



## NEMRETH

The origins of the sentient plant lifeform known as Nemreth are a mystery. A single host has enough spores to form armies under the control of a hivemind driven only by hunger and a desire to survive. Only one option exists when the reanimated corpses home to these spores are seen—run. Infected Nemreth hosts vary in size and appearance and are typically humanoid corpses. While the nemreth can speak telepathically, it sees all living creatures as little more than meat and potential hosts.

**Spore Strength.** Whenever nemreth hosts are in close proximity to each other, their life force is combined. While an individual host can be destroyed quickly, the danger lies in when they turn into a pack.

**Hive Mind.** Although the nemreth may be divided into individual hosts, it remains a single sentient creature. When confronted with mind-altering spells and effects, each host has their mental resistance combined with others in the pack.

**Toxic Spores.** Virus-like nemreth spores are highly contagious and quickly take over a fresh corpse to bolster the nemreth pack.

## NEMRETH

*Medium plant, unaligned*

**Armor Class 13** (natural armor)

**Hit Points 37** (5d8 + 15)

**Speed 30 ft.**

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	11 (+0)	10 (+0)	5 (-3)

**Saving Throws** Str +6, Con +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** blinded, charmed, poisoned, unconscious

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 10

**Languages** All, telepathy 60 ft.

**Challenge 3** (700 XP)

**Proficiency Bonus: +2**

**Death Burst.** When a nemreth dies, it explodes in a burst of toxic spores. Each non-plant creature within 10 feet of it must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If a humanoid dies from this damage, a new nemreth rises from the corpse 1d4 hours later

**Fire Absorption.** Whenever the nemreth is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

**Hive Mind.** If a mind-affecting spell or ability targets a single nemreth, the nemreth and all other nemreths within 60 feet make saving throws against it. If any nemreth succeeds, all the nemreths succeed. If all the nemreths fail, they all suffer the effect of a failed save.

**Pack Tactics.** The nemreth has advantage on an attack roll against a creature if at least one other nemreth is within 5 ft. of the creature and isn't incapacitated.

**Spore Strength.** The sentient spores that animate nemreths are all part of the same plant lifeform and combine their hit points into one large pool. Any damage that a nemreth takes comes from this hit point pool. If the pool is reduced to 0, all the nemreths in it immediately die. A nemreth gains the pool's benefits as long as it remains within 100 feet of the rest of the group. If forced to move farther away, the nemreth reclaims some of its hit points. Divide the hit points in the pool by the number of nemreths in the group. The nemreth forced out of the group gains that many hit points, and the pool loses a like number. If the share is less than 1, the nemreth immediately dies and the pool does not lose any points. By the same token, if any nemreth receives healing apply it to the nemreths' total pool.

### ACTIONS

**Multiattack.** The nemreth makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

**Noxious Breath (Recharge 6).** The nemreth exhales toxic spores in a 10-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If a humanoid dies from this attack, a new nemreth rises from the corpse 1d4 hours later