ELDERPEDE

Large • Aberration • Neutral Evil



Armor Class 16
Initiative +5 (15)
Hit Points 102 (12d10 + 36)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	8 (-1)	14 (+2)	7 (-2)

Skills Athletics +6, Perception +5, Stealth +5
Damage Resistances psychic
Condition Immunities deafened
Senses blindsight 20 ft., darkvision 60 ft., passive Perception 15
Languages Understands Deep Speech but can't speak
CR 7 (XP 2,900; PB +3)

Bloodied - Neurotoxic Evaporation. While bloodied, any creature that starts its turn within 20 feet of the elderpede is subjected to the following effect. *Wisdom Saving Throw:* DC 14. *Failure:* The target considers all creatures it can see as foes, uses its movement to distance itself from those creatures as far as possible. and uses its action to deal damage to the closest creature it can see. These effects lasts until the start of the creatures next turn. *Success:* The target becomes immune to this effect for 1 hour.

Patient Hunter. While in dim light or Darkness and motionless, the elderpede has advantage on Dexterity (Stealth) checks.

Sense Magic. The elderpede senses magic within 150 feet of it at will. This trait otherwise works like the *detect magi*c spell but isn’t itself magical.

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

ACTIONS

Multiattack. The elderpede makes two Antenna attacks. If both attacks hit the same Medium or smaller target, the target is grappled (escape DC 14).

Antenna. *Melee Weapon Attack:* +6, reach 15 ft. *Hit:* 16 (3d8 + 3) bludgeoning damage.

Pincer Tail. *Melee Weapon Attack:* +6, reach 10 ft. *Hit:* 25 (4d10 + 3) piercing damage plus 18 (4d8) poison damage.

BONUS ACTIONS

Magic Lure (Recharges after a Rest). The elderpede creates an illusion of a ethereal flower in a space within 30 feet of itself. The flower levitates, sheds dim light in a 5-foot emanation originating from it, and hums an alluring melody audible within 120 feet of it. The flower lasts for 10 minutes. *Wisdom Saving Throw:* DC 13 (with advantage if target is fighting the elderpedes or its allies), any creature that starts its turn within 30 feet of the flower. *Failure:* The target becomes charmed for 1 minute. While charmed in this way, the target must use its movement on each of its turns to move closer to the flower by the safest available route. The effect ends early if the target takes any damage or touches the flower.

Tendrils. The elderpede pulls a Medium or smaller creature grappled by it into its space. The target becomes grappled and restrained (escape DC 14) by the elderpede's tendrils on its back. *Intelligence Saving Throw:* DC 14, a creature that starts its turn restrained by this ability. *Failure:* 5 (1d10) psychic damage and the target becomes stunned until the start of its next turn. Only one creature can be restrained this way.

ELDERPEDE — WEAKER



Armor Class 15
Initiative +3 (13)
Hit Points 67 (9d10 + 18)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	8 (-1)	12 (+1)	7 (-2)

Skills Athletics +4, Perception +3, Stealth +3
Damage Resistances psychic
Condition Immunities deafened
Senses blindsight 20 ft., darkvision 60 ft., passive Perception 13
Languages Understands Deep Speech but can't speak
CR 4 (XP 1,100; PB +2)

Bloodied - Neurotoxic Evaporation. While bloodied, any creature that starts its turn within 20 feet of the elderpede is subjected to the following effect. *Wisdom Saving Throw:* DC 12. *Failure:* The target considers all creatures it can see as foes, uses its movement to distance itself from those creatures as far as possible. and uses its action to deal damage to the closest creature it can see. These effects lasts until the start of the creatures next turn. *Success:* The target becomes immune to this effect for 1 hour.

Patient Hunter. While in dim light or Darkness and motionless, the elderpede has advantage on Dexterity (Stealth) checks.

Sense Magic. The elderpede senses magic within 150 feet of it at will. This trait otherwise works like the *detect magi*c spell but isn't itself magical.

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

ACTIONS

Multiattack. The elderpede makes two Antenna attacks. If both attacks hit the same Medium or smaller target, the target is grappled (escape DC 14).

Antenna. *Melee Weapon Attack:* +4, reach 15 ft. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Pincer Tail. *Melee Weapon Attack:* +4, reach 10 ft. *Hit:* 19 (3d10 + 3) piercing damage plus 10 (3d6) poison damage.

BONUS ACTIONS

Magic Lure (Recharges after a Rest). The elderpede creates an illusion of a ethereal flower in a space within 30 feet of itself. The flower levitates, sheds dim light in a 5-foot emanation originating from it, and hums an alluring melody audible within 120 feet of it. The flower lasts for 10 minutes. *Wisdom Saving Throw:* DC 11 (with advantage if target is fighting the elderpedes or its allies), any creature that starts its turn within 30 feet of the flower. *Failure:* The target becomes charmed for 1 minute. While charmed in this way, the target must use its movement on each of its turns to move closer to the flower by the safest available route. The effect ends early if the target takes any damage or touches the flower.

Tendrils. The elderpede pulls a Medium or smaller creature grappled by it into its space. The target becomes grappled and restrained (escape DC 12) by the elderpede's tendrils on its back. *Intelligence Saving Throw:* DC 12, a creature that starts its turn restrained by this ability. *Failure:* The target becomes stunned until the start of its next turn. Only one creature can be restrained this way.

ELDERPEDE — STRONGER

Armor Class 17 **Initiative** +7 (17)
Hit Points 142 (15d10 + 60)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	8 (-1)	16 (+3)	9 (-1)

Skills Athletics +8, Perception +7, Stealth +7
Damage Resistances psychic
Condition Immunities deafened
Senses blindsight 20 ft., darkvision 60 ft., passive Perception 17
Languages Understands Deep Speech but can't speak
CR 10 (XP 5,900; PB +4)



Bloodied - Neurotoxic Evaporation. While bloodied, any creature that starts its turn within 20 feet of the elderpede is subjected to the following effect. *Wisdom Saving Throw:* DC 16. *Failure:* The target considers all creatures it can see as foes, uses its movement to distance itself from those creatures as far as possible. and uses its action to deal damage to the closest creature it can see. These effects lasts until the start of the creatures next turn. *Success:* The target becomes immune to this effect for 1 hour.

Patient Hunter. While in dim light or Darkness and motionless, the elderpede has advantage on Dexterity (Stealth) checks.

Sense Magic. The elderpede senses magic within 150 feet of it at will. This trait otherwise works like the *detect magi*c spell but isn't itself magical.

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

ACTIONS

Multiattack. The elderpede makes two Antenna attacks and one Pincer Tail attack. If both Antenna attacks hit the same Medium or smaller target, the target is grappled (escape DC 16).

Antenna. *Melee Weapon Attack:* +8, reach 15 ft. *Hit:* 13 (3d6 + 3) bludgeoning damage.

Pincer Tail. *Melee Weapon Attack:* +8, reach 10 ft. *Hit:* 25 (4d10 + 3) piercing damage plus 10 (3d6) poison damage.

BONUS ACTIONS

Magic Lure (Recharges after a Rest). The elderpede creates an illusion of a ethereal flower in a space within 30 feet of itself. The flower levitates, sheds dim light in a 5-foot emanation originating from it, and hums an alluring melody audible within 120 feet of it. The flower lasts for 10 minutes. *Wisdom Saving Throw:* DC 15 (with advantage if target is fighting the elderpedes or its allies), any creature that starts its turn within 30 feet of the flower. *Failure:* The target becomes charmed for 1 minute. While charmed in this way, the target must use its movement on each of its turns to move closer to the flower by the safest available route. The effect ends early if the target takes any damage or touches the flower.

Tendrils. The elderpede pulls a Medium or smaller creature grappled by it into its space. The target becomes grappled and restrained (escape DC 16) by the elderpede's tendrils on its back. *Intelligence Saving Throw:* DC 16, a creature that starts its turn restrained by this ability. *Failure:* 7 (2d6) psychic damage and the target becomes stunned until the start of its next turn. Only one creature can be restrained this way.