

Adherer

Medium, Aberration, Neutral

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ARMOR CLASS

14

HIT POINTS

60 (8d8 + 24)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed	Walk 30 ft.
Initiative	+2
Saving Throws	Con +5
Skills	Stealth +4, Athletics +5
Damage Resistances	Acid
Senses	Darkvision 60 ft.; Passive Perception 11
Passive Perception	11
Languages	Understands Common but rarely speaks

STR16
+3**DEX**14
+2**CON**16
+3**INT**7
-2**WIS**12
+1**CHA**8
-1

Traits

Adhesive Skin. A creature that hits the adherer with a melee attack while within 5 feet must succeed on a Strength saving throw or have its weapon or limb stuck until the end of its next turn.

Clinging Step. The adherer has Advantage on checks made to climb, cling, or resist being moved.

Actions

Multiattack. The adherer makes two Sticky Fist attacks.

Sticky Fist. Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Bludgeoning damage, and the target has its Speed reduced by 10 feet until the end of its next turn.

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