

# Corpse Flower

Large, Plant, Neutral Evil

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**ARMOR CLASS**

16

**HIT POINTS**

171 (18d10 + 72)

**CHALLENGE**

8 | 3,900 XP

**PROFICIENCY**

+3

|                               |  |
|-------------------------------|--|
| <b>Speed</b>                  | Walk 20 ft.                              |
| <b>Initiative</b>             | +2                                       |
| <b>Saving Throws</b>          | Con +7, Wis +5                           |
| <b>Skills</b>                 | Stealth +5, Perception +5                |
| <b>Damage Vulnerabilities</b> | Fire                                     |
| <b>Damage Resistances</b>     | Necrotic, Poison                         |
| <b>Damage Immunities</b>      | Poison                                   |
| <b>Condition Immunities</b>   | Blinded, Deafened, Poisoned              |
| <b>Senses</b>                 | Blindsight 60 ft.; Passive Perception 15 |
| <b>Passive Perception</b>     | 15                                       |
| <b>Languages</b>              | None                                     |

**STR**20  
+5**DEX**14  
+2**CON**18  
+4**INT**6  
-2**WIS**14  
+2**CHA**12  
+1

## Traits

**Grave Bloom Stench.** A living creature that starts its turn within 10 feet must succeed on a Constitution saving throw or have Disadvantage on its next attack roll before the end of the turn.

**Carrion Root.** When a creature dies within 30 feet, the corpse flower gains 10 temporary Hit Points.

## Actions

**Multiattack.** The flower makes two Tendril Slam attacks.

**Tendril Slam.** Melee Attack Roll: +8, reach 15 ft. Hit: 18 (2d12 + 5) Bludgeoning damage plus 7 (2d6) Necrotic damage.

**Rancid Bloom (Recharge 5-6).** Constitution Saving Throw: creatures within 20 feet. Failure: 45 (10d8) Poison damage and the target is Poisoned until the end of its next turn. Success: Half damage.

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