

PLAGUELING

Tiny • Monstrosity • Unaligned

Armor Class 11

Initiative +1 (11)

Hit Points 1 (1d4 – 1)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	12 (+1)	8 (–1)	1 (–5)	7 (–2)	2 (–4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages –

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



Volatile. When the plagueling dies, it explodes. *Constitution Saving Throw:* DC 9, each creature in a 5-foot emanation originating from the plagueling. *Failure:* 1 poison damage.

Plague Carrier. When the plagueling deals poison damage to a creature, that creature must roll 1d6 to determine which of its ability scores gets reduced by 1: 1 - Strength, 2 - Dexterity, 3 - Constitution, 4 - Intelligence, 5 - Wisdom, or 6 - Charisma. If any of the target's scores are reduced to 0 by this, it dies, and 2d4 plaguelings rise from its corpse 1d4 hours later. This reduction to a creature's score maximum lasts until cured by a *lesser restoration* spell or similar magic.

Spider Climb. The plagueling can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 1 piercing damage, and the plagueling attaches to the target. While attached, it can't attack, and at the start of each of the plagueling's turns, the target takes 1 poison damage. The attached plagueling moves with the target whenever it moves, requiring none of its own movement. The plagueling can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach a plagueling.

PLAGUELING — WEAKER

Armor Class 11

Initiative +1 (12)

Hit Points 1 (1d4 – 1)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	12 (+1)	8 (–1)	1 (–5)	7 (–2)	2 (–4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 8

Languages –

CR TBD



PLAGUELING — STRONGER

Armor Class 13

Initiative +3 (13)

Hit Points 31 (7d4 + 14)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	16 (+3)	14 (+2)	1 (–5)	7 (–2)	2 (–4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 8

Languages –

CR 1 (XP 200; PB +2)



Volatile. When the plagueling dies, it explodes. *Constitution Saving Throw:* DC 12, each creature in a 5-foot emanation originating from the plagueling. *Failure:* 9 (2d8) poison damage. *Success:* Half damage.

Plague Carrier. When the plagueling deals poison damage to a creature, that creature must roll 1d6 to determine which of its ability scores gets reduced by 1: 1 - Strength, 2 - Dexterity, 3 - Constitution, 4 - Intelligence, 5 - Wisdom, or 6 - Charisma. If any of the target's scores are reduced to 0 by this, it dies, and 2d4 **plaguelings** rise from its corpse 1d4 hours later. This reduction to a creature's score maximum lasts until cured by a *lesser restoration* spell or similar magic.

Spider Climb. The plagueling can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) piercing damage, and the plagueling attaches to the target. While attached, it can't attack, and at the start of each of the plagueling's turns, the target takes 10 (3d6) poison damage. The attached plagueling moves with the target whenever it moves, requiring none of its own movement. The plagueling can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach a plagueling.