

WEALDWALKER

Medium • Plant • Neutral

Armor Class 15

Initiative +0 (10)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	8 (-1)	15 (+2)	8 (-1)

Skills Nature +5

Damage Vulnerabilities fire

Damage Resistances necrotic, poison

Senses darkvision 60 ft., passive Perception 12

Languages understands Sylvan but can't speak

CR 6 (XP 2,300; PB +3)



False Appearance. If the wealdwalker is motionless and has changed its shape into a plant at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the wealdwalker move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the wealdwalker is animate.

ACTIONS

Multiattack. The wealdwalker makes two Slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the wealdwalker can use its Seedling on it.

Slam. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 16 (3d8 + 3) bludgeoning damage.

Seedling. *Dexterity Saving Throw:* DC 14, one Medium or Small creature grappled by the wealdwalker. *Failure:* The target becomes implanted with a seed. At the start of its next turn, the target takes 10 (4d4) piercing damage as roots start erupting from its body. At the start of its subsequent turns, the target's speed is reduced by a cumulative 10 feet.

WEALDWALKER — WEAKER

Armor Class 14

Initiative +0 (10)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	8 (-1)	13 (+1)	8 (-1)

Skills Nature +3

Damage Vulnerabilities fire

Damage Resistances necrotic, poison

Senses darkvision 60 ft., passive Perception 12

Languages understands Sylvan but can't speak

CR 3 (XP 700; PB +2)



If the target does not move or is not forcefully moved on a turn, the roots find purchase in the ground, and it becomes restrained. While restrained this way, the target takes 7 (2d6) necrotic damage at the start of each of its turns and can't move or be moved anymore. This effect only ends if the affected creature is targeted by a *greater restoration* spell or similar magic, or the target takes at least 15 fire damage in a single turn. If a Humanoid dies from this attack, it transforms into a **wealdwalker** over the course of 1 day.

BONUS ACTIONS

Shape-Shift. The wealdwalker shape-shifts into a Small to Large plant, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Plant Escape. The wealdwalker takes the Disengage action. To do so, there must be ample obscuring plant life within 5 feet of it.

False Appearance. If the wealdwalker is motionless and has changed its shape into a plant at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the wealdwalker move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the wealdwalker is animate.

ACTIONS

Multiattack. The wealdwalker makes two Slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the wealdwalker can use its Seedling on it.

Slam. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Seedling (1/Day). *Dexterity Saving Throw:* DC 12, one Medium or Small creature grappled by the wealdwalker. *Failure:* The target becomes implanted with a seed. At the start of its next turn, the target takes 5 (2d4) piercing damage as roots start erupting from its body. At the start of its subsequent turns, the target's speed is reduced by a cumulative 10 feet.

WEALDWALKER — STRONGER

Armor Class 16

Hit Points 178 (21d8 + 84)

Speed 30 ft.

Initiative +0 (10)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	8 (-1)	17 (+3)	8 (-1)

Skills Nature +7

Damage Vulnerabilities fire

Damage Resistances necrotic, poison

Senses darkvision 60 ft., passive Perception 12

Languages understands Sylvan but can't speak

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



False Appearance. If the wealdwalker is motionless and has changed its shape into a plant at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the wealdwalker move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the wealdwalker is animate.

ACTIONS

Multiattack. The wealdwalker makes two Slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the wealdwalker can use its Seedling on it.

Slam. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 22 (4d8 + 4) bludgeoning damage.

Seedling. *Dexterity Saving Throw:* DC 16, one Medium or Small creature grappled by the wealdwalker. *Failure:* The target becomes implanted with a seed. At the start of its next turn, the target takes 15 (6d4) piercing damage as roots start erupting from its body. At the start of its subsequent turns, the target's speed is reduced by a cumulative 10 feet.

If the target does not move or is not forcefully moved on a turn, the roots find purchase in the ground, and it becomes restrained. While restrained this way, the target takes 3 (1d6) necrotic damage at the start of each of its turns and can't move or be moved anymore. This effect only ends if the affected creature is targeted by a *greater restoration* spell or similar magic, or the target takes at least 15 fire damage in a single turn. If a Humanoid dies from this attack, it transforms into a **wealdwalker** over the course of 1 day.

BONUS ACTIONS

Shape-Shift. The wealdwalker shape-shifts into a Small to Large plant, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Plant Escape. The wealdwalker takes the Disengage action. To do so, there must be ample obscuring plant life within 5 feet of it.

If the target does not move or is not forcefully moved on a turn, the roots find purchase in the ground, and it becomes restrained. While restrained this way, the target takes 10 (3d6) necrotic damage at the start of each of its turns and can't move or be moved anymore. This effect only ends if the affected creature is targeted by a *greater restoration* spell or similar magic, or the target takes at least 15 fire damage in a single turn. If a Humanoid dies from this attack, it transforms into a **wealdwalker** over the course of 1 day.

BONUS ACTIONS

Shape-Shift. The wealdwalker shape-shifts into a Small to Large plant, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Plant Escape. The wealdwalker takes the Disengage action. To do so, there must be ample obscuring plant life within 5 feet of it.