

## 010 - CATERPIE

*Tiny beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 3 (2d4 - 2)

**Speed** 20 ft., climb 30 ft.

| STR    | DEX     | CON    | INT    | WIS     | CHA    |
|--------|---------|--------|--------|---------|--------|
| 6 (-2) | 14 (+2) | 8 (-1) | 4 (-3) | 12 (+1) | 6 (-2) |

**Senses** passive Perception 11

**Languages** -

**Challenge** 0 (10 XP)

**Timid.** A caterpie will not attack unless directly provoked. Attempts to intimidate them always succeed.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3(1d3 + 2) bludgeoning damage.

### REACTIONS

**String Shot.** The caterpie spits a sticky, web-like substance at a creature that gets within 10 feet of it. The target must succeed at a DC 11 Dexterity saving throw or be forced to stop its movement.



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## 011 - METAPOD

*Small beast, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 13 (2d6 + 6)

**Speed** 0 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 10 (+0) | 6 (-2) | 16 (+3) | 4 (-3) | 10 (+0) | 6 (-2) |

**Saving Throws** Con +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** passive Perception 10

**Languages** -

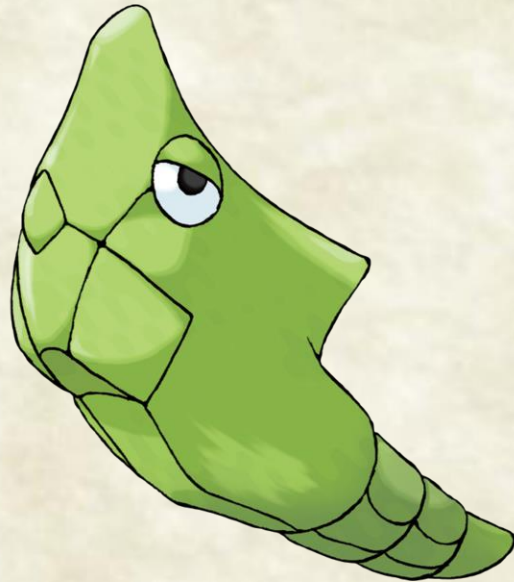
**Challenge** 0 (10 XP)

**Immobile.** The metapod automatically fails Dexterity saving throws.

**Timid.** A metapod will not attack unless directly provoked. Attempts to intimidate them always succeed.

### ACTIONS

**Harden (Recharge 5-6).** The metapod hardens its shell, becoming immune to bludgeoning, piercing, and slashing damage from nonmagical attacks until the beginning of its next turn.



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## 012 - BUTTERFREE

Medium beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 27 (5d8 + 5)

**Speed** fly 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 10 (+0) | 18 (+4) | 12 (+1) | 4 (-3) | 16 (+3) | 6 (-2) |

**Damage Vulnerabilities** fire

**Damage Resistances** poison, psychic

**Senses** darkvision 60 ft., passive Perception 13

**Languages** -

**Challenge** 1 (200 XP)

**Innate Spellcasting.** The butterfree's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast a number of spells, requiring no material components:

3/day: *gust of wind*, *sleep*

1/day: *hold person*

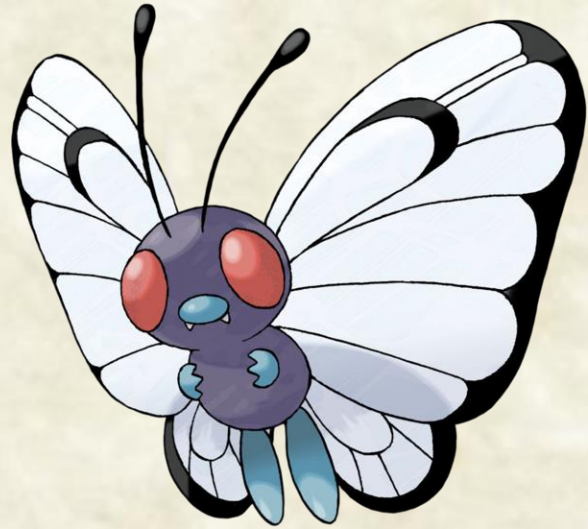
### ACTIONS

**Psybeam.** *Ranged Weapon Attack:* +6 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 3) psychic damage.

**Confusion (Recharge 6).** The butterfree sends out waves of psychic energy. Each creature within 30 feet must succeed at a DC 13 Wisdom saving throw, taking 11 (2d10) psychic damage on a failed save, or half as much damage on a successful one. Creatures that failed their save are also affected by the *confusion* spell until the end of their next round.

### REACTIONS

**Poison Powder.** A creature that ends its turn next to the butterfree must succeed on a DC 14 Dexterity saving throw or become poisoned for 1 minute. An affected creature can repeat the saving throw at end of each of its turns, ending the effect on a success.



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