**[Alluring mantrap](https://www.dndbeyond.com/monsters/837350-alluring-mantrap)**

*Large plant, neutral evil*

**Armor Class** 14

**Hit Points** 157 (15d12 + 60)

**Speed** 20 ft., climb 20 ft.

**STR**

18 (+4)

**DEX**

14 (+2)

**CON**

18 (+4)

**INT**

7 (-2)

**WIS**

15 (+2)

**CHA**

3 (-4)

**Saving Throws** CON +8

**Damage Resistances** Acid

**Condition Immunities** [Blinded](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Blinded), [Deafened](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Deafened)

**Senses** [Blindsight](https://www.dndbeyond.com/compendium/rules/basic-rules/monsters#Blindsight) 120 ft. (blind beyond this radius), Passive Perception 12

**Languages** --

**Challenge** 10 (5,900 XP)

***Corpses.*** When first encountered, a corpse flower contains the corpses of 1d6 + 3 humanoids. A corpse flower can hold the remains of up to nine dead humanoids. These remains have total cover against attacks and other effects outside the corpse flower. If the corpse flower dies, the corpses within it can be pulled free.

While it has at least one humanoid corpse in its body, the corpse flower can use a bonus action to do one of the following:

* The corpse flower digests one humanoid corpse in its body and instantly regains 21 (6d6) hit points. Nothing of the digested body remains. Any equipment on the corpse is expelled from the mantrap in its space.
* use 1 corpse to summon 1 mantrap or 3 Tri-flower frond in 30 ft

***Alluring scent.*** Each creature that starts its turn within 30 feet of the Alluring mantrap or one of its plants must make a DC 16 wisdom saving throw, unless the creature is a construct or undead. On a failed save, the creature is [Charmed](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Charmed) until the end of the turn. Creatures that are immune to poison damage or the [poisoned](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Poisoned) condition automatically succeed on this saving throw. A creature charmed this way must use it's movement to move as closely to the Mantrap as possible. At the end of their turn a creature may attempt a DC 16 wisdom saving throw, on a succes the charm effect ends. On a successful save, the creature is immune to the scent of all alluring mantrap for 24 hours.

Actions

***Multiattack.*** The Alluring mantrap makes three tentacle attacks or two tentacle attacks and 1 swallow attack.

***Tentacle.****Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or take 14 (4d6) poison damage.

***Bite.****Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d10 + 4) Piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the mantrap. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the mantrap's turns.

Reactions

As a reaction the Alluring Mantrap can use a ***Bite*** attack on anyone that ends it movement in 5ft of it due to the ***Alluring scent*** effect.

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| Mantrap | | | | | |
| *Medium plant, unaligned* | | | | | |
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| **Armor Class** 12 | | | | | |
| **Hit Points** 45 (7d10 + 7) | | | | | |
| **Speed** 5 ft. | | | | | |
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| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| 15 (+2) | 14 (+2) | 12 (+1) | 1 (-5) | 10 (+0) | 2 (-4) |
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| **Skills** Perception +4, Stealth +7 | | | | | |
| **Condition Immunities** [blinded](https://5e.tools/conditionsdiseases.html#blinded_phb), [deafened](https://5e.tools/conditionsdiseases.html#deafened_phb), [exhaustion](https://5e.tools/conditionsdiseases.html#exhaustion_phb), [prone](https://5e.tools/conditionsdiseases.html#prone_phb) | | | | | |
| **Senses** tremorsense 30 ft., passive Perception 10 | | | | | |
| **Languages** — | | | | | |
| **Challenge** 1 (200 XP) | | | | | |
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| ***Attractive Pollen (1/Day).***  When the mantrap detects any creatures nearby, it can use its reaction to release pollen out to a radius of 30 feet. Any beast or humanoid within the area must succeed on a DC 11 Wisdom saving throw or be forced to use all its movement on its turns to get as close to the the mantrap as possible. An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.  ***False Appearance.***  While the mantrap remains motionless, it is indistinguishable from an ordinary tropical plant. | | | | | |
| Actions | | | | | |
| ***Engulf.***  *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The target is trapped inside the mantrap's leafy jaws. While trapped in this way, the target is [blinded](https://5e.tools/conditionsdiseases.html#blinded_phb) and [restrained](https://5e.tools/conditionsdiseases.html#restrained_phb), has total cover from an attacks and other effects outside the mantrap, and takes 14 (4d6) acid damage at the start of each of the target's turns. If the mantrap dies, the creature inside it is no longer [restrained](https://5e.tools/conditionsdiseases.html#restrained_phb) by it. A mantrap can engulf only one creature at a time. | | | | | |

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| Tri-flower Frond | | | | | |
| *Small plant, unaligned* | | | | | |
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| **Armor Class** 10 | | | | | |
| **Hit Points** 11 (2d8 + 2) | | | | | |
| **Speed** 5 ft. | | | | | |
|  | | | | | |
| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| 14 (+2) | 15 (+2) | 12 (+1) | 9 (-1) | 13 (+1) | 9 (-1) |
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| **Condition Immunities** [blinded](https://5e.tools/conditionsdiseases.html#blinded_phb), [deafened](https://5e.tools/conditionsdiseases.html#deafened_phb), [exhaustion](https://5e.tools/conditionsdiseases.html#exhaustion_phb), [prone](https://5e.tools/conditionsdiseases.html#prone_phb) | | | | | |
| **Senses** blindsight 30 ft., passive Perception 10 | | | | | |
| **Languages** — | | | | | |
| **Challenge** 1/2 (100 XP) | | | | | |
| Actions | | | | | |
| ***Multiattack.***  The tri-flower frond uses its orange blossom, then its yellow blossom, and then its red blossom.  ***Orange Blossom.***  The tri-flower frond chooses one creature it can see within 5 feet of it. The target must succeed on a DC 11 Constitution saving throw or be [poisoned](https://5e.tools/conditionsdiseases.html#poisoned_phb) for 1 hour. While [poisoned](https://5e.tools/conditionsdiseases.html#poisoned_phb) in this way, the target is [unconscious](https://5e.tools/conditionsdiseases.html#unconscious_phb). At the end of each minute, the [poisoned](https://5e.tools/conditionsdiseases.html#poisoned_phb) target can repeat the saving throw, ending the effect on itself on a success.  ***Yellow Blossom.***  The tri-flower frond chooses one creature it can see within 5 feet of it. The target must succeed on a DC 11 Dexterity saving throw, or it is covered with corrosive sap and takes 5 acid damage at the start of each of its turns. Dousing the target with water reduces the acid damage by 1 point per pint or flask of water used.  ***Red Blossom.***  *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage, and the target is [grappled](https://5e.tools/conditionsdiseases.html#grappled_phb) (escape DC 11). Until this grapple ends, the target takes 5 (2d4) poison damage at the start of each of its turns. The red blossom can grapple only one target at a time. Another creature within reach of the tri-flower frond can use its action to end the grapple on the target. | | | | | |