

Ecoterrorist Fanatic

Medium humanoid, typically chaotic neutral

Armor Class 15 (conceable vest)

Hit Points 54 (10d8 + 9)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	15 (+2)	12 (+1)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Con +4, Wis +7

Skills Arcana/Technology +4, Insight +7, Nature +7, Religion +4

Damage Resistances poison, necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 5 (1,800 XP) **Proficiency Bonus (PB)** +3

Inoculated to Green. The Ecoterrorist Fanatic cannot take poison damage or be poisoned by one of their spells, nor by any Green or Green explosives.

Gas Mask. The Ecoterrorist Fanatic has advantage on saving throws made to resist inhaled poisons and gases.

Death Green Burst. When the Ecoterrorist Fanatic is reduced to 0 hit points, they erupt in a brilliant flash of green. Each creature within 20 feet of the Ecoterrorist Fanatic must succeed on a DC15 Constitution saving throw or take 27 (6d8) poison damage, halved on a success. Furthermore the area affected by this burst is then considered difficult terrain from the rapid overgrowth that erupts.

ACTIONS

Fungal Rot. *Melee/Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 9 (2d8) necrotic damage, and the target must make a DC 15 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Returnal (3/day). The Ecoterrorist Fanatic chooses a point they can see within 60 feet of them, where it erupts in a blast of a condensed green in a 15-foot-radius sphere. The affected area becomes difficult terrain due to the sudden influx of plant life and flora and each creature of their choice must succeed on a DC15 Constitution saving throw or take 23 (5d8) necrotic damage, halved on a success. Then, one creature of their choice within 60 feet of them is infused with the stolen vitality, regaining 15 hit points.

Spellcasting. The Ecoterrorist Fanatic casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC15)

At will: corrode, thorn whip

3/day each: cure wounds, entangle, ray of enfeeblement

2/day each: pass without trace, spike growth

1/day each: blight, plant growth, reclamation

REACTIONS

Return to Her Embrace. When a creature within 60 feet of the Ecoterrorist Fanatic is reduced to 0 hit points, they gain 10 temporary hit points.

