

BULBAUR, IVYSAUR, AND VENUSAUR

Though it was named after the mighty dinosaur, the Bulbasaur is much more like a squat toad than a thundering lizard. This juvenile Pokémon is keen to stomp around its domain at the edge of forests, occasionally sneaking onto farms to sample growing crops. They are inquisitive and curious creatures, and tend to spy on strangers that pass through their territory. This instinct should not be mistaken for friendliness, however, as Bulbasaur are fiercely proud and do not appreciate being approached or intimidated. A foolhardy attempt at corraling a Bulbasaur may be met with a sudden flare of prehensile vines from its bulb, which can crack with just as much force and lethality as a leather whip.

The Seed Pokémon. The eponymous bulb that grows on the Bulbasaur's back is actually an inextricable part of the creature's anatomy that grows from a special seed, which is planted into a hatchling's back by its mother. The seed is full of nutrients and other vital components for the development of the Bulbasaur, and as the Bulbasaur grows, so does the seed, which gradually matures into a bulb, bud, and then a flower. Stored within this plant are special seeds known as leech seeds: when planted in the ground, these seeds transfer nutritional energy from the soil to the Pokémon. These seeds can also be injected into other creatures, where they quickly take root in their body and siphon their vitality just the same.

Budding Bully. The attitude of the Bulbasaur only worsens as it matures into its petulant adolescent form, Ivysaur, often called "the bully of the woods." In this stage of its development, its bulb has grown into an aromatic bud, and the rapidly growing creature is starved for sunlight. After chasing out any prior occupants, it will lay claim to wide forest clearings so that it may photosynthesize in solitude. When aggravated, it will surprise its foes with a burst of poisonous powder from the budding plant on its back. The more potent the powder, the closer the bud is to blooming.

Herald of Jungles. While Bulbasaur and Ivysaur trot contentedly in forests and on the outskirts of farms and plains, only the deepest, most impenetrable jungles and greenwoods can support a fully-grown Venusaur. It requires a specific, abundant ecosystem in order to mature, one that can fully accommodate both the bloated beast itself and the massive, stinking flower on its back. When a Venusaur is dissatisfied with its habitat, it may renovate rather than relocate, cultivating the area with its fearsome "frenzy plant." Drawing on communion from its scattered leech seeds, the Venusaur summons a writhing sprawl of thick, thorny roots, which erupt through and till the soil, drastically and suddenly increasing plant growth. Stories are whispered among rainforest tribesfolk of Venusaur envying village land, then seizing it with a whirlpool of roots, vines, and undergrowth.

#001 BULBAUR

Small plant (Pokémon), unaligned

Armor Class 11

Hit Points 14 (3d6 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	6 (-2)	10 (0)	6 (-2)

Damage Vulnerabilities fire

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Overgrow. When the Bulbasaur's hit points are below half of its maximum, it deals one extra die of damage with its Vine Whip attack.

Actions

Vine Whip. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Leech Seed. The Bulbasaur makes a special Vine Whip attack against a creature. On a hit, the creature takes piercing instead of slashing damage, and a Leech Seed is planted in it. As long as the Bulbasaur has at least 1 hit point, the creature must make a DC 11 Constitution saving throw at the start of each of its turns, taking 2 (1d4) necrotic damage on a failure or half as much on a success, and so long as the Bulbasaur is within 30 feet of the creature, a number of hit points equal to the damage dealt is restored to the Bulbasaur. The seed is neutralized when the Venusaur is reduced to 0 hit points or when the afflicted creature is subjected to any Action that would neutralize or cure poison. A creature can only be affected by one Leech Seed at a time.



#002 IVYSAUR

Small plant (Pokémon), unaligned

Armor Class 13 (natural armor)
Hit Points 55 (10d6 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	6 (-2)

Damage Vulnerabilities fire
Senses passive Perception 10
Languages —
Challenge 2 (450 XP)

Overgrow. When the Ivysaur's hit points are below half of its maximum, it deals one extra die of damage with its Vine Whip attack.

Actions

Multiattack: the Ivysaur makes three attacks with Vine Whip.

Vine Whip. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Leech Seed. The Ivysaur makes a special Vine Whip attack against a creature. On a hit, the creature takes piercing instead of slashing damage, and a Leech Seed is planted in it. As long as the Ivysaur has at least 1 hit point, the creature must make a DC 12 Constitution saving throw at the start of each of its turns, taking 10 (4d4) necrotic damage on a failure or half as much on a success, and so long as the Ivysaur is within 30 feet of the creature, a number of hit points equal to the damage dealt is restored to the Ivysaur. The seed is neutralized when the Ivysaur is reduced to 0 hit points or when the afflicted creature is subjected to any Action that would neutralize or cure poison. A creature can only be affected by one Leech Seed at a time.

Poison Powder. The Ivysaur expels a cloud of poisonous pollen from the bulb on its back, enveloping all creatures within 5 ft. of itself. All creatures in range must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage and becoming poisoned for 1 minute on a failure, or taking half damage and not being poisoned on a success. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

#003 VENUSAUR

Medium plant (Pokémon), unaligned

Armor Class 15 (natural armor)
Hit Points 190 (20d8 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	21 (+5)	6 (-2)	12 (+1)	8 (-1)

Saving Throws Wis +5, Str +8
Damage Vulnerabilities fire
Senses passive Perception 11
Languages —
Challenge 10 (5,900 XP)

Overgrow. When the Venusaur's hit points are below half of its maximum, it deals one extra die of damage with its Vine Whip attack.

Rainforest Roamer. The Venusaur ignores any effects of difficult terrain caused by nonmagical plants, including those summoned by Frenzy Plant.

Actions

Multiattack: the Ivysaur makes four attacks with Vine Whip.

Vine Whip. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 13 (4d4 + 3) slashing damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Leech Seed. The Venusaur makes a special Vine Whip attack against a creature. On a hit, the creature takes piercing instead of slashing damage, and a Leech Seed is planted in it. As long as the Venusaur has at least 1 hit point, the creature must make a DC 17 Constitution saving throw at the start of each of its turns, taking 10 (4d4) necrotic damage on a failure or half as much on a success, and so long as the Venusaur is within 30 feet of the creature, a number of hit points equal to the damage dealt is restored to the Venusaur. The seed is neutralized when the Venusaur is reduced to 0 hit points or when the afflicted creature is subjected to any Action that would neutralize or cure poison. A creature can only be affected by one Leech Seed at a time.

Frenzy Plant (1/day). The Venusaur conjures a sprawl of massive, thorny roots, which rip through the ground in a 50 foot radius around itself. All creatures in range must make a DC 17 Dexterity saving throw, taking 54 (12d8) piercing damage from the roots and becoming prone on a failure, or taking half as much damage on a success. The thorny roots fill the radius until the end of the Venusaur's next turn, becoming difficult terrain, and when a creature moves into or within the area, it takes 5 (2d4) piercing damage for every 5 feet it travels. The ground in the radius remains difficult terrain for 1 hour after the thorny roots recede.