

# PLATYPODES

## PLATYPUS

*Tiny beast, unaligned*

**Armor Class** 11

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

**Speed** 15 ft., swim 30 ft.

| STR    | DEX     | CON    | INT    | WIS     | CHA    |
|--------|---------|--------|--------|---------|--------|
| 3 (-4) | 12 (+1) | 8 (-1) | 2 (-4) | 12 (+1) | 5 (-3) |

**Skills** Survival +3

**Senses** Darkvision 30 ft., Passive Perception 11

**Challenge** 0 (10 XP)

**Sleek Coat Insulation.** While the platypus has more than half of his hit points, it has resistance to cold and fire damage.

### Actions

**Bill Nip.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: No effect.

**Paddle-Tail Smack.** One Medium or smaller creature within 5 feet must succeed on a DC 6 Strength saving throw or be pushed 5 feet away.

### Reactions

**Crural Spur (1/Day).** As a reaction to being hit with a melee attack, the platypus forces the attacker to succeed on a DC 9 Constitution saving throw or be Paralyzed until the beginning of the attacker's next turn.

## WINGED PLATYPUS

*Tiny beast, unaligned*

**Armor Class** 11

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

**Speed** 15 ft., fly 20 ft., swim 30 ft.

| STR    | DEX     | CON    | INT    | WIS     | CHA    |
|--------|---------|--------|--------|---------|--------|
| 3 (-4) | 13 (+1) | 8 (-1) | 2 (-4) | 12 (+1) | 5 (-3) |

**Skills** Survival +3

**Senses** Darkvision 30 ft., Passive Perception 11

**Challenge** 0 (10 XP)

**Sleek Coat Insulation.** While the platypus has more than half of his hit points, it has resistance to cold and fire damage.

**Dive Slap.** If the platypus is flying and dives at least 15 feet straight toward a target and then uses its Paddle-Tail Smack, the save DC is increased to 11.

### Actions

**Bill Nip.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: No effect.

**Paddle-Tail Smack.** One Medium or smaller creature within 5 feet must succeed on a DC 6 Strength saving throw or be pushed 5 feet away.

## DIRE PLATYPUS

Large beast, unaligned

Armor Class 11

Hit Points 45 (6d10 + 12)

Speed 20 ft., swim 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 12 (+1) | 14 (+2) | 2 (-4) | 12 (+1) | 5 (-3) |

Skills Survival +3

Senses Darkvision 30 ft., Passive Perception 11

Challenge 2 (450 XP)

**Sleek Coat Insulation.** While the platypus has more than half of his hit points, it has resistance to cold and fire damage.

### Actions

**Multiattack.** The platypus makes two different melee attacks.

**Bill Snap.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

**Leg Hook.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage and the target is grappled (escape DC 12).

**Paddle-Tail Smack.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) bludgeoning damage and the target is pushed 5 feet away.

### Reactions

**Crural Spur (Recharge 5-6).** As a reaction to being hit with a melee attack by a creature it has grappled, the platypus forces the attacker to succeed on a DC 11 Constitution saving throw or be Paralyzed until the beginning of the attacker's next turn.

## GIANT PLATYPUS

Huge beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 85 (8d12 + 32)

Speed 30 ft., swim 50 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 21 (+5) | 12 (+1) | 18 (+4) | 2 (-4) | 12 (+1) | 5 (-3) |

Skills Survival +4, Perception +4

Senses Darkvision 30 ft., Passive Perception 14

Challenge 5 (1,800 XP)

**Sleek Coat Insulation.** While the platypus has more than half of his hit points, it has resistance to cold and fire damage.

### Actions

**Multiattack.** The platypus makes two different melee attacks.

**Bill Snap.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

**Leg Hook.** Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) bludgeoning damage and the target is grappled (escape DC 16).

**Paddle-Tail Smack.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 17 (3d8 + 4) bludgeoning damage and the target is pushed 10 feet away.

### Reactions

**Crural Spur (Recharge 5-6).** As a reaction to being hit with a melee attack by a creature it has grappled, the platypus forces the attacker to succeed on a DC 15 Constitution saving throw or take 14 (4d6) poison damage and be Paralyzed until the beginning of the attacker's next turn.