

GARDEN OF STATUARY



ALL THE STATUES INSIDE ARE SO LIFELIKE!

GARDEN OF STATUARY

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— Nerdarchist Dave



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All the statues inside are so lifelike!

TERRIBLE TERRAIN

Garden of Statuary

Whatever the season was outside before you arrived in this place, the inside of the garden is eternally summer down to the constant buzzing of insects.

When the sun begins to go down in this place, fireflies emerge. Each tiny insect sheds bright light out to 20 feet when it glows.

The glade is crowded by various plants including several **stonesnappers** and characters who succeed on a DC 14 Wisdom (Perception) check spot humanoid statues between some of the plants.

More statues dot the garden further inside, each precisely representing the likeness of distinct creatures down to the most minute detail.

Protip: This is classic Game Master talk for warning players of petrification dangers ahead. You know it, they know it. Enjoy the suspense!

1 — Brambleway

The narrow pathway leading into this part of the forest is overgrown with tangled plant matter and almost difficult to recognize as a path at first glance.

Characters who succeed on a DC 14 Wisdom (Perception) check notice the path right away. Otherwise the curling brambles and crowded space make this area difficult terrain.

When a creature enters the area for the first time or starts their turn there must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) piercing damage as thorny vines shift and swipe at them on their way through.

2 - Nursery

This oblong area is 50 feet wide and 25 feet long. Along the clearing pieces of broken statuary lay shattered in the undergrowth. Though the thorns have been carefully cleared out of this place, there is still quite a bit of undergrowth here in the form of smooth vines.

Four large amorphous masses of stone dot the area, 10 feet across and 15 feet high. Some of them have extrusions in the shapes of what might be tails or snouts, as if someone had begun to carve the shape of a lizard out of them but never finished. These are the stone chrysalis of **chandelisks** morphing into **litholisks**.

Characters who succeed on a DC 14 Dexterity (Stealth) check sneak through the area and avoid the notice of a litholisk lying in wait. If it sees them moving around in here it will attack to protect the eggs hidden in some of the larger piles of underbrush.

A character who succeeds on a DC 15 Intelligence (Investigation) check discovers the locations of these eggs, carefully hidden beneath vines and leaves. There are three in total, all roughly the size of a coconut each, but more oblong.

3 - The Conservatory

The plants in this 45 ft. by 35 ft. clearing have been carefully maintained but most of them swivel back and forth on their stems as if waiting for prey to walk by.

There are four **stonesnappers** in this area, rooted to points a, b, c and d on the map. Some broken pieces of statuary litter the ground around the stonesnappers and every so often one of them will bend to snap up a piece of statue to tip back into the basin of its flower. They will attack anything within five feet of them, though the sap inside the flower can be harvested to cure someone that has been petrified.

4 - The Gallery

Unlike the other clearings, this 50 ft. by 75 ft. clearing has been arranged with purpose and has almost no undergrowth to speak of. The ground is covered in soft moss and the statuary here has been placed in an artful way implying whoever set them up did so with a particular aesthetic in mind. A character who succeeds on a DC 15 Wisdom (Insight) check realizes this was done by something intelligent rather than the creatures they've encountered so far.

If the party has been particularly loud getting this far, the litholesca will be here already, lying in wait for them. If not she'll be in her lair instead and won't be drawn in unless something happens to draw her attention. Regardless, a dozen **chandelisks** relax on top of some of the statues in this room. They themselves are not hostile unless messed with first or commanded to attack by the litholesca.

A character who succeeds on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check uncovers the entrance to the Secret Nest hidden on the southwest side of the clearing behind a thick curtain of vines clinging to the trees on either side of it.

5 - The Matron's Lair

This 35 ft. by 40 ft. room was grown into the shape of a chamber rather than the oblong glades throughout the rest of the Garden of Statuary. At the eastern most wall of the room is a large bed with a number of soft pillows strewn about it. The southern wall contains a vanity with a mirror and several small boxes of cosmetics. A set of combs sit on the top of the desk.

There are elegantly carved pillars at spaced places throughout the room that were never creatures to begin with, and a number of overstuffed plush armchairs with gold filigree in the arm rests. If pried out, the gems and filigree in the furniture in this room can be sold to net a total of 2000 gold pieces.

Also in the back of this room is another hunk of stone at 15 ft. by 15 ft. at the base and 20 feet high. This is the stone chrysalis of a **litholisk**

making its final transformation from litholisk to litholesca, and this one is a male. The female **litholisk** in this chamber is tending to him and preparing for his arrival so she might start a proper nest in this location. Any damage to his stone chrysalis will send the litholesca into a blind rage.

If she wasn't drawn out in the previous room, the litholesca will be here, a chandelisk coiled around her shoulders and the back of her neck glowing softly and lighting up her hair. She isn't hostile at first and will be willing to have a civil conversation up until the point of someone else attacking her or letting her know beyond a doubt they want to unpetrify several of the statues she's kept in this place.

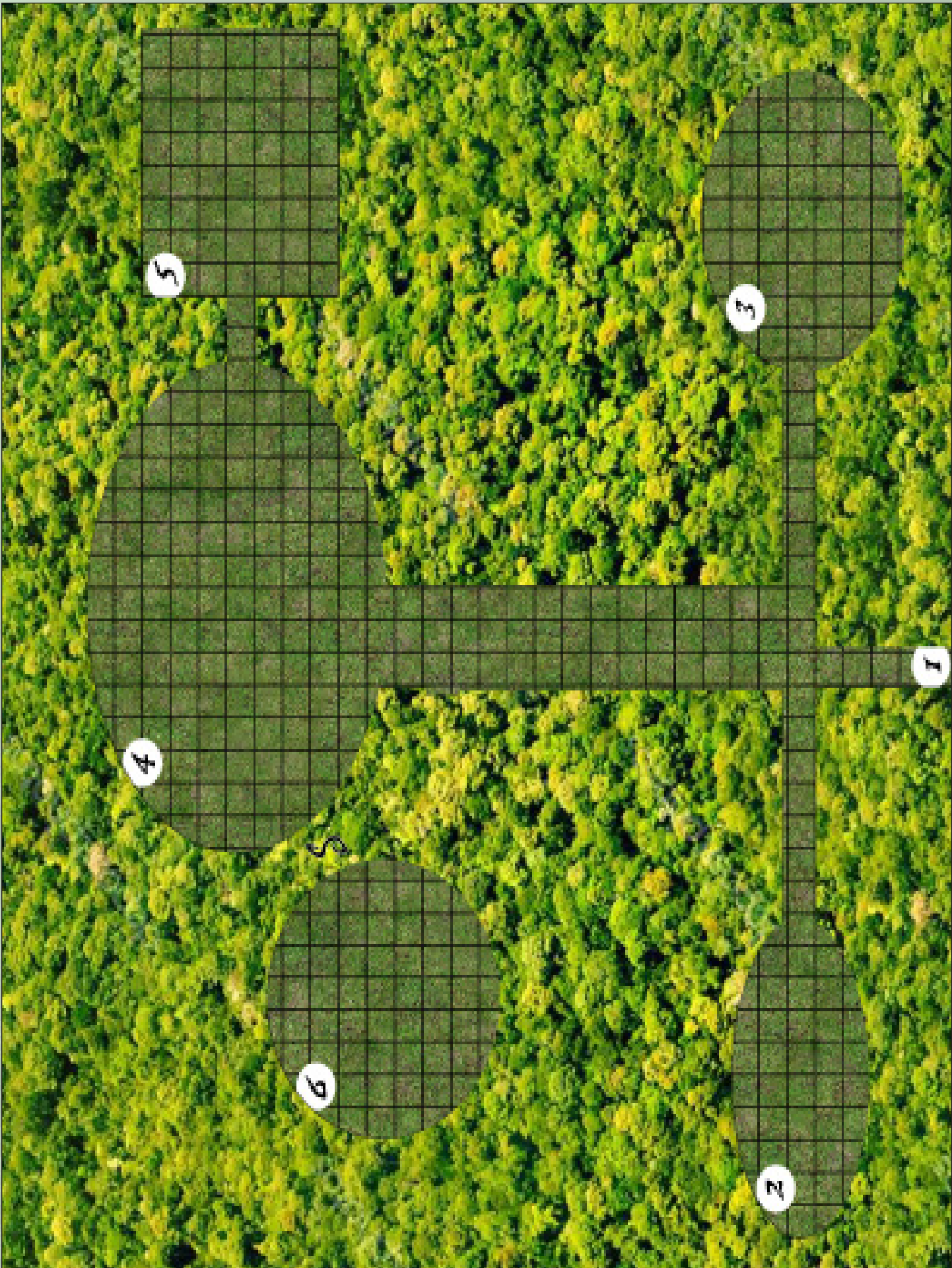
6 - The Secret Nest

While there were a handful of eggs earlier on, there is an entire eight egg clutch here. Stashed amid the eggs are dozens of mice, rats and a few rabbits that have been petrified. In the southwestern point of the tiny glade there is a locked chest (DC 16 thieves tools check to unlock). The lock can be broken by a character who succeeds on a DC 19 Strength check. The key can be found inside the vanity in the Matron's Lair.

Inside the chest are 400 gp, 250 sp and 1725 cp. Additionally, there is a *stonetail sword* and a *ring of stoneshielding*.



A ring of stoneshielding.



FRIEND OR FOE

Micah Carpenter

A human craftsman, the first thing most people notice about Micah are his eyes. They're a warm brown color matching his kind smile. His hair is long and the same color as mahogany, and his skin is a nice dark tan from long hours working in the sun. His beard is long but well kept.

Aside from these details Micah's most unusual feature is the one petrified hand on the right side of his body, curled into a fist and unmovable. He was one of the group that traveled to the Garden of Statuary to try and put a stop to what was going on there, and he paid for it with a hand. He did manage to get out before the stone encased his entire body, but the stone encasing his fist has made it impossible to do his carpentry work even as it's given him a pretty formidable punch.

He's willing to go with a group of adventurers into the Garden of Statuary to serve as a guide and aid them with back up in combat if necessary. Although many people in his situation would have been left with a fear of the place from this experience, Micah feels no trepidation about the idea of going back. In fact, he's furious and keen for a little payback as well as hoping to find a cure for his petrification.

Since his experience at the Garden of Statuary, Micah spends a great deal of time with what he'd call practicing meditation techniques to help adjust to his condition. But truth be told these sessions give him an opportunity to vent his frustration. Micah's mostly unused workshop makes an ideal place for his self therapy, where he's learned to hurl nails with surprising force and accuracy.

Micah Carpenter

Medium humanoid (human), neutral good

Armor Class 16 (breastplate)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)



A stone of soup.

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Drive the Nail. As a carpenter, Micah knows where the weak points of wooden structures are and has advantage on any check made dealing with wood.

Actions

Multiattack. Micah makes two Hammer Strikes.

Hammer Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 25 (4d10 + 3) bludgeoning damage.

Fan of Nails (Recharge 5-6). Micah hurls carpentry nails with great force and precision, and each creature in a 15 foot cone must make a DC 14 Dexterity saving throw. A creature takes 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one.

Stone Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of Micah's next turn.

LOST LORE

Stone Domain

There is a common saying, 'old as the stone itself,' so it is no wonder gods of stone and stone-work exist. Many dwarven deities preside over this domain, though it isn't only dwarves alone who can find an affinity for the sturdy and steadfast.

As a cleric of stone you understand what it is to be unmovable, and how to be patient. More than this you understand how important it is to stand firm in the face of adversity and offer the stone's defense to your allies.

Stone Domain Spells

Cleric Level	Spells
1st	<i>Mage armor, shield</i>
3rd	<i>Barkskin, shatter</i>
5th	<i>Meld into stone, slow</i>
7th	<i>Fabricate, stoneskin</i>
9th	<i>Passwall, wall of stone</i>

Through the Stone

When you choose this domain at 1st level you gain the ability to move through stone to come to the aid of an ally. When a creature you can see attacks a target other than you, you can use your reaction to move up to your speed across earth or stone to within 5 feet of the target, and you become the target instead.

Once you use this feature, you can't use it again until you finish a long rest.

Channel Divinity: Jagged Stones

Starting at 2nd level, you can use your channel divinity to cause the area around you to become jagged and rocky. The ground in a 15 foot radius becomes difficult terrain for one minute. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. You are unaffected by either of these effects.

Crystal Raiment

Starting at 6th level you can cloak yourself in a raiment of crystal that draws eyes and protects you. For one minute, you gain a +2 bonus to AC and enemies within 20 feet of you have disadvantage on attack rolls made against any other creature as they are drawn by the flashing gleaming crystal.

Once you use this feature, you can't use it again until you finish a short or long rest.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 bludgeoning damage. When you reach 14th level, the extra damage increases to 2d8.

Feet of Clay

At 17th level, you call on stone to follow your command and hold fast those who stray too far from the power of stone. Creatures who start their turn within your Jagged Stones must succeed on a Strength saving throw or be restrained as the stone clamps onto them to hold them in place. Restrained creatures take 2d4 bludgeoning damage at the start of their turn.

A restrained creature can repeat the saving throw at the end of its turn, breaking free and ending the restrained condition on a success.

Circle of the Stone Gaze

The basilisk, the cockatrice and the gorgon are only three examples of the many natural creatures who use petrification as a natural hunting technique or a defense mechanism. It should be no surprise there are druids in this world who find an affinity and fondness for these creatures, and seek to emulate them with their magic, as well as find a way to heal those who have been afflicted with such conditions.

Restoration of Flesh

When you choose this circle at 2nd level, you gain the ability to restore any creature that has been turned to stone, using your action to end the petrified condition on one creature. You can use this ability a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Stone Bastion

When you choose this circle at 2nd level, you may temporarily petrify parts of your own body as a defense mechanism. As a reaction, you may harden your flesh at the point of impact to raise your armor class by three points. You may do this a number of times equal to your wisdom modifier, to a minimum of one. You regain all spent uses of this when you finish a long rest.

Stone Strike

Starting at 6th level, you have weaponized your ability to partially petrify yourself. Once on each of your turns when you hit a creature with an unarmed attack, you can cause the attack to deal an extra 1d8 bludgeoning damage. In addition you can expend a use of your Wild Shape and force to make a Constitution saving throw against your spellcasting DC. On a failure the target is petrified. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. After 1 minute the effect is permanent.

Basilisk's Shape

Starting at 10th level, you can use your Wild Shape to transform into a basilisk.

Petrifying Gaze

Starting at 14th level, you gain the ability to petrify the way the creatures you have such an affinity for do. You can cast the *flesh to stone* spell without expending a spell slot or requiring material components.

Once you use this feature, you can't use it again until you finish a long rest.



A stonetail sword.

MAGE FORGE

Balm of Flesh

Potion, rare

This glass jar, 3 inches in diameter, contains 1 dose of a topical balm with a slightly nutty scent. The balm is pale and comes in any color flesh might be such as the ebony black of drow or the caustic pink so common in tieflings. As an action, the balm can be applied to the skin of a petrified creature, ending the condition.

Cloak of the Gargoyle

Wondrous item, uncommon

This stony grey cloak's exterior feels rough to the touch but inside is soft and comfortable fine purple silk. While you remain motionless you become indistinguishable from an inanimate statue while wearing it. As an action you may attempt to Hide regardless of your surroundings and conditions.

Lantern of Stoneseeing

Wondrous item, very rare (requires attunement)

Strong divination magic infuses this unremarkable iron bullseye lantern. While lit and shined in a 5 foot radius upon a stone surface 15 feet thick or less, you can see through the stone into the space beyond where the light falls as if it were transparent. The area appears as if in dim light. Creatures on the other side of the stone cannot see you or the lantern's light unless they have truesight.

Lens of Statuary

Wondrous item, rare (requires attunement)

This clear amethyst carved into a lens fits over the eye like a monocle. It has 3 charges. While wearing it, as an action you expend one of the charges to cast flesh to stone (save DC 15). Whenever you use the last charge, you must make a saving throw. If you fail the spell is also cast on you.

The lens regains 1d4-1 charges daily at dawn.



A lens of statuary.

Ring of Stoneshielding

Ring, uncommon (requires attunement)

The enchantment on this silver ring depicting a basilisk wrapped around the outer edge protects the wearer from petrification effects while you wear it on your finger. You are unaffected by spells and other magical effects that cause you to be restrained, and are immune to the petrified condition.

Stone of Soup

Wondrous item, common

When you drop this yellow, green and orange conglomerate rock about the size of a potato into a container of at least 1 gallon of water, it instantly becomes a magically nourishing, delicious soup. There is enough soup to sustain up to four humanoids or 1 steed for 24 hours. A creature who eats the soup also regains 1 hit point. A creature may not regain more than 1 hit point from a single stone of soup.

The soup loses its potency if it has not been consumed within 1 hour. The soup does remain delicious, even as leftovers later.

Stonetail Sword

Weapon (longsword), rare (requires attunement)

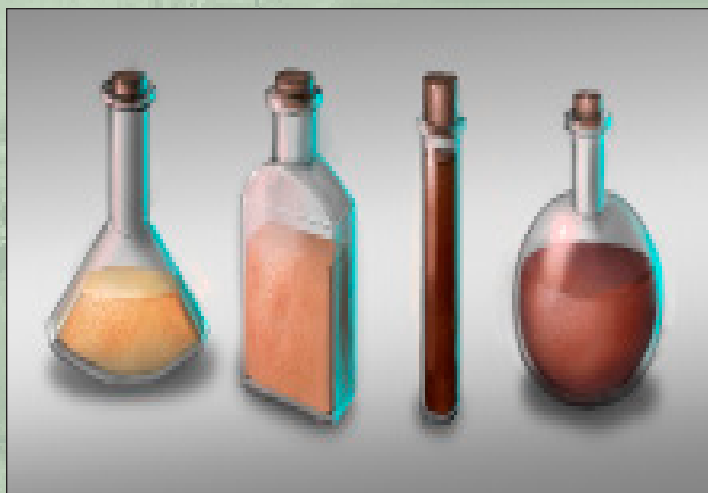
This magic longsword takes on a green sheen when it catches the light and the metal is imprinted with the faint texture of reptilian scales. In spite of all of this, it is very reflective.

As a bonus action, you can reflect light with this sword, targeting one creature within 120 feet. The creature must make a DC 14 Wisdom saving throw. On a failed save, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both.

These effects last until the end of the target's next turn. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



A lantern of stoneseeing.



Balms of flesh.



A cloak of the gargoyle.

MONSTER MENAGERIE

Litholesca

This mysterious creature shifts through various forms in its long lifespan, though only the very oldest of them develop any sort of sentient Intelligence. Through their larval form litholesca take on the shape of a chandelisk, growing to a form similar to a basilisk in older years and a full on litholesca only once it has obtained a century of age or so.

Litholesca share some similarities with the medusa but typically lack the snakelike hair iconic to one of those creatures. They do share the most dangerous trait of media though — the ability to petrify other creatures. When a litholesca is old enough to walk on two legs it molts its reptilian skin and emerges with a much softer hide, though it is no less difficult to harm in this shape than it was previously. The most marked difference between the litholesca and a typical basilisk or medusa is the bioluminescence they display throughout every form of its life. In its fully mature form the litholesca has glowing eyes and a number of bright nodes down each side of its neck. The overwhelming majority of litholesca die in the years leading up to this final form.

Chandelisk

The larval form of the litholesca takes the form of a small lizard about the size of an iguana. They glow softly along the sides of their scales with a pretty golden glimmer like candlelight, which is where they got their name. It isn't unheard of for nobles to keep chandelisks as exotic pets, not knowing what they are, though the chandelisk is typically blinded or has their eyes sewn shut first to prevent them from petrifying their owners. There are some who get around this by simply hooding the beasts.

Chandelisk

Tiny monstrosity, Unaligned

Armor Class 14

Hit Points 10 (3d4 + 3)

Speed 15 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	4 (-3)	8 (-1)	7 (-1)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Living Lantern. The Chandelisk sheds bright light out to 10 feet and dim light an additional 10 feet.

Petrifying Gaze. If a creature starts its turn within 15 ft. of the chandelisk and the two of them can see each other, the chandelisk can force the creature to make a DC 13 Constitution saving throw if the chandelisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the chandelisk until the start of its next turn, when it can avert its eyes again. If it looks at the chandelisk in the meantime, it must immediately make the save. If the chandelisk sees its reflection within 30 ft. of it in bright light other than its own, it mistakes itself for a rival and targets itself with its gaze.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reaction

Spikes. Whenever a creature grapples a chandelisk it can use its reaction to raise the quills along the ridges of its back. The creature grappling the chandelisk takes 3 (1d6) piercing damage at the start of its turn as long as the grapple continues.

Litholisk

The secondary form of the litholesca is called a litholisk. A chandelisk evolves into a long bodied four legged reptile with a rigid crest on the top of its head. A row of spots glows along the side of its body and the eyes are an incandescent gold. A litholisk's scales can be any color from deep gray to vibrant blues, reds and violets.

The litholisk is significantly larger than the chandelisk, and though the chandelisk molts several times as it grows, the sudden jump in size is marked by self petrification in much the same way a caterpillar withdraws into a chrysalis to become a butterfly.

Litholisk

Medium monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 110 (17d8 + 34)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses passive Perception 9

Languages —

Challenge 7 (2,900)

Living Lantern. The litholisk sheds bright light out to 10 feet and dim light an additional 10 feet.

Petrifying Gaze. If a creature starts its turn within 15 ft. of the litholisk and the two of them can see each other, the litholisk can force the creature to make a DC 15 Constitution saving throw if the litholisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the litholisk until the start of its next turn, when it can avert its eyes again. If it looks at the litholisk in the meantime, it must immediately make the save. If the litholisk sees its reflection within 30 ft. of it in bright light other than its own, it mistakes itself for a rival and targets itself with its gaze.

Actions

Multiattack. The litholisk makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 25 (4d10 + 3) piercing damage.

Quill Barrage (Recharge 5-6). The litholisk projects

quills out from itself in a 30 foot radius. Each creature in that radius must make a DC 15 Dexterity saving throw. On a successful save the creature takes no damage. On a failed save, the creature takes 11 (3d6) piercing damage, plus 7 (2d6) poison damage, and must make a DC 15 Constitution saving throw. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

Reaction

Spikes. Whenever a creature grapples a litholisk it can use its reaction to raise the quills along the ridges of its back. The creature grappling the chandelisk takes 7 (2d6) piercing damage at the start of its turn as long as the grapple continues.

Litholesca

The fully grown litholesca assumes a humanoid shape. Aside from the glowing nodes along the neck and shoulders and sharp quills along its spine and arms, which can be made to lie flat and are quite undetectable under clothes, it appears indistinguishable from a human, though the eyes are quite dangerous to look upon. If the litholesca opens its mouth, one can see the row of needle sharp teeth contained within. The litholesca is considered particularly dangerous because it can petrify with both its gaze and its bite, though the petrification through the eyes is considerably more permanent. It is known for its keen intellect and keeping a number of plants with a localized antidote to its own petrification within its lair, because even a fully grown litholesca cannot eat stone and has to find a way to make the meat soft again for consumptive purposes. Although its offspring are not as intelligent as the fully grown litholesca, it forever understands the potential of each larval stage member of its species and goes to great lengths to keep them safe. However, the litholesca is also not one to hesitate to offer up the weaker members of a clutch and those less likely to survive to help hide and protect the rest of its offspring that stand a better chance. Only a very small number of all litholesca make it to the final stage of life, and each one is smart enough to understand the odds.

Litholesca

Medium monstrosity, unaligned

Armor Class 12 (15 with mage armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14(+2)	19 (+4)	12 (+1)	12 (+1)	15 (+2)

Skills Deception +6, Insight +5, Perception +5, Stealth +6

Senses passive Perception 15

Languages —

Challenge 10 (5,900 XP)

Innate Spellcasting. The litholesca's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At Will: *Druidcraft*, *shillelagh*

1/day each: *Disguise self*, *fog cloud*, *mage armor*

Living Lantern. The litholesca sheds bright light out to 10 feet and dim light an additional 10 feet.

Petrifying Gaze. If a creature starts its turn within 15 ft. of the litholesca and the two of them can see each other, the litholesca can force the creature to make a DC 16 Constitution saving throw if the litholesca isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the litholesca until the start of its next turn, when it can avert its eyes again. If it looks at the litholesca in the meantime, it must immediately make the save.

Actions

Needle Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 55 (10d10) piercing damage.

Quill Barrage (Recharge 5-6). The litholesca projects its quills out from itself in a 30 foot radius. Each creature in that radius must make a DC 16 Dexterity Saving throw. On a successful save the creature takes no damage. On a failed save, the creature takes 17 (5d6) piercing damage, 14 (4d6) poison damage, and must make a DC 16 Constitution saving throw. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

Reaction

Spikes. Whenever a creature grapples a litholesca it can use its reaction to raise the quills along the ridges of its back and arms. The creature grappling the chandelisk takes 31 (9d6) piercing damage at the start of its turn as long as the grapple continues.

Lair Actions

On initiative count 20 (losing initiative ties), the litholesca takes a lair action to cause one of the following magical effects:

- The eyes of the statuary in the litholesca's lair all flash to life for a moment, creating a shadow of the petrification the litholesca could cause. All creatures within 5 feet of a statue in the lair must make a DC 16 Constitution saving throw or be stunned until the end of its next turn.
- The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for 1 minute. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.
- A set of 1d8 chandelisks hatch, crawling out of the ground to join the litholesca in combat. They act on the litholesca's initiative and move to attack the nearest hostile creature.

Stonesnapper

This semi-sapient plant tends to grow where creatures that petrify like to make their lairs. The stonesnapper is a common fixture in many basilisk caves. There have been stories of medusae cultivating them and keeping them as pets in bygone eras.

The flowers grow in vibrant colors, capable of motion and closing their petals around small objects. Their vines are also ambulatory.

The stonessnapper doesn't require much sunlight and in fact gets most of its nutrients by scooping up the leavings of creatures that have been petrified and then devoured; the crumbs left behind by things like gorgons, basilisks and medusae. The acidic fluid built up inside the stonessnapper in order to digest these leavings is a natural remedy for petrification. A character who spends 1 hour and succeeds on a DC 15 Intelligence (Nature), Wisdom (Survival) or alchemist's supplies check can harvest 1 dose of this fluid from a single stonessnapper, enough to end the petrified condition on a Medium or smaller creature.

Stonessnapper

Medium plant, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Stone Digestion. The stonessnapper has the ability to digest petrified matter. The acid within the stonessnapper deals double structural damage to stone. If harvested, the stonessnapper's acid acts as a natural remedy to petrification.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 18 (3d10 + 2) piercing damage, plus 5 (1d10) acid damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained and the stonessnapper can't bite another target.

Swallow. The stonessnapper makes one bite against a Medium or smaller target it is grappling. If the attack is successful the target is swallowed,



A stonessnapper.

and the grapple ends. The swallowed target is blinded and restrained. It has total cover against attacks and other effects outside the stonessnapper. It takes 16 (3d10) acid damage at the start of each of the stonessnapper's turns. The stonessnapper can only have one target swallowed at a time.

If the stonessnapper dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Root (Recharge 5-6). The stonessnapper roots itself for one round, regaining 16 (3d10) hit points and raising its AC by 2 until the end of its next turn.

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