

Plant Ghast

December 28, 2022



Medium plant, chaotic evil

- **Armor Class** 13
- **Hit Points** 36 (8d8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

- **Damage Vulnerabilities** fire
- **Damage Immunities** psychic
- **Condition Immunities** charmed, frightened
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common
- **Challenge** 2 (450 XP)

Spore Stench. Any creature that starts its turn within 5 ft. of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lizardfolk Plant Ghoul

December 28, 2022



Medium plant ([lizardfolk](#)), chaotic evil

- **Armor Class** 15 (natural armor, shield)
- **Hit Points** 22 (4d8 + 4)
- **Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	6 (-2)	8 (-1)	6 (-2)

- **Skills** Perception +1, Stealth +4, Survival +3
- **Damage Vulnerabilities** fire
- **Damage Resistances** psychic
- **Condition Immunities** charmed
- **Senses** passive Perception 11
- **Languages** understands Draconic

- **Challenge** 1 (200 XP)

Actions

Multiattack. The Lizardfolk Plant Ghoul makes two melee attacks, each one with a different weapon.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than a plant, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Spiked Shield. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.