

# QUOGWAT

The untamed forests of Odonburg are home to many unusual and interesting creatures, many of which have never been discovered beyond Southern Omeria. Perhaps one of the oddest creatures found exclusively in Odonburg are the reclusive quogwats. Resembling a cross between a frog and a hedgehog, the quogwats are 5-inch-tall plant creatures who thrive in places with plenty of wet soil, garbage, and sometimes, dead things. What's most unusual is that quogwats tend to favor dark and evil areas, such as hagwoods, cursed forests, and even desecrated, overgrown graveyards. However, quogwats are not inherently evil themselves. They do enjoy pulling pranks, however, especially on humanoids.

## QUOGWAT

*Tiny plant, chaotic neutral*

**Armor Class** 12

**Hit Points** 3 (1d4 + 1)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	13 (+1)	7 (-2)	13 (+1)	7 (-2)

**Saving Throws** Int +0, Cha +0

**Skills** Stealth +4

**Senses** passive Perception 11

**Languages** Sylvan

**Challenge** 1/8 (25 XP)

**Nature's Ward.** Any creature who targets the Quogwat with an attack or a harmful spell must first make a DC 11 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. The ward doesn't protect the Quogwat from area effects, such as the explosion of a fireball.

**Pollen Release.** When the quogwat dies, it explodes in a burst of pollen. Each creature within 5 feet of it must make a DC 11 Constitution saving throw or fall unconscious for 7 days. Each day, the creature can repeat its saving throw, ending the effect on itself with a success. Otherwise, the creature remains unconscious until a *lesser restoration* or similar magic is cast upon it. Once the creature wakes, roll a d20 and add 1 for every day the creature was asleep. On a result of 20 or higher, 1d4 new **quogwats** emerge from the creature's body, typically from its abdomen. There is a 50% chance that these new quogwats view the creature as their mother. Otherwise, the quogwats remain indifferent.

## Actions

**Stone.** *Ranged Weapon Attack:* +4 to hit, range 10/30 ft., one target. *Hit:* 1 bludgeoning damage.

