

Medium Aberration, Chaotic Neutral

Armor Class	Hit Points	Speed	Challenge	PB	
15 (natural armor)	75 (10d8 + 30)	30 ft., swim 40 ft.	3 (700 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	9 (-1)	16 (+3)	11 (+0)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common

ACTIONS

**Multiattack.** The bagiennik makes two Claw attacks.

**Claw. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Acid Spray.** The bagiennik sprays acid on one creature it can see within 30 feet of it, creating a puddle of oil beneath the creature. The target must make a DC 13 Dexterity saving throw. On a failure, the creature takes 18 (4d8) acid damage and is knocked prone. On a success, the creature takes half the damage and isn't knocked prone. The slippery oil covers the ground in a 5-foot square centered on the point where the target was standing for 1 minute. A creature that enters the oily area or ends its turn there must succeed on a DC 13 Dexterity saving throw or fall prone.

**Healing Oil (3/Day).** The bagiennik applies healing oil to a creature it can see within 5 feet of it. The target magically regains 7 2d6 hp and is freed from any disease or poison. The target must then succeed on a DC 13 Constitution saving throw or its speed is halved and it takes a -2 penalty to AC and Dexterity saving throws for 1 minute.