

BLIGHTCAP

Small or Medium • Plant • Neutral Evil

Armor Class 12

Initiative +0 (10)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	9 (-1)	12 (+1)	9 (-1)

Skills Nature +1, Survival +3

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Blightcap

CR 2 (450 XP; PB +2)



Aura of Spores. *Constitution Saving Throw:* DC 12 (with disadvantage if the creature is within the aura of multiple blightcaps), any creature (other than a blightcap) that starts its turn in a 10-foot emanation originating from the blightcap.
Failure: The target takes 5 (2d4) poison damage.

Bloodied: Blood and Poison. While bloodied, a creature that fails its save against the blightcap's Aura of Spores also becomes blinded until the end of its turn.

Sunlight Sensitivity. While in sunlight, the blightcap has disadvantage on ability checks and attack rolls.

BLIGHTCAP — WEAKER

Small or Medium • Plant • Neutral Evil

Armor Class 11

Initiative +0 (10)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	9 (-1)	12 (+1)	9 (-1)

Skills Nature +1, Survival +3

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 11

Languages Blightcap

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



Aura of Spores. *Constitution Saving Throw:* DC 11 (with disadvantage if the creature is within the aura of multiple blightcaps), any creature (other than a blightcap) that starts its turn in a 5-foot emanation originating from the blightcap.
Failure: The target takes 5 (2d4) poison damage.

Bloodied: Blood and Poison. While bloodied, a creature that fails its save against the blightcap's Aura of Spores also becomes blinded until the end of its turn.

Sunlight Sensitivity. While in sunlight, the blightcap has disadvantage on ability checks and attack rolls.

ACTIONS

Multiattack. The blightcap makes two Claw attacks.

Claw. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) poison damage.

Fungal Infection (Recharge 6). *Constitution Saving Throw:* DC 12, one creature within 30 feet that the radiant can see.
Failure: The target becomes poisoned until the target takes an action to rip out the sprouting mushrooms or takes at least 10 fire damage. While poisoned, the target takes 5 (1d10) necrotic damage at the start of each of its turns and can't regain hit points.

ACTIONS

Claw. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) poison damage.

Fungal Infection (Recharge 6). *Constitution Saving Throw:* DC 11, one creature within 30 feet that the radiant can see.
Failure: The target becomes poisoned until the target takes an action to rip out the sprouting mushrooms or takes at least 5 fire damage. While poisoned, the target takes 3 (1d6) necrotic damage at the start of each of its turns and can't regain hit points.

BLIGHTCAP — STRONGER

Small or Medium • Plant • Neutral Evil

Armor Class 13

Initiative +0 (10)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	9 (-1)	13 (+1)	9 (-1)

Skills Nature +1, Survival +3

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Blightcap

CR 4 (XP 1,100; PB +2)



Aura of Spores. *Constitution Saving Throw:* DC 13 (with disadvantage if the creature is within the aura of multiple blightcaps), any creature (other than a blightcap) that starts its turn in a 10-foot emanation originating from the blightcap.
Failure: The target takes 7 (2d6) poison damage.

Bloodied: Blood and Poison. While bloodied, a creature that fails its save against the blightcap's Aura of Spores also becomes blinded until the end of its turn.

Sunlight Sensitivity. While in sunlight, the blightcap has disadvantage on ability checks and attack rolls.

ACTIONS

Multiattack. The blightcap makes two Claw attacks.

Claw. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) poison damage.

Fungal Infection (Recharge 6). *Constitution Saving Throw:* DC 13, one creature within 30 feet that the radiant can see.
Failure: The target becomes poisoned until the target takes an action to rip out the sprouting mushrooms or takes at least 10 fire damage. While poisoned, the target takes 9 (2d8) necrotic damage at the start of each of its turns and can't regain hit points.