

Monsters (F)

Faerie Dragons

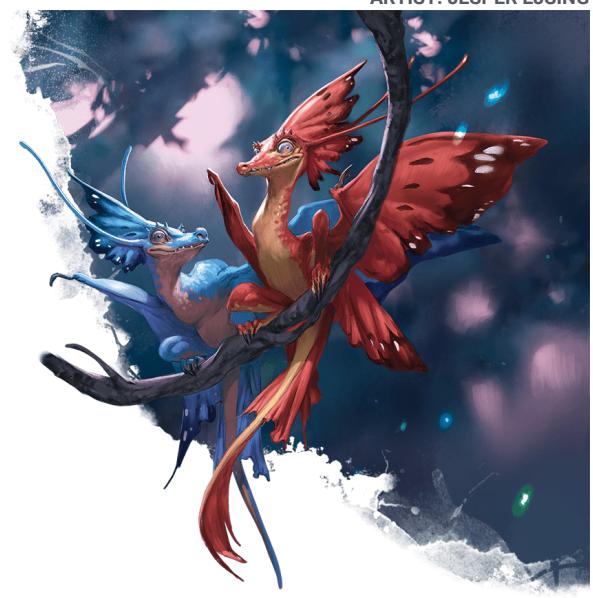
Whimsical Draconic Tricksters

Habitat: Forest; **Treasure:** Implements

Faerie dragons are cat-size pranksters with draconic features, butterfly-like wings, and scales of warm hues as youths and cool hues as adults.

Faerie Dragon Adult

The pranks of faerie dragon adults tend to lead others to people in need or wrongs to be righted.



FAERIE DRAGON ADULT

Tiny Dragon, Chaotic Good

AC 15 **Initiative +5 (15)**

HP 35 (10d4 + 10)

Speed 10 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE
STR	3	-4	-4	INT	14	+2
DEX	20	+5	+5	WIS	12	+1
CON	13	+1	+1	CHA	16	+3

Skills Arcana +4, Perception +3, Stealth +7

Senses Darkvision 60 ft.; Passive Perception 13

Languages Draconic, Sylvan; telepathy 60 ft. (faerie dragons only)

CR 2 (XP 450; PB +2)

Traits

Magic Resistance. The dragon has Advantage on saving throws against spells and other magical effects.

Actions

Bite. Melee Attack Roll: +7, reach 5 ft. Hit: 7 (1d4 + 5) Piercing damage plus 3 (1d6) Psychic damage.

Euphoria Breath (Recharge 5–6). Wisdom Saving Throw: DC 13, each creature in a 15-foot **Cone**. Failure: The target has the **Incapacitated** condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. While Incapacitated, the target uses all its movement on each of its turns to move in a random direction.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 13):

At Will: *Dancing Lights, Mage Hand, Minor Illusion*

1/Day Each: *Hallucinatory Terrain, Polymorph*

Bonus Actions

Superior Invisibility. The dragon casts *Greater Invisibility* on itself, requiring no spell components and using the same spellcasting ability as Spellcasting.

Faerie Dragon Youth

Faerie dragon youths are quick to use their euphoria-inducing breath on rude or uptight folk.

FAERIE DRAGON YOUTH

Tiny Dragon, Chaotic Good

AC 13 **Initiative +3 (13)**

HP 21 (6d4 + 6)

Speed 10 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE
STR	3	-4	-4	INT	12	+1
DEX	16	+3	+3	WIS	12	+1
CON	12	+1	+1	CHA	14	+2

Skills *Arcana +3, Perception +3, Stealth +5*

Senses *Darkvision 60 ft.; Passive Perception 13*

Languages Draconic, Sylvan; telepathy 60 ft. (faerie dragons only)

CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The dragon has Advantage on saving throws against spells and other magical effects

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 5 (1d4 + 3) Piercing damage plus 2 (1d4) Psychic damage.

Euphoria Breath (Recharge 5–6). Wisdom Saving Throw: DC 12, each creature in a 15-foot **Cone**. Failure: The target has the **Incapacitated** condition until the end of its next turn and uses all its movement on its turn to move in a random direction.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 12):

At Will: *Dancing Lights, Mage Hand, Minor Illusion*

Bonus Actions

Superior Invisibility. The dragon casts *Greater Invisibility* on itself, requiring no spell components and using the same spellcasting ability as Spellcasting.

Fire Elemental

Primal Spirit of Heat and Flame

Habitat: Desert, Planar (Elemental Plane of Fire); **Treasure:** None

Fire elementals arise when spirits of the **Elemental Plane of Fire** inhabit flames, burning cinders, and heated smoke. These beings are tangible despite largely being made of flames and particles, and they can use their vague limbs to ignite foes and flammable materials. Fire elementals typically burn in shades of orange and red, but other colors are possible. Most on the Material Plane are summoned by magical means, or they might appear near rifts amid desert depths, volcanoes, wildfires, or magma flows that connect to their home plane.

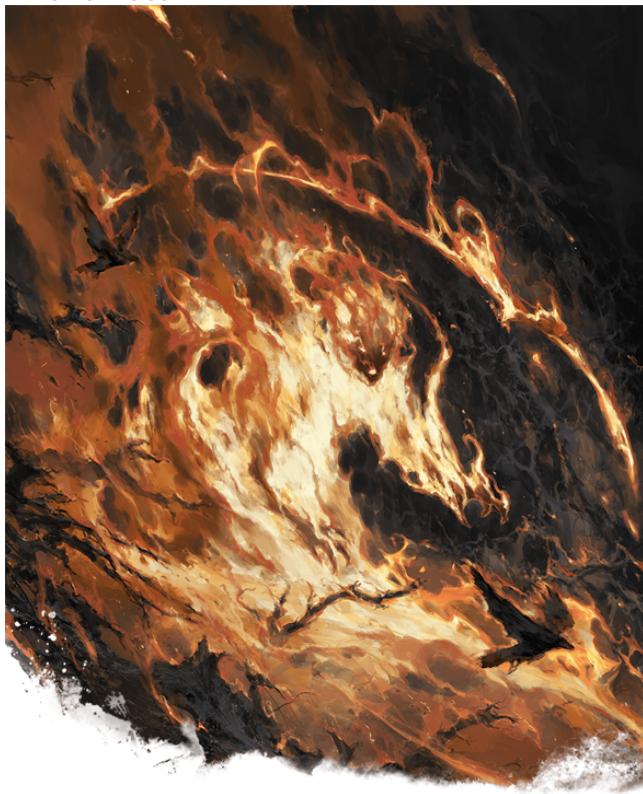
All the elements bow to fire. The strongest earth melts. Water boils. Even air ignites. We are all souls of flame, and we know what it is to burn.

—MARRAKE THE INCANDESCENT, RULER OF EFREET

Fire elementals might burn in distinctive ways. Roll on or choose a result from the Fire Elemental Compositions table to inspire a fire elemental's features.

Fire Elemental Compositions

ARTIST: CHRIS COLD



1d8	The Fire Elemental's Body Features...
1	Colorful, superheated gases.
2	A column of diabolical or divine flame.
3	Crackling shapes that look like animals, fiends, skeletons, sprites, or other beings.
4	Flames that are predominantly white, blue, or a more unusual color.
5	The form of a calm or tormented humanoid.
6	Smoke that forms eerie shapes or symbols.
7	Soot that smells like cedar, cloves, incense, or burning meat.
8	Swirls of cinders and burning debris.

FIRE ELEMENTAL

Large Elemental, Neutral

AC 13 **Initiative +3 (13)**

HP 93 (11d10 + 33)

Speed 50 ft.

		MOD	SAVE		MOD	SAVE
STR	10	+0	+0	INT	6	-2
DEX	17	+3	+3	WIS	10	+0
CON	16	+3	+3	CHA	7	-2

Resistances Bludgeoning, Piercing, Slashing

Immunities Fire, Poison; **Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious**

Senses Darkvision 60 ft.; Passive Perception 10

Languages Primordial (Ignan)

CR 5 (XP 1,800; PB +3)

Traits

Fire Aura. At the end of each of the elemental's turns, each creature in a 10-foot **Emanation** originating from the elemental takes 5 (1d10) Fire damage. Creatures and flammable objects in the Emanation start **burning**.

Fire Form. The elemental can move through a space as narrow as 1 inch without expending extra movement to do so, and it can enter a creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) Fire damage.

Illumination. The elemental sheds **Bright Light** in a 30-foot radius and **Dim Light** for an additional 30 feet.

Water Susceptibility. The elemental takes 3 (1d6) Cold damage for every 5 feet the elemental moves in water or for every gallon of water splashed on it.

Actions

Multiattack. The elemental makes two Burn attacks.

Burn. *Melee Attack Roll:* +6, *reach* 5 ft. *Hit:* 10 (2d6 + 3) Fire damage. If the target is a creature or a flammable object, it starts **burning**.

Fire Giant

Giant of the Smoldering Depths

Habitat: Mountain, Underdark; **Treasure:** Armaments



Fire giants inhabit the hollow vaults and molten rivers of mountainous depths. There, they use subterranean heat and riches to craft wonders, from titanic weapons of war to delicate works of art.

Fire giants have broad frames, skin tones in a variety of rocklike shades, and hair like flame.

Most fire giants dwell in volcanically active mountains or cavernous depths that house their fortress-forges. Evil fire giants tend to be martially minded, and they craft mighty arms to conquer their neighbors and seize valuable resources. More temperate fire giants trade their works for what they need, and they might share the ancient techniques of Giant artisans with other craftspeople. In either case, fire giants are prone to undertaking ambitious designs, and they rarely appreciate interruptions in their titanic workshops.

FIRE GIANT

Huge Giant, Lawful Evil

AC 18 Initiative +3 (13)

HP 162 (13d12 + 78)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	25	+7	+7	INT	10	+0
DEX	9	-1	+3	WIS	14	+2
CON	23	+6	+10	CHA	13	+1

Skills Athletics +11, Perception +6

Immunities Fire

Senses Passive Perception 16

Languages Giant

CR 9 (XP 5,000; PB +4)

Actions

Multiattack. The giant makes two attacks, using Flame Sword or Hammer Throw in any combination.

Flame Sword. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 21 (4d6 + 7) Slashing damage plus 10 (3d6) Fire damage.

Hammer Throw. *Ranged Attack Roll:* +11, range 60/240 ft. *Hit:* 23 (3d10 + 7) Bludgeoning damage plus 4 (1d8) Fire damage, and the target is pushed up to 15 feet straight away from the giant and has Disadvantage on the next attack roll it makes before the end of its next turn.

Flameskull

Skull Smoldering with Magical Obsession

Habitat: Underdark; **Treasure:** Arcana

Flameskulls are flying skulls that blaze with magical fire and the half-remembered arcana of dead spellcasters. They rise from the remains of dead magic-users who were reanimated by sinister necromancers or whose magical pursuits drive them beyond death. Flameskulls might serve as guardians for their creators or pursue ambitions left unfulfilled in life. They lash out at foes with destructive spells and bursts of fire, wielding magic without the need for most components.

Flameskulls take various forms, from skulls with humanlike features to ones with fearsome or bestial alterations. Their flames vary in color and grow more intense when they're angry. Roll on or choose a result from the Flameskull Details table to inspire what makes a flameskull distinctive.



Flameskull Details

1d6	The Flameskull Features...
1	Arcane diagrams etched into it.
2	Flames like dramatic features, horns, or hair.
3	Fractured pieces that fly in unison.
4	An iron plate bolted over its mouth.
5	Lethal head trauma.
6	Mismatched animal teeth.

I never cared for warmth. I never needed a body. My will is enough, and my work will be the legacy that makes my every sacrifice worthwhile!

—TRENZIA, UNDERMOUNTAIN FLAMESKULL

FLAMESKULL

Tiny Undead, Neutral Evil

AC 13 **Initiative +3 (13)**

HP 40 (9d4 + 18)

Speed 5 ft., Fly 40 ft. (hover)

		MOD	SAVE		MOD	SAVE
STR	1	-5	-5	INT	16	+3
DEX	17	+3	+3	WIS	10	+0
CON	14	+2	+2	CHA	11	+0

Skills Arcana +5, Perception +2

Immunities Fire, Necrotic, Poison; **Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Prone**

Senses Darkvision 60 ft.; Passive Perception 12

Languages Common plus two other languages

CR 4 (XP 1,100; PB +2)

Traits

Illumination. The flameskull sheds Bright Light in a 15-foot radius and Dim Light for an additional 15 feet.

Magic Resistance. The flameskull has Advantage on saving throws against spells and other magical effects.

Undead Restoration. If the flameskull is destroyed, it regains all its Hit Points in 1 hour unless Holy Water is sprinkled on its remains or the *Dispel Evil and Good* spell is cast on them.

Actions

Multiattack. The flameskull makes two Fire Ray attacks.

Fire Ray. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 60 ft. *Hit:* 13 (3d6 + 3) Fire damage.

Spellcasting. The flameskull casts one of the following spells, requiring no Somatic or Material components and using Intelligence as the spellcasting ability (spell save DC 13):

At Will: *Mage Hand*

2/Day: *Magic Missile* (level 2 version)

Flesh Golem

Dead Flesh Given New Life

Habitat: Any; **Treasure:** Arcana

Flesh golems are roughly human-shaped collections of body parts bound together by misused magic or strange science. They serve their reckless creators, but many possess disjointed memories and instincts from their component parts. If wounded, these golems might go berserk and vent their confusion on anything in their sight, including their creators.

Flesh golems appear in varied forms. Roll on or choose a result from the Flesh Golem Characteristics table to inspire a flesh golem's features.

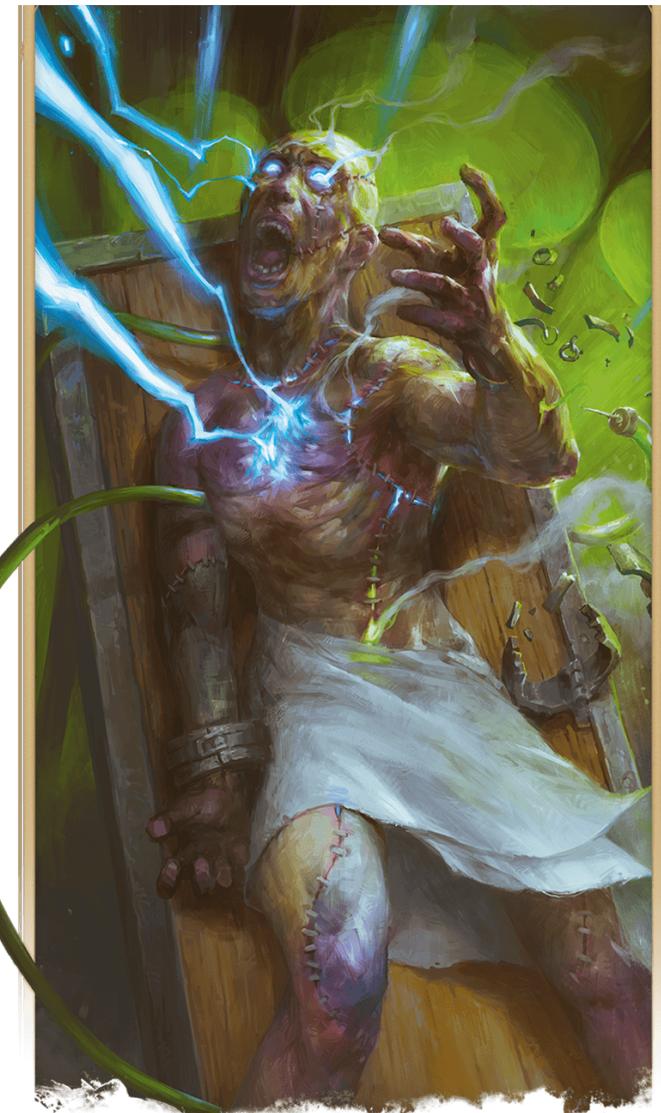
The barrier between the mortal and the divine lies shattered—open is the mold for new gods. It was I who invaded the divine. Not with a spear but with a stitch. Not with my heresies but with my heart.

—VIKTRA MORDENHEIM,
DARKLORD OF LAMORDIA

Flesh Golem Characteristics

1d6	The Flesh Golem Has...
1	Animal parts among its humanlike pieces.
2	A disguise of makeup and heavy clothing.
3	Missing parts and exposed insides.
4	Parts serving unintended roles, like a body composed of dozens of hands.
5	Perfect features accented by beautiful stitching.
6	Visible mechanisms, bellows, and engines.

ARTIST: BJORN HURRI



FLESH GOLEM

Medium Construct, Neutral

AC 9 **Initiative -1 (9)**

HP 127 (15d8 + 60)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	19	+4	+4	INT	6	-2
DEX	9	-1	-1	WIS	10	+0
CON	18	+4	+4	CHA	5	-3

Immunities Lightning, Poison; **Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned**

Senses **Darkvision** 60 ft.; Passive Perception 10

Languages Understands Common plus one other language but can't speak

CR 5 (XP 1,800; PB +3)

Traits

Aversion to Fire. If the golem takes Fire damage, it has Disadvantage on attack rolls and ability checks until the end of its next turn.

Berserk. Whenever the golem starts its turn **Bloodied**, roll 1d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object. Once the golem goes berserk, it remains so until it is destroyed or it is no longer Bloodied.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by taking an action to make a DC 15 Charisma (**Persuasion**) check; the golem must be able to hear its creator. If this check succeeds, the golem ceases being berserk until the start of its next turn, at which point it resumes rolling for the Berserk trait again if it is still Bloodied.

Immutable Form. The golem can't **shape-shift**.

Lightning Absorption. Whenever the golem is subjected to Lightning damage, it regains a number of Hit Points equal to the Lightning damage dealt.

Magic Resistance. The golem has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Attack Roll:* +7, *reach* 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage plus 4 (1d8) Lightning damage.

Flumph

Strange Ally from a Strange Place

Habitat: Underdark; **Treasure:** [Arcana](#)

Bizarre creatures with aberrant agendas inhabit the Underdark. Flumphs number among the few that are helpful to strangers.

These tentacled, telepathic creatures jet through the air in short bursts, venting gases with a sound that gives them their name. Rather than speaking, flumphs communicate telepathically and by changing color to reflect their moods.



Flumphs dwell in psychically charged regions or near creatures with psionic magic. They harmlessly feed off psychic energies, but in doing so, they often encounter dangerous beings such as aboleths and mind flayers. While flumphs generally avoid combat, they often help adventurers in peril. Such help might be of doubtful use, but flumphs mean well. Roll on or choose a result from the Flumph Assistance table to inspire what support flumphs provide.

Flumph Assistance

1d6	The Flumph Helps By...
1	Cooking a meal of Underdark delicacies.
2	Performing a psychic song or “smell poem.”
3	Recovering and nursing fallen adventurers.
4	Revealing the location of helpful magic items.
5	Serving as a guide to a foe’s hidden lair.
6	Sharing excessive encouragement and praise.

Flumph Colors

A flumph’s extremities change color to reflect its mood. The Flumph Colors and Emotions table summarizes common flumph colors and the human emotions to which they most closely correspond.

Flumph Colors and Emotions

Color	Emotion
Blue, Dark	Sadness
Blue, Light	Happiness

Green	Curiosity
Magenta	Unknown*
Orange	Confusion
Pink	Amusement
Purple	Fear
Red	Anger
Teal	Serenity
Yellow	Excitement

*Rarely seen; potentially no human equivalent

FLUMPH

Small Aberration, Lawful Good

AC 12 Initiative +2 (12)

HP 7 (2d6)

Speed 5 ft., Fly 30 ft. (hover)

		MOD	SAVE		MOD	SAVE
STR	6	-2	-2	INT	14	+2
DEX	15	+2	+2	WIS	14	+2
CON	10	+0	+0	CHA	11	+0

Skills Arcana +4, History +4, Religion +4

Vulnerabilities Psychic

Senses Darkvision 60 ft.; Passive Perception 12

Languages Understands Undercommon but can't speak; telepathy 60 ft.

CR 1/8 (XP 25; PB +2)

Traits

Advanced Telepathy. The flumph perceives the content of any telepathic communication within 60 feet of it.

Prone Deficiency. If the flumph receives the **Prone** condition, roll a die. On an odd number, it has the **Incapacitated** condition. At the end of each of its turns, the flumph makes a DC 10 Dexterity saving throw, ending the Incapacitated condition on a success.

Telepathic Shroud. The flumph's thoughts can't be read by any means, and magic can't detect its location or observe it remotely.

Actions

Tentacle. Melee Attack Roll: +4, reach 5 feet. Hit: 4 (1d4 + 2) Acid damage.

Stench Spray (1/Day). Dexterity Saving Throw: DC 10, one creature the flumph can see within 15 feet. Failure: The target is coated in a foul-smelling liquid, exudes a stench for 1d4 hours, and has the **Poisoned** condition while the stench lasts. Other creatures have the Poisoned condition while in a 5-foot **Emanation** originating from the coated target. The target can remove the stench on itself if it bathes during a Short or Long Rest.

Fomorian

Cursed Giant of the Dark

Habitat: Underdark; **Treasure:** Any

ARTIST: DAARKEN



Once infamous for their magical aptitude, fomorians are giants afflicted with a fey curse. In their pride, they were tricked into invading the **Feywild** to claim its magic for their own. When the archfey rulers of that realm united, the fomorians were turned back and cursed with supernatural strangeness to make their bodies

match their vile souls. Ever since, fomorians have dwelled in the **Underdark** amid the ruins of their magical cities. The archfey's curse afflicts them still, tormenting them with wandering cankers, lurching organs, and stranger discomforts. Rather than atoning for their offenses, fomorians harness the magic of their curse and turn it against others. Roll on or choose a result from the Fomorian Warping table to inspire the cosmetic effects a creature undergoes while they're affected by a fomorian's Warping Hex.

Fomorian Warping

1d4	The Fomorian's Hex Causes...
1	Colorful, wandering pustules.
2	Excessive sweating of rainbow-hued fluids.
3	Patches of wriggling hair.
4	Veins that bulge and lurch under the skin.

FOMORIAN

Huge Giant, Chaotic Evil

AC 14 **Initiative +0 (10)**

HP 172 (15d12 + 75)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	23	+6	+6	INT	9	-1
DEX	10	+0	+0	WIS	14	+2
CON	20	+5	+5	CHA	6	-2

Skills Perception +8, Stealth +3

Senses Darkvision 120 ft.; Passive Perception 18

Languages Giant, Undercommon

CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The fomorian makes two Stone Club attacks. It can replace one attack with a use of Warping Hex if available.

Stone Club. *Melee Attack Roll:* +9. *reach* 15 ft. *Hit:* 24 (4d8 + 6) Bludgeoning damage.

Warping Hex (Recharge 4–6). Wisdom Saving Throw: DC 16, one creature the fomorian can see within 120 feet. Failure: 21 (6d6) Psychic damage, and the target gains 1 **Exhaustion** level. Success: Half damage only.

All-Father Annam banished his son, Karontor, for Karontor's part in the fomorian assault on the Feywild. That day, the ordning—the hierarchy of the giants and their gods—changed forever, and the fomorians were part of it no more.

—BIGBY

Frost Giant

Giant of the Ice and Snow

Habitat: Arctic, Mountain; **Treasure:** Armaments

ARTIST: ROBSON MICHEL



From glacial mountain heights and vast tundras rise the homes of frost giants. These giants have skin and hair of icy hues. Their natural immunity to cold allows them to flourish in places inhospitable to most other creatures. They use this resilience to aid them when hunting and in combat, bolstering their allies with chilling war cries.

Frost giants often travel far to find food and goods. This leads many to become raiders and earn violent reputations. Others live more peaceably by hunting titanic game or creating sanctuaries from the cold (frequently featuring hot springs or snowy contests). Frost giants sometimes forge partnerships with icy Fey or fire giants dwelling underground, serving as guardians to their realms in exchange for treasure, weapons, and crafts.

The small folk have barely anything worth looting, so they shouldn't much mind when we take it from them.

—JARL GRUGNUR, FROST GIANT

FROST GIANT

Huge Giant, Neutral Evil

AC 15 **Initiative +2 (12)**

HP 149 (13d12 + 65)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	23	+6	+6	INT	9	-1
DEX	9	-1	-1	WIS	10	+0
CON	21	+5	+8	CHA	12	+1

Skills **Athletics** +9, **Perception** +3

Immunities Cold

Senses Passive Perception 13

Languages Giant

CR 8 (XP 3,900; PB +3)

Actions

Multiaction. The giant makes two attacks, using Frost Axe or Great Bow in any combination.

Frost Axe. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 19 (2d12 + 6) Slashing damage plus 9 (2d8) Cold damage.

Great Bow. *Ranged Attack Roll:* +9, range 150/600 ft. *Hit:* 17 (2d10 + 6) Piercing damage plus 7 (2d6) Cold damage, and the target's Speed decreases by 10 feet until the end of its next turn.

Bonus Actions

War Cry (Recharge 5–6). The giant or one creature of its choice that can see or hear it gains 16 (2d10 + 5) **Temporary Hit Points** and has Advantage on attack rolls until the start of the giant's next turn.

Fungi

Deadly Spores and Predatory Polyps

Habitat: Underdark; **Treasure:** None

The dank, sunless Underdark is a fertile breeding ground for weird and dangerous fungi.

Gas Spore Fungus

Gas spores are floating, orbicular fungi with rhizome growths and protuberances that resemble the stalks and eyes of beholders. If destroyed, a gas spore explodes in a poisonous burst that can infect creatures and slay them in hours. Infected corpses spawn more gas spores that grow to full size in a matter of days.

GAS SPORE FUNGUS

Large Plant, Unaligned

AC 8 **Initiative** -5 (5)

HP 13 (9d10 – 36)

Speed 5 ft., Fly 10 ft. (hover)

	MOD	SAVE		MOD	SAVE
STR	5	-3	INT	1	-5
DEX	1	-5	WIS	1	-5
CON	3	-4	CHA	1	-5

Immunities Poison; **Blinded, Charmed, Deafened, Frightened, Paralyzed, Poisoned, Prone**

Senses **Blindsight** 30 ft; Passive Perception 5

Languages None

CR 1/2 (XP 100; PB +2)

Traits

Death Burst. The gas spore bursts when it dies. *Constitution Saving Throw:* DC 10, each creature in a 20-foot **Emanation** originating from the gas spore. *Failure:* The target takes 10 (3d6) Poison damage and has the **Poisoned** condition for 1d12 hours. Unless the Poisoned condition is removed, the target dies at the end of that time and sprouts 2d4 Tiny **Gas Spore Fungi** (each with 1 Hit Point). After 2d6 days, they become Large and have 13 Hit Points.

Actions

Tendril. *Melee Attack Roll:* +0, reach 5 ft. *Hit:* 3 (1d6) Poison damage, and the target has the **Poisoned** condition until the end of its next turn.

Shrieker Fungus

If exposed to light or otherwise disturbed, mushroomlike shriekers emit a high-pitched noise that gives them their name. This wailing might alert other creatures or attract predators.



A GAS SPORE AND CLUSTERS OF SHRIEKERS AND VIOLET FUNGI GROW IN THE UNDERDARK

SHRIEKER FUNGUS

Medium Plant, Unaligned

AC 5 **Initiative** -5 (5)

HP 13 (3d8)

Speed 5 ft.

		MOD	SAVE		MOD	SAVE
STR	1	-5	-5	INT	1	-5
DEX	1	-5	-5	WIS	3	-4
CON	10	+0	+0	CHA	1	-5

Immunities Blinded, Charmed, Deafened, Frightened

Senses Blindsight 30 ft.; Passive Perception 6

Languages None

CR 0 (XP 0; PB +2)

Reactions

Shriek. *Trigger:* A creature or a source of Bright Light moves within 30 feet of the shrieker. *Response:* The shrieker emits a shriek audible within 300 feet of itself for 1 minute or until the shrieker dies.

Violet Fungus

Slow but mobile, violet fungi rot any flesh they touch with their lashing tendrils.



VIOLET FUNGUS NECROHULK

VIOLET FUNGUS

Medium Plant, Unaligned

AC 5 **Initiative** -5 (5)

HP 18 (4d8)

Speed 5 ft.

	MOD	SAVE		MOD	SAVE
STR	3	-4	INT	1	-5
DEX	1	-5	WIS	3	-4
CON	10	+0	CHA	1	-5

Immunities Blinded, Charmed, Deafened, Frightened

Senses Blindsight 30 ft.; Passive Perception 6

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Multiattack. The fungus makes two Rotting Touch attacks.

Rotting Touch. *Melee Attack Roll:* +2, *reach:* 10 ft. *Hit:* 4 (1d8) Necrotic damage.

Violet Fungus Necrohulk

A violet fungus necrohulk forms when a violet fungus colony infests and animates an ample heap of decay.

This necrohulk attacks prey and spreads fungal spores for the colony.

VIOLET FUNGUS NECROHULK

Large Plant, Neutral Evil

AC 17 **Initiative** +4 (14)

HP 123 (13d10 + 52)

Speed 40 ft.

MOD SAVE

MOD SAVE

STR	19	+4	+4	INT	7	-2	-2
DEX	12	+1	+1	WIS	14	+2	+2
CON	18	+4	+4	CHA	10	+0	+0

Immunities Necrotic, Poison; **Blinded, Charmed, Deafened, Frightened, Poisoned**

Senses **Blindsight** 60 ft.; Passive Perception 12

Languages None

CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The necrohulk makes two Rotting Slam attacks.

Rotting Slam. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 9 (1d10 + 4) Bludgeoning damage plus 7 (2d6) Necrotic damage.

Spore Bomb (Recharge 5–6). *Constitution Saving Throw:* DC 15, each creature in a 20-foot-radius **Sphere** centered on a point the necrohulk can see within 60 feet. *Failure:* 28 (8d6) Necrotic damage, and the target has the **Poisoned** condition until the start of the necrohulk's next turn. While Poisoned, the target can't regain Hit Points. *Success:* Half damage only.

Bonus Actions

Absorb Body. *Strength Saving Throw:* DC 15, one Medium or Small creature the necrohulk can see within 5 feet. *Failure:* The target is pulled into the necrohulk's space and becomes grafted to its body. The necrohulk can have only one target grafted at a time.

While grafted, the target has the **Restrained** condition and Disadvantage on Constitution saving throws. When the necrohulk moves, the grafted target moves with it. If the target dies while grafted, its body is destroyed, and the necrohulk regains 10 Hit Points.

The grafted target or a creature within 5 feet of the necrohulk can take an action to make a DC 15 Strength (**Athletics**) check. On a successful check, the target is no longer grafted and moves to an unoccupied space within 5 feet of the necrohulk.



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