"Keep climbing! Just a few more branches and you'll be at the top. Can you reach that bigger one directly above you?"

~ Alzroff the Vigilant, moments before his guide was crushed by a False Limb ~



- 1. [False Limb] When blight causes a large tree branch to rot and break away, it can take on a new life of its own. These "false limbs" cling to the side of foreign trees waiting for anything larger than a squirrel to rest on them at which point the branch slams shut against the trunk. The false limb then slowly digests whatever it has trapped before lowering itself back down to reset its trap.
- 2. [Giant Glider Sloth] By extending their unusually long branch-like arms and plummeting from towering trees, these fearless sloths can glide across the jungle on their mossy wings for miles without ever needing to land. Predominantly herbivores but known to hunt by snatching smaller prey off tree branches with their long claws [or simply knocking the prey off the branch] while gliding at high speeds. Despite this, giant glider sloths are quite friendly and have even been reported to help heroes traverse jungles in exchange for food and trinkets.
- 3. [Herblin] These garden-dwelling blights are great for a garden's overall health as they prey exclusively on rabbits, weasels, moles, and any other small garden pest. Hunts by burying itself in the ground with its vegetable stock feelers exposed which alerts the "herb gremlin" whenever vermin pass by overhead. No real threat in small numbers, but can quickly take over entire farms if not properly pruned.

- 4. [Rally Willow] It's said these thick-trunked willows grow from the bones of fallen heroes whose final words linger on their leaves. Travelers who rest under these trees often claim to have heard the leaves whispering while rustling in the breeze and that these whispers rejuvenated their body and soul [a rest under these trees is twice as effective as normal].
- 5. [Skyrotter Root] This necrotic air plant takes root in large skulls that gradually float higher and higher into the sky as the plant matures. Its roots simultaneously grow longer, remaining just a few inches above the forest floor far below. Anything that wanders into these roots is quickly reeled up into the sky where the plant slowly feeds on the creature's flesh as its rots alive. Should its prey manage to escape, the plant simply lowers its roots back down to scoop up the creature's splattered carcass.
- 6. [Sun Singer] These rare sun flowers are sacred among many elves, for as they chase the sun across the sky, they trap its songs of rising and setting within its seeds. If planted and watered in total darkness, they will instantly sprout and grow into full-sized sun flowers that glow with the brilliance of the afternoon sun. The flower wilts after 1d6 hours, during which time it sings loudly and incessantly.



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