

Yatevo

Large Plant, chaotic evil

Armor Class 14 (Natural armor)
Hit Points 110
Speed 30 ft, Fly 40 (hover)

STR	DEX	CON	INT	WIS	CHA
14	18	16	6	10	7

Condition Immunities diseased, exhaustion, frightened, poisoned, unconscious
Senses Magical Darkvision 60 ft
Languages ---
Challenge 5 (1800 XP)

Vines The Yatevo can have up to six vines at a time. Each vine can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage).

Destroying a vine deals no damage to the Yatevo, which can extrude a single replacement vine at the start of each of its turns. A vine can also be detached from the Yatevo if a creature takes an action and succeeds on a DC 15 Strength check against it.

Shielded Mind The Yatevo is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Actions

Vine Lash Melee Weapon Attack: +7 to hit, 15 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) poison damage.

If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained. The Yatevo can only use this attack if it has a vine free. to up to 60 ft.

Multiattack The Yatevo makes a number of attacks in one action. These attacks can be of the same type or a mixed variety of its attack actions.

Animate Jungle As a bonus action, once per round, The Yatevo can magically animates nearby plants, vines and other jungle features creating a Yatevo Minion. This Minion acts as an ally of the Yatevo but is independent. The Minion remains animate for 1 day or until it dies; until the Yatevo dies or is more than 120 feet from the Yatevo; or until the Yatevo takes a bonus action to inanimate it.

Ethereal Step The Yatevo magically enters the Ethereal Plane from the Material Plane, or vice versa.



Yatevo Minion

Medium Plant, chaotic evil

Armor Class 13 (Natural armor)
Hit Points 12
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12	16	13	3	12	4

Condition Immunities ---
Senses Magical Darkvision 60 ft
Languages ---
Challenge 1/4 (50XP)

Minion This creature can only be created by the Yatevo. This Minion acts as an ally of the Yatevo but is independent. The Minion remains animate for 1 day or until it dies; until the Yatevo dies or is more than 120 feet from the Yatevo; or until the Yatevo takes a bonus action to inanimate it.

Actions

Bite Melee Weapon Attack: +3 to hit, 5 ft., one target. Hit: 1 piercing damage plus 2 (1d4) poison damage.

Roots Melee Weapon Attack: +5 to hit, one Large or smaller creature. Hit: The creature is restrained by vines. As an action, the restrained creature can make a DC 11 Strength check, escaping from the vines on a success. The effect ends if the vines are destroyed. The vines have AC 10, 5 hit points, are vulnerable to fire damage and slashing damage.

Hiding deep in the jungle, the Guyaba tribe has been brewing and drinking the Green Sight potion for generations. Legends say that the spirits gave them the recipe long ago, since then they drink this gooey liquid in shamanic rituals to ascend to the spiritual world and connect with their ancestors.

Recently people have been reported missing after drinking this potion. The heroes may go to the village and investigate.

The Yatevo is a plant monster that lives between the death realms and is capturing people who drinks too much of the Gree Sight potion.

For more info of this 3-part mini-adventure, visit our Patreon.



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