

BILIOUS ABOMINATION

Small • Aberration • Chaotic Evil

Armor Class 9

Initiative -1 (9)

Hit Points 17 (7d6 - 7)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	8 (-1)	1 (-5)	6 (-2)	3 (-4)

Damage Resistances acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 8

Languages -

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



Revolting. *Constitution Saving Throw:* DC 9 (with disadvantage if the creature is within the aura of multiple abominations), any creature (other than an Aberration) that starts its turn in a 15-foot emanation originating from the abomination and can see it. *Failure:* The target becomes poisoned until the start of its next turn.

Weighing Down. A Medium or smaller creature grappled by two or more abominations is knocked prone and can't get up.

ACTIONS

Rend. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) piercing damage plus 2 (1d4) acid damage.

REACTIONS

Desperate Clinging. *Trigger:* The abomination takes damage from an attack within 5 feet of it. *Response:* The attacker is grappled (escape DC 11).

BILIOUS ABOMINATION — WEAKER

Armor Class 8

Initiative -2 (8)

Hit Points 6 (4d6 - 8)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	7 (-2)	6 (-2)	1 (-5)	6 (-2)	3 (-4)

Damage Resistances acid

Condition Immunities prone

Senses darkvision 30 ft., passive Perception 8

Languages -

CR 0 (XP 10; PB +2)



Revolting. *Constitution Saving Throw:* DC 8 (with disadvantage if the creature is within the aura of multiple abominations), any creature (other than an Aberration) that starts its turn in a 10-foot emanation originating from the abomination and can see it. *Failure:* The target becomes poisoned until the start of its next turn.

Weighing Down. A Medium or smaller creature grappled by two or more abominations is knocked prone and can't get up.

ACTIONS

Rend. *Melee Weapon Attack:* +2, reach 5 ft. *Hit:* 1 piercing damage.

REACTIONS

Desperate Clinging. *Trigger:* The abomination takes damage from an attack within 5 feet of it. *Response:* The attacker is grappled (escape DC 10).

BILIOUS ABOMINATION — STRONGER

Armor Class 9

Initiative -1 (9)

Hit Points 44 (8d6 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	14 (+2)	1 (-5)	6 (-2)	3 (-4)

Damage Resistances acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 8

Languages -

CR 2 (XP 450; PB +2)



Revolting. *Constitution Saving Throw:* DC 12 (with disadvantage if the creature is within the aura of multiple abominations), any creature (other than an Aberration) that starts its turn in a 20-foot emanation originating from the abomination and can see it. *Failure:* The target becomes poisoned until the start of its next turn.

Weighing Down. A Medium or smaller creature grappled by two or more abominations is knocked prone and can't get up.

ACTIONS

Rend. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) slashing damage plus 7 (2d6) acid damage.

REACTIONS

Desperate Clinging. *Trigger:* The abomination takes damage from an attack within 5 feet of it. *Response:* The attacker is grappled (escape DC 12).