

# Poison Weird

Large, Elemental, Neutral Evil

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**ARMOR CLASS**

15

**HIT POINTS**

82 (11d10 + 22)

**CHALLENGE**

3 | 700 XP

**PROFICIENCY**

+2

**Speed** Swim 60 ft., Walk 20 ft.

**Initiative** +3

**Saving Throws** Con +4, Dex +5

**Skills** Stealth +5

**Damage Resistances** Acid; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities** Poison

**Condition Immunities** Grappled, Poisoned, Prone, Restrained

**Senses** Darkvision 60 ft.; Passive Perception 11

**Passive Perception** 11

**Languages** Aquan, Primordial

**STR**

18

+4

**DEX**

16

+3

**CON**

14

+2

**INT**

10

+0

**WIS**

12

+1

**CHA**

12

+1

## Traits

**Liquid Ambusher.** The weird has Advantage on Dexterity (Stealth) checks while in poisoned water, alchemical fluid, sewers, or stagnant pools.

**Poison Form.** A creature that starts its turn Grappled by the weird takes 7 (2d6) Poison damage.

## Actions

**Poison Tendril.** Melee Attack Roll: +6, reach 10 ft. Hit: 13 (2d8 + 4) Poison damage, and the target is Grappled if Large or smaller.

**Toxic Surge (Recharge 5-6).** Constitution Saving Throw: creatures within 15 feet. Failure: 22 (5d8) Poison damage and the target is Poisoned until the end of its next turn. Success: Half damage.

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