

SHROOM SNAKE

Medium • Fey • Chaotic Evil

Armor Class 13

Initiative +3 (13)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Con +4

Skills Deception +5, Perception +3, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., passive Perception 13

Languages Common, Sylvan

CR 2 (XP 450; PB +2)



Edible Tailshroom. A creature can plug the mushroom from the snake's tail. Doing so deals no damage to the snake, which can regrow a replacement mushroom by finishing a long rest. *Wisdom Saving Throw:* DC 12, a creature eating the mushroom. *Failure:* The target becomes unable to discern lies and believes everything as true and said with good intent. It automatically fails all checks made using the Insight skill. The effect lasts until the target finishes a short or long rest.

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

Regeneration. The snake regains 5 hit points at the start of each of its turns if it has at least 1 hit point. If the snake takes fire damage, this trait doesn't function on the snake's next turn.

SHROOM SNAKE — WEAKER

Armor Class 13

Initiative +2 (12)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	11 (+0)

Saving Throws Con +3

Skills Deception +4, Perception +2, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., passive Perception 12

Languages Common, Sylvan

CR 1/4 (XP 50; PB +2)



ACTIONS

Multiattack. The snake makes one Bite attack. It can use its Spore Breath, if available, before or after this attack.

Bite. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage. This attack deals an additional 3 (1d6) poison damage against creatures that are poisoned.

Spore Breath (Recharge 5-6). *Constitution Saving Throw:* DC 12, each creature in a 15-foot cone. *Failure:* The target becomes poisoned until the end of its next turn.

Edible Tailshroom. A creature can plug the mushroom from the snake's tail. Doing so deals no damage to the snake, which can regrow a replacement mushroom by finishing a long rest. *Wisdom Saving Throw:* DC 11, a creature eating the mushroom. *Failure:* The target becomes unable to discern lies and believes everything as true and said with good intent. It automatically fails all checks made using the Insight skill. The effect lasts until the target finishes a short or long rest.

False Appearance. If the snake is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the snake move or act, that creature must succeed on a DC 13 Intelligence (Investigation) check to discern that the snake is animate.

Regeneration. The snake regains 5 hit points at the start of each of its turns if it has at least 1 hit point. If the snake takes fire damage, this trait doesn't function on the snake's next turn.

SHROOM SNAKE — STRONGER

Armor Class 13

Hit Points 97 (13d8 + 39)

Speed 30 ft.

Initiative +3 (13)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Con +6

Skills Deception +8, Perception +5, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., passive Perception 15

Languages Common, Sylvan

CR 5 (XP 1,800; PB +3)

Edible Tailshroom. A creature can plug the mushroom from the snake's tail. Doing so deals no damage to the snake, which can regrow a replacement mushroom by finishing a long rest. *Wisdom Saving Throw:* DC 14, a creature eating the mushroom. *Failure:* The target becomes unable to discern lies and believes everything as true and said with good intent. It automatically fails all checks made using the Insight skill. The effect lasts until the target finishes a short or long rest.

False Appearance. If the snake is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the snake move or act, that creature must succeed on a DC 17 Intelligence (Investigation) check to discern that the snake is animate.

Regeneration. The snake regains 5 hit points at the start of each of its turns if it has at least 1 hit point. If the snake takes fire damage, this trait doesn't function on the snake's next turn.

ACTIONS

Multiattack. The snake makes one Bite attack. It can use its Spore Breath, if available, before or after this attack.

Bite. Melee Weapon Attack: +5, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage. This attack deals an additional 2 (1d4) poison damage against creatures that are poisoned.

Spore Breath (Recharge 5-6). *Constitution Saving Throw:* DC 11, each creature in a 15-foot cone. *Failure:* The target becomes poisoned until the end of its next turn.



ACTIONS

Multiattack. The snake makes one Bite attack. It can use its Spore Breath, if available, before or after this attack.

Bite. Melee Weapon Attack: +6, reach 5 ft. *Hit:* 12 (2d8 + 3) piercing damage plus 22 (5d8) poison damage. This attack deals an additional 9 (2d8) poison damage against creatures that are poisoned.

Spore Breath (Recharge 5-6). *Constitution Saving Throw:* DC 14, each creature in a 30-foot cone. *Failure:* The target becomes poisoned for 1 minute and can repeat the save at the end of each of its turns to end the effect.