

DEADSPINES

Medium Monstrosity, Chaotic Evil



Armor Class 16 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	3 (-4)	10 (0)	8 (-1)

Proficiency +3

Saving Throws Dex +4, Wis +3

Skills Perception +3, Stealth +4

Senses darkvision 120 ft., passive Perception 13

Challenge 6 (2,300 XP)

Four Eyes of Malice. Deadspines has advantage on saving throws against being blinded.

Legendary Resistance (2/Day). If Deadspines fails a saving throw, it can choose to succeed instead.

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

Sunlight Sensitivity. While in sunlight, Deadspines has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. Deadspines makes two attacks: one bite and one spiked tail attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

Spiked Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Malign Gaze. Deadspines looks at a creature within 30 ft. of itself. It must succeed a DC 14 Constitution saving throw or erupt in spines, taking 14 (4d6) piercing damage and is restrained until the end of Deadspine's next turn. When the creature fails its saving throw, each creature within 5 ft. of it takes 7 (2d6) piercing damage.

Crimson Eyes of Malice (1/short rest). Deadspines uses its Malign Gaze at any creature in a 30 ft. cone.

Deadspines can only use this action if it has less than half of its total hit points remaining.

LEGENDARY ACTIONS

Deadspines can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Deadspines regains spent legendary actions at the start of its turn.

Lurk. Deadspines makes a Dexterity (Stealth) check to hide.

Move. Deadspines moves up to half its movement speed without provoking opportunity attacks.

Raging Tail. Deadspines makes a tail attack against a creature that hit Deadspines with an attack since the end of Deadspine's last turn.

Bite (2 Actions). Deadspines makes a bite attack.

Stubborn Gaze (2 Actions). Deadspine uses its Malign Gaze against a creature that succeeded its saving throw against Deadspine's Malign Gaze since the beginning of Deadspine's last turn.

Tuz's Fearsome Foes: Deadspines LAIR: DEADSPINES' DEN

Deadspines, as a nocturnal creature, lurks within its lair during the day. Deadspines' den can be a cave, an ancient ruin, or similar hold which provides protection from the sun. It can be identified by pieces of crimson rock spread around its entrance. Once entered one is sure to find Deadspines' victims: gruesome remains of impaled bodies, kept upright by the many crimson spikes that sprout from its body.

LAIR ACTIONS

When fighting in Deadspines' Den. On initiative count 20 (losing initiative ties), Deadspines takes a lair action to cause one of the following effects.

- Deadspines moves up to half of its speed and hides.
- If hiding, Deadspines moves up to its speed without revealing itself.
- Deadspines feeds on one spike ridden corpse in its den and regains 14 (4d6) hit points.
- Deadspines uses its Malign Gaze against the spike ridden corpses in its den. It explodes and each creature within 10 ft. of it must make a DC 14 Dexterity saving throw, taking 10 (4d4) piercing damage on a failed save and half as much on a successful one.

DEADSPINES TACTICS

Deadspines will make use of its stealth and spiderclimb to lay in ambush and attack groups of hostile creatures with its Malign Gaze to effect as many creatures as possible. If discovered beforehand, Deadspines will fight, preferring to use its gaze against groups of creatures and using its multiattacks to devastate creatures that were restrained by its gaze.

When reduced to below half of its health, Deadspines will retreat, either into its den, or if already there, deeper into it where Deadspines to hide and attempt another ambush. After its initial retreat, Deadspines will fight to the death.

Deadspines will use Crimson Eyes of Malice as a tool to allow its retreat, or as a devastating attack for its second ambush.