



## GIANT VENUS FLYTRAP

"Everything wants to eat you in the jungle, from the cannibals to the creatures and even the foliage..."  
Excerpt from the Journal of Markus Blackthorn, Explorer

No one knows if the giant venus flytrap resulted from experimentation or if nature just grew to where it could now bite back at humanity. Either way, these giant carnivores are not picky in what they eat as long as it struggles.

**Iron Stomach** The stomach acids of the flytrap can eat through anything except gemstones and magic items. The leavings from previous victims can make defeating one a profitable venture.

**Feed Me.** A clipping from a giant flytrap will grow into a regular flytrap within a week. Within a month of providing it a regular diet of fresh meat, it will grow into its full size.

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### GIANT VENUS FLYTRAP

*Large plant, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 110 (13d10 + 39)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	1 (-5)	12 (+1)	6 (-2)

**Skills** Stealth +6

**Damage Vulnerabilities** fire

**Damage Immunities** psychic

**Condition Immunities** blinded, deafened

**Senses** blindsight 60 ft. (blind beyond this radius),  
passive Perception 11

**Languages** —

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

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

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

**Grasping Tendrils.** The plant can have up to 2 tendrils at a time. Each tendril can be attacked (AC 10, 15 hit points). Destroying a tendril deals no damage to the plant, which can extrude a replacement tendril on its next turn. A tendril can be broken if a creature uses its action and succeeds on a DC 15 Strength check against it.

#### ACTIONS

**Multiattack.** The plant makes two attacks with its tendrils, uses Reel, and makes one attack with its bite.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

**Tendril.** *Melee Weapon Attack:* +6 to hit, reach 50 ft., one creature. *Hit:* 14 (2d6+4) bludgeoning damage and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the plant can't use the same tendril on another target.

**Reel.** The plant pulls each creature grappled by it up to 25 ft. straight toward it.

**Swallow.** The plant makes one bite attack against a Medium or smaller target it is Grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is Blinded and Restrained, it has total cover against attacks and other effects outside the plant, and it takes 10 (3d6) acid damage at the start of each of the plant's turns. The plant can have only one target swallowed at a time.