

VAR'VODAKIN HELSPAWN

INTRODUCTION

Bakinqua, the devil of Dark Wood, spawned the first varoot helpspawn in his hidden wilderness laboratory outside Rybalka. Recently, a Vikmordere druid traded some rare ingredients for the root which then made its way into a supply of varoot destined for Dark Redwood Distillery, a new project by Mayor Igor Leonid (Faction 1) of Rybalka (Setting 1).

Once in the distillery, the varoot helpspawn gorged itself on var'vodakin, mutating into a grotesque and dangerous aberration, the var'vodakin helpspawn.

VAROOT HELSPAWN

Minor Hazard

AC 10, HP 1

Moves up to 20 feet per round on initiative count 10; a creature that enters its space for the first time on a turn or starts its turn there takes 1 Fire damage.

Explosive. *Trigger:* The varoot helpspawn takes damage. *Response:* The varoot helpspawn explodes; every target in a 10-foot-radius Sphere centered on the varoot helpspawn takes 1 Fire damage.



A slime-covered abomination flails with its root-like red tentacles as it oozes across the ground. It stops for a moment to grab a rat. In an instant, it has liquified its prey, leaving behind only the stench of alcohol as the whole mass quivers and expands.

VAR'VODAKIN HELSPAWN

Large Aberration, Neutral Evil

Armor Class 14 (natural armor) **Initiative** +1 (11)

Hit Points 71 (11d10 + 11)

Speed 25 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	DEX	12	+1	+1	CON	13	+1	+1
INT	2	-4	-4	WIS	10	+0	+0	CHA	6	-2	-2

Vulnerabilities Fire

Resistances Cold

Immunities Poison; Blinded, Charmed, Deafened, Frightened, Paralyzed, Poisoned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 10

Languages —

CR 2 (XP 450; PB +2)

TRAITS

Chemically Unstable. The var'vodakin helpspawn has Disadvantage on attack rolls until the end of its next turn if it takes Acid damage. *Purify Food and Drink* centered on it deals 13 (3d8) Force damage to it.

ACTIONS

Tendrill Slam. *Melee Attack Roll* : +3, reach 15 ft. *Hit*: 8 (2d6 + 1) Bludgeoning damage plus 2 (1d4) acid damage and the target has the Grappled condition (escape DC 11) if it is Medium or smaller.

Tendrill Fling. *Melee Attack Roll*: +3 to hit, reach 5 ft., one grappled creature. *Hit*: 8 (2d6 + 1) Bludgeoning damage. The var'vodakin helpspawn flicks the target up to 20 feet away to an unoccupied space, and the target has the Prone condition. Then, one of the following effects occurs, depending on the area the target is flung to:

Varoot Detonation. If the target falls Prone in the space of a varoot helpspawn, that varoot helpspawn deals 1 Fire damage to the target and then detonates. **Toss Follow-Up.** If the target lands within 5 feet of another creature or object, the var'vodakin helpspawn makes a Toss attack against that other creature or object.

Toss. *Ranged Attack Roll*: +3 to hit, range 5/20 ft. *Hit*: 8 (2d6 + 1) Bludgeoning damage.

BONUS ACTIONS

Intoxicating Gas. One 5-foot Cube the var'vodakin helpspawn can see within 30 feet of it. Then, one of the following effects occur, based on the target area:

Flammable Gas. *Trigger*: If there is an open flame in the area, the gas ignites, dealing 2 (1d4) Fire damage to any creature in the area and to the var'vodakin helpspawn.

Intoxicating Fumes. *Constitution Saving Throw*: DC 11, *Failure*: The target has the Charmed condition until the end of its next turn. *Success*: The target becomes immune to the Charmed condition of Intoxication for 1 hour.

Spawn Varoot Helpspawns (Recharge 5–6). The var'vodakin helpspawn buds off 1d4 + 2 varoot helpspawns within 5 feet of it. They act on initiative count 10.

REACTIONS

Redirect Attack. *Trigger*: The var'vodakin helpspawn is hit by an attack. *Response*: The attack hits a varoot helpspawn within 20 feet of the var'vodakin helpspawn instead.



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