



BULBASAU

Bulbasaur is a small, quadruped Pokémon that has blue-green skin with darker patches. It has red eyes with white pupils, pointed, ear-like structures on top of its head, and a short, blunt snout with a wide mouth. A pair of small, pointed teeth are visible in the upper jaw when its mouth is open. Each of its thick legs ends with three sharp claws. On its back is a green plant bulb, which is grown from a seed planted there at birth. The bulb provides it with energy through photosynthesis as well as from the nutrient-rich seeds contained within.

Bulbasaur evolves into Venusaur.

BULBASAU

Small beast (Pokémon), unaligned

Armor Class 13 (natural armor)
Hit Points 33 (6d6 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	3 (-4)	11 (+0)	7 (-2)

Damage Vulnerabilities fire
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 10
Languages understands Common but can't speak
Challenge 2 (450 XP)

Hybrid Nature. Bulbasaur has two creature types: beast and plant. It can be affected by a game effect if it works on either of the creature types.

Actions

Multiattack. Bulbasaur makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 14 (4d6) poison damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

VENUSAU

Large beast (Pokémon), unaligned

Armor Class 15 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	3 (-4)	13 (+1)	9 (-1)

Damage Vulnerabilities fire
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 11
Languages understands Common but can't speak
Challenge 6 (2,300 XP)

Hybrid Nature. Venusaur has two creature types: beast and plant. It can be affected by a game effect if it works on either of the creature types.

Regeneration. Venusaur regains 15 hit points at the start of its turn. If Venusaur takes fire damage, this trait doesn't function at the start of Venusaur's next turn. Venusaur dies only if it starts its turn with 0 hit points and doesn't regenerate.

Standing Leap. Venusaur's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. Bulbasaur makes two attacks: one with its vine and one with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) piercing damage plus 21 (6d6) poison damage.

Vine. *Melee Weapon Attack:* +7 to hit, reach 30 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and Venusaur can't use this attack on another target. After Venusaur restrains a target, it can use its reel as a bonus action.

Reel. Venusaur pulls a creature grappled by it up to 25 feet straight towards it.

Deadly Leap. If Venusaur jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 25 (6d6 + 4) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of Venusaur's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in Venusaur's space.