

# EXPANDED CARNIVOROUS PLANTS



**HOME BREW**

by Soniverse Labs

## MANTRAP

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The mantrap is probably the most recognizable and notorious of all carnivorous plants. These plants take a number of different forms depending on their biome whether it is a beautiful flower, a lanky palm tree, or even the bushy fir tree in arctic environments.

Despite have the ability to move under its own volition, the mantrap prefers to stay stationary unless absolutely necessary (such as moving to a more ideal hunting spot).

Instead it utilizes an intoxicating aroma that causes a creature to approach it. Once in range, the mantrap unfurls its flower-like head revealing a jagged maw full of spines that cage its victim within its jaw. Once trapped, the plant begin to secrete corrosive acids that are capable of completely dissolving a creature in a couple of minutes.

Due to the potential dangers of retaliation from large prey such as humanoids and beasts, the mantrap seems to be quite selective on which prey it with latch out to. It seems to be able to recognize if creatures are too large for its maw and will not attack if there are multiple creatures nearby as it cannot defend itself while feeding. Hence, mantraps tend to live in small clusters to help defend one another while feeding.

## DEATH FROND

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The death frond is probably the most elusive as it takes the form of some of the most beautiful of flowers. The reason this plant can be so elusive is due to the fact that it is a much more passive hunter than its other kin as it hardly moves at all whenever its preys on a creature.

The death frond uses its aromatic pollen to lure creatures close enough for it infect it with a puff of pollen filled noxious toxins that causes creatures to fall unconscious. Once incapacitated, the frond extends one of its roots a tether to latch into that creature draining its life force leaving behind a withered husk.

## DEVOURER PLANT

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The devourer plant is one of the largest species of carnivorous plants. Although they come in many forms or varieties, many share a central locus of pitcher-like bulbs wherein they can entrap their prey. Depending on their type, they can emit a pleasant (or foul) aroma to attract various kinds of prey.

Such an aroma from this plant is quite unique as it is tailored for a specific kind of creature that this plant prefers to consume. For example, a foul smelling odor may be used to attract undead while sweet smells may be used to attract beasts.

Its primary method of grabbing prey its vast array of vines to grab its victims and to drop them into its digestion bulbs. Creatures trapped within its bulb are essentially drown in digestive acids that siphons the creature's life essence transferring it to its own vitality instead.

Unlike its relatives, the devourer is prone to be much more nomadic traveling long distances towards large populations of its favored prey.

## DEWSTALK

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Dewstalks are one of the most unique of all carnivorous plants. Its form is lines with rows of glistening spines similar to that of raindrops. However, the glistening orbs are actually a sweet smelling secretion that draws unsuspecting prey towards the plant. Once a creatures gets to close to the dewstalk, it wraps around the creature like a gigantic tentacle. While constricting a creature, this secretion acts as an adhesive preventing a creature from escaping its grasp while simultaneously liquefies and drains the life force from its prey.

Unlike the mantrap, the dewstalk is much more liberal in which prey it targets using its multiple tendrils to latch out to anything that wanders too close.

## DEATHVINES

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Deathvines are very hard to identify as they tend to resemble a tangle mass of vines or roots. These plants are not a single entity but instead are a symbiotic colony of small vine-like plants. These vines are active hunters slowly writhing through the undergrowth after its prey.

When attacking, the vine latches onto the form of the its victim preventing its escape. These vines are incredibly strong capable of breaking bones and suffocating its victims. In addition to crushing its prey, the death vines digs small tendril like roots into the victims body allowing it to drain its prey's vitality.

However these roots also serve as a protective countermeasure while the plant is in the somewhat vulnerable state. Whenever the vine is harmed, it can redirect some of its pain to its ensnared victim hastening that creature's demise.

## TUMBLEWEED

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Tumbleweeds are a rather peculiar species of carnivorous plants, typically found in arid regions with wide open fields. These plants resembles tangled masses of dried leaves and tend to migrate in large droves of 10 (4d4) members at a time. They become especially become active during sandstorms serve as a boon to their mobility. However, they have been known to form massive swarms of hundreds during massive dust storms known as haboobs.

Despite their fluffy forms, these plants are ravenous hunters using the wind as a means of locomotion enabling them to travel long distances with ease. Their appearance makes them rather unassuming as they drift aimlessly near their prey. Creatures usually do not recognize the threat they pose until these seem to be followed by a small entourage of tumbleweed.

When tumbleweeds attack, they ram into their prey using their surprising razor sharp leaves to hook into the flesh of their prey. They rely on numbers to clump onto their prey, slowly shredding its flesh leaving a bloody mess in the end.

Thankfully, their buoyant forms also serves as their primary weakness as they are easily prone to being pushed away from the slightest shove. However, they tend to make up for this weakness by their sheer numbers as for every tumbleweed pushed away, two more seem to be ready to take its place.



## MANTRAP

Large plant, unaligned

**Armor Class** 13 (Natural Armor)

**Hit Points** 51 (6d10+18)

**Speed** 5ft., climb

STR	DEX	CON	INT	WIS	CHA
18(+4)	16 (+3)	16(+3)	1 (-5)	10 (+0)	2 (-4)

**Skills** Stealth +7, Perception +6

**Damage Immunities** psychic

**Senses** blindsight 60ft., tremorsense 60ft., passive Perception 12

**Condition Immunities** Charmed, Blinded, Deafened, Frightened, Stunned, Paralyzed

**Challenge** 2 (450 XP)

**False Appearance** While motionless, the mantrap is indistinguishable from a plant

**Attractive Aroma** Creatures that first enter or starts its turns within 60ft. of the mantrap must succeed a DC 13 Constitution saving throw or be charmed. A charmed creatures forced to use all its movement and cannot take actions or bonus actions on its turns to get as close to the mantrap as possible. An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Upon a successful saving throw, creatures are immune to being charmed in this manner for the next 24 hours.

**Rooted Defense** The mantrap has advantage on saving throws and ability checks against be pushed, shoved, or knocked prone.

**Flammable** Whenever the mantrap takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It must use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

**Reactive** The mantrap can take a reaction at the end of each of its turns. This reaction can only be used to make an attack against a creature that provokes opportunity attack or first enters within 10ft. of the mantrap.

### Photosynthesis

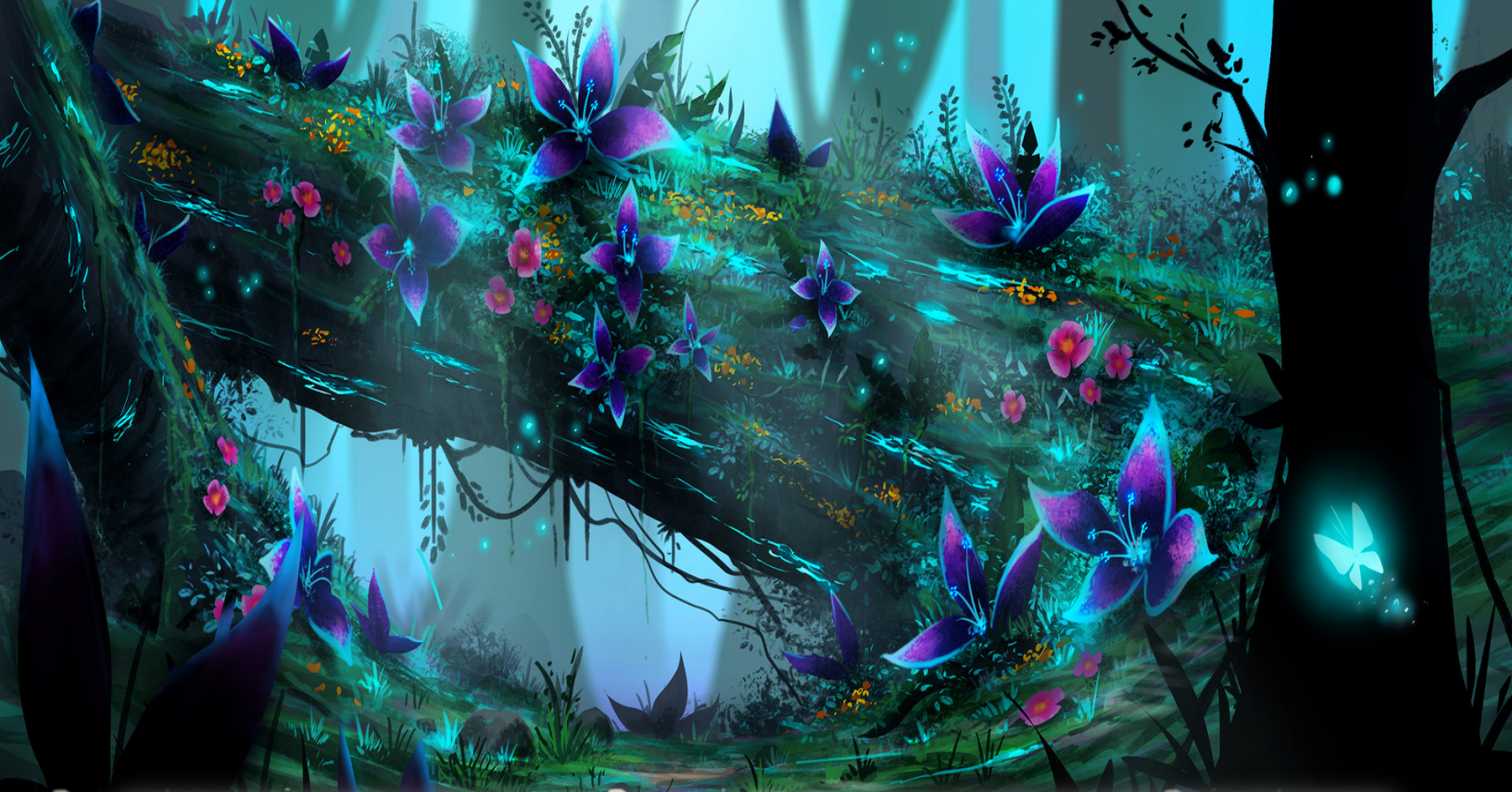
While in sunlight, the mantrap gains the following benefits:

**Regeneration** It can regain 10 hitpoints at the start of each of its turns while it has at least 1 hitpoint and hasn't taken fire damage on its turn.

**Rapid Recovery** At the start of each of its turns, it can end one of the following conditions: poisoned.

### Actions

**Engulf** +6 to hit; 10ft., one Medium or smaller creature. *Hit* 17(2d12+4) piercing damage. Upon a hit, the target is trapped in its jaws. While trapped, that creature is blinded, restrained, and has total cover from attacks and other effects outside the mantrap. At the start of each of its turns, it takes 14(4d6) acid damage at the start of each of its turns. If the mantrap dies, the creature is no longer restrained. For the duration of this restraint, the mantrap can only engulf one creature at a time and cannot make another engulf attack against another creature during the duration. It can use its bonus action to make an additional engulf attack against that creature.



## DEATH FROND

Large plant, unaligned

**Armor Class** 12 (Natural Armor)

**Hit Points** 45 (6d10+12)

**Speed** 5ft., 5ft. climb

STR	DEX	CON	INT	WIS	CHA
13(+1)	14 (+2)	14(+2)	1 (-5)	10 (+0)	2 (-4)

**Skills** Stealth +6, Perception +4

**Senses** blindsight 60ft., tremorsense 60ft., passive Perception 14

**Condition Immunities** Charmed, Blinded, Deafened, Frightened, Stunned, Paralyzed

**Challenge** 2(450 XP)

**False Appearance** While motionless, the frond is indistinguishable from a plant

**Attractive Aroma** Creatures that first enter or starts its turns within 10ft. of the frond must succeed a DC 13 Constitution saving throw or be charmed. A charmed creature is forced to use all its movement and cannot take actions or bonus actions on its turns to get as close to the frond as possible. An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Upon a successful saving throw, creatures are immune to being charmed in this manner for the next 24 hours.

**Rooted Defense** The frond has advantage on saving throws and ability checks against be pushed, shoved, or knocked prone.

**Flammable** Whenever the frond takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It must use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

**Life Tether** When the frond takes damage while grappling a creature, it takes half the damage, transferring the damage to one of its grappled creatures.

## Photosynthesis

While in sunlight, the frond gains the following benefits:

**Regeneration** It can regain 10 hitpoints at the start of each of its turns while it has at least 1 hitpoint and hasn't taken fire or necrotic damage on its turn.

**Rapid Recovery** At the start of each of its turns, it can end one of the following conditions: poisoned.

## Actions

**Verdant Bloom** A creature within 10ft. must succeed a DC 12 Constitution saving throw or become poisoned on a failed saving throw. A poisoned creature falls unconscious up to 1 hour. It can repeat its saving throw at the end of each of its turn to end the effect.

**Vampiric Roots** +4 to hit:, 10ft., , incapacitated creatures in range. Hit 25 (4d10+3) piercing damage. Upon a hit, if the target becomes grappled and restrained (escape DC 12).

Creatures grappled by the death frond takes 14(4d6) necrotic damage at the start of its turns. The death frond regains a number of hits points equal to the amount of necrotic damage dealt and that creature has its hitpoint maximum reduced by that amount.



## DEVOURER PLANT

*Huge plant, unaligned*

**Armor Class** 12 (Natural Armor)

**Hit Points** 63 (6d12+24)

**Speed** 5ft., 5ft. climb

STR	DEX	CON	INT	WIS	CHA
17(+3)	8 (-1)	18(+4)	1 (-5)	10 (+0)	2 (-4)

**Skills** Stealth +3, Perception +2

**Senses** blindsight 60ft., tremorsense 60ft., passive Perception 12

**Condition Immunities** Charmed, Blinded, Deafened, Frightened, Stunned, Paralyzed

**Damage Immunities** Psychic

**Challenge** 2 (450 XP)

**False Appearance** While motionless, the Devourer is indistinguishable from a plant

**Attractive Aroma** Creatures that first enter or starts its turns within 10ft. of the plant must succeed a DC 14 Constitution saving throw or be charmed. A charmed creature is forced to use all its movement and cannot take actions or bonus actions on its turns to get as close to the plant as possible. An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Depending on the type of plant, you can choose one creature type to have disadvantage on its saving throw against this effect. Upon a successful saving throw, creatures are immune to being charmed in this manner for the next 24 hours.

**Rooted Defense** The plant has advantage on saving throws and ability checks against be pushed, shoved, or knocked prone.

**Flammable** Whenever the plant takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It must use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

**Reactive** The plant can take a reaction on ever creature's turn. This reaction can only be used to make an vine attack of its choice against a creature that provokes opportunity attack or first enters within 10ft. of the plant.

### Photosynthesis

While in sunlight, the plant gains the following benefits:

**Regeneration** It can regain 10 hitpoints at the start of each of its turns while it has at least 1 hitpoint and hasn't taken fire or necrotic damage on its turn.

**Rapid Recovery** At the start of each of its turns, it can end one of the following conditions: poisoned.

### Actions

**Multiattack** The devourer plant can make two grasping vine attacks.

**Grasping Vine** A Large or smaller creature within 20ft. of the plant must succeed a DC 13 Strength saving throw or grappled, restrained, and pulled 20ft. towards the plant. As a bonus action, the devourer plant use its bonus action to devour a creature.

**Devour** One grappled creature becomes devoured by the plant. While devoured, that creature is blinded, restrained, cannot breathe or speak, and has total cover from attacks and other effects outside the plant.

At the start of each of its turns, it takes 14(2d6) acid damage + 14(2d6) necrotic damage at the start of each of its turns. The plant regains a number of hitpoints equal to the necrotic damage dealt. Creatures reduced to 0 hitpoints while devoured are killed.

If the plant dies, the creature is no longer restrained and must spend 20ft. of movement to exit 5ft. from the plant to exit prone.



## DEWSTALK

*Large plant, unaligned*

**Armor Class** 14 (Natural Armor)

**Hit Points** 39 (6d10+6)

**Speed** 5ft., climb

STR	DEX	CON	INT	WIS	CHA
17(+3)	17 (+3)	12(+1)	1 (-5)	10 (+0)	2 (-4)

**Damage Immunities** Acid, Psychic

**Damage Resistances** Fire

**Skills** Stealth +7, Perception +4

**Senses** tremorsense 60ft., blindsight 60ft., passive Perception 12

**Condition Immunities** Charmed, Blinded, Deafened, Frightened, Stunned, Paralyzed

**Challenge** 2 (450 XP)

**False Appearance** While motionless, the Dewstalk is indistinguishable from a plant

**Attractive Aroma** Creatures that first enter or starts its turns within 10ft. of the plant must succeed a DC 13 Constitution saving throw or be charmed. A charmed creature is forced to use all its movement and cannot take actions or bonus actions on its turns to get as close to the dewstalk as possible. An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Upon a successful saving throw, creatures are immune to being charmed in this manner for the next 24 hours.

**Rooted Defense** The dewstalk has advantage on saving throws and ability checks against be pushed, shoved, or knocked prone.

**Sticky Adhesive** The dewstalk adheres to anything that touches. A Medium or smaller creature is adhered to the Dewstalk is also grappled and restrained by it (escape DC 13).

**Draining Sap** While grappled to the dewstalk, creatures take 7(2d6) acid damage + 7(2d6) necrotic damage. The dewstalk regains hitpoints equal to the necrotic damage dealt.

**Fire Proof Sap** The dewstalk cannot be set aflame and upon succeeding a saving throw against an effect that deals fire damage, it takes no damage instead.

**Reactive** The dewstalk can take a reaction on ever creature's turn. This reaction can only be used to make an sticky vine attack of its choice against a creature that provokes opportunity attack or first enters within 10ft. of the dewstalk.

## Photosynthesis

While in sunlight, the dewstalk gains the following benefits:

**Regeneration** It can regain 10 hitpoints at the start of each of its turns while it has at least 1 hitpoint and hasn't taken necrotic damage on its turn.

**Rapid Recovery** At the start of each of its turns, it can end one of the following conditions: poisoned.

## Actions

**Sticky Vine** +5 to hit; 10ft., , one Medium or smaller creature in range. Hit 17 (2d10+3) bludgeoning damage. Upon a hit, creatures are considered grappled and restrained.



## DEATH VINE

Large plant, unaligned

**Armor Class** 13 (Natural Armor)

**Hit Points** 85 (10d10+30)

**Speed** 5ft., climb

STR	DEX	CON	INT	WIS	CHA
18(+4)	15 (+2)	16(+3)	1 (-5)	10 (+0)	1 (-5)

**Damage Resistances** Bludgeoning, Piercing

**Skills** Athletics +7, Stealth +8, Perception +3

**Senses** tremorsense 60ft., blindsight 60ft., passive Perception 13

**Condition Immunities** Charmed, Blinded, Deafened, Frightened, Stunned, Paralyzed, Prone

**Challenge** 7 (2900 XP)

**False Appearance** While motionless, the deathvine is indistinguishable from a normal plant

**Flammable** When the vine takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It must use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

**Shambling Form** The deathvine can move through another creature's space without penalties to its movement. Creatures that first enters or starts its turn within the vine's space must treat it as difficult terrain. It has advantage on attack rolls against creatures within its space.

**Life Drain** For the duration of this grapple creatures must succeed a DC 14 Constitution saving throw at the start of each of its turns. Upon a failed saving throw, the creature take 21 (6d6) necrotic damage at the start of each of its turns and the vine recovers a number of hitpoints equal to the amount of necrotic damage dealt. On a successful saving throw, the creature takes half damage and the vine does not recover hitpoints.

The vine regains hitpoints equal to the necrotic damage dealt. The vine can only constrict one creature at a time

**Regeneration** The vine can regain 5 hitpoints at the start of each of its turns while it has at least 1 hitpoint and hasn't taken fire or necrotic damage on its turn. If in sunlight, it regains 10 hitpoints, and can end the poisoned condition at the start of its turns.

**Damage Transfer** While grappling a creature, the vine takes only half the damage dealt to it (rounded down) and the other half takes the other half.

### Actions

**Constrict** +6 to hit; 20ft., one Large or smaller creature. Hit 10 (2d6+4) bludgeoning damage. Upon a hit, creatures are considered grappled and restrained (escape DC 14).

While grappled in this manner, creatures are blinded, cannot speak, cannot breathe, and has total cover from any effects outside of the vine.



## TUMBLEWEED

*small plant, unaligned*

**Armor Class** 13 (Natural Armor)

**Hit Points** 27 (6d6+6)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
1 (-4)	20 (+5)	13 (+1)	1 (-5)	11 (+0)	10 (+0)

**Damage Resistances** Bludgeoning, Piercing

**Skills** Acrobatics +9, Perception +2

**Senses** blindsight 60ft., passive Perception 12

**Condition Immunities** Charmed, Blinded, Deafened, Frightened, Stunned, Paralyzed, Prone

**Challenge** 1 (200 XP)

**False Appearance** While motionless, the tumbleweed is indistinguishable from normal tumbleweed

**Flammable** When the tumbleweed takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It must use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

**Razor Brambles** Creatures grappled by the tumbleweed take 5 (2d4) slashing damage at the start of each of its turns.

**Charge** If the tumbleweed moves at least 20ft. in a straight line, it deals an additional 5 (2d4) piercing damage. Creatures hit by an attack using this feature must succeed a DC 15 Strength saving throw or fall prone.

**Lightweight** Whenever the tumbleweed takes thunder damage, it is pushed back an additional 10ft. The tumbleweed also automatically fails saving throws against being pushed or forcibly moved and is pushed back twice as far as normal.

**Windborne** While exposed to a moderate wind (at least 10 miles per hour), its movement speed increases by 10ft. For every 5 miles per hour above 10, the tumbleweed's movement speed increases by 5ft.

**Slowfall** Whenever the tumbleweed takes damage, it can make a DC 10 Dexterity saving throw. On a failed saving throw, it takes half damage and none on a success. The DC increases by 10 for every 10ft. above 60ft.

**Bounce** The tumbleweed can spend any amount of its movement speed to vertically jump by that amount.

**Pack Tactics** The tumbleweed has advantage on attack rolls against a creature if at least one of its the tumbleweed's allies are within 5ft. of it.

### Actions

**Tackle** +7 to hit:, 5ft., , one creature. *Hit* 8 (1d4+5) slashing damage. Upon a hit, creatures are considered grappled (escape DC 8). For the duration of this grapple, the tumbleweed cannot make an attack against another creature

## MAW LOTUS

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### ADVANCED SPECIMEN

It is believed that the maw lotus is an advanced evolution of the conventional carnivorous plant. These creatures are much more mobile and intelligent than their other kin. The maw lotus can be identified by a central bulb that often takes the form of single colossal maw or multiple smaller maws surrounded by a writhing mass of tentacles.

### TOXIC POLLEN

Despite its intimidating maw, the lotus's greatest weapon and defense is the perpetual cloud of toxic pollen around it. The poison from its pollen is one of the most potent in all the Material Plane and is capable of debilitating any creature, even those that conventionally cannot be poisoned such as undead or even constructs.

It is believed that the potency of this toxin can be correlated to the rapid evolving nature of this poison. The longer a creature is poisoned by the lotus, the more debilitating effects it begins to suffer, often leading to an extremely painful death.

As a result, this makes the maw lotus extremely valuable as many adventurers and mercenaries take on extremely dangerous contracts to retrieve maw lotus poison, often leading to their demise.

### VALUED TAME

One of the significant advantages that the maw lotus in comparison the rest of its carnivorous kin is its heightened intelligence (at least in comparison to other plants). Although their intelligence is not much greater than the average beast, they are highly valued as they prove to be quite reliable guardian plant's while tamed.

Although most sentient plants can be tamed, their very limited intelligence makes them very hard to use. However, the maw lotus has the ability to understand basic commands and shows extreme loyalty to its tamer. Interestingly enough, creatures that it shows affection too also seems to gain immunity an immunity to its debilitating pollen. Despite these benefits, taming a maw lotus is an extremely long and dangerous process, especially if its tamer is not a plant.

Tamed lotus maws are much more dangerous than their wild counterparts. In the wild, maw lotuses tend to be solitary, but when tamed as a group, maw lotus's are frighteningly effective. Many sentient plants such as vegepygmy's and blights train these creatures as battle mounts, guardians, and even troop transports. They provide the necessary muscle and sheer power for these entities while suppressing their enemies with clouds of toxin that only affect its foes.

## MAW LOTUS TACTICS

Maw lotuses are extremely aggressive, brazenly attacking creature their size or smaller. Because they are constantly expending energy as they tend to be much more mobile than their other relatives, they are nearly always hunting or searching for food.

However, thanks to its appearance as natural foliage, it is able to easily get within reach of its prey before deploying a cloud of toxic pollen. Because the maw lotus prefers not to chase down its prey, it tends to use its pollen spray first to incapacitate its prey. If it can target multiple prey at a time, it will do so for it prefers to eat as much as it can in a single meal so that it does not have to constantly hunt.

In the rare chance that it is overwhelmed or exposed to fire, the lotus will use its poison to deter attackers long enough to make its escape.



## Maw Lotus

large plant, unaligned

**Armor Class** 15 (Natural Armor)

**Hit Points** 84 (8d10+40)

**Speed** 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
19(+4)	11 (+0)	20(+5)	6 (-2)	10 (+0)	2 (-4)

**Damage Resistances** Bludgeoning, Piercing

**Damage Immunities** Poison, Psychic

**Skills** Perception +3

**Senses** blindsight 60ft., passive Perception 13

**Condition Immunities** Charmed, Blinded, Deafened, Frightened, Stunned, Paralyzed, Poisoned, Prone

**Challenge** 6 (2300 XP)

**False Appearance** While motionless, the lotus is indistinguishable from normal tropical plant

**Flammable** When the lotus takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It must use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

**Spider Climb** The lotus can climb difficult surfaces without needing to make an ability check

**Hungry Maw** The lotus can use its bonus action to make an additional bite attack against a grappled creature or a creature with 0 hitpoints. If the creature is at 0 hitpoints, it is instantly killed and devoured by the lotus.

**Pollen Marked** When the lotus take the Attack action against a creature poisoned by it, it can make an additional bite attack against that creature and it can make these attacks with advantage.

**Potent Toxins** The lotus's poison is extremely potent and creatures without any innate resistance to poison or advantage to saving throws against poison suffers disadvantage on its saving throw.

If the creature possesses poison resistance or advantage on saving throws against being poisoned, it cannot benefit from these features taking full damage and must make saving throws without advantage.

If the creature is immune to poison damage or the poisoned condition, it has advantage on the saving throw and takes half damage from the poison.

**Debilitating Pollen** Creatures of the lotus's choice that is not another maw lotus that first enter or starts its turn within 10ft. of the lotus must succeed a DC 16 Constitution saving throw. On a failed saving throw, creatures are poisoned for one minute and must roll a d20 on the Lotus Poison table to determine an additional effect. Creatures can repeat its saving throw at the end of each of its turns to end the effect. Upon each failure, you can roll of the lotus poison table to determine the additional effect of the poisoned condition, rerolling duplicate effects.

### Photosynthesis

While in sunlight, the maw lotus gains the following benefits:

**Regeneration** It can regain 10 hitpoints at the start of each of its turns while it has at least 1 hitpoint and hasn't taken fire or necrotic damage on its turn.

**Rapid Recovery** At the start of each of its turns, it can end one of the following conditions: poisoned.

### Actions

**Multiattack** The lotus can make a bite attack and two vine attacks

**Bite** +7 to hit; 5ft., , one creature. *Hit* 19 (6d4+4) piercing damage.

**Vine** +7 to hit; 10ft., , one creature. *Hit* 7 (1d4+4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15) and pulled 10ft. towards the lotus

**Pollen Spray(Recharge 5-6)** Creatures of the lotus's choice that is not another maw lotus in a 30ft. cone must succeed a DC 16 Constitution saving throw or become poisoned for one minute and suffer an effect from the Lotus Poison table. At the end of each of its turns, it can make a saving throw to end the effect. Upon a failure, the poison's duration resets and the creature suffers an additional lotus poison effect by rolling a d20.

## LOTUS POISON OPTIONS

1d20	Poison Option	Effects
1-2	No effect	Poisoned creatures do not suffer any additional effects.
3	Nighteye Poison	Poisoned creatures are blinded for the duration
4	Bloodfire Poison	Poisoned creatures take 7(2d6) poison damage at the start of each of its turns.
5	Bloodwither Poison	Poisoned creatures cannot recover hitpoints. If the creature is reduced to 0 hitpoints while poisoned, it is killed.
6	Terrorbloom Poison	Poisoned creatures are considered frightened for the duration. The source of fear for that creature is anything that the creature can see or hear.
7	Mutemaw Poison	Poisoned creatures cannot breathe or speak for the duration
8	Cripple Poison	Poisoned creatures have its movement speed halved for the duration.
9	Frenzy Poison	While poisoned, creatures must make an attack against the nearest creature within range of it that is not the maw lotus. If there is no suitable target, the creature takes 9(2d8) psychic damage and wastes its turns
10	Lethargy	Poisoned creatures deal half damage on Strength and Dexterity based damage rolls.

## LOTUS POISON OPTIONS

1d20	Poison Option	Effects
11	Spellbane Poison	Poisoned creatures cannot maintain concentration nor cast spells
12	Limblock Poison	Poisoned creature are paralyzed for the duration.
13	Dreamcast Poison	Poisoned creatures are unconscious for the duration.
14	Fleshrot Poison	Poison creatures suffer vulnerability to all damage for the duration
15	Doomlock Poison	Poisoned creatures have disadvantage on all saving throws for the duration.
16	Baneplague Poison	If the poisoned creature is touched by or touches another creature other than the maw lotus, its target must succeed a DC 15 Constitution saving throw or become poisoned by the Maw Lotus. Creatures poisoned in this manner must roll a d20 to determine its initial effect.
17	Vertigo Poison	Whenever poisoned creatures take damage or spends any movement speed, it must succeed a DC 16 Wisdom saving throw or fall prone.
18	Muddling Poison	Poisoned creatures are considered stunned for the duration
19-20	Dual Effects	Upon rolling a 20, you can roll the DC20 twice to add two effects to a poisoned creature. You must ignore and reroll duplicates or additional 20s.

## SHAMBLER

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Shamblers are often confused to be form of blights due to their large and somewhat humanoid form. However, these entities tend to be much large colonial masses of sentient plants or fungi. This feature is the primary factor that separates a shambler from a species of blight.

Another signature feature of a shambler is its ability to absorb various form of energy. Some scholars believe that such absorption is actually what grants these entities their colonial sentience.

Their primary tactics is to grasp its prey with its tendril like arms and then proceeds to engulf its victim within its colossal body where its constricting vines crushes its prey to death.

## CORPSEFLOWER

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As its name suggests, corpseflower shamblers are covered with the bloated decomposing body and jagged skeletons of its prey protruding from its body. Although the shambler prefers to scavenge corpses, it has been known to attack living creatures on numerous occasions.

## CORPSE COLLECTOR

Interestingly enough, the shambler gain no nutrients from the skin or bones of its prey only feasting on its blood. The shambler's vine latch into an engulfed creature linking its life force to that of its prey. Whenever the shambler receives harm, it can redirect its pain to its quarry. Once its prey is slain, the body of its victim slowly begins to protrude from the rest of the shambler's form causing its appearance to resemble an abomination of flesh and vines. Because of this, corpseflower shamblers are often accompanied with a sickening stench.

## PRIMORDIAL SHAMBLER

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Primordial shamblers are a rather unique breed of shamblers. Whereas most shamblers prefer to hunt creatures with flesh and blood, the primordial shamblers favored prey are elementals.

## ELEMENTAL EVOLUTION

It is believe these shambler have undergone extensive evolutionary adaptation due to exposure to elemental magic due to exposure to volatile regions such as the planar rifts between the Material Plane and Elemental Plane.

As a result, these shamblers have learned to feed off of certain elemental energies to heal its wounds. They also have evolved to act as a parasite that uses elementals as their host. Whereas most shamblers simply engulf their prey, primordial shamblers can wrap its form around and take control elementals feeding off its life essence.

## ELEMENTAL CONSUMPTION

While in this state, elemental loses all control of its body and is fully under the shambler's control. Once a shambler acquires an elemental host, it rarely detaches unless it comes across a more powerful or more favorable host. While in this state it uses its elemental form to slay and consume other elementals gaining sustenance indirectly through the elemental.

## GOLEM ALTERNATIVE

This unique ability makes shamblers quite desirable to tame by many druids and other natural casters as they are able to utilize the strengths of both creatures without many of the detrimental side effects often associated with dealing elementals using other arcane methods.

## HUSK

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Husk shamblers are probably the most frightening and disturbing of all shamblers. It seems to behave very similarly to the primordial shambler, but seems to infect any creature with flesh and blood. It seems to not display a particular preference for which type of creature it possesses, but it seems to show a general disdain for constructs or elementals completely avoiding these creatures entirely.

## HUNGERING HOST

Like their other kin, they are driven by their insatiable hunger. Like the primordial cousin, the shambler will attempt to keep its host alive while under its control only allowing harm to come to it if the shambler's own life is threatened. It will use its new form as well its capabilities to seek out new sources of food or possibly new, more powerful hosts.

## DRUIDIC EXTERMINATION

Their ability to take the possession of the body of any creature makes them extremely dangerous. In fact, numerous druidic circles and ranger conclaves have dedicated themselves to attempting to hunt these creatures to extinction due to the threat they can pose once they find a host. Thankfully, because of such efforts they tend to be extremely rare.

## SPELLFLOWER

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These shamblers tend to be less aggressive than the rest of their kin since their primary source of food is magical energy. These plants tend to reside in magical volatile biomes where they can passively feed off the ambient magical energy using it to heal itself as well as defend itself.

Whenever it detects the presence of a creature with magical potential, it will attempt to drain that creature dry of its arcana. Although the sheer strength of this creature can prove to be lethal, most encounters tend to be nonlethal as it tends to leave once its has absorbed that creature's magic.

Many spellflower shamblers are often tamed by druidic settlements as a specific counter to enemy spellcasters.



## SHAMBLER

Large Plant, unaligned

**Armor Class** 14 (Natural Armor)

**Hit Points** 126 (12d10+60)

**Speed** 20ft., 20ft. swim, 20ft. climb, 20ft. burrow

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

**Saving Throws** Strength +7, Constitution +8

**Skills** Stealth +5, Perception +3,

**Damage Resistances** bludgeoning, piercing, and slashing, necrotic

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, deafened, exhausted, paralyzed, poisoned

**Senses** blindsight 60ft., tremorsense 60ft., passive Perception 13

**Challenge** 7 (2900 xp)

**False Appearance** While motionless, the shambler is indistinguishable from normal underbrush

**Spider Climb** The shambler can climb difficult surfaces without having to make an ability check

**Siege Monster** The shambler deals double damage to buildings and objects

**Regeneration** At the start of each of its turns, the shambler regains 10 hitpoints.

**Constriction** At the start of each of its turns, engulfed creatures take 14 (3d8) bludgeoning damage

### Actions

**Multiattack.** The shambler can make two slam attacks.

**Slam** *Melee Weapon Attack:* +7 to hit, 10ft., one target. *Hit* 13 (2d8+4) bludgeoning damage. If the creature is a Medium or smaller creature, it is grappled (escape DC 15).

**Engulf.** As a bonus action, the shambler can engulf a Large or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe. If the mound moves, the engulfed target moves with it. The mound can have only one Large creature or four Small or Medium creatures engulfed at a time.

## Corpseflower

- **Challenge Rating** Increases by 2

**Necrotic Constriction (Replaces Constriction)** At the start of each of its turns, engulfed creatures take 14 (3d8) necrotic damage. On a failed saving throw, creatures shambler can regain hitpoints equal to half the damage dealt.

**Damage Transfer** Upon taking damage, the shambler can redirect half the damage taken to one creature grappled by the shambler

**Stench** Creature that first enter of starts its turn within 10ft. of the shambler must succeed a DC 14 Constitution saving throw. On a failed save, creatures are poisoned until the end of its next turn. While poisoned, creatures cannot take action or reactions as its spends its turn writhing. Upon a successful saving throw, creatures are immune to this effect for the next 24 hours.

## Actions

**Necrotic Absorption** As a bonus action, the shambler can engulf a creature within 10ft. of it that has 0 hitpoints. This feature instantly kills that creature as it is absorbed into the shambler. The shambler regains 27 (6d8) hitpoints as part of this action.

## Primordial

- **Challenge Rating** Increases by 1

**Elemental Absorption** When the shambler takes cold, fire, lightning, it takes no damage. Instead, it regains a number of hitpoints equal to half the damage dealt.

**Elemental Attunement** Until the end of its next turn, its attacks deal an additional 5(1d8) elemental damage equal to the damage type taken. Additionally for the duration of this feature, creatures that hit the shambler with an melee weapon attack or grapples it while within 5ft. dealing 9(2d8) elemental damage equal to the amount of damage dealt.

## Actions

**Elemental Host (Replaces Engulf)** As an action, a Large or smaller elemental within 10ft. of the shambler must succeed a DC 16 Constitution saving throw with disadvantage. On a failed saving throw shambler shares the same space as the elemental. While merged, both creatures count as a single creature for the purposes of targeting it with an attack, spell, or saving throw.

The elemental is incapacitated and loses control of its body. The shambler controls its body but doesn't deprive the elemental of its awareness. It uses the possessed target's statistics but doesn't gain access to the target's knowledge. While in this state, the elemental cannot be charmed or frightened. Whenever the the shambler takes damage or an effect, it can redirect all the damage taken or effects to its elemental host instead.

This host lasts until the elemental drops to 0 hitpoints, or if it ends the effect as a bonus action. When the merge ends, the shambler reappears in an unoccupied space within 5ft. of the body.

Upon ending this feature or a successful saving throw, the Elemental is immune to this feature for the next 24 hours.

## Husk

- **Challenge Rating** Increases by 2

**Symbiosis** An engulfed creature can still benefit from the Husk's movement speed and Regeneration. If its host's form has these same features, they both can benefit from the higher of the two.

### Actions

**Symbiotic Host (Replaces Engulf)** As an action, a Large or smaller creature that is not a construct or elemental within 10ft. of the shambler must succeed a DC 16 Constitution saving throw with disadvantage. On a failed saving throw shambler shares the same space as the creature. While merged, both creatures count as a single creature for the purposes of targeting it with an attack, spell, or saving throw.

The creature is incapacitated and loses control of its body. The shambler controls its body but doesn't deprive the creature of its awareness. It uses the possessed target's statistics but doesn't gain access to the target's knowledge. Whenever the shambler takes damage, it can redirect all the damage taken to its host instead.

This host lasts until the creature drops to 0 hitpoints, or if it ends the effect as a bonus action. When the merge ends, the shambler reappears in an unoccupied space within 5ft. of the body.

Upon ending this feature or a successful saving throw, the creature is immune to this feature for the next 24 hours.

## Spellflower

- **Challenge Rating** Increases by 2

**Magic Sense** The shambler can detect and pinpoint the presence of magic within 1 mile of it.

**Spell Resistance** The shambler takes half damage from spell effects.

**Spell Draining** At the start of each of its turns, engulfed creatures must succeed a DC 14 Charisma saving throw. On a failed saving throw the shambler drains 5 (1d8) spell slots from that creature and cannot cast spells or concentrate on spells until the start of the shambler. The shambler regains hitpoints equal to a number of d8s equal to the spell slots drained.

This feature drains the creature's available spells slots in an appropriate combination favoring higher levels first.

For example, if the shambler drains 5 spell slots, it would drain a 5th level spell slot. If that is not available, it will drain any combination that adds up to 5. If there are not enough spell slots to drain, it simply drains as many spell slots as it can without exceeding above its total roll.

If the creature does not have any spell slots available, it takes no additional damage. On a successful saving throw, the creature is unaffected.

**Spell Absorption** The shambler has advantage on saving throws against spells and magical effects. Upon a successful saving throw, the shambler takes no damage and the next time it makes a slam attack before the end of its next turn, it deals an additional 1d8 force damage for every spell level above 1st

## HYDRA BLOOM

The hydra bloom is the largest and the deadliest of carnivorous plants. Just like its other relative, its appearance often varies depending on the region, but many share the same characteristics of four flowery maws, similar to that of a mantrap. Its body seems to resemble a tangled, bulbous mass of leaves, petal, or vines, while its dozens of writhing vines propels it through the forest with surprising speed and agility.

### FEARLESS HUNTER

Because of its immense size, strength, and durability, the hydra bloom is an intrepid hunter brazenly taking on anything that comes across its path. Few creatures are able to withstand its devastating barrage of bites and noxious poisons. As fearsome as these creatures are, they tend to be very territorial and solitary by nature often clashing to the death with their other kin. As a result, they tend to be quite rare and it is practically unheard of that two wild hydra blooms are found within 100 miles of each other.

### SENTIENT BLOOMS

As its name suggests, the hydra bloom possess the unique ability to regenerate stalks that it loses in battle. However, each stalk actually serves as an aspect of the hydra bloom's consciousness. Whenever a head is cut off, it begins to act as if it has a mind of its own aiding its body in battle. These are often known as bloom mites.

### EXTENDED CONSCIOUSNESS.

Although hydra blooms seem to only have 4 stalks on its body at a time, it is believed that they can possess up to 10 bloom mites at a time. Oftentimes, the other mites serve as extensions of its senses allowing to find prey nearby, distract attackers or protect the hydra bloom from harm. If the mites are not patrolling for its central body, these reside in special compartments located within its central bulb.

### UNIQUE BLOOM

Each bloom is unique as it can generate a special kind of pollen to debilitate its prey. Current research seems to suggest that these blooms can come in 8 variations often changing color depending on its type.

### BLOOM LOCUS

Whenever its central body is severely wounded, the heads can merge back onto the primary body. However, if these blooms die while disconnected, it cannot merge back with the main body.

Any time its body loses all of its heads, the hydra bloom instantly becomes inert and is unable to move. While in this state, the hydra bloom is extremely vulnerable and can only recover if one of the blooms merges back within its form.

However, if the hydra bloom dies while at least one of the blooms are still alive, the bloom mite can fully regrow within a week. Only one of the bloom mites can fully grow in this manner at a time and the others simple serve as additional bloomstalks for its new body.

## MEMORY BLOOMS

Because of this regeneration, hydra blooms tend to at least keep one bloom mite hidden and secure while it goes hunting so that it can fully regrow if it ever dies. Therefore, adventurers must be extremely thorough while hunting hydra blooms lest it returns. Since each mite shares an aspect of the hydra bloom's consciousness, it is known to have extremely long memories and often holds grudges against creatures that slew its previous forms.

### LEGACY BLOOMS

Because of their status within their ecosystem and their nigh immortal nature, they are often viewed as a symbol of power by many forest-dwelling civilizations. In fact the most powerful of these civilization have tamed these creatures as battle mounts. High ranking nobility often pass down bloom mites to each family member almost as an heirloom carrying that hydra bloom's memory across generations. As a result, these creatures have often forged powerful bonds with loyalty to its masters that has lasted over numerous lifetimes.



## HYDRA BLOOM

*Huge Plant, unaligned*

**Armor Class** 18 (Natural Armor)

**Hit Points** 175 (14d12+84)

**Speed** 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	22 (+6)	10 (+0)	20 (+5)	2 (-4)

**Saving Throws** Strength +9, Constitution +10, Wisdom +9

**Skills** Perception +13

**Damage Resistances** bludgeoning, piercing

**Senses** tremorsense 60ft., blindsight 60ft., passive Perception 23

**Condition Immunities** Blinded, Deafened, Stunned, Paralyzed, Poisoned

**Challenge** 13 (10000 xp)

**False Appearance** While motionless, the hydra bloom is indistinguishable from a tropical plant

**Rooted Defense** The Hydra Bloom has advantage on saving throws and ability checks against being pushed, shoved, or knocked prone.

**Flamable** Whenever the plant takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It must use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

**Regeneration** The bloom can regain 20 hitpoints at the start of each of its turns while it has at least 1 head and hasn't taken fire or necrotic damage on its turn. If in sunlight, it regains 30 hitpoints.

**Spider Climb** The bloom can climb difficult surfaces without having to make an ability check

**Reactive Stalks** The hydra bloom can take a reaction on each creature's turns. This reaction can only be used to make a bite attack of its choice against a creature that provokes opportunity attack or first enters within 20ft. of the hydra bloom.

**Sentient Blooms** If the hydra bloom starts its turns with 0 heads and still at least has 1 hitpoint, it becomes incapacitated and cannot benefit from its regeneration ability. It remains in this state until a bloom mite attaches to its head or if it dies. If its body is destroyed while a bloom mite is still alive, the mite grows into a hydra bloom after 7 days.

**Multiple Stalks** The hydra bloom has 4 bloomstalks. Whenever it takes more than 30 damage in a single turn, one of its bloom stalks falls to the ground.

For every head the bloomstalk lost, the hydra bloom loses one attack and one legendary action. After 1d4 rounds, the hydra bloom can automatically regrow one additional head rolling on a bloomstalk table to determine its new effect. It cannot benefit from this feature if it has a total of 10 bloom mites.

Upon regrowing a new head, it regains 30 additional hitpoints

At the start of the hydra bloom's next turn, the bloomstalk transforms into a bloom mite which acts on initiative count 20 losing all ties.

The hydra bloom can only possess 4 heads at a time and can only control 10 bloom mites as a time.

### Actions

**Multiattack.** The hydra bloom can make a number of bite or pollen puff attacks on its turn equal to the number of heads it possesses.

**Bite Melee Weapon Attack:** +9 to hit, 20ft., one target. Hit 18 (2d12+5) piercing damage.

**Pollen Puff** Consult the hydra bloom table to determine the effect

### Legendary Actions (up to 4/ turn)

**Bloomstalk Strike (1 action)** The hydra bloom can make a bite or pollen puff. Alternatively, it can command a bloom mite within 30ft. of it to make an attack using its reaction.

**Rapid Recovery (1 action)** The hydra bloom can end one status or spell effect on itself

**Floran Stride (1 action)** The hydra bloom can move up to 30ft. to a location of its choice. This movement does not provoke opportunity attack

**Merge Blooms (2 actions)** The hydra bloom can merge with a bloom mite within 20ft. of it. It regains 30 hitpoints as part of this action

## BLOOMSTALK OPTIONS

d8	Bloomstalk Option	Effects
1	Witherbloom	Creatures must succeed a DC 18 Constitution saving throw or take 14(4d6) necrotic damage on a failed saving throw. Its hitpoint maximum is reduced by this amount as well. Creatures that fail this saving throw cannot regain hitpoints until the end of its next turn. On a successful saving throw, it takes half damage and is unaffected.
2	Stenchbloom	Creatures must succeed a DC 18 Constitution saving throw or take 14(4d6) poison damage on a failed saving throw. Upon a failed saving, throw creatures are poisoned until the end of its next turn. While poisoned in this manner, creatures cannot take actions or reactions as it spends its turn coughing and wrenching hitpoints. On a successful saving throw, it takes half damage and is unaffected.
3	Terrorbloom	Creatures must succeed a DC 18 Constitution saving throw or take 14(4d6) poison damage on a failed saving throw. Upon a failed saving, throw creatures are poisoned until the end of its next turn. While poisoned in this manner, creatures are considered frightened. All creatures that the target can see counts as its source of fear. On a successful saving throw, it takes half damage and is unaffected.
4	Spellbloom	Creatures must succeed a DC 18 Constitution saving throw or take 14(4d6) poison damage on a failed saving throw. If the target is under a spell effect or concentrating on a spell, it has disadvantage on its saving throw. Upon a failed saving, throw creatures are poisoned until the end of its next turn. While poisoned in this manner, creatures cannot cast or concentrate on spells. On a successful saving throw, it takes half damage and is unaffected.

## BLOOMSTALK OPTIONS

d8	Bloomstalk Option	Effects
5	Nightbloom	Creatures must succeed a DC 18 Constitution saving throw or take 14(4d6) poison damage on a failed saving throw. Upon a failed saving, throw creatures are poisoned until the end of its next turn. While poisoned in this manner, creatures are considered blinded. On a successful saving throw, it takes half damage and is unaffected.
6	Deathbloom	Creatures must succeed a DC 18 Constitution saving throw or take 14(4d6) necrotic damage on a failed saving throw. Upon a failed saving, throw creatures are poisoned until the end of its next turn. While poisoned in this manner, creatures deal half damage on a Strength and Dexterity-based attacks. On a successful saving throw, it takes half damage and is unaffected.
7	Hypnobloom	Creatures must succeed a DC 18 Constitution saving throw or take 14(4d6) poison damage on a failed saving throw. Upon a failed saving, throw creatures are poisoned until the end of its next turn. While poisoned in this manner, creatures are charmed. While charmed, it is considered incapacitated and its movement speed is 0. On a successful saving throw, it takes half damage and is unaffected.
8	Ragebloom	Creatures must succeed a DC 18 Constitution saving throw or take 14(4d6) poison damage on a failed saving throw. Upon a failed saving, throw creatures are poisoned until the end of its next turn. While poisoned in this manner, creatures must use its action to attack the nearest creature within range of it that is not the hydra bloom. On a successful saving throw, it takes half damage and is unaffected.

# BLOOM MITE

Medium Plant, unaligned

**Armor Class** 12 (Natural Armor)

**Hit Points** 30 (4d8+12)

**Speed** 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	1 (-5)	10 (+0)	2 (-4)

**Skills** Perception +2

**Damage Resistances** bludgeoning, piercing

**Senses** tremorsense 30ft., blindsight 60ft., passive Perception 14

**Condition Immunities** Blinded, Deafened, Stunned, Paralyzed

**Challenge** 1 (200 xp)

**False Appearance** While motionless, the bloom mite is indistinguishable from a tropical plant

**Flamable** Whenever the bloom mite takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It must use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

**Hydra Bloom** The bloom can regain 5 hitpoints at the start of each of its turns while it has at least 1 hitpoint and hasn't taken fire or necrotic damage on its turn. If in sunlight, it regains 10 hitpoints, and can end the poisoned condition at the start of its turns.

**Spider Climb** The bloom mite can climb difficult surfaces without having to make an ability check

## Actions

**Bite Melee Weapon Attack:** +4 to hit, 5ft., one target. Hit 15 (2d12+2) piercing damage.

**Pollen Puff** Consult the hydra bloom table to determine the effect. The DC for these attacks are a 13.

**Bloom Merge** The hydra bloom can fuse with one bloom mite with 20ft. of it gaining an additional head. The hydra bloom recovers 30 hitpoints as part of this action.

This action ends any effects that are affecting the mite.

## Reactions

**Transfer Pain** When the hydra bloom takes damage while within 30ft. of the mite, the mite can redirect the damage the hydra bloom takes to itself taking the damage instead. The mite inherits any additional effects associated with the attack as well.

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