



Art CCO

DANDEXPLOSION

Very common in the Fey realms, these carnivorous plants feed on unfortunate creatures that come near their grasping tendrils.

DISGUISED MONSTER

The dandexplosions have evolved to be perfectly similar to regular Fey dandelions. These dandelions are perfectly harmless, although they might cause slight allergies due to their pollen, and create beautiful fields to wander in. A tell tell sign that a dandexplosion has set up shop in one of these fields is the absence of typical wildlife, as they get devoured. Sometimes up to 12 of them set up in the same field, turning it into a very dangerous hazard.

CARNIVOROUS PLANT

The dandexplosion will often wait until its prey is close enough before revealing itself, grasping onto the creature and devouring them, be it with their bite or their absorbing tendrils. If one tries to run away, a fiery hell will rain down on it, cooking it to the taste of the dandexplosion. Perhaps one of their most surprising trait is that this fire doesn't seem to affect plant life.

DANDEXPLOSION

Large plant

Armor Class 19 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	16 (+3)	2 (-4)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +4

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 10 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 7 (2,900 XP)

False Appearance. While the dandexplosion remains motionless, it is indistinguishable from a normal Fey dandelion.

Grasping Tendrils. The dandexplosion can have up to five tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the dandexplosion, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Actions

Multiattack. The dandexplosion makes three attacks with its tendrils, uses Reel or Absorb, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Absorb. The dandexplosion absorb the life of each creature grappled by it. Each creature takes 14 (4d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 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 the dandexplosion can't use the same tendril on another target.

Reel. The dandexplosion pulls each creature grappled by it up to 25 ft. straight toward it.

Explosive Pollen [Recharge 6]. The dandexplosion unleashed its pollen in an area in a 100 feet radius around it. The area of the explosion consists of up to ten 10-foot cubes, which it can arrange as it wishes. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a DC 14 Dexterity saving throw. It takes 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. Plant life in the area is unaffected by this effect.