

PUVL

Small • Elemental • Neutral

Armor Class 14

Initiative -1 (9)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	7 (-2)	10 (+0)	8 (-1)

Skills Stealth +1

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 30 ft., tremorsense 60 ft., passive Perception 9

Languages Primordial (Terran)

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



Stone Camouflage. The puvl has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Unusual Nature. The puvl doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +4, reach 5 feet. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Transmute Rock or Mud. The puvl transmutes a non-magical 5-foot cube of rock within 30 feet of it into mud, or vice versa. The muddy area created this way is difficult terrain. When on a ceiling, the mud falls. *Dexterity Saving Throw:* DC 11, one creature beneath the falling mud. *Failure:* 7 (2d6) bludgeoning damage. When the puvl transmutes mud a creature is standing in, the creature becomes restrained until the stone (AC 15, HP 10; vulnerability to bludgeoning damage; immunity to poison and psychic damage) is destroyed or burst by using an action and succeeding on a DC 15 Strength check.

BONUS ACTIONS

Reform Body (1/Day). The puvl regains 1d6 hit points, or 2d6 hit points if it is bloodied. To do so, the puvl must have some mud within 5 feet of it.

PUVL — WEAKER

Armor Class 12

Initiative -1 (9)

Hit Points 3 (1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	8 (-1)	10 (+0)	7 (-2)	10 (+0)	8 (-1)

Skills Stealth +1

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 30 ft., tremorsense 60 ft., passive Perception 9

Languages Primordial (Terran)

CR 0 (XP 10; PB +2)



Stone Camouflage. The puvl has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Unusual Nature. The puvl doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +2, reach 5 feet. *Hit:* 1 bludgeoning damage.

Reform Body (1/Day). The puvl regains 1d4 hit points. To do so, the puvl must have some mud within 5 feet of it.

Transmute Rock or Mud. The puvl transmutes a non-magical 5-foot cube of rock within 5 feet of it into mud, or vice versa. The muddy area created this way is difficult terrain. When the puvl transmutes mud a creature is standing in, the creature becomes restrained until the stone (AC 15, HP 5; vulnerability to bludgeoning damage; immunity to poison and psychic damage) is destroyed or burst by using an action and succeeding on a DC 12 Strength check.

PUVL — STRONGER

Armor Class 16

Initiative -1 (9)

Hit Points 77 (14d6 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	7 (-2)	10 (+0)	8 (-1)

Skills Stealth +1

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 90 ft., passive Perception 9

Languages Primordial (Terran)

CR 3 (XP 700; PB +2)



Stone Camouflage. The puvl has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Unusual Nature. The puvl doesn't require air, food, drink, or sleep.

ACTIONS

Multitask. The puvl makes two Slam attacks. It can replace one of these attacks for a use of Transmute Rock or Mud.

Slam. *Melee Weapon Attack:* +5, reach 5 feet. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Transmute Rock or Mud. The puvl transmutes a non-magical 5-foot cube of rock within 30 feet of it into mud, or vice versa. The muddy area created this way is difficult terrain. When on a ceiling, the mud falls. *Dexterity Saving Throw:* DC 11, one creature beneath the falling mud. *Failure:* 10 (3d6) bludgeoning damage. When the puvl transmutes mud a creature is standing in, the creature becomes restrained until the stone (AC 15, HP 10; vulnerability to bludgeoning damage; immunity to poison and psychic damage) is destroyed or burst by using an action and succeeding on a DC 15 Strength check.

BONUS ACTIONS

Reform Body (2/Day). The puvl regains 5 (1d10) hit points, or 11 (2d10) hit points if it is bloodied. To do so, the puvl must have some mud within 5 feet of it.