

# CORTEXWOOD

Medium or Large • Aberration • Unaligned

**Armor Class** 15

**Initiative** -5 (5)

**Hit Points** 68 (8d10 + 24)

**Speed** 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	1 (-5)	16 (+3)	7 (-2)	14 (+2)	6 (-2)

**Condition Immunities** blinded, deafened

**Senses** blindsight 60 ft. (blind beyond that radius), tremorsense 150 ft., passive

Perception 12

**Languages** -

**CR** 3 (XP 700; PB +2)



**Aberrant Ground.** *Strength Saving Throw:* DC 13, any creature that starts its turn on the ground in a 20-foot emanation of the cortexwood. *Failure:* The target's speed is reduced to 0 until the end of its next turn. *Failure or Success:* The ground of this area is difficult terrain for creatures of the cortexwood's choice.

**Bloodied - Mislaid.** When the cortexwood becomes bloodied for the first time on a day, it teleports to an unoccupied space on the ground within 30 feet and simultaneously creates 3 illusory duplicates in unoccupied spaces within 30 feet of it as well. A duplicate has the Aberrant Ground trait and is destroyed when it takes any amount of damage.

**Regeneration.** The cortexwood regains 5 hit points at the start of each of its turns. If the cortexwood takes cold or lightning damage, this trait doesn't function on the cortexwood's next turn.

**Spider Climb.** The cortexwood can climb difficult surfaces, including along ceilings, without needing to make an ability check.

**Unusual Nature.** The cortexwood doesn't require air or sleep.

## ACTIONS

**Multiattack.** The cortexwood makes two Warped Bough attacks.

**Warped Bough.** *Melee Weapon Attack:* +5, reach 10 ft. *Hit:* 12 (2d8 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). While grappled this way, the target is restrained.

## CORTEXWOOD — WEAKER

**Armor Class** 14

**Initiative** -5 (5)

**Hit Points** 22 (3d10 + 6)

**Speed** 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	1 (-5)	14 (+2)	7 (-2)	12 (+1)	6 (-2)

**Condition Immunities** blinded, deafened

**Senses** blindsight 60 ft. (blind beyond that radius), tremorsense 150 ft., passive

Perception 11

**Languages** -

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



**Aberrant Ground.** *Strength Saving Throw:* DC 13, any creature that starts its turn on the ground in a 10-foot emanation of the cortexwood. *Failure:* The target's speed is reduced to 0 until the end of its next turn. *Failure or Success:* The ground of this area is difficult terrain for creatures of the cortexwood's choice.

**Bloodied - Mislead.** When the cortexwood becomes bloodied for the first time on a day, it teleports to an unoccupied space on the ground within 30 feet and simultaneously creates 3 illusory duplicates in unoccupied spaces within 30 feet of it as well. A duplicate has the Aberrant Ground trait and is destroyed when it takes any amount of damage.

**Spider Climb.** The cortexwood can climb difficult surfaces, including along ceilings, without needing to make an ability check.

**Unusual Nature.** The cortexwood doesn't require air or sleep.

## CORTEXWOOD — STRONGER

**Armor Class** 16

**Hit Points** 104 (11d10 + 44)

**Speed** 5 ft., climb 5 ft.

**Initiative** -5 (5)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	1 (-5)	18 (+4)	7 (-2)	14 (+2)	6 (-2)

**Condition Immunities** blinded, deafened

**Senses** blindsight 60 ft. (blind beyond that radius), tremorsense 150 ft., passive Perception 13

**Languages** -

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

**Aberrant Ground.** *Strength Saving Throw:* DC 15, any creature that starts its turn on the ground in a 20-foot emanation of the cortexwood. *Failure:* The target's speed is reduced to 0 until the end of its next turn. *Failure or Success:* The ground of this area is difficult terrain for creatures of the cortexwood's choice.

**Bloodied - Mislead.** When the cortexwood becomes bloodied for the first time on a day, it teleports to an unoccupied space on the ground within 30 feet and simultaneously creates 3 illusory duplicates in unoccupied spaces within 30 feet of it as well. A duplicate has the Aberrant Ground trait and is destroyed when it takes any amount of damage.

**Regeneration.** The cortexwood regains 10 hit points at the start of each of its turns. If the cortexwood takes cold or lightning damage, this trait doesn't function on the cortexwood's next turn.

**Spider Climb.** The cortexwood can climb difficult surfaces, including along ceilings, without needing to make an ability check.

**Unusual Nature.** The cortexwood doesn't require air or sleep.

### ACTIONS

**Multiattack.** The cortexwood makes two Warped Bough attacks.

**Warped Bough.** *Melee Weapon Attack:* +5, reach 10 ft. *Hit:* 20 (3d10 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). While grappled this way, the target is restrained.

### ACTIONS

**Warped Bough.** *Melee Weapon Attack:* +4, reach 10 ft. *Hit:* 6 (1d8 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). While grappled this way, the target is restrained.

**Psionic Pulse.** *Intelligence Saving Throw:* DC 11, one creature within 60 feet of cortexwood. *Failure:* 5 (1d10) psychic damage. *Success:* Half damage.

### BONUS ACTIONS

**Psionic Lure.** *Wisdom Saving Throw:* DC 11, one creature within 90 feet of the cortexwood. *Failure:* The target becomes charmed until the end of its next turn. While charmed, if the target is more than 5 feet away from the cortexwood, it must take the Dash action to move toward the cortexwood by the most direct route, trying to get within 5 feet of the cortexwood. It doesn't avoid opportunity attacks, but navigates around damaging terrain (such as lava or a pit). *Success:* The target is immune to this cortexwood's Lure for 24 hours.



**Psionic Pulse.** *Intelligence Saving Throw:* DC 14, one creature within 60 feet of cortexwood. *Failure:* 32 (5d12) psychic damage. *Success:* Half damage.

**Tentacle Roots (Recharge 5-6).** The cortexwood casts *black tentacles* (spell save DC 14, range 30 feet).

**Seedling (1/Day).** *Constitution Saving Throw:* DC 15, one Medium or Small creature grappled by the cortexwood. *Failure:* 22 (4d10) piercing damage. Further, the target is cursed and has a minuscule seed implanted in it. Removing the curse destroys the seed. Over 2d4 × 10 days, the seed sprouts. In the final 24 hours, the cursed target feels unwell; its speed is halved, and it has disadvantage on attacks, saving throws, and ability checks. At the end of this time, the target warps into that of a Medium-sized **cortexwood**, which grows to its normal Large size within 100 days. *Success:* Half damage.

### BONUS ACTIONS

**Psionic Lure.** *Wisdom Saving Throw:* DC 14, one creature within 300 feet of the cortexwood. *Failure:* The target becomes charmed until the end of its next turn. While charmed, if the target is more than 5 feet away from the cortexwood, it must take the Dash action to move toward the cortexwood by the most direct route, trying to get within 5 feet of the cortexwood. It doesn't avoid opportunity attacks, but navigates around damaging terrain (such as lava or a pit). *Success:* The target is immune to this cortexwood's Lure for 24 hours.