Porcupine

Tiny beast, unaligned

Armor Class 10
Hit Points 3 (1d4 + 1)
Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11
Languages --
Challenge 1/2 (50 XP)

Musk Defense. If threatened, the porcupine fans its backside, revealing a large patch of quills. These quills are coated with a smelly oil. Any creature within 10 feet of the porcupine must succeed on a DC 10 Constitution saving throw or be poisoned for 1-minute as it retches.

Quill Body. At the start of its turn, the porcupine deals 5 (1d10) piercing damage to any creature grappling it. This number also reflects the number of quills imbedded in the creature's skin.

Wounding Quills. While imbedded with quills, the creature has disadvantage on attack rolls, saving throws, and concentration checks. In addition, removing a quill deals 1 points of piercing damage.

Actions

Bite. Melee *Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Reactions

Quill Defense. The porcupine releases 5 (1d10) quills to any creature making a melee attack against it. These quills automatically hit, requiring no attack roll, and are embedded in the attacker skin (see above).

Beak – Undead Owlbear

Large undead, unaligned

Armor Class 13 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	3 (-4)	6 (-2)	3 (-4)

Skills Perception +3
Condition Immunities poisoned
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 10
Languages --
Challenge 3 (700 XP)

Undead Fortitude. If damage reduces Beak to 0 hit points, she must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Beak drops to 1 hit point instead.

Actions

Multiattack. Beak makes two attacks: one with her beak and one with her claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Scaling Suggestions

APL 1-2: Decrease Beak's to hit bonus to +5 and her HP to 45.
APL 4: Increase Beak's HP to 98.
APL 5-6: Increase Beak's AC to 14, HP to 115, and give her magic resistance: advantage on saving throws against spells and other magical effects.

Gerta Tuss

Large undead, neutral evil

Armor Class 8
Hit Points 85 (9d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Condition Immunities poisoned
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 8
Languages Understand Common and Elven but cannot speak
Challenge 3 (700 XP)

Stench. Any creature that starts its turn within 5 feet of Gerta must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to Gerta's Stench for 24 hours.

Turning Defiance. Gerta has advantage on saving throws against effects that turn undead.

Undead Fortitude. If damage reduces Geta to 0 hit points, she must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Gerta drops to 1 hit point instead.

Actions

Multiattack. Gerta makes two attacks: one with her fist slam and one with her hair whip.

Fist Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Hair Whip. *Ranged Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 3 (1d4) slashing damage plus 3 (1d6) necrotic damage.

Scaling Suggestions

APL 1-2: Decrease Gerta's to hit bonus to +4 and her HP to 60, remove her hair whip attack.
APL 4: Increase Gerta's HP to 115.
APL 5-6: Increase Gerta's AC to 10, HP to 126, and give her magic resistance: advantage on saving throws against spells and other magical effects.

Gerta Modification

If you have a strong party of adventurers, you may wish to give Gerta the following modification:

Greasy Skin: Gerta's flesh is bloated and deadly. When she jumps from the tub, two tiny patches of her skin slough off and onto the floor within 10 feet of her, randomly placed by you.

Each skin patch greases the square it lands in. If the square is occupied, each creature in the square must succeed on a DC 12 Dexterity saving throw or fall prone. A creature that enters the area or ends it turn there must also succeed on a Dexterity saving throw or fall prone.

A successful attack dealing bludgeoning, slashing, or force damage causes another patch of skin to fly from Gerta's body, landing in a random square within 10 feet of Gerta, chosen by you.