

Bonus Action

much damage on a successful one.

(12d6) poison damage on a failed save, or half as

a DC 19 Constitution saving throw, taking 42

creature subjected to this poison must make

from a dead or Incapacitated Purple Worm. A



saving throw or become Poisoned for 1 hour. The Poisoned creature is Blinded.

poison must succeed on a DC 15 Constitution

Blinding Poison. A creature subjected to this

RONUS ACTION

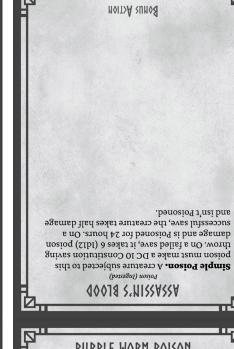




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if another creature takes an action to shake it The creature wakes up if it takes damage or also Unconscious while Poisoned in this way.

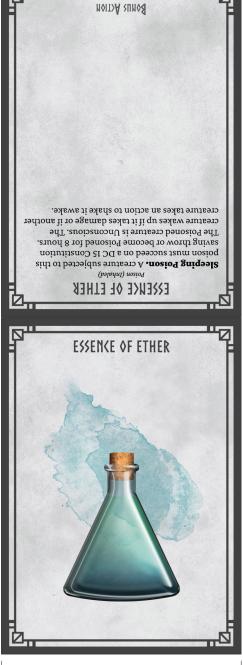


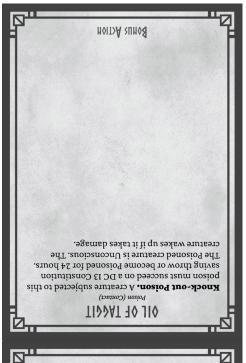




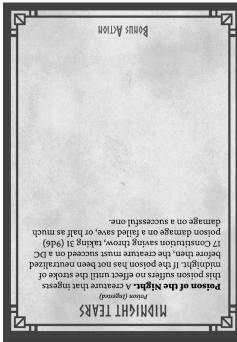
BONUS ACTION















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effect on itself on a success.

throw at the end of each of its turns, ending the Paralyzed. The creature can repeat the saving

Poisoned for 1 minute. The Poisoned creature is

on a DC 13 Constitution saving throw or be



RONUS ACTION

damage on a successful one.

poison damage on a failed save, or half as much

from a dead or Incapacitated Wyvern. A creature

Constitution saving throw, taking 24 (7d6)

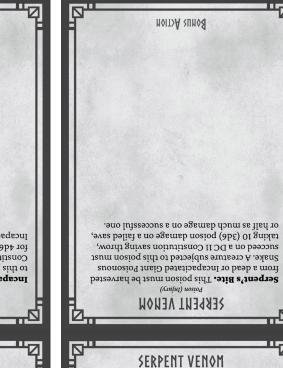
subjected to this poison must make a DC 15







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