

DECIPULA PLANT

These carnivorous plants are found in warm, wet climates around the world. The decipula uses its long vines to hunt for prey. Once the vine grapples a creature, it pulls the creature back to its lair where it slowly digests the creature within its leafy maw.

DECIPULA PLANT

Large plant, unaligned

Armor Class 12
Hit Points 52 (8d10 + 8)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	2 (-4)

Condition Immunities blinded, deafened, exhaustion, prone
Senses tremorsense 30 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Grasping Vines. The decipula plant can control up to eight **decipula vines** at a time. Each decipula vine uses its own stat block (see the decipula vine entry in this document) and must remain within 300 feet of the decipula plant. The decipula plant senses what its decipula vines sense and vice versa. Destroying a decipula vine deals no damage to the decipula plant, which can use its bonus action to create a new decipula vine on its turn. If the decipula plant is destroyed, all decipula vines it currently controls are destroyed with it.

False Appearance. While the decipula plant remains motionless, it is indistinguishable from an ordinary tropical plant.

Actions

Multiattack. The decipula plant uses Reel and makes one Engulf attack.

Engulf. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or smaller creature grappled by one or more of the decipula plant's vines. *Hit:* The target is trapped inside the decipula plant's jaws. While trapped in this way, the target is blinded and restrained, has total cover from attacks and other effects outside the decipula plant, and takes 10 (3d6) acid damage at the start of each of the target's turns. If the decipula plant dies, the creature is no longer restrained by it. A decipula plant can engulf only one creature at a time.

Reel. The decipula plant pulls up to three of its decipula vines and any creatures or objects that they are holding or grappling up to 25 feet straight toward it.



DECIPULA VINES

Small plant, unaligned

Armor Class 12
Hit Points 9 (2d6 + 2)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	1 (-5)	1 (-5)	1 (-5)

Damage Resistances bludgeoning, piercing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned, prone, stunned, unconscious
Senses tremorsense 15 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Decipula Plant. The decipula vine is connected to a **decipula plant** (see the previous entry). The decipula vines cannot move more than 300 feet from the decipula plant and the decipula plant senses what its decipula vines sense and vice versa. If the decipula plant is destroyed, the vine is destroyed with it.

False Appearance. While the decipula vine remains motionless, it is indistinguishable from an ordinary vine.

Actions

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, unable to breathe, and takes 5 (1d4 + 3) damage at the start of each of the decipula vine's turns.