

SIRENROOT

Large • Plant • Neutral

Armor Class 12

Initiative -2 (7)

Hit Points 67 (9d10 + 18)

Speed 5 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +2

Condition Immunities blinded, deafened, exhaustion, prone

Senses tremorsense 120 ft., passive Perception 13

Languages Sylvan (via Plantoid Shape)

CR 3 (XP 700; PB +2)



False Appearance. If the sirenroot is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the sirenroot move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the sirenroot is animate.

Plantoid Shape. The sirenroot can reshape part of itself into the form of a Medium or Small Humanoid (AC 12; 20 hit points). The sirenroot can see and speak through this plantoid body. The disguise is convincing, unless it is in bright light or the viewer is within 10 feet of it, in which case the seams between the plant strands are visible. The plantoid body is connected with a vine to the main body and can't move further away than 30 feet from it. Destroying it deals no damage to the sirenroot, which can create a replacement body when finishing a long rest.

Unusual Nature. The sirenroot doesn't require sleep.

ACTIONS

Multiattack. The sirenroot makes one Leafy Jaws attack and one Slam attack.

Leafy Jaws. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 13).

Slam (Plantoid Shape only). *Dexterity Saving Throw:* DC 13, one creature within 5 feet of the sirenroot's Plantoid Shape. *Failure:* 5 (1d4 + 3) bludgeoning damage, and if the target is Medium or smaller, it is grappled (escape DC 13).

SIRENROOT — WEAKER

Armor Class 11

Initiative -2 (7)

Hit Points 32 (5d10 + 5)

Speed 5 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	7 (-2)	12 (+1)	7 (-2)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +2

Condition Immunities blinded, deafened, exhaustion, prone

Senses tremorsense 60 ft., passive Perception 12

Languages Sylvan (via Plantoid Shape)

CR 1/2 (XP 100; PB +2)



False Appearance. If the sirenroot is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the sirenroot move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the sirenroot is animate.

Plantoid Shape. The sirenroot can reshape part of itself into the form of a Medium or Small Humanoid (AC 11; 10 hit points). The sirenroot can see and speak through this plantoid body. The disguise is convincing, unless it is in bright light or the viewer is within 10 feet of it, in which case the seams between the plant strands are visible. The plantoid body is connected with a vine to the main body and can't move further away than 30 feet from it. Destroying it deals no damage to the sirenroot, which can create a replacement body when finishing a long rest.

Unusual Nature. The sirenroot doesn't require sleep.

ACTIONS

Multiattack. The sirenroot makes one Leafy Jaws attack and one Slam attack.

Leafy Jaws. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) piercing damage, and the target is grappled (escape DC 12).

Slam (Plantoid Shape only). *Dexterity Saving Throw:* DC 12, one creature within 5 feet of the sirenroot's Plantoid Shape. *Failure:* 2 bludgeoning damage, and if the target is Medium or smaller, it is grappled (escape DC 12).

SIRENROOT — STRONGER

Armor Class 14

Hit Points 136 (16d10 + 48)

Speed 5 ft., burrow 5 ft.

Initiative -2 (7)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	16 (+3)	7 (-2)	14 (+2)	8 (-1)

Skills Perception +5, Stealth +4

Condition Immunities blinded, deafened, exhaustion, prone

Senses tremorsense 150 ft., passive Perception 15

Languages Sylvan (via Plantoid Shape)

CR 7 (XP 2,900; PB +3)

Alluring Hypnosis. *Wisdom Saving Throw:* DC 11, one Humanoid within 150 feet of the sirenroot that it can see its Plantoid Shape. *Failure:* The target becomes charmed and repeats the save at the end of each of its turns. While charmed, the target is incapacitated and ignores the Alluring Hypnosis of other sirenroots. If the target is more than 10 feet from the Plantoid Shape, the target moves on its turn toward it by the most direct route, trying to get within 10 feet of the Plantoid Shape. It doesn't avoid opportunity attacks; however, before moving into damaging terrain (such as lava or a pit) and whenever it takes damage from a source other than the sirenroot, the target repeats the save. *Success:* The target is immune to this sirenroot's Alluring Hypnosis for 24 hours.

BONUS ACTIONS

Move Plantoid. The sirenroot moves its Plantoid Shape and any creature it is grappling up to 30 feet.

Engulf. *Strength Saving Throw:* DC 13, one Medium or smaller creature grappled by the sirenroot (it can have only one creature engulfed at a time). *Failure:* The target is engulfed by the sirenroot. An engulfed creature is blinded and restrained (escape DC 12 with disadvantage), has total cover against attacks and other effects outside the sirenroot, it takes 5 (2d4) acid damage at the start of each of the sirenroot's turns, and the sirenroot or its Plantoid Shape (the sirenroot's choice) regains hit points equal to half that amount. If the sirenroot dies, any engulfed creature is no longer restrained and can escape from the corpse using 5 feet of movement.



False Appearance. If the sirenroot's main body is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the sirenroot move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the sirenroot is animate.

Plantoid Shape. The sirenroot can reshape part of itself into the form of a Medium or Small Humanoid (AC 14; 30 hit points). The sirenroot can see and speak through this plantoid body. The disguise is convincing, unless it is in bright light or the viewer is within 10 feet of it, in which case the seams between the plant strands are visible. The plantoid body is connected with a vine to the main body and can't move further away than 30 feet from it. Destroying it deals no damage to the sirenroot, which can create a replacement body when finishing a long rest.

Unusual Nature. The sirenroot doesn't require sleep.

ACTIONS

Multiattack. The sirenroot makes one Leafy Jaws attack and one Slam attack.

Leafy Jaws. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 22 (4d8 + 4) piercing damage, and the target is grappled (escape DC 15).

Slam (Plantoid Shape only). *Dexterity Saving Throw:* DC 15, one creature within 5 feet of the sirenroot's Plantoid Shape. *Failure:* 7 (1d6 + 4) bludgeoning damage, and if the target is Medium or smaller, it is grappled (escape DC 15).

Alluring Hypnosis. *Wisdom Saving Throw:* DC 14, one Humanoid within 150 feet of the sirenroot that it can see its Plantoid Shape. *Failure:* The target becomes charmed and repeats the save at the end of each of its turns. While charmed, the target is incapacitated and ignores the Alluring Hypnosis of other sirenroots. If the target is more than 10 feet from the Plantoid Shape, the target moves on its turn toward it by the most direct route, trying to get within 10 feet of the Plantoid Shape. It doesn't avoid opportunity attacks; however, before moving into damaging terrain (such as lava or a pit) and whenever it takes damage from a source other than the sirenroot, the target repeats the save. *Success:* The target is immune to this sirenroot's Alluring Hypnosis for 24 hours.

BONUS ACTIONS

Move Plantoid. The sirenroot moves its Plantoid Shape and any creature it is grappling up to 30 feet.

Engulf. *Strength Saving Throw:* DC 15, one Medium or smaller creature grappled by the sirenroot (it can have only one creature engulfed at a time). *Failure:* The target is engulfed by the sirenroot. An engulfed creature is blinded and restrained (escape DC 15 with disadvantage), has total cover against attacks and other effects outside the sirenroot, it takes 22 (4d10) acid damage at the start of each of the sirenroot's turns, and the sirenroot or its Plantoid Shape (the sirenroot's choice) regains hit points equal to half that amount. If the sirenroot dies, any engulfed creature is no longer restrained and can escape from the corpse using 5 feet of movement.