

PLANTHERA

Medium • Plant • Neutral

Armor Class 16

Initiative +3 (13)

Hit Points 71 (11d8 + 22)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	6 (-2)	16 (+3)	8 (-1)

Saving Throws Dex +6

Skills Perception +6, Stealth +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 16

Languages understands Elvish, Sylvan but can't speak

CR 5 (XP 1,800; PB +3)



Plant Camouflage. The planthera has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring vegetation.

Regeneration. The planthera regains 10 hit points at the start of its turn. If the planthera takes fire or necrotic damage, this trait doesn't function at the start of the planthera's next turn.

Rejuvenation. If it dies, the planthera returns to life in 1d6 days and regains all its hit points. If its body has been burned completely to ashes, this trait doesn't function.

Unusual Nature. The planthera doesn't require air or sleep.

ACTIONS

Multiattack. The planthera makes one Pounce and one Rooting Claws attack.

PLANTHERA — WEAKER

Armor Class 15

Initiative +2 (12)

Hit Points 33 (6d8 + 6)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Dex +6

Skills Perception +6, Stealth +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 16

Languages understands Elvish, Sylvan but can't speak

CR 2 (XP 450; PB +2)



Plant Camouflage. The planthera has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring vegetation.

Regeneration. The planthera regains 5 hit points at the start of its turn. If the planthera takes fire or necrotic damage, this trait doesn't function at the start of the planthera's next turn.

Rejuvenation. If it dies, the planthera returns to life in 1d6 days and regains all its hit points. If its body has been burned completely to ashes, this trait doesn't function.

Unusual Nature. The planthera doesn't require air or sleep.

ACTIONS

Multiattack. The planthera makes one Pounce and one Rooting Claws attack.

Pounce. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 14 (2d10 + 3) slashing damage. This attack deals an additional 2d10 damage if the planthera had advantage on the attack roll.

Rooting Claws. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Life Burst (1/Day). Each creature of the planthera's choice in a 15-foot emanation originating from it regains 16 (3d10) hit points.

BONUS ACTIONS

Prowl. The planthera moves up to half its speed without provoking opportunity attacks. At the end of this movement, the planthera can take the Hide action.

Pounce. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) slashing damage. This attack deals an additional 1d10 damage if the planthera had advantage on the attack roll.

Rooting Claws. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) slashing damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Life Burst (1/Day). Each creature of the planthera's choice in a 10-foot emanation originating from it regains 9 (2d8) hit points.

BONUS ACTIONS

Prowl. The planthera moves up to half its speed without provoking opportunity attacks. At the end of this movement, the planthera can take the Hide action.

PLANTHERA — STRONGER

Armor Class 17

Initiative +4 (14)

Hit Points 97 (13d8 + 39)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	17 (+3)	6 (-2)	18 (+4)	8 (-1)

Saving Throws Dex +6

Skills Perception +6, Stealth +6

Damage Resistances poison

Condition Immunities exhaustion, stunned, unconscious

Senses darkvision 60 ft., passive Perception 16

Languages understands Elvish, Sylvan but can't speak

CR 8 (XP 3,900; PB +3)



Plant Camouflage. The planthera has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring vegetation.

Regeneration. The planthera regains 15 hit points at the start of its turn. If the planthera takes fire or necrotic damage, this trait doesn't function at the start of the planthera's next turn.

Rejuvenation. If it dies, the planthera returns to life in 1d6 days and regains all its hit points. If its body has been burned completely to ashes, this trait doesn't function.

Unusual Nature. The planthera doesn't require air or sleep.

ACTIONS

Multiattack. The planthera makes one Pounce and one Rooting Claws attack.

Pounce. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 20 (3d10 + 4) slashing damage. This attack deals an additional 3d10 damage if the planthera had advantage on the attack roll.

Rooting Claws. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 17 (3d8 + 4) slashing damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Life Burst (2/Day). Each creature of the planthera's choice in a 15-foot emanation originating from it regains 26 (4d12) hit points.

BONUS ACTIONS

Prowl. The planthera moves up to half its speed without provoking opportunity attacks. At the end of this movement, the planthera can take the Hide action.