

# BLOOMEYED BEHEMOTH

*Large plant, neutral good*

**Armor Class** 16 (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	19 (+4)	12 (+1)	17 (+3)	10 (+0)

**Condition Immunities** stunned

**Senses** passive Perception 13

**Languages** Sylvan

**Challenge** 8 (3,900 XP)

**Heavy Footsteps.** Whenever a creature starts its turn within 5 feet of the behemoth it must succeed on a DC 10 Dexterity saving throw or be knocked prone.

**Pool of Radiance.** The behemoth stores a pool of radiance within the massive flower on its backside. This pool is used as a resource for its consume radiance and radiant deliverance abilities.

**Radiant Absorption.** Whenever the behemoth is subjected to radiant damage, it takes no damage and instead gains an equal number of radiance points to its pool of radiance.

## ACTIONS

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

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Radiant Aura (Recharge 4-6).** The behemoth's petals glow with radiant energy. Each creature (including itself) within 10 feet of the behemoth must make a DC 15 Constitution saving throw, taking 17 (4d6 + 3) radiant damage on a failed save, or half as much damage on a successful one.

**Consume Radiance.** The behemoth consumes any amount of radiance points stored within its pool of radiance, regaining an equal amount of hit points.

**Radiant Deliverance (Requires 30 Radiant Points).** The pool of radiance bursts forth radiant light in a 60-foot-line that is 10 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 33 (6d10) radiant damage on a failed save, or half as much damage on a successful one. Additionally, creatures that fail their saving throw are blinded until the end of their next turn.



# BLOOMEYED CONSTRICTOR

*Large plant, neutral good*

**Armor Class** 15 (natural armor)

**Hit Points** 60 (8d8 + 24)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	12 (+1)	13 (+1)	10 (+0)

**Condition Immunities** paralyzed

**Senses** passive Perception 11

**Languages** ---

**Challenge** 4 (1,100 XP)

**False Appearance.** While the constrictor remains motionless, it is indistinguishable from a normal plant.

**Grappler.** The constrictor has advantage on attack rolls against any creature grappled by it.

## ACTIONS

**Multiattack.** The constrictor makes 3 constrict attacks.

**Constrict.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends the creature is restrained. The constrictor has 12 vines.

**Paralyzing Spores (3/Day).** A 30-foot radius of spores pours forth from the maw of the constrictor. These spores can go around corners and affect only creatures that aren't undead, constructs, or elementals. Creatures within the spores' radius must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



# BLOOMEYED GRASPER

Medium plant, neutral good

**Armor Class** 13 (natural armor)

**Hit Points** 30 (5d8 + 8)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	10 (+0)	15 (+2)	12 (+1)

**Senses** passive Perception 12

**Languages** ---

**Challenge** 2 (450 XP)

**False Appearance.** While the grasper remains motionless, it is indistinguishable from a normal plant.

**Regeneration.** The grasper regains 10 hit points at the start of its turn. If the grasper takes fire, necrotic, or poison damage, this trait doesn't function at the start of its next turn. The grasper dies only if it starts its turn with 0 hit points and doesn't regenerate.

## ACTIONS

**Multiattack.** The grasper makes 2 vine attacks.

**Vine.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) bludgeoning damage.

**Grasping Vines.** The grasper can animate normal vines and roots on the ground in a 15-foot square within 30 feet of it. These plants turn the ground in that area into difficult terrain. A creature in that area when the effect begins must succeed on a DC 13 Strength saving throw or be restrained by grasping vines and roots. A creature restrained by the plants can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute or when the grasper dies or uses Grasping Vines again.



# TREANT ELDER

*Huge plant, neutral good*

**Armor Class** 17 (natural armor)

**Hit Points** 161 (14d12 + 70)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	20 (+5)	12 (+1)	17 (+3)	12 (+1)

**Damage Resistances** bludgeoning, piercing

**Damage Vulnerabilities** fire

**Senses** passive Perception 13

**Languages** Common, Druidic, Elvish, Sylvan

**Challenge** 11 (7,200 XP)

**False Appearance.** While the treant elder remains motionless, it is indistinguishable from a normal tree.

**Siege Monster.** The treant elder deals double damage to objects and structures.

**Spellcasting.** The treant elder is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The treant elder has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, thorn whip*

1st level (4 slots): *animal friendship, cure wounds, goodberry*

2nd level (3 slots): *animal messenger, healing spirit, pass without trace*

3rd level (3 slots): *conjure animals, plant growth, speak with plants*

4th level (2 slots): *grasping vine, guardian of nature*

## ACTIONS

**Multiattack.** The treant elder makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

**Animate Trees (1/Day).** The treant elder magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a **treant**, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the slam action option. An animated tree acts as an ally of the treant elder. The tree remains animate for 1 day or until it dies; until the treant elder dies or is more than 120 feet from the tree; or until the treant elder takes a bonus action to turn it back into an inanimate tree. The tree then takes root.



# TROPICAL TREANT

*Large plant, neutral good*

**Armor Class** 16 (natural armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	14 (+2)	16 (+3)	10 (+0)

**Damage Resistances** bludgeoning, piercing

**Damage Vulnerabilities** fire

**Senses** passive Perception 13

**Languages** Common, Druidic, Aquan, Sylvan

**Challenge** 6 (2,300 XP)

**Churning Soil.** The tropical treant's roots constantly sift through the ground around it as it moves, causing ground within 15 feet of it to be difficult terrain for other creatures. Any creature that starts its turn in the churning soil must succeed on a DC 14 Dexterity saving throw or be knocked prone.

**False Appearance.** While the tropical treant remains motionless, it is indistinguishable from a normal tree.

**Siege Monster.** The tropical treant deals double damage to objects and structures.

## ACTIONS

**Multiattack.** The tropical treant makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

**Coconut Cascade.** The tropical treant's branches convulse as its body twists violently, showering its immediate surroundings in a flurry of coconuts. All creatures within 10 feet must make a DC 14 Dexterity saving throw, taking 9 (2d8) bludgeoning damage on a failed save, or half as much damage on a successful one.



# WOODLAND KODAMA

*Medium elemental, neutral good*

**Armor Class** 13

**Hit Points** 28 (5d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-1)	16 (+3)	13 (+1)	10 (+0)	17 (+3)	12 (+1)

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

**Senses** blindsight 30 ft., passive Perception 17

**Languages** ---

**Challenge** 1/4 (50 XP)

**Plant Camouflage.** The kodama has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

**Innate Spellcasting.** The kodama's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material or verbal components:

At will: *dancing lights*, *druidcraft*, *goodberry*, *pass without trace*

## ACTIONS

**Lose the Path.** Each creature in a 30-foot cone originating from the kodama must succeed on a DC 13 Wisdom saving throw or fall under the forgetfulness of the kodama's spell. An affected creature temporarily forgets their reason for being where they are for 3 (1d6) hours. If travelling through the wilderness or other wooded area the creature quickly forgets their sense of direction, becoming lost. At the DM's discretion the creature may rediscover their original path afterwards with a sufficient Wisdom (survival) ability check.

**Natural Shelter.** The kodama magically takes shelter inside a rock, a living plant, or a natural source of fresh water in its space. The kodama can't be targeted by any attack, spell, or other effect while inside this shelter, and the shelter doesn't impair the kodama's blindsight. The kodama can use its action to emerge from a shelter. If its shelter is destroyed, the kodama is forced out and appears in the shelter's space, but is otherwise unharmed.

