life's capabilities.

Age. Geletons come to life fully matured but may resemble a younger or older creature. Their full life span is unknown, but in general they live for about a century.

Alignment. Geletons are as likely to be good as they are to be evil. Their personality is molded by the company they keep and the environment around them, especially during the formative months following their Synthesis. Many geletons end up at least partly neutral.

Size. A geleton's size depends on the skeleton inside of it. You can choose to be either Medium or Small when you select this race.

Speed. Your base walking speed is 30 feet.

Darkvision. Your eyes were magically formed from ooze through the process of your creation, granting you a degree of vision in dark and dim conditions. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Limited Blindsight. You still retain a small portion of sightless awareness from your ooze heritage. You have blindsight out to a range of 5 feet.

Symbiotic Fortitude. You don't need to breathe. In addition, you have resistance to acid damage and are immune to disease.

Wakeful. Geletons only need to sleep for a short time each day. Even while sleeping, you remain aware of your immediate surroundings thanks to your limited blindsight. After sleeping for 4 hours, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common and one extra language of your choice. This extra language may be one you remember from a previous life.

CREATING YOUR GELETON.

When creating your geleton character, use these traits as a guide, rather than a rule. Geletons are naturally resilient thanks to their ooze heritage, which is reflected in the Ability Score Increase and Symbiotic Fortitude traits, but yours may have different strengths. In this case, increase one ability score of your choice by 2, and another by 1. Alternatively, you can choose three different ability scores to increase by 1.

If you feel that 5 feet of blindsight is too powerful for your game, consider instead granting your player's geleton a skill and tool proficiency of their choice. As mentioned in the Ability Score Increase trait, this proficiency could be related to what your geleton did or knew in a previous life.