

# Prismatic Roper

Large, Monstrosity, Neutral Evil

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**ARMOR CLASS**

18

**HIT POINTS**

161 (17d10 + 68)

**CHALLENGE**

8 | 3,900 XP

**PROFICIENCY**

+3

**Speed** Walk 10 ft., Climb 30 ft.

**Initiative** +2

**Saving Throws** Con +7, Wis +6

**Skills** Stealth +5, Perception +9

**Damage Resistances** Acid, Cold, Fire, Lightning, Poison

**Senses** Darkvision 120 ft.; Passive Perception 19

**Passive Perception** 19

**Languages** Undercommon

**STR**20  
+5**DEX**14  
+2**CON**18  
+4**INT**9  
-1**WIS**16  
+3**CHA**10  
+0

## Traits

**False Mineral.** While motionless against stone or crystal, the roper is indistinguishable from a natural formation.

**Prismatic Tendrils.** Each time the roper hits with a Tendril, it chooses Acid, Cold, Fire, Lightning, or Poison for the extra damage.

## Actions

**Multiattack.** The roper makes four Tendril attacks and one Bite attack.

**Tendril.** Melee Attack Roll: +8, reach 50 ft. Hit: 9 (1d8 + 5) Bludgeoning damage plus 4 (1d8) chosen elemental damage, and the target has the Grappled condition.

**Bite.** Melee Attack Roll: +8, reach 5 ft. Hit: 21 (3d10 + 5) Piercing damage.

**Color Collapse (Recharge 5-6).** Constitution Saving Throw: creatures Grappled by the roper. Failure: 45 (10d8) radiant and elemental damage, split evenly. Success: Half damage.

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