

Plague Spewer

Large, Monstrosity, Unaligned

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ARMOR CLASS

15

HIT POINTS

138 (12d10 + 72)

CHALLENGE

6 | 2,300 XP

PROFICIENCY

+3

Speed	Walk 30 ft.
Initiative	+0
Saving Throws	Con +9
Skills	N/A
Damage Resistances	Acid, Poison
Damage Immunities	Poison
Condition Immunities	Poisoned
Senses	Darkvision 60 ft.; Passive Perception 10
Passive Perception	10
Languages	None

STR19
+4**DEX**10
+0**CON**22
+6**INT**3
-4**WIS**11
+0**CHA**5
-3

Traits

Pestilent Bulk. A creature that starts its turn within 5 feet of the spewer must succeed on a Constitution saving throw or take 5 (1d10) Poison damage.

Sickening Resilience. The spewer has Advantage on Constitution saving throws.

Actions

Bite. Melee Attack Roll: +7, reach 5 ft. Hit: 15 (2d10 + 4) Piercing damage plus 7 (2d6) Poison damage.

Plague Spew (Recharge 5-6). Constitution Saving Throw: creatures in a 30-foot Cone. Failure: 35 (10d6) Poison damage and the target is Poisoned until the end of its next turn. Success: Half damage and no Poisoned condition.

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