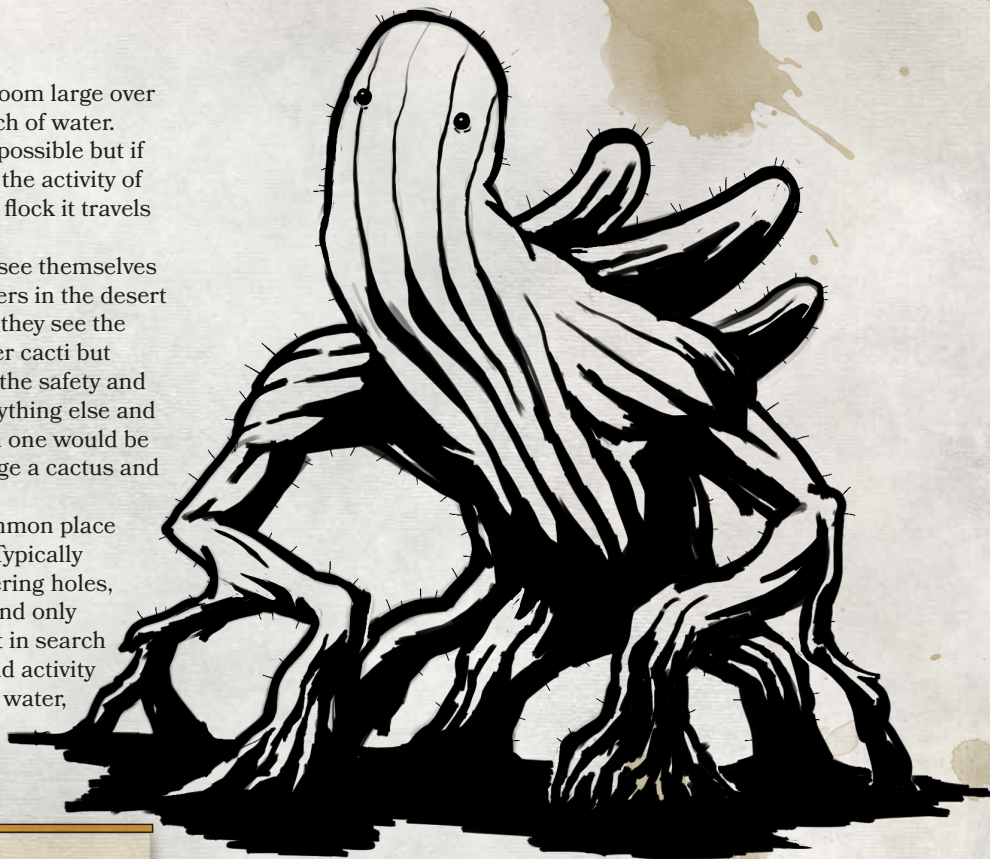


# CACTACEAE REX

Cactaceae Rex are awakened cacti that loom large over their kin and wander the deserts in search of water. Cactaceae Rex prefer to avoid conflict if possible but if they feel their territory is endangered by the activity of creatures nearby it will awaken the cacti flock it travels with and launch an attack.

**Succulent Shepherds.** Cactaceae rex see themselves as the chieftains of tribes of cacti. Travelers in the desert may believe they are hallucinating when they see the huge cactus leading a small herd of lesser cacti but they would be wrong. Cactaceae rex put the safety and prosperity of their cactus tribe before anything else and will defend them to the death. More than one would-be survivalist has met his end trying to forage a cactus and waking the wrath of a cactaceae rex.

**Wateringhole Wardens.** The most common place to find a cactaceae rex is near an oasis. Typically cactaceae rex lead their cacti kin to watering holes, defend the watering hole while it lasts, and only when the area dries up do they strike out in search of a new home for their tribe. If humanoid activity threatens the purity or abundance of the water, the cactaceae rex is likely to spring into action to drive the creatures away.



## CACTACEAE REX

Large plant, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

**Skills** Survival +3

**Damage Resistances** bludgeoning, fire, poison

**Senses** darkvision 60 ft. passive Perception 11

**Languages** Druidic

**Challenge** 4 (1100 XP)

**False Appearance.** While the cactaceae rex remains motionless, it is indistinguishable from a normal cactus.

### ACTIONS

**100 Needles (Recharges 6).** Deal 100 piercing damage divided evenly between all enemy creatures within 15 feet of the cactaceae rex. Each affected creature can make a Dexterity saving throw (DC 14). If they pass they take half damage.

**Animate Cacti (1/Day).** The cactaceae rex magically animates 2d4 cacti it can see within 60 feet of it. These cacti use the awakened cactus statistics. A cacti animated this way acts as an ally to the cactaceae rex. The cacti remain animated for 1 day or until it dies, the cactaceae rex dies, or it is more than 120 feet from the cactaceae rex.

**Multiattack.** The cactaceae rex makes any combination of two slam or needleshot attacks.

**Needleshot.** Ranged Weapon Attack: +6 to hit, range 30/90 ft., one target. Hit: 7 (1d6+4) piercing damage.

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

# AWAKENED CACTUS

An awakened cactus is a mundane cactus animated by magic, most often by a cactaceae rex or a druid.

## AWAKENED CACTUS

Medium plant, unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 17 (3d8 + 3)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	3 (-4)	8 (-1)	2 (-4)

**Damage Resistances** bludgeoning, fire, poison

**Senses** darkvision 60 ft. passive Perception 9

**Languages** -

**Challenge** 1/4 (50 XP)

**False Appearance.** While the awakened cactus remains motionless, it is indistinguishable from a normal cactus.

### ACTIONS

**Needleshot.** Ranged Weapon Attack: +3 to hit, range 30/90 ft., one target. Hit: 3 (1d4+1) piercing damage.

**Slash.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) slashing damage.

**Cactaceae Rex and Awakened Cactus by**

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**Art Credits in Order of Appearance**

“Cactaceae Rex” by slim mittens