

THORNY VEGEPYGMY

Medium Plant, Typically Neutral

Armor Class	Hit Points	Speed	Challenge	PB	
14 (natural armor)	27 (5d8 + 5)	30 ft.	1 (200 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +4, Stealth +3

Damage Res. lightning, piercing

Senses darkvision 60 ft., passive Perception 14

Languages —

Plant Camouflage. The thorny has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring vegetation.

Regeneration. The thorny regains 5 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the thorny's next turn. The thorny dies only if it starts its turn with 0 hit points and doesn't regenerate.

Thorny Body. At the start of its turn, the thorny deals 2 (1d4) piercing damage to any creature grappling it.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage.