

Dandelion

Very common in the Fey realms, these carnivorous feys feed on unfortunate creatures that come near their scented flowers.

Disguised Monster

The dandelions have evolved to be perfectly similar to regular Fey dandelions. These dandelions are perfectly harmless, although they might cause slight allergies due to their pollen, and create beautiful fields to wander in. A tell sign that a dandelion has set up shop in one of these fields is the absence of typical wildlife, as they get devoured. As they often group in pride, similar to regular lions, up to 12 of them set up in the same field, turning it into a very dangerous area for the uninitiated.

Carnivorous Beast

The dandelion will often wait until its prey is close enough before revealing itself, pouncing on the creature and devouring them with their powerful bite. If one tries to run away, a intoxicating seeds will be shot out from the tail of the dandelion, slowing down their foe long enough for them to catch up. Do not be fooled by its plant like appearance, this monster does not fear fire, it feeds upon the scorching rays of the sun after all.



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MONKEY NOTE: A fey dandelion (the flower) looks like a regular dandelion, but a looot bigger.

DANDELION

Large fey, unaligned

Armor Class 14 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +7

Damage Resistances fire, radiant

Condition Immunities paralyzed

Senses passive Perception 14

Languages —

Challenge 3 (700 XP)

Keen Smell. The dandelion has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The dandelion has advantage on an attack roll against a creature if at least one of the dandelion's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Pounce. If the dandelion moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the dandelion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the dandelion can long jump up to 25 ft..

False Appearance. While the dandelion remains motionless, it is indistinguishable from a regular Fey dandelion (the flower).

ACTIONS

Multiattack. The dandelion makes one bite and one claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Slowing Pollen (Recharge 5-6). The dandelion targets one or more creatures it can see within 120 ft. of it, but no closer than 15 feet from it. Each target must make a DC 12 Constitution saving throw against this effect. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an Action or a Bonus Action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Flowery Defense. The dandelion can fold its mane to protect itself. The dandelion adds 4 to its AC against one melee attack that would hit it. To do so, the dandelion must see the attacker.