

CARRION FRITILLARY

Small • Plant • Unaligned

Armor Class 7

Initiative -3 (7)

Hit Points 16 (3d6 + 3)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	4 (-3)	13 (+1)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances fire, necrotic

Damage Immunities poison

Condition Immunities blinded, deafened, exhaustion, poisoned, prone

Senses blindsight 60 ft. (blind beyond), passive Perception 8

Languages -

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



Spider Climb. The fritillary can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unusual Nature. The kelp doesn't require sleep.

ACTIONS

Poison Shot. *Ranged Weapon Attack:* +3, range 60 ft., one creature. *Hit:* 7 (2d6) poison damage.

Crippling Roots. *Dexterity Saving Throw:* DC 11, one creature within 5 feet of the fritillary that it can see. *Failure:* 5 (2d4) piercing damage, and the fritillary attaches to the target. While attached, the fritillary can't use its Crippling Roots against a different target, and the target's speed is reduced by 10 feet for each fritillary attached to it this way. A creature reduced to 0 foot speed this way becomes restrained. The attached fritillary moves with the target whenever the target moves, requiring none of the fritillary's movement. The fritillary can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach a fritillary.

Blight Cloud (1/Day). The area in a 15-foot emanation originating from the fritillary, spreading around corners, becomes heavily obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it. *Constitution Saving Throw:* DC 11, a creature starting its turn inside the area or entering it for the first time on a turn (carrion fritillaries are immune to this effect). *Failure:* The target becomes incapacitated and spends its turn retching and reeling. *Success:* The target becomes poisoned instead until the start of its next turn.

CARRION FRITILLARY — WEAKER

Armor Class 7

Initiative -3 (7)

Hit Points 3 (1d6)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	4 (-3)	11 (+0)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances fire, necrotic

Damage Immunities poison

Condition Immunities blinded, deafened, exhaustion, poisoned, prone

Senses blindsight 30 ft. (blind beyond), passive Perception 8

Languages -

CR 0 (XP 10: PB +2)



Spider Climb. The fritillary can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unusual Nature. The kelp doesn't require sleep.

ACTIONS

Poison Shot. *Ranged Weapon Attack:* +2, range 20 ft., one creature. *Hit:* 1 poison damage.

Crippling Roots. *Dexterity Saving Throw:* DC 10, one creature within 5 feet of the fritillary that it can see. *Failure:* 1 piercing damage, and the fritillary attaches to the target. While attached, the fritillary can't use its Crippling Roots against a different target, and the target's speed is reduced by 10 feet for each fritillary attached to it this way. A creature reduced to 0 foot speed this way becomes restrained. The attached fritillary moves with the target whenever the target moves, requiring none of the fritillary's movement. The fritillary can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach a fritillary.

CARRION FRITILLARY — STRONGER

Armor Class 7

Hit Points 52 (8d6 + 24)

Speed 5 ft., climb 5 ft.

Initiative -3 (7)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	4 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances fire, necrotic

Damage Immunities poison

Condition Immunities blinded, deafened, exhaustion, poisoned, prone

Senses blindsight 60 ft. (blind beyond), passive Perception 8

Languages -

CR 2 (XP 450, PB +2)



Spider Climb. The fritillary can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unusual Nature. The kelp doesn't require sleep.

ACTIONS

Poison Shot. *Ranged Weapon Attack:* +5, range 60 ft., one creature. *Hit:* 16 (3d10) poison damage.

Crippling Roots. *Dexterity Saving Throw:* DC 13, one creature within 5 feet of the fritillary that it can see. *Failure:* 14 (4d6) piercing damage, and the fritillary attaches to the target. While attached, the fritillary can't use its Crippling Roots against a different target, and the target's speed is reduced by 10 feet for each fritillary attached to it this way. A creature reduced to 0 foot speed this way becomes restrained. The attached fritillary moves with the target whenever the target moves, requiring none of the fritillary's movement. The fritillary can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach a fritillary.

Blight Cloud (1/Day). The area in a 10-foot emanation originating from the fritillary, spreading around corners, becomes heavily obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it. *Constitution Saving Throw:* DC 11, a creature starting its turn inside the area or entering it for the first time on a turn (carrion fritillaries are immune to this effect). *Failure:* The target becomes poisoned instead until the start of its next turn.

Blight Cloud (1/Day). The area in a 20-foot emanation originating from the fritillary, spreading around corners, becomes heavily obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it. *Constitution Saving Throw:* DC 13, a creature starting its turn inside the area or entering it for the first time on a turn (carrion fritillaries are immune to this effect). *Failure:* The target becomes incapacitated and spends its turn retching and reeling. *Success:* The target becomes poisoned instead until the start of its next turn.