

TSAALGREND

CREATURE 2

UNCOMMON

N

SMALL

PLANT

FUNGUS

Perception +8; darkvision, light blindness

Skills Acrobatics +8, Athletics +7, Stealth +8

Str +3, **Dex** +4, **Con** +4, **Int** -4, **Wis** +1, **Cha** -1

AC 17; **Fort** +11, **Ref** +8, **Will** +5

HP 40; **Resistances** acid 5, electricity 5; **Weaknesses** fire 5

Speed 10 feet, climb 10 feet, fly 40 feet

Melee ♦ maw +9, **Damage** 1d8+3 piercing

Melee ♦ tendril +7 (agile), **Damage** 1d6+3 bludgeoning plus Grab

Release Spores ♦♦ The tsaalgrend releases hallucinogenic spores in a 10-foot emanation. Each creature in the area is exposed to Tsaalgrend Spores.

Tsaalgrend Spores (mental, poison); **Saving Throw** DC 13 Fortitude; **Maximum Duration** 4 rounds;

Stage 1 stupefied 1 (1 round); **Stage 2** stunned 1 (1 round);