

## BULBASAUR

Small beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 13 (3d6 + 3)

**Speed** 30 ft.

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 8 (-1) | 14 (+2) | 13 (+1) | 4 (-3) | 10 (+0) | 6 (-2) |

**Senses** passive Perception 10

**Languages** -

**Challenge** 1/4 (50 XP)

**Regeneration.** The bulbasaur regains 5 hit points at the start of its turn as long as it is in direct sunlight. This ability stops working if the bulbasaur is reduced to 0 hit points

### ACTIONS

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Vine Whip.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. If the target is a creature it must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.



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## IVYSAUR

Medium beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 12 (+1) | 15 (+2) | 4 (-3) | 12 (+1) | 6 (-2) |

**Senses** passive Perception 11

**Languages** -

**Challenge** 2 (450 XP)

**Regeneration.** The ivysaur regains 10 hit points at the start of its turn as long as it is in direct sunlight. This ability stops working if it is reduced to 0 hit points.

**Stability.** The ivysaur gains advantage on saving throws to avoid being tripped or moved against its will.

### ACTIONS

**Multiattack.** The ivysaur makes two vine whip attacks

**Vine Whip.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 4) slashing damage. If the target is a creature it must succeed on a DC 12 Constitution saving throw or take an additional 9 (2d8) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Razor Leaf.** *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 11 (3d6 + 1) slashing damage. If the target is a creature, it must make a DC 12 Constitution saving throw or take an addition 5 points of damage from blood loss.

**Leech Seed (Recharge 6).** The ivysaur targets one creature within 30 feet of it that it can see. The target must make a DC 12 Dexterity saving throw to avoid being dusted with a special form of pollen. On a failed saving throw, the affected target takes 5 (1d10) poison damage at the beginning of each of their turns and the ivysaur heals the same amount of hit points. This effect lasts for 3 rounds.



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## VENUSAUR

Large beast, unaligned

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**Armor Class** 16 (natural armor)

**Hit Points** 95 (10d10 + 40)

**Speed** 30 ft.

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| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 12 (+1) | 18 (+4) | 4 (-3) | 12 (+1) | 6 (-2) |

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**Damage Resistances** lightning, thunder

**Senses** passive Perception 11

**Languages** -

**Challenge** 5 (1,800 XP)

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**Regeneration.** The venusaur regains 15 hit points at the start of its turn as long as it is in direct sunlight. This ability stops working if it is reduced to 0 hit points.

**Supreme Stability.** The venusaur cannot be tripped or moved against its will.

### ACTIONS

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**Multiattack.** The venusaur makes two slam attacks or two vine whip attacks.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

**Vine Whip.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 4) slashing damage. If the target is a creature it must succeed on a DC 16 Constitution saving throw or take an additional 11 (2d10) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Solar Beam (Recharge 5-6).** The venusaur fires a ray of solar energy 60 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw or take 44 (8d10) radiant damage on a failed save, or half as much on a successful one.



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