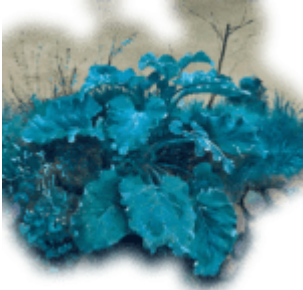


# Grapplebramble

November 8, 2023



Large plant, unaligned

**Armor Class** 10

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

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

**Condition Immunities** blinded, deafened, frightened

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** –

**Challenge** 1 (200 XP)

**Burr Burst.** When a creature makes a melee attack against the Grapplebramble, it must succeed on a DC 13 Dexterity saving throw or become stuck with 1d4 enchanted burrs. While a creature has these burrs attached, it experiences one of the following random effects until all burrs are removed. (Roll 1d4) Once

removed, if the creature becomes stuck with more, roll again for a new effect.

1. **Disorienting Whispers.** The burrs emit faint, disorienting whispers that cause the target to become distracted. It has disadvantage on Wisdom saving throws.

2. **Stinging Pain.** The burrs cause intense pain, imposing disadvantage on the target's attack rolls.

3. **Burning Burr.** The burrs ignite, causing 2 (1d4) fire damage each. The effect is instantaneous, after which the burrs turn to ash and need no removal.

4. **Frigid Shivers.** The burr imparts an icy chill, causing the creature to have its speed halved until the end of its next turn unless resistant to cold damage.

## Removing Burrs

Each burr requires an action to remove. When a burr is removed, the creature removing it experiences one of the following effects. (Roll 1d4)

1. **Dizzying Daze.** The removal of the burr leaves the creature momentarily dizzy, causing it to have disadvantage on attack rolls until the end of its next turn.

2. **Thorny Retaliation.** The burr's removal causes it to explode. The creature takes 2 (1d4) piercing damage.

3. **Sticky Residue** Removing the burr causes it to explode into a sticky mess, causing the creature to have disadvantage on Dexterity-based skill checks for 1 minute.

4. **Pollen Sneeze.** A release of pollen from the burr triggers an allergic reaction. The creature must succeed on a DC 13 Constitution saving throw or be blinded until the end of its next turn.

## Actions

**Vine Slam.** Melee Weapon Attack: +5 to hit, reach 10 ft., one

target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Dexterity saving throw or become restrained by twisting vines for 1 minute. A target restrained in this way can use an action to make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check, ending the effect on itself on a success.

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## Awakened Shrub

November 8, 2023



plant

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## Awakened Tree

November 8, 2023



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# Shambling Mound

November 8, 2023



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# Treant

November 8, 2023



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# Violet Fungus

November 8, 2023



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# Shrieker

November 8, 2023



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# Fungi

November 8, 2023



- [Shrieker](#)
- [Violet Fungus](#)

# Soil Serpent

November 8, 2023



Huge plant, chaotic evil

- **Armor Class** 15 (natural armor)
- **Hit Points** 133 (14d12 + 42)
- **Speed** 20 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
20 (+5)	6 (-2)	17 (+3)	12 (+1)	12 (+1)	7 (-2)

- **Damage Vulnerabilities** fire
- **Damage Resistances** bludgeoning, piercing
- **Senses** passive Perception 11
- **Languages** understands Common
- **Challenge** 5 (1,800 XP)

**Ghoulish Spores (1/Day).** The Soil Serpent targets one corpse of a humanoid within 10 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a [plant ghoul](#) or [plant ghast](#), controlled by the Soil Serpent. The corpse stays animated for 1d6 + 1 weeks or until destroyed, and it can't be animated again in this way. The Soil Serpent can create and control up to 1 plant ghast and 20 plant ghouls at a time and can communicate telepathically with them up to a mile away.

## Actions

**Multiattack.** The Soil Serpent makes three attacks, using its Vine Smash to attempt to grapple, and once it grapples an opponent, it will use one of its attacks to bite a grappled target with advantage.

**Bite.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) piercing damage.

**Vine Smash.** Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target takes 14 (2d8 + 5) bludgeoning damage at the start of each of its turns. The Soil Serpent can grapple up to two targets at a time. Another creature within reach of the Soil Serpent can use its action to end the grapple on the target.

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# Plant Ghoul

November 8, 2023

Medium plant, chaotic evil

- **Armor Class** 12
- **Hit Points** 22 (5d8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	6 (-2)	8 (-1)	6 (-2)

- **Damage Vulnerabilities** fire
- **Damage Resistances** psychic
- **Condition Immunities** charmed
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands Common
- **Challenge** 1 (200 XP)

## Actions

**Bite.** Melee Weapon Attack: +2 to hit, reach 5 ft., one creature.  
Hit: 9 (2d6 + 2) piercing damage.

**Claws.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target.  
Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than a plant, it must succeed on a DC 10 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.