

LIFE AND DECAY

SECRETS OF THE GOLGARI SWARM



CHRISTOPHER WILLET

WARNING: DO NOT INGEST MYSTERIOUS MUSHROOMS FOUND IN THE WILD. POISONING CAN HAVE SERIOUS HEALTH CONSEQUENCES SUCH AS FATAL LIVER DAMAGE, FUNGAL GROWTHS, HYPERTRICHOSIS, HALLUCINATIONS, CUTANEOUS HORNS, AND APOCALYPTIC VISIONS.

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GOLGARI SIGIL CHRISTOPHER WILLETT

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FOREWORD

During my first year of boy scouts I met my best friend Jack. He taught me how to play Magic the Gathering and showed me my very first Dungeons and Dragons Player's Handbook (3rd edition). I was instantly hooked. Everything about it drew me in. I was obsessed with the spells, the monsters, the artwork, and the endless font of creativity cascading out of my head. I got my first Magic cards when I traded for them on a boy scout camping trip. By the end of that trip I had a shoebox full of commons and uncommons. I would later trade those cards to Jack in exchange for his Player's Handbook. I poured over it endlessly. When a bully at school ripped the pages from the binding, the school librarian repaired it for me. When the cover was damaged I duct taped it back together. On one camping trip, someone spilled blood on its pages. Jack and I spent hours designing and developing imaginary worlds. At one point, we set to work creating a Dungeons and Dragons campaign that you could play in the various worlds of Magic.

Eventually, our families both moved to different states. We kept in touch and spent summers together when I was in college. I only got to spend a few of those summers with my friend before he died. Both Dungeons and Dragons and Magic the Gathering are very special to me. Getting to write this book and share it with the world really is a dream made reality for me. Thank you for purchasing *Life and Decay*, your support means a lot to me.

Life and Decay is a collection of creatures that can be found in the Undercity, the dark domain of the Golgari Swarm. It includes trinkets you can dish out to your players as they explore the endless tunnels beneath the streets of Ravnica. It also has rules for the magical mysterious mushrooms which have strange and chaotic magical effects. It has rules to play as a gorgon, a new race inspired by the planeswalker Vraska. Finally, it includes seven new monsters

Life and Decay is just an excerpt from a much larger book by the Simic bioengineer and zoographer Yonta. She wrote *The Manual of Ravnican Zoology*, which is required reading for students at all the most prestigious academies in Ravnica. She crawled through the deepest cesspits beneath the city streets and climbed to the top of the highest glittering towers. She studies the various people and creatures that call that plane home. She collected notes, descriptions, and diagrams of thousands of never seen creatures. She was the toast of the town after presenting her findings to the Simic Combine, which makes her unsolved murder even more tragic.

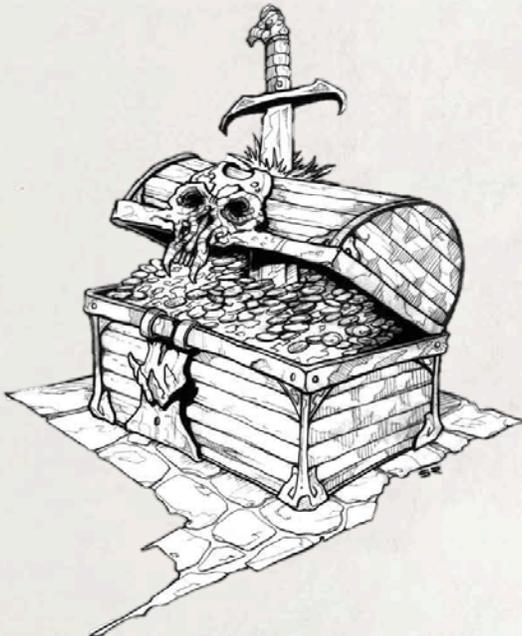


SECRETS OF THE UNDERCITY

GOLGARI TRINKETS

Characters who explore through the tunnels of the undercity will find all sorts of strange detritus that has found its way into the darkness below. These can be items the characters find in a hidden cache, among the muck, or slipped into the treasure of a monster.

d8	Trinket
1	A mud encrusted child's toy that still marches around when cranked
2	A gold ring with the words "Eternity" inscribed on the inside
3	A wristwatch. It still works!
4	A caiman, a small alligator that when fully grown is only the size of your hand.
5	A waterproof scroll case with secrets inside.
6	A vial of Golgari perfume. It smells disgusting.
7	A weird mushroom. It smells delicious.
8	A tiny clockwork musical movement. When cranked it plays the song <i>Three Trolls and a Goat</i> .



MYSTERIOUS MUSHROOMS

The mushrooms of the undercity are often found sprouting from sewage, filth and rotting corpses. Some of these mushrooms are edible, identified by their appetizing scent. A mysterious mushroom is a delicacy worth 1 gp to any tavern or restaurant, though consuming one may have strange side effects.

d20	Weird Mushrooms
1	You can now use your index finger and middle finger as a pair of functional scissors.
2	Your mouth emits light, illuminating 5 ft. for the next 2d6 hours.
3	You gain a breath attack with wand of wonder effect, usable once.
4	You gain temporary invulnerability, +2 AC until they get hit by something or take a short rest. Whichever comes first.
5	You gain +2 to your highest attribute for 1d6 hours.
6	You gain advantage on your next attack roll.
7	You gain disadvantage on your next attack roll.
8	A swarm of insects (wasps) comes shooting out of your mouth and attacks everyone nearby.
9	Anyone who touches the character for the next 1d6 hours needs to make a saving throw or is poisoned. The save DC is equal to 10 + the character's level + his constitution modifier.
10	For the next 1d6 hours, you gain advantage on initiative rolls.
11	You gain 3d20 XP.
12	You grow animal horns (DM's choice of moose antlers, ram horns, bull horns, etc.)
13	Fungus starts to grow over your body. +1 AC, -1 Charisma for 1d6 days.
14	You sprout a singing venus flytrap on your shoulder, it sings when you are happy.
15	You puke 2d10 gold coins.
16	You can understand all languages for the next 1d6 hours.
17	You have an apocalyptic vision of a terrible future, in which an evil dragon, who has conquered other worlds, takes over Ravnica.
18	You either grow a thick luxurious beard or your hair grows down to your waist.
19	You speak in frog-like croaks for the next 1d6 hours.
20	You grow as though you have cast <i>enlarge</i> on yourself.

NEW RACE

GORGON

A race of serpentine humanoids whose characteristic long, sinuous hair is made of snakes, the gorgons are both beautiful and terrifying. Their skin is dusky grey, covered in glistening snake scales. Their ophidian features cut an intimidating presence among the streets of Ravnica—both a blessing and a curse.

A DOWNTRODDEN RACE

Among the various creatures that make up the Golgari Swarm, the gorgons get the worst treatment. This is the result of a failed coup attempt by three gorgons who called themselves the Sisters of Stone Death. Gorgons have been treated with suspicion by other members of the swarm as well as those from outside of the guild. Years ago, the Azorius Senate rounded up members of the Golgari and imprisoned them. Soon the prisoners outnumbered the guards, leading to a deadly prison riot. Several gorgons were caught up in this roundup.

A HIDDEN PEOPLE

Gorgons prefer to not dwell in large communities, especially not on the surface. The solitude of the sewers, caverns and abandoned places of civilization appeals to their reclusive habits and feeds into the mythos of their legendary race. Until recently, the Sisters of Stone Death were believed to be the only gorgons on Ravnica.

KOROZDA, THE MAZE OF DECAY

Korozda is an immense circular maze of overgrown fungi that surrounds Svogthos, the Golgari guildhall. Within Korozda, the gorgons keep their only village: a fungus-encrusted ruin called Stonehome, known for its garden of lifelike statues, a warning to trespassers.

GORGON NAMES

Gorgon names tend to have a melodic tone to them and make use of uncommon consonants.

Gorgon Names: Vraska, Lexya, Lydya, Ludmilla, Visara, Zorella, Zurilla, and Gorsava.

GORGON TRAITS

Ability Score Increase. Your Constitution score increases by 2, and your Charisma score increases by 1.

Age. Gorgons reach physical maturity at the same age that humans do, however, gorgons possess an unnaturally long lifespan thriving for hundreds of years.

Alignment. As members of the Golgari Swarm, most Gorgon align with their goals. They believe that life and death are both natural, growth is ruthless and inevitable.

Size. Gorgons are thin and lithe, standing between five and six feet tall with a slender build.

Darkvision. Gorgons are accustomed to the grim darkness of the sewers beneath Ravnica. You have superior vision in dark and dim conditions. You can see in dim light within 60 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 grey.

Petrifying Gaze. You can use your action to petrify foes simply by making eye contact. Target a creature within 30 feet that can see you. That creature must make a Constitution saving throw or have its speed reduced to 0 and become Restrained. A creature effected by petrifying gaze may make a new saving throw against it at the end of its turns, remaining restrained until it succeeds. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. After you use your petrifying gaze, you can't use it again until you complete a short or long rest. At 13th level, The creature may no longer make secondary saving throws, remaining petrified until freed by *greater restoration*, stone to flesh or other magic.

Languages. Gorgons can speak, read, and write Common and Gorgon.

"Gorgons crave beautiful things: gems, exquisite amulets, the alabaster corpses of the petrified dead..."

-Excerpt from *The Manual of Ravnican Zoology*
by Yonta, Simic Bioengineer

BESTIARY

The following pages feature stat blocks for creatures that can be found in the Undercity beneath Ravnica.

CORPSEJACK MENACE

The original corpsejacks were created by the fungus-binders of the Lotleth as a solution to the blocking of pipes deep within the undercroft. Strong, simple minded and requiring very little maintenance, the Corpsejacks are at home consuming the filth and garbage floating in the sewers.

Unfortunately, they soon grew out of control, leading to overpopulation. Corpsejacks aren't used by the workers anymore, instead they are running loose causing problems for Golgari and outsiders alike. Corpsejacks spend most of their time just filter feeding trash, but they also have a taste for flesh.

They can be found wandering the endless mazes and twisting pipes of the Undercity. Among the Lotleth it is a rite of passage to kill one. Among the Golgari druids, corpsejacks are desirable pets.



CORPSEJACK MENACE

Huge plant, unaligned

Armor Class 17 (natural armor)

Hit Points 231 (22d12 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +3

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks.

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 30 ft., passive Perception 10

Languages --

Challenge 12 (8,400 XP)

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

Regeneration. The corpsejack menace regains 10 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the corpsejack menace's next turn. The corpsejack menace dies only if it starts its turn with 0 hit points and does not regenerate.

ACTIONS

Multiattack. The corpsejack menace makes two slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 15 ft., one target, Hit: 31 (4d12 + 5) bludgeoning damage

GIANT BEETLE

Giant beetles are very common beasts of burden for the Street Swarm, the Golgari labor class. Rot farmers use them to plow furrows through the muck and they pull wagons laden with rubble. The kraul ride Giant Beetles into battle. These massive insects are also favored for their ability to fly, carrying huge loads up and down the pits from the surface to the Undercity. They are skilled climbers capable of crawling up and down the spires of Ravnica.

Giant beetles are bred for their brilliant iridescent shells, often harvested and carved into intricate glimmering jewelry. Steamed beetle meat is also a favorite delicacy among the Street Swarm laborers. It's cheap and it comes loaded with butter on a thick roll.

“Some Golgari insects live for centuries—and they never stop growing.”

-Excerpt from *The Manual of Ravnican Zoology*
by Yonta, Simic Bioengineer

FUNGUS ZOMBIE

Ophiocordyceps Arcanilateralis, also commonly known as Dead Man's Master, is a particularly nasty strain of parasitic fungus that latches onto the host's brain and takes control of its body. The life cycle of the fungus begins when spores are inhaled by an unfortunate host, spreading through their body and brain through the blood stream. Once taken root, the fungus causes the host to begin to act erratically. The terrified, hallucinating host abhors light, seeks warm, wet environments, forcing it to journey deep into the undercity. Eventually, the host succumbs to the parasite, the corpse blossoming with a bed of spores ready for the next victim to come along. The Golgari consider Dead Man's Master so dangerous that they exclusively use condemned criminals to investigate and cleanse reported sightings of it.

GIANT BEETLE

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 42 (4d12 + 16)

Speed 30 ft., climb 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	2 (-4)	10 (+0)	3 (-4)

Senses darksight 60 ft., passive Perception 11.

Languages --

Challenge 2 (450 XP)

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

ACTIONS

Pincers. Melee Weapon Attack: +7 to hit, reach 15 ft., one target, Hit: 19 (3d8 + 5) piercing damage

FUNGUS ZOMBIE

Medium plant, neutral evil

Armor Class 10 (natural armor)

Hit Points 53 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darksight 60 ft., passive Perception 8

Languages understands all languages it spoke in life but can't speak

Challenge 1/2 (100 XP)

Death Burst. The fungus zombie explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Fungus spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it rises as a fungus zombie in an hour.

ACTIONS

Multiattack. The fungus zombie makes two slam attacks.

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target, Hit: 4 (1d6 + 1) bludgeoning damage

Fungus Zombie Template

Any creature can become infected with the Dead Man's Master fungus. A creature animated by the fungus gains the following features:

Retained Characteristics. The fungus zombie retains its Armor Class, hit points, Hit Dice, Strength, Dexterity, Constitution, vulnerabilities, resistances, and immunities.

Lost Characteristics. The fungus zombie loses its original saving throw and skill bonuses, special senses, and special traits.

Type. The fungus zombie's type is plant and it loses any tags.

Alignment. The fungus zombie is neutral evil.

Ability Scores. The fungus zombie's ability scores change as follows: Int 3 (-4), Wis 6, Cha 1.

Immunities. The fungus zombie is immune to poison damage and the poisoned condition.

Languages. The fungus zombie can understand all languages it spoke in life but cannot speak.

Attacks. The fungus zombie retains any attacks it had in life. But if it has no other means of dealing damage, it can use its fists or limbs to make unarmed strikes.

Deathburst. The fungus zombie gains death burst.

Fungus Zombie Dragon

The Dead Man's Master fungus can infect any creature, even something as terrifying as a dragon. There are rumors among the Golgari Street Swarm of one such creature that lairs in a deep and forgotten hole. The knowledge that a creature as horrifying as that rests beneath the bustling cobblestones of Ravnic is enough to keep even the most stalwart heart awake at night.

FUNGUS ZOMBIE DRAGON

Huge plant, neutral evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., fly 80 ft.

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

Damage Immunities poison, acid

Condition Immunities poisoned

Senses darksight 60 ft., passive Perception 8

Languages understands all languages it spoke in life but can't speak

Challenge 14 (11,500 XP)

Death Burst. The fungus zombie dragon explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 18 Constitution saving throw or take 10 (3d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Fungus spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it rises as a fungus zombie in an hour.

ACTIONS

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

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

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

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target, Hit: 15 (2d8 + 6) bludgeoning damage

Acid Breath (Recharge 5-6). The dragon exhales poisonous spores 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.

"The Golgari support a vast army because death never ends its soldiers' service. The Golgari don't bury their dead. They plant them. Weakness is not in the nature of the Swarm."

*-Excerpt from *The Manual of Ravnic Zoology* by Yonta, Simic Bioengineer*

OCHRAN ASSASSIN

Most of Ravnicans considers the Ochran to be an urban legend, but they are very real. The Ochran are a secret cult of mercenaries that operate out of the Undercity and specialize in vengeance killings.

The Ochran were led by the gorgon Vraska before she replaced Jarad vod Savo as the guild leader. She used the Ochran as her own personal enforcers, taking vengeance on those among the Azorius Senate who arrested her and brutalized her.

The Ochran are wanted for several high-profile murders including the death of Judge Azka, who had their heart carved out of their chest. Arbiter Zivan was drained of all his blood. The slumlord Branko One-ear had his brain removed. Finally, Arbiter Relov has gone missing. The Azorius Senate lay all these charges at the feet of the Ochran and their mysterious leader known only to the Azorius as “The Unseen.”



OCHRAN ASSASSIN

Medium Humanoid (Elf), any nongood

Armor Class 14 (leather armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	16 (+3)	13 (+1)	12 (+1)	14 (+2)

Saving Throws Dex +3, Int +4

Skills Perception +9, Stealth +12

Damage Immunities poison

Condition Immunities frightened

Senses darksight 60 ft., passive Perception 15

Languages Common, Elvish, and Thieves' Cant

Challenge 9 (5,000 XP)

Assassinate. During its first turn, the Ochran assassin has advantage on all attack rolls against any creature that hasn't taken a turn. Any hit the Ochran assassin scores against a surprised creature is a critical hit.

Sneak Attack (1/Turn). The Ochran assassin deals an extra 14 (4d6) 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The Ochran assassin makes two short sword attacks.

Short Sword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target, Hit: 6 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 32 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target, Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving

“For the Ochran Assassin, the dagger is just a distraction. She carries the real killer in a vial at her side.”

-Excerpt from *The Manual of Ravnican Zoology*
by Yonta, Simic Bioengineer

ROTWURM

Svogthir was the parun of the Golgari Swarm, the ancient founder of the guild, as well as a powerful necromancer. He used his magic to become a lich and to produce all manner of stranger creatures to serve the Golgari Swarm. Part of the reason the Golgari Swarm is the largest guild on Ravnica is because it grows as everything dies.

ROTWURM

Gargantuan Undead, unaligned

Armor Class 18 (natural armor)

Hit Points 248 (15d20 + 90)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	6 (-2)	6 (-2)	3 (-4)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft.

Languages --

Challenge 16 (15,000 XP)

Tunneler. The rotworm can burrow through solid rock at half its burrow speed and leaves a 10 foot-diameter tunnel in its wake.

Undead Fortitude. If damage reduces the rotworm to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the rotworm drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target, Hit: 27 (5d6 + 7) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 20 Dexterity saving throw or be swallowed by the rotworm. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the rotworm, and takes 17 (5d6 necrotic damage at the start of each of the rotworm's turns. If the rotworm takes 30 damage or more on a single turn from a creature inside it, the rotworm can regurgitate all swallowed creatures.

Svogthir created the first Rotwurms using the corpses of the wurms created by the Selesnya Conclave. It is unknown how many of these massive undead beasts are currently under the control of Golgari necromancers.

"Like corpse-worms through a carapace, rootworms slide through the hollowed bones of the undercity."

-Excerpt from *The Manual of Ravnican Zoology*
by Yonta, Simic Bioengineer



Swarmlord

In the deep darkness of the Undercity it is not uncommon for the creatures who skitter in the shadows to band together. Ants form colonies, bees create hives, and even a cockroach enjoys a little company from time to time. Sometimes these critters form into a semblance of a humanoid body bound by some sort of malevolent magic.

The old timers in the tunnels claim the bugs feed off the magical energy found deep in the core of Ravnica. Others feel that it is a bleed off from the magical spells cast by the old Gulgari guild leader Svogthir, the God Zombie. However, it is just as likely that these sentient swarms are just a rare natural occurrence on Ravnica.

Swarmlords are often made up of millions of cockroaches that stomp through the tunnels and mazes of the Undercity until they stumble upon their prey, alive or dead, engulfing it and picking it clean with tens of millions of tiny mouths.



SWARMLORD

Large swarm of tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 60 (7d10 + 21)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	6 (-2)	7 (-2)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 30 ft.

Languages --

Challenge 3 (700 XP)

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

Avoidance. If the swarmlord is subjected to an effect that allows it to make a saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Bites. Melee Weapon Attack: +6 to hit, reach 0 ft., one target in the swarm's space, Hit: 14 (3d8) piercing damage, or 7 (2d8) piercing damage if the swarmlord has half of its

"After fear and weakness rot away, that which remains is stronger than its living form."

*-Excerpt from *The Manual of Ravnican Zoology* by Yonta, Simic Bioengineer*

Varolz, the Scar-Striped

Varolz is a fearsome troll warrior who was chosen by the Golgari Swarm to be their maze runner. Each guild had to choose a champion to make their way through the Implicit Maze, and Varolz was chosen because he was one of the toughest fighters in the Undercity. He is notoriously hard to kill.

The key to Varolz's longevity is a symbiotic fungus growing on his body. *Tremella Cinnaterica* or more commonly known as orange jelly fungus or wizard's butter. Every time he is wounded in battle, the fungus spreads to fill in his wounds. It could be a unique species, since previously it had only been seen growing on trees. It is edible; however, it is bland and flavorless.

It is rumored that Valroz was originally a Gruul warrior. He contracted his fungus while fighting in the Undercity, rather than risk it spreading to others in the guild he was banished. He returned to the undercity, to live among the Lotleth fungus binders.

VIOLENT FUNGUS

Huge plant, neutral evil

Armor Class 15 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	6 (-2)	10 (+0)	3 (-4)

Condition Immunities blinded, deafened

Senses darksight 60 ft., blindsight 30 ft.

Languages --

Challenge 7 (2,900 XP)

False Appearance. While the fungus remains motionless, it is indistinguishable from a mushroom.

ACTIONS

Multiattack. The tree makes 1d4 rotting attacks.

Rotting touch. Melee Weapon Attack: +9 to hit, reach 15 ft., one target, Hit: 19 (3d8 + 6) necrotic damage

Caustic Spores (1/day). The Violent Fungus releases spores in a 30-foot cone. Each creature inside the cone must succeed on a DC 15 Dexterity saving throw or take 11 (3d6) acid damage at the start of each of the Violent Fungus's turns. A creature can repeat the saving throw at the end of its turn ending the effect on itself on a success.

VAROLZ, THE SCAR-STRIPED

Huge giant, chaotic evil

Armor Class 18 (natural armor)

Hit Points 279 (29d12 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	9 (-1)	11 (+0)	5 (-3)

Saving Throws Wis +5, Con +11

Skills Perception +5

Damage Resistances bludgeoning, piercing from nonmagical attacks.

Condition Immunities frightened, poisoned

Senses darksight 60 ft., passive Perception 15

Languages Giant

Challenge 14 (11,500 XP)

Keen Senses. Varolz has advantage on Wisdom (Perception) checks that rely on smell or sight.

Regeneration. Varolz regains 10 hit points at the start of his turn. If Varolz takes acid or fire damage, he regains only 5 hit points at the start of his next turn. Varolz dies only if he is hit by an attack that deals 10 or more acid or fire damage while he has 0 hit points.

Scavenge. If Varolz begins his turn within 30 ft. of a corpse he gains advantage on all saving throws until his next turn.

ACTIONS

Multiattack. Varolz makes two attacks with his dagger or his claws.

Venomous Dagger. Melee Weapon Attack: +13 to hit, reach 10 ft., one target, Hit: 15 (3d4 + 5) piercing damage plus 15 (3d10) poisoned damage

Claws. Melee Weapon Attack: +13 to hit, reach 15 ft., one target, Hit: 16 (3d6 + 5) slashing damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or contract a symbiotic fungus. The target regains 1 hit point at the start of its turn until the fungus is cured. Each time the target regains 1 hit point the fungus spreads. If the number of hit points regained equal the target's hit point maximum then the fungus takes root, granting a -1 to the target's Charisma. The fungus can only be removed by fire, acid, or magical means.

VIOLENT FUNGUS

It is estimated that there are anywhere between 2 million and 3 million different species of fungi on Ravnica. Some can be eaten, and some can eat you. The violent fungus is a carnivorous mushroom, waiting patiently for a creature to disturb the air nearby before it strikes with a spray of caustic spores that dissolve the flesh and bone into a viscous slurry. A fully grown violet fungus can consume a dairy cow in 4 hours, breaking down its entire body into a puddle of dissolving meat over the course of minutes. Cautious mycologists suggest immediately leaving the vicinity of a violent fungus, lest you share the fate of many a reckless mycologist.