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Dnd 5e corpse flower stats

From Dungeons and Dragons to Vicky As a man who has a terrible track record of keeping houseplants alive, I have to say that I'm kind of intimidated by this creature. Has nature finally had enough of my failed gardening attempts? Maybe it is a corpse flower that should fear me, not; if there's anyone who's capable of killing a plant with the word corpse in its name, it's probably me. Let's discuss ... Corpse Flower O Boy, it is definitely an interesting creature. Let's see what we got in terms of statistics. We're looking at the No.3 CON and matching STR, DEC and WIS No.2. Their low stats are their -2 INT and -4 CHA. The flower of the corpse is considered a large plant and is usually a chaotic evil alignment. Although their AC is only 12, this creature certainly makes up for it with his 15d10/45 hit point pool. In terms of movements, we only get 20 feet of both walking and climbing speed, but we can at least look forward to using the Corpse Flower Spider Climbing ability. It's a large plant immune to blinded and deafening conditions, which, you know, makes sense given that it can't see or hear anything beyond its 120-foot Blind Eye. The most interesting feature of this creature are his corpses, which give him two combat options: for the first, the corpse pants are powered by one of the corpses he contains and restores 2d10 points of hit. Secondly, we can instead choose to turn one of these corpses into zombies. Speaking of zombies, any and all walking meat bags produced by our evil plant will share its stench of death feature, which basically translates as this monster to be such a stink that any creature within 10 feet of it must make THE DC 14 con save or be incapacitated. Have you ever smelled something horrible that you could neither move nor react? Neither am I, fortunately, but this should key you to the magnitude of the stench. The fact that you can do any of them as a bonus action is actually great for your boss monster economy action. Fortunately, if you run out of fossil fuel you can always snatch any other corpses that are within 10 feet of our monster using its crop of dead features. In terms of attacks, you'll be happy to know that this creature can make three tentacles attacks as part of its multi-attack. While the initial damage to the baton is not quite great, there is also a chance of additional poison damage on the failed CON to save. The corpse flower is considered to be the creature CR 8. Has anyone watched Little Shop Horrors? No? You have to. Look, all I'm saying is that today's monster would have made the perfect Audrey II, but I think we should get back to talking about that creature, not about musical potential. All right all right. The corpse flower was first presented to the world of dungeons and dragons in Tom Mordenkainen Mordenkainen for the 5th edition. As a beginner in the game, there isn't really much knowledge to be found on these creatures, but the little that is quite juicy. It turns out that this monster can sprout from the grave of any necromancer or powerful undead unlucky enough to find himself, well, dead. Apparently the necromantia of the evil juice plants are strong enough to elevate these things. The only way to stop their growth is to burn the seedlings in a timely manner before it grows into a creepy monster today. Otherwise, the Corpse Flower can grow to enormous proportions in a few weeks, after which it will free itself from the cursed land that gave birth to it and begin its hunt for fertilizer, b, which of course I mean humanoids; although I suspect that he may also agree to almost any other living being as well (there is nothing in the text that specifically contradicts this). Apart from being a gigantic mass of writhing tentacles and decomposing bodies, the biggest defining trait that distinguishes this monster from each other is their caustic spell of decay and rot that comes from it. Now here's the thing, it's definitely a monster I'll be using in the near future, so I kind of already have some ideas for it, which I'm happy to share with you guys right after the caveat and all my players who might be reading this to skip this section. With this out to say, let's talk about what makes this creature unique and how we can use it to our advantage for an unforgettable encounter. I think we can all agree that installing this creature above the rest is the combination of its durability (thanks to a sufficient supply of hit points) and its ability to heal and create smaller threats to divide the party's attention. But how can we take advantage of that? Well, consider this: It may be that your party gets sent by one of the local herbalists in search of a special rare ingredient; The root of the Corpse Flower. Or perhaps your party just stumbles upon this creature as they explore an abandoned cemetery or battle place. Personally, I think I'd rather have a monster come to our party heroes instead. Imagine the horror when Audrey II climbed over the city wall and began feasting at the local cemetery. Whichever of these options you choose, make sure there are plenty of bodies available for your monster to feed on when the fight starts. You will want

to make sure that there is enough fuel to keep the corpse flower going long enough to make it an interesting fight. Since the zombies he produces are not technically under his control, it is likely that some may choose to go after any innocent observer of the townspeople who happen to be walking at the time. Between the zombies, the corpse flower, and trying to keep everyone in one part, the party will his work cut for himself. If you liked this article and you don't want to miss any of our of them, make sure to follow us on our social media to be informed whenever we unventure new articles. We write new content every day! A large plant, chaotic evil/Armor Class 12/Hit Glasses 127 (15d10 and 45) Speed 20 feet, climb 20 feet, STR14 (No2)DEX14 (No2)CON16 (No3)INT7 (-2)WIS15 (No2)CHA3 (-4) Immunity State blinded, deafenedSenses blindsight 120 feet (blind beyond that radius), passive perception 12/Languages -Challenge 8 (3900 XP) This full creature is a stat block available. Hey, so I'm trying to create a cool jungle encounter with some corpse colors (page 128 Mordekaen in Tom Enemies), but I'm a little confused about the CR for these enemies. He says that their CR is 8, but that each of them contain 1D6's corpses that can be configured by zombies or devouring a flower to restore health. My question is, if a corpse flower can spawn a zombie, is its CR dependent on how many corpses it contains, makes every zombie spawned and in the game raise cr? It costs a flower bonus action to spawn one, but is limited to just how much it starts with. Page 2 8 comments Corpse Flower is a horrible outpatient plant that cleans the remains of the dead and sometimes burps one of them back like a zombie. So, especially given its slow speed, it is not a predator that can chase a party of player characters, but rather the harmful troubles that COMPIERS can be caused to eliminate. It has a strange contour of ability: peaks in the Constitution and Wisdom, with high strength and agility as well. He has no wisdom-based offensive action, and while his strength and Dex are equal, his tentacles attack is clearly strength-based. What we have here, I think, is a creature that is mostly rough, but it also has a touch of firefight to it. It's not fast, but he can climb, so it's going to add wrinkles to his behavior. The intelligence of a corpse flower is hardly within reach. Although able to understand what is going on around him, he is still extremely instinctively driven and inflexible, locked in a single mode of behavior. What about this high Wisdom? It would usually offer a creature that is good at size to threats and reluctant to choose fights it can't easily win. However, the flower of the corpse is completely dependent on its blindness to feel the danger. He is unable to pick up on clues such as character confidence or the quality of their equipment to read them as an above-average threat. Any reaction to the danger posed by the enemy must occur after the threat is demonstrated. The corpse flower has two main actions: Harvest of the Dead and Triple Tentacles Multiattack. Harvest of the Dead is situational, one could have been able to it could have been possible to put it only when an unprotected dead humanoid was within its 10-foot reach. What does unprotected mean? At the level of the obvious, we say a corpse that is not roped or or Down. But the taste of the text states that corpse flowers scour the battlefields and cemeteries. Corpses on the battlefields are often just scattered around, but in cemeteries, they are usually buried or buried, and may be enclosed in coffins as well. Are these bodies secured? I think so, and besides, note that while the flower of the corpse may rise, it can't burrow. It also does not have any signs or actions that suggest the ability to dig. Behind the Monster Guide, monsters can take action available to all creatures, i.e. those listed in Action in Combat in Chapter 9 of the Player's Handbook so we can stretch that and claim that by taking the use of the object of action, a corpse flower can key to the coffin cover or yank open the tomb door, perhaps after success on a strength test. I'm not inclined to do that, though. To the blindness of the corpse flower, the coffin looks like a wooden box; tomb like a solid stone block; grave, like any other piece of land. How could he know there was something inside that he wanted? He has no Keen Smell, nor any other specialized trait that would allow him to feel the presence of a corpse that did not lie in the open. A partially destroyed coffin lying above the ground would be a different matter. He can use attack tentacles to break it down into flinders and then harvest the contents on his next turn... but only if there were no easier fees in the area, and only if it wasn't under attack. Thus, the battlefield is much preferred throughout the cemetery. The preferred action of the corpse flower is harvesting the dead, because taking this action makes it stronger, so whenever he is given the opportunity to do so, his turn sequence is simple: move, snatch the corpse. However, when something moves within its reach, it reflexively pounces with its tentacles. If only one creature comes close enough, they get whopped all three tentacles. If three creatures approach, they receive one tentacles at a time. If the two approaches, they get one each, and one or the other gets whopped again, with enemies not put out of action by the smell of the corpse flower of death favored as targets. Otherwise, the choice is random. Kuiping does not stop when the enemy is beaten unconscious. An unconscious humanoid makes no sense for a corpse flower. The dead is useful. Thus, without remorse, the corpse flower continues to attack the enemy, which is lowered to 0 hp, focusing its attacks on this enemy, feeling that they are close to death. As soon as this last failure of the death rescue is chalked up, he collects his body on his next turn, even if it means refusing to attack another living enemy. Like a shambling mound, a corpse flower doesn't know what to do in a row which arises from beyond its blindness radius, and it reacts instinctively to the impact from such an attack by moving away from However, a far-sighted attack, arising from the radius of blindness, causes anger and causes it to move in the direction of the attacker. One trick a corpse flower uses instinctively whenever it is under attack is to jump to the nearest high thing - a tree, a tomb, and climb it until it is 10 feet from the ground. This movement puts him out of reach of his opponents' weapons while they remain within reach of his tentacles. It can also snatch a corpse from the ground if and when it creates one. In addition to its action and movement, the corpse flower has a selection of bonus actions: either pop out the zombies or regenerate some point of impact. Until he is moderately injured (reduced to 88 hp or less), the corpse flower is not bothered to regenerate; As long as he feels enemies, he uses that bonus action to throw zombies at them. Once he is moderately injured, he digests the corpse and regenerates anytime he has taken 11 injuries or more since the end of his previous turn. If it has taken less harm (or not), it produces zombies. (Yes, he pops out zombies even when he's in a tree or sitting on top of a tomb. The only time a corpse flower uses a bonus action at all is when it is not injured or only slightly injured and does not feel another living creature within 120 feet. I mean, within the mind, say, a small or larger living being. The bird flying over it is not going to activate the production of zombies. Again, this condition raises an interesting question. Suppose something bigger, like a coyote, passes through the radius of the blindness of a corpse flower and triggers the production of zombies, but then causing the creature just goes away. It'll leave unattended, aimless zombies wandering around, right? Yes. So I'd conclude that any corpse flower encounter will always be foreshadowed by at least one seemingly random zombie, and once a group PC finally closes in on a thing, there must be some pre-existing zombies to deal with as well. When a flower corpse is seriously injured (reduced to 50 hp or less), its self-preservation impulse kicks in to tell him that he is not going to survive just by digesting his corpse collection. With no intelligence to disconnect, he runs away in any direction he feels a few enemies in. howlers.

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