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The most powerful color for a dragon is commonly believed to be red. Red dragons are considered to be the largest and most dominant of the classic chromatic dragons. They possess immense strength and power, with a wide wingspan and two swept back horns on their heads. What is the most powerful kind of dragon? The most powerful kind of
dragon in Dungeons & Dragons is Io, also known as Asgorath. Io is described as the absolute creator of all dragons are known for their regality, while gold dragons are reversed for giving
themselves quests and being champions of justice. Which is stronger a gold dragon or a red dragon? In terms of strength, both gold and red dragons are considered to be powerful creatures. However, lore-wise, gold dragons are slightly stronger than red
dragons. How powerful are gold dragons? Gold dragons, along with other "true dragons," are considered the strongest and closest in power to the newest forms of
dragon kind. What Would Your Mythical Pet Be? There is no specific answer to this question in the article. How strong are silver dragons? Silver dragons possess great strength and agility. They are agile fliers and formidable swimmers. They also have sharp claws and strong tails, which they can use effectively in battle. What is the strongest gem
dragon? The Amethyst Dragon is considered the strongest of the Gem Dragons. Amethyst dragon color is the weakest dragon color is the weakest dragon. White dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for their power and are even stronger than Red and Gold Dragons. What color dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for their power and are even stronger than Red and Gold Dragons. What color dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for their power and are even stronger than Red and Gold Dragons. Amethyst dragons are lauded for the grant dragons are lau
black dragons the strongest? Black dragons are known to be the strongest monsters in lore. They are typically at the top of the hierarchy and usually, other monsters will flee from areas where black dragons are present. Is a gold dragon the most powerful? Yes, gold dragons are considered the most powerful and majestic of the metallic dragons. They
are legendary beings and are relentless foes of evil, injustice, and foul play. What are rare dragon colors? Rare dragon colors? Rare dragon colors? Rare dragon colors include blue, silver, and purple dragons are less common and are usually the result of two translucent morphs. These adult dragons are considered very rare. What color symbolizes dragons? In Chinese
mythology, each main color has its own meaning: - Yellow: Considered the 'royal' color dragon, yellow dragons were used to represent the Emperor. - Red: Known as the fierce dragon, creates storms and wild weather when fighting. - Blue: Symbolizes the pure dragon, creates storms and wild weather when fighting. - Blue: Symbolizes the pure dragon, creates storms and wild weather when fighting. - Blue: Symbolizes the pure dragon, creates storms and wild weather when fighting.
depraved. The age-old question: which color dragon is the strongest? While individual dragons within a color can vary greatly in power based on age, experience, and even innate magical talent, the Black Dragon generally holds the edge in overall power and tactical advantage. Their mastery over acid, their affinity for inhospitable swamps, and their
cunning make them formidable adversaries, consistently proving difficult to overcome. This is a complex topic, influenced by lore from numerous sources, but this assessment considers a blend of traditional depictions and commonly accepted power scaling. Decoding Draconic Strength: More Than Just Breath WeaponsStrength isn't solely about the
type of breath weapon a dragon wields. It encompasses a multitude of factors: physical power, magical aptitude, environmental adaptation, and strategic intelligence. Some dragons excel in raw destructive force, while others rely on deception and control over specific environments. To truly understand which color dragon is the strongest, we must
delve into the nuances of each type. Chromatic Dragons: A Spectrum of PowerChromatic dragons are typically viewed as evil and represent the raw, destructive side of draconic power. Their strengths are as varied as their colors: Red Dragons: Perhaps the most iconic, Red Dragons are renowned for their immense physical strength and devastating fire
breath. They typically hoard vast treasures in volcanic lairs and possess a legendary arrogance. However, their reliance on brute force can sometimes be exploited. Blue Dragons: Masters of lightning and sandstorms, Blue Dragons: Masters of lightning and sandstorms, Blue Dragons are intelligent and cunning strategists.
mortals for their own gain. Their magical abilities are considerable. Green Dragons: Green Dragons: Green Dragons: The undisputed champions
of swampy terrain, Black Dragons wield potent acid breath and excel at guerilla tactics. Their ability to blend seamlessly into their surroundings and their ruthless cunning makes them exceptionally dangerous. They favor slow, agonizing victories. White Dragons: The smallest and arguably least intelligent of the chromatic dragons, White Dragons
inhabit frozen wastelands and breathe cones of frost. While physically powerful, their limited intellect and adaptability put them at a disadvantage compared to other chromatics. Metallic Dragons: Champions of Good (Usually)Metallic dragons are typically aligned with good and represent a more controlled and benevolent form of draconic power.
While not always paragons of virtue, they generally strive to protect and guide mortal races. Gold Dragons: Widely considered the most powerful of the metallic dragons, Gold Dragons are wise and just rulers, often disguised as mortals. They breathe fire and weaken/slow gas and possess a vast knowledge accumulated over centuries. Silver Dragons:
Silver Dragons are friendly and curious, often associating with humans and elves. They breathe cones of cold and paralyzing gas and are known for their powerful wings and graceful flight. Bronze Dragons: Bronze Dragons are fascinated by warfare and often take the form of aquatic creatures. They breathe lightning and repulsion gas and are typically
found near coastlines and islands. Copper Dragons: Copper Dragons are playful tricksters with a fondness for jokes and riddles. They breathe fire
and sleep gas and inhabit arid deserts, preferring to bask in the sun. Why Black Dragons boast unparalleled wisdom, the Black Dragons possess immense raw power and Gold Dragons boast unparalleled wisdom, the Black Dragons possess immense raw power and Gold Dragons boast unparalleled wisdom, the Black Dragons possess immense raw power and Gold Dragons boast unparalleled wisdom, the Black Dragons possess immense raw power and Gold Dragons boast unparalleled wisdom, the Black Dragons boast unparalleled wisdom, the
Their ability to blend into swamps and their willingness to use guerilla tactics make them incredibly difficult to fight head-on. They are masters of attrition, slowly wearing down their opponents with hit-and-run attacks. Consider also that the acidic environment they thrive in also deteriorates armor and weaponry, giving them a constant advantage.
They are not necessarily stronger in terms of brute force than a Red Dragon, but their ability to control the battlefield gives them a significant edge. FAQs: Delving Deeper into Draconic LoreHere are some frequently asked questions to further explore the complex world of dragon power: Are Ancient Dragons always the most powerful? While age
generally correlates with power, individual dragons vary. A cunning young dragon might outwit an older, less strategic one. Experience and magical aptitude play crucial roles. Does alignment (good vs. evil) affect a dragon's strength, but it influences a dragon's tactics and resources. Good
dragons might be hesitant to use certain destructive tactics, while evil dragon's hoard affect its power? A dragon's hoard is more than just treasure; it's a source of magical energy. Dragons often imbue their lairs and themselves with the magic of their accumulated wealth, enhancing their abilities. Can
a smaller dragon defeat a larger one? Yes, with the right strategy and circumstances. A smaller, more agile dragon is the most intelligent? Blue Dragons are generally considered the most intelligent of the chromatic dragons,
while Gold Dragons hold the same distinction among the metallic dragons. What is the most dangerous dragon breath is devastating against vulnerable targets. Lightning breath can disrupt magical defenses. Are there dragons of other colors besides the
chromatic and metallic types? Yes, there are gem dragons (crystal, emerald, sapphire, topaz), as well as other, rarer types like shadow dragons and force dragons. Their power levels vary greatly depending on the lore source. How do dragon lairs influence their strength? Dragon lairs are not just homes; they are extensions of the dragon's power.
Dragons often imbue their lairs with magical wards and traps, making them incredibly dangerous to intruders. What is the role of magic in draconic power? Magic is integral to draconic power? Magic is integral to draconic power? Magic is integral to draconic power? Magic and imbuing their breath weapons with magical energy. Are metallic dragons
inherently good? Metallic dragons tend to be good, but individual dragons can deviate from this alignment. Some metallic dragons are among the most solitary, preferring to dwell in the isolation of swamps. Red Dragons, while often territorial, sometimes
tolerate lesser creatures in their lairs for amusement. How do dragons reproduce by laying eggs. The strength? Dragons typically reproduce by the environment in which the egg is incubated. Can dragons shapeshift? Some dragons, particularly
metallic dragons like Gold and Silver Dragons, possess the ability to shapeshift into human or animal forms. This allows them to interact with mortals more easily and gather information. What are some common weaknesses of dragons? While powerful, dragons are not invincible. Common weaknesses include vulnerabilities to specific types of magic,
chinks in their armor, and predictable behavior patterns. How can I learn more about dragons and environmental Literacy Council at environmental wareness? Explore resources like The Environmental Literacy Council at environmental behavior patterns. How can I learn more about dragons, even fictional ones, highlight the importance of ecological balance and the impact of powerful beings
on their environments. This can provide valuable insights into real-world environmental challenges and solutions. The Everlasting DebateUltimately, the question of which color dragon is the strongest is a matter of perspective and circumstance. Each type possesses unique strengths and weaknesses, and a skilled dragon can leverage these to their
advantage. However, considering all factors, the Black Dragon's cunning, adaptability, and mastery over their environment make them a consistently formidable force, arguably the most powerful color for a dragon is commonly believed to
be red. Red dragons are considered to be the largest and most dominant of the classic chromatic dragons. They possess immense strength and power, with a wide wingspan and two swept back horns on their heads. What is the most powerful kind of dragon? The most powerful kind of dragon in Dungeons & Dragons is Io, also known as Asgorath. Io is
described as the absolute creator of all dragons, including the great wyrms and dragon colors? Good dragon colors? Good dragon colors? Good dragons are known for their regality, while gold dragons are known for their regality.
considered the strongest and closest in power to the now-extinct Platinum Dragons. They are known for their wisdom and noble nature, and they have existed for a longer time than humanoid civilizations. Gold dragons, along with other "true dragons," are considered the newest forms of dragon kind. What Would Your Mythical Pet Be? There is no
specific answer to this question in the article. How strong are silver dragons? Silver dragons possess great strength and agility. They are agile fliers and formidable swimmers. They also have sharp claws and strong tails, which they can use effectively in battle. What is the strongest gem dragon? The Amethyst Dragon is considered the strongest of the
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dealing with dungeons and well, facing dragons. However, did you know that there are many different types of dragons? This isn't just a case of there being a rare variation your DM might pull out, and the type of dragons? This isn't just a case of there being a rare variation your DM might pull out, and the type of dragons? This isn't just a case of there being a rare variation your DM might pull out, and the type of dragons? This isn't just a case of there being a rare variation your DM might pull out, and the type of dragons? This isn't just a case of there being a rare variation your DM might pull out, and the type of dragons? This isn't just a case of there being a rare variation your DM might pull out, and the type of dragons are the best tips for running a Gelatinous Cube encounter in
D&D! There are two categories of dragons, with chromatic dragons the evil ones and metallic dragons being forces of good, but even within those categories, there are different types. Don't worry, it won't be too confusing as we go through each color for you. Updated on November 17, 2024, by Alfredo Robelo: As one would expect, dragons are the
essence of Dungeons & Dragons, being the ones behind many political ploys and unbelievable destruction. We've updated this article to add clarity and organization, so you can easily find the ideal dragon for whatever encounter or adventure you might be planning. 10 Green Dragons Bad Tempered Stalkers Ancient Green Dragon by Daren Bader
Element Terrain Quest Type Poison Forest Hunters being hunted, hidden threat Chromatic dragons are known to be bad-tempered, but green dragons are known to be bad-tempered, but green dragons will stalk their prey just to investigate
them, and try to find any weaknesses for the right time to attack. They're willing to be deceitful to get the upper hand, and they have a poisonous breath. Ancient White Dragon by Lars Grant-West Element Terrain Quest Type Cold Icy Tundra Monster hunting, obvious threat White Dragon by Lars Grant-West Element Terrain Quest Type Cold Icy Tundra Monster hunting, obvious threat White Dragon by Lars Grant-West Element Terrain Quest Type Cold Icy Tundra Monster hunting, obvious threat White Dragon by Lars Grant-West Element Terrain Quest Type Cold Icy Tundra Monster hunting, obvious threat White Dragon by Lars Grant-West Element Terrain Quest Type Cold Icy Tundra Monster hunting, obvious threat White Dragon by Lars Grant-West Element Terrain Quest Type Cold Icy Tundra Monster hunting, obvious threat White Dragon by Lars Grant-West Element Terrain Quest Type Cold Icy Tundra Monster hunting, obvious threat White Dragon by Lars Grant-West Element Terrain Quest Type Cold Icy Tundra Monster hunting, obvious threat White Dragon by Lars Grant-West Element Terrain Quest Type Cold Icy Tundra Monster hunting, obvious threat White Dragon by Lars Grant-West Element Terrain Quest Type Cold Icy Tundra Monster hunting, obvious threat White Dragon by Lars Grant-West Element Terrain Quest Type Cold Icy Tundra Monster hunting, obvious threat Hunting, 
you can probably tell, they tend to like the cold. They have a menacing cold breath and tend to resist cold damage as well, so try not to use any of those frost spells if you get into a fight with them. You will probably know when to expect a fight with these beasts because they tend to only live in icy caverns and mountains, so if you're adventuring in a
similar environment, be prepared. Ancient Black Dragon by Craig J Spearing Element Terrain Quest Type Acid Swamps Hidden lair (underwater) with many traps, hidden threat You may think that, if white dragons are cold, then black dragons will probably be fire, right? Wrong. Black dragons are some of the most unique ones, aquatic in nature, and
prefer to live in swamps and marshlands. Related Double up these weapon masteries for maximum impact in Dungeons & Dragons. They make for excellent swimmers, naturally, and prefer to keep their lairs near water bodies, like a lake. Black dragons are cunning, resorting to tactics like ambushing, and they have acid breath. Ancient Blue Dragon
by John-Paul Balmet Element Terrain Quest Type Lightning Wastelands and Mountaintops Aerial combat, ambush when flying over mountains or sailing past them. Blue dragons are often referred to as storm dragons for a pretty good reason; they love to fly and are some of the best fighters at aerial combat. They tend to live in arid wastelands and
desertic places. Oh, and their element is lightning, having a lightning, having a lightning breath that will shock you. Just know that this is the last dragon that you'll ever want to face on a stormy day. Ancient Red Dragon by Zack Stella Element Terrain Quest Type Fire Mountains and abandoned Castles Enslaved village or tormented town, usual villain at the end of a
campaign or adventure The Red Dragons are perhaps the most iconic out of all the dragons, even if they are also chromatic. They tend to be the most preedy, amassing huge hoards of treasures, especially gold. Interestingly enough, they aren't outright hostile to other creatures. They'll charm
creatures to go out and scout for information, and they're fine with civilizations living nearby, so long as they are worshiped and appeared with tributes. Red dragons dwell in mountains and, yes, use fire. Art by Daniel Landerman Element Terrain Quest Type Fire Deserts and ruins Wise guardian of knowledge, quest giver Now we're onto the metallic
dragons. Brass dragons are different from their chromatic counterparts since they are more sociable, even with their enemies, and love to talk for hours on end. Related If none of D&D's backgrounds suit your character, why not homebrew a new one instead? They rarely get into fights and tend to live in arid regions and ruins. Don't worry, though
they still come equipped with some powerful fire, but also possess a sleeping gas breath. Art by Craig J Spearing Element Terrain Quest Type Lightning Coastal caves Savior NPC, possible quest giver When it comes to bronze dragons, they are an interesting bunch. They are outwardly friendly and can also alter their form, tending to turn into
humanoids so that they can help others during a disaster and then disappear, uninterested in taking credit. Bronze dragons live in more coastal regions, are aquatic, and have powerful lightning breaths. They also have a repulsing gas breath to keep their enemies at bay. Ancient Copper Dragon by Vance Kovacs Element Terrain Quest Type Acid
Deserts Social encounter Copper dragons are unique in that they are sociable but only with the right crowd, and usually, that crowd is bards. They are good-humored and love riddles and wit, which is why they tend to go after bards and spend hours listening to them. But they can be envious. They live in dry uplands and sport acid breath, but like
other metallic dragons also have an ace up their sleeve with a slowing breath, which will make their enemies beleaguered. Ancient Gold Dragon by Autumn Rain Turkel Element Terrain Quest Type Fire Towns and castles Social encounter, quest giver When it comes to gold dragons, they tend to be more people than dragons a lot of the time. They
spend more of their time disguising themselves as humanoids than dragons and will live in caves and castles, recruiting other creatures as guards. They are honorable and give themselves as humanoids than dragons and will live in caves and castles, recruiting other creatures as guards. They are honorable and give themselves as humanoids than dragons and will live in caves and castles, recruiting other creatures as guards.
Dragon (Monster Manual) by Tom Babbey Element Terrain Quest Type Cold Snowlands Social encounter, quest giver Silver dragons are regal-looking and are known to be intelligent and beautiful. They are averse to murder if they can help it and often take the shape of humanoids to enjoy feasts and celebrations with other people. Much like White
dragons, they tend to prefer the cold, have a cold breath and a paralyzing gas breath to freeze foes, and also live in icy mountains. Next Not all adventurers stay young forever. Here are the lifespans of each species in the 2024 Player's Handbook. Dragons are undoubtedly the most iconic monster in all of Dungeons & Dragons. They're one-half of the
name of the game, for starters. In the real world, our cultures, mythologies, and even apocryphal histories are rich with mention of dragons. In the east, dragons have long been revered as sources of power and bringers of rain. In the
west, dragons are the fire-breathing nightmares that once haunted the edges of our maps, kidnappers of princesses, and the ultimate test of a hero's courage. Across the many multiversal worlds of D&D, dragons are a constant threat. Though dragons - especially those who have lived to see many ages of the lesser races come to pass - can be friends
(staunch allies, even) of humanoid races, more often they are seen as death upon the wing, a four-legged apocalypse capable of crushing entire kingdoms beneath its razor-sharp claws. It would be unfair, however, to tar all dragons with the same brush. Beyond the three great noble taxonomic families - chromatic, metallic, and gem - there are
myriad varieties of draconic creatures, from the corrupted Shadow Dragon to the venerable Dragons sourcebook, we're going to be doing a series of deep dives into D&D's most fearsome monster, starting with the two quintessential varieties: the chromatic dragons and
metallic dragons - as well as the two draconic deities they often worship, the noble Bahamut and the dread Tiamat. All true or noble dragons pass through four distinct stages of life, from lowly wyrmlings to ancient dragons, the oldest of which can live for more than a millennium. As dragons age, their minds (as well as their increasingly formidable
physical bodies) grow. A dragon wyrmling may have the personality and intelligence of your average housecat - a truly terrifying concept given the hell raised on a daily basis by the small furry shadow dragon that rules my life. Béla, polymorphed into a form more pleasing to the mortal eye, demands tribute in the form of tuna and scritches. As they
grow, between six and a hundred years, dragons may have the impetuosity and emotional range of a teenager (even more troubling than an acid-spitting house cat), which can mellow significantly over the subsequent centuries, depending on the type of dragons, for example, almost always remain bestial, stupid, and vicious, whereas a
 Brass Dragon who reaches adulthood has typically evolved into a highly intelligent being with a solid grasp on morality and a fondness for humans (the opposite of a cat, then). Ancient dragons possess not only the ability to raze entire cities to the ground but the wisdom and arcane knowledge of the ages - such knowledge that would turn even the
most venerable elven sage green around the gills. CategorySizeAge RangeWyrmlingMedium5 years or lessYoungLarge6-100 yearsAdultHuge101-800 yearsAncientGargantuan801 years or more As all dragons grow, the innate magic that flows in their veins begins to manifest itself as a natural talent for spellcasting - although some dragons may take
a more traditional route, seeking out powerful mages to teach them their secrets. Using these variant rules (which I wholly recommend as a DM who likes to run dragons as more than just a big bag of hit points with a breath weapon), a young or older dragon can innately cast a number of spells equal to its Charisma modifier. Each spell can be cast
once per day, requiring no material components, and the spell's level can be no higher than one-third the dragon's challenge rating (rounded down). The dragon's spell save DC equals 8 + its proficiency bonus + its Charisma modifier. Personally... I
like to pick spells that make sense for the dragon's type, and reflavor them to be semi-physiological effects, rather than have dragons shouting "Fireball, Fireball, 
psychotropic effects of its noxious breath. Fizban's Treasury also includes some great expanded rules for draconic spellcasting, including the ability for powerful dragons to grant draconic gifts upon lucky adventurers that range from hardened, scaly skin (that grants resistance to bludgeoning, piercing, and slashing damage) to literally changing your
character's race to Dragonborn. There are three great families of so-called "noble" dragons (at the risk of a Plato x Diogenes featherless biped situation, noble dragons like the Amethyst and Crystal Dragons. However,
in this article, we're going to be focusing on the two original families of dragons are probably what leaps to mind when most players and dungeon masters are asked to think of a dragon. They are
huge, powerful monsters with giant egos and an insatiable hunger for treasure and charred flesh. Although there are always exceptions to the rule, chromatic dragons are overwhelmingly evil. They prey upon those they view as members of "lesser" races, burn towns and cities to the ground, and amass huge hoards of treasure, either plundered from
their smoldering victims or presented as offerings by cowering servants - typically "evil" creatures like hobgoblins or kobolds who serve (or even worship) the demonic Dragon Queen Tiamat - whose five heads resemble the five colors of chromatic
dragon. Such dragons are often treated as living extensions of her terrible power by the cults that worship in her name. © Wizards of the Coast Personality: The most avaristic of the dragons, Red Dragons constantly seek to expand their glittering hoards. Physical Characteristics: Red Dragons have the largest wings of any chromatic dragon, with a
blue-black tint along their trailing edge that resembles metal scorched by fire. Their scales range from bright crimson to the dark red of a dying fire. Their profile is defined by swept-back horns and a frilly spine, their nostrils perpetually leak thick black smoke, and their eyes flash with fire when angered. Environment: Fiercely territorial, Red
Dragons favor arid, desolate badlands and mountainous terrain with plenty of high vantage points from which they can survey the world around them. Attacks: In addition to the usual mixture of claw and bite attacks, Red Dragons can belch forth a torrent of raging fire, smash enemies with their tails, or knock down every nearby foe with a flap of its
powerful wings. Older Red Dragons are nightmarish to behold, and as such can terrify even the most stalwart dragonslayer with their Frightening Presence. Lair Actions: Red Dragons often make their lairs in areas with high levels of geothermal activity, which is further intensified by their presence. The dragon can call forth gouts of lava and
 volcanic gas, or cause the very ground to break apart with a stamp of its clawed foot, sending prospective thieves (and probably a few of its servants, too) tumbling to a fiery doom. Red Dragons are impulsive and arrogant, prone to flying (pardon the pun) into destructive rages that can level entire empires in response to the smallest of slights. Thei
covetous nature means a Red Dragon knows the identity and location of every piece of treasure in its horde, and the theft of even the smallest gold coin (or magic ring, ahem, Bilbo, cough cough) can lead to the total destruction of every town within a hundred leagues. They make their lairs in deep mountain caves, or even the mouths of active
volcanoes, and often surround themselves with cowering servants to do their bidding and fawn over them - until the dragons becomes hungry, that is. © Wizards of the "lesser races", and often conspire to bring humanoid kingdoms to ruin
before nesting among the crumbling detritus of a once-prosperous civilization. Basically, they're massive dicks. Physical Characteristics: Scales ranging from glossy black to dull, well-camouflaged charcoal, and shades of slightly darker black. Black Dragons have curving, segmented horns, deep-socketed eyes and broad nasal openings which make
their features strongly resemble a skull. Environment: Black Dragons make their homes in swamps, ruins, and (ideally) swampy ruins. Attacks: The usual claws, bite, tail, wing, and frightful presence attacks aside, Black Dragons exude a line of corrosive acid from their mouths capable of melting the strongest stones - or the hardiest adventurer
into a puddle of bubbling slag. Lair Actions: The presence of a Black Dragon turns an already unpleasant swamp into a nightmarish morass of biting insects, impassable mudflats, and magical darkness, which the dragon can command to disorient and wear down its foes. If you ever find yourself in a Black Dragon's lair, just run. These are easily the
most brutal and cruel of all the true dragons, and take great pleasure in witnessing (or directly causing) the failure of humanoid civilizations. Black Dragons amass vast hoards of antiquities, grim souvenirs plundered from the many empires they have laid waste to, and it's common enough to find artefacts of great power among their priceless
collections of jewelry and gems. You smell a Black Dragon's lair before you see it. Nestled in the foetid heart of its swampy home, the air hangs thick with the dragon keeps half-submerged in brackish fluid to augment the fermentation
process. © Wizards of the Coast Personality: Vain, territorial, and opportunistic, Blue Dragons will not stand for any remark or insinuation that they are weak or inferior. Physical Characteristics: Iridescent blue scales that range from bright azure to deepest indigo, polished to a mirror finish by the desert sands. Blue Dragons have dramatically frilled
ears, which they can seal completely to block out sand, and a huge, jagged horn which helps them burrow through the dunes. Environment: Desert dwellers, Blue Dragons are opportunistic hunters that prey upon nomads and merchant caravans, using their flight and lightning breath to patiently pick off their foes one by one. Attacks: The Blue Dragons are opportunistic hunters that prey upon nomads and merchant caravans, using their flight and lightning breath to patiently pick off their foes one by one.
Dragon is wreathed in a cloak of crackling static electricity, which it can concentrate in its jaws to unleash a searing line of excavated sand, sometimes partially turned to crystal or glass by its lightning breath. When threatened, the Blue Dragon can collapse part or all of its lair, burning its
enemies alive - if they ever get close that is, for the Blue Dragon's presence surrounds its lair in miles upon miles of raging thunderstorms. The rasp of sand against scales creates a corona of static electricity around the Blue Dragon, which it can coalesce into powerful lightning attacks. It also uses its electric breath to crystalize sand into glass,
sculpting a vast subterranean lair for itself, from which it flies across the desert to more verdant lands in search of prey. Definitely my favorite dragon in D&D 5e, the Blue Dragon is an elemental force, raising thunderstorms and raging sands to swallow entire merchant caravans whole, after which it descends from the endless blue sky to feast. Blue
Dragons can also be found in dry steppes and along rocky coasts, but they are most at home in the deep desert, where they surround their lairs with all manner of vile beasts like giant scorpions, dust devils, and ankhegs. Especially powerful Blue Dragons covet the servitude of other powerful creatures, like bards, wizards, or even genies - viewing
their subservience as a monument to their vanity. © Wizards of the Coast Personality: Cunning, treacherous, and thirsty for both power and gold in equal measure. Physical Characteristics: Green Dragons start out in life the color of emeralds and new leaves, but darken over the centuries until they are virtually indistinguishable from the forests they
call home. They also have the longest legs and necks of any dragon, allowing them to move unhindered through thick undergrowth and scan their surroundings with ease. Environment: Green Dragons make their homes in deep forest, which grows more wild - choked with thorny vegetation and sickly yellow fog - with their continued presence
Attacks: Clouds of poisonous fumes belch forth from the Green Dragon's mouth, searing the lungs and addling the mind. Lair Actions: The Green Dragon's lair of choice is a cave or grotto at the heart of a deep forest, which it surrounds with a labyrinth of razor-sharp thorns and vines. These vines can spring to life at the dragon's command, ensnaring
intruders for the monster to devour at its leisure. Green Dragons are the most manipulative and two-faced of all dragons. Their lust for treasure is matched - even eclipsed in some cases - by their craving for power over other races (and other dragons). As such, Green Dragons are schemers, tricksters, often plotting the corruption of nearby
civilizations. They'll pour honeyed works into the ears of the weak or foolish, turning them against their friends and loved ones - pawns in a cruel, inhuman game. One of my favorite campaigns of all time started with a Green Dragon enslaving the mind of an elven king, who sent forth his armies to wage all out war upon the unsuspecting human
kingdom at the forest's edge. The players only figured out what was actually going on when it was noticed that the elves (who had no love for the precious metals of the Coast Personality: Bestial, vicious, and greedy, White Dragons are the most
animalistic of the dragons, and live for the thrill of the hunt and the pleasure of the kill. Physical Characteristics: The smallest of the dragons (for what it's worth), White Dragons blend into their arctic habitats with the subtlety of a polar bear, bursting from the snow with frilly spines erect and eyes filled with feral hatred. Over time, their pure white
sheen fades to mottled blues and grays, like an iceberg beneath the arctic sea. Environment: White Dragons can emit a torrent of roiling frost and ice, freezing their enemies' corpses to be defrosted later in the tepid stew of their enemies and ice, freezing their enemies' corpses to be defrosted later in the tepid stew of their enemies and ice, freezing their enemies' corpses to be defrosted later in the tepid stew of their enemies and ice, freezing their enemies are the alpha predator of snowy tundra, ice-capped mountains, and ice, freezing their enemies are the alpha predator of snowy tundra, ice-capped mountains, and ice, freezing their enemies are the alpha predator of snowy tundra, ice-capped mountains, and ice, freezing their enemies are the alpha predator of snowy tundra, ice-capped mountains, and ice, freezing their enemies are the alpha predator of snowy tundra, ice-capped mountains, and ice, freezing their enemies are the alpha predator of snowy tundra, ice-capped mountains, and ice freezing their enemies are the alpha predator of snowy tundra, ice-capped mountains, and ice freezing their enemies are the alpha predator of snowy tundra, ice-capped mountains, and ice-capped mountains, and ice-capped mountains are the alpha predator of snowy tundra, ice-capped mountains, and ice-capped mountains, and ice-capped mountains are the alpha predator of snowy tundra, ice-capped mountains, and ice-capped mountains are the alpha predator of snowy tundra, ice-capped mountains, and ice-capped mountains, and ice-capped mountains are the alpha predator of snowy tundra, ice-capped mountains, and ice-capped mountains are the alpha predator of snowy tundra, and ice-capped mountains are the alpha predator of snowy tundra, and ice-capped 
stomach juices. Lair Actions: Older White Dragons can command the winter snows themselves, and those who set foot in their lairs find themselves assaulted by bitter winds, surrounded by vortexes of frozen sleet, and crushed beneath tumbling blocks of ice. White Dragons are often underestimated. Smaller, more stupid, and even less fond of
company than other chromatic dragons, the White Dragon is closer to a beast than any of its kin. However, in addition to being perfectly adapted to its hostile environment, the White Dragon slove ice (surprise, surprise)
and therefore prize treasure that resembles it, like diamonds, although they will also hoard walrus tusks, figureheads from ships, furs, and the frozen corpses of powerful enemies the dragon has slain - which it leaves dotted around the mouth of its lair as a warning to anyone foolish enough to step inside. Unlike their chromatic cousins, metallic
dragons tend towards the good (or neutral) end of the alignment chart. While they can still be prone to arrogance or fits of pique (often with horrible consequences) their personalities skew more towards curiosity and they often take genuine delight in interacting with humanoid races. They often do this through their ability to shapeshift into more
innocuous forms, traveling the lands, interacting with humanoids, and acting as everything from magical pranksters to something more like a guardian angel (honestly, if I had to choose a divine being to have in my corner, I'm afraid I'd have to ask those weeny celestials to go and sit back down). Some metallic dragons strike up multi-generational
friendships with a single humanoid family, and others may even serve as staunch allies in the war against evil - especially when worshippers of the demonic Dragon Who either dwells on the celestial plane or wanders the world disguised as a
kindly sage accompanied by seven golden canaries - which are secretly seven ancient gold dragons in disguise, and a potent reminder to murderhobo players not to pick on random old men who collect exotic birds. © Wizards of the Coast Personality: Gregarious and keen conversationalists fond of philosophical discourse and filthy jokes in equal
and fiery breath, a Brass Dragon can also exhale a cloud of sleeping gas. Lair Actions: A Brass Dragon can conjure up gusts of wind and torrents of swirling sand to obscure it from an enemy's view. It also fills the area surrounding its lair with illusory monsters to deter intruders and lays false paths that double back from its lair and arrive at nearby
water sources. Brass dragons, above all else, love conversation. Even the treasure most prized by Brass Dragons is that which provides them with opportunities for conversation, like talking swords or magic lamps with genies inside. If Brass Dragons have one weakness it's that they are overly trusting of anyone who genuinely enjoys a good
conversation, and may be blinded to an otherwise untrustworthy individual who just happens to love talking to it. They tend to be smart enough to recognize attempts at manipulation, however, but are more likely to throw themselves into a battle of deception than resort to a blast of fire. © Wizards of the Coast Personality: Curious and brave, Bronze
Dragons enjoy watching humanoids go about their business - usually hidden in polymorphed form - but feel honor bound to intervene if they witness evil Physical Characteristics: Bronze Dragons are distinguished by a ribbed and fluted crest atop their heads, as well as their webbed feet and greenish-tinged wingtips. As the dragon ages, its pupils
                                             reen orbs. Environment: Bronze Dragons lavor coastal environments, and are just as nome in the water as they are on land or in the air. Attacks: In addition to their physical armaments and lightning breath weapon, Bronze Dragons nave a non-lethal (ok, less lethal) repulsion breath which can hurl enemies of
unwanted enemies away from it at speed. Lair Actions: Bronze Dragons make their lairs in coastal caves, sometimes nesting in the wreck of a ship it has painstaking recovered from the sea. It exerts almost total control over the weather in the surrounding area, and is capable of subjecting uninvited guests to a peal of deafening thunder at painfully
close quarters. Bronze Dragons are both curious and fearsome. Typically, they enjoy leaving their coastal lairs to disguise themselves as dolphins or albatross to swim or fly alongside fishing boats, observing the sailors at work. If a Bronze Dragon sees a ship laden with cargo that it desires, it might suddenly revert to its true form and bargain with
the (presumably now terrified) captain for some of the treasure. Bronze Dragons are also brave, with a keen eye for injustice. Sometimes, when evil (especially worshippers of Tiamat) rears its ugly head, Bronze Dragons will forsake their detached neutrality to join up with the side it perceives to be in the right, and makes for a staunch and powerful
ally in battle. © Wizards of the Coast Personality: Playful pranksters, jokesters and riddle-lovers, Copper Dragon's segmented horns and backwards sweeping
cheek frills give it a pensive, guizzical look. Their become increasingly oxidized over the centuries, with Ancient Copper Dragons make their homes in rocky uplands and hilly areas, dwelling in naturally occurring caves with sandy floors and many false walls
behind which it can hide its treasure. Attacks: In addition to its claws, bite, tail, wings, and corrosive acid breath, Copper Dragons can emit a wave of soporific gas, which reduces its enemies' movement and attacks per turn. Lair Actions: Within its lair, a Copper Dragon can turn solid earth into cloying, impassable mud, or cause stone spikes to burst
from the ground. If a Copper Dragon ever tells you a joke, you'd better laugh. Although incorrigible pranksters and some of the friendliest dragons in D&D, Copper Dragons are especially fond of bards, and some
even permanently install one in a luxurious corner of their lair; the dragon considers the bard's company treasure enough. The doesn't mean that a Copper Dragon won't fight to the death to defend its hoard, and one won't part with something in its collection lightly. It is still a dragon, after all. © Wizards of the Coast Personality: Gruff, sagacious,
and wholly devoted to the eradication of evil, Gold Dragons are not as warm or friendly as their Copper, Bronze, and Brass cousins, though they are fiercely loyal to those they deem to be friends. Physical Characteristics: Clad in shimmering golden scales, a Gold Dragon's sail-like winds run along the full length of its body, which gives it the
impression of a fish swimming throughout the air. They have especially wise faces, with frills that give the appearance of whiskers. They are the largest and most powerful of the metallic dragons. Their eyes resemble pools of molten gold. Environment: Gold Dragons forgo the traditionally dank cave for isolated, idyllic places far removed from prying
eves. Some make their homes on mist-shrouded islands, or behind sparkling waterfalls. Attacks: In addition to its fiery breath, a Gold Dragon can also spew forth a wave of gas which weakens its enemies, rendering them unable to fight. Lair Actions: Within its lair, the magic of a Gold Dragon is strongest, allowing them to glimpse the future, warp the
minds of those who enter uninvited, and visit nearby travelers in their dreams. Gold Dragons are the most magical of all true dragons and are as attuned to the subtle magic of dreams and enchantment as they are often disinterested in the outside world. While a few Gold Dragons still travel the wider world in disguise, they rarely reveal their true
forms, and rarely even converse with other dragons - let alone humanoids. Gold Dragons are also unique in that they are the only sort of dragon that will eat their own hoard. Gold Dragons can eat virtually anything, but particularly enjoy a diet of pearls and gems. © Wizards of the Coast Personality: The most friendly and fond of humanoids of any
draconic species, Silver Dragons are also one of the few dragon types that enjoys socializing with its own kind, and will cheerfully go out of their way to assist a creature in need. Physical Characteristics: A Silver Dragon could easily be mistaken for a sculpture. From its eyes - which resemble pools of mercury - to its wingtips, an adult Silver Dragon
appears to be made from pure, iridescent metal. Environment: Silver Dragons dwell at altitude, preferring a life lived among the clouds. They tend to roost on mountaintops - although their fascination with humanoids means that an abandoned wizard's tower or ancient fort is a prized candidate for a lair. Attacks: In addition to its claws, teeth, and
freezing cold creath weapon, the Silver Dragon has perhaps the most dangerous attack of all the metallic dragons: a paralyzing blast that can incapacitate an entire party in seconds. Lair Actions: When in its lair, a Silver Dragon can turn the naturally frigid environment to its advantage, wreathing the area in impenetrable fog or summoning an icy
wind that freezes intruders in their tracks. Of all the metallic dragons, Silver Dragons are the most friendly to humanoids - humans in particular, as they find the shortness of their lives and the resultant urgency and zeal they display to be fascinating. Silver Dragons love to collect treasure that is not only valuable but steeped in the history of those
who made it, prizing the journal of a famous hero just as highly as a chest overflowing with rubies and emeralds. They love to dwell within the ruins of great humanoid structures and augment such buildings with their ability to shape clouds and fog into substances as solid as stone. The question of exactly what something as mighty as a dragon might
worship as a god is a sobering one. And the answers bring little comfort to the minds of very small, very mortal folk. By and large, dragons recognize two deities, both of whom supposedly had a hand in creating the world, although they certainly exist in a halfway house between the divine and material. Most gods don't walk upon the earth, which
puts the dragons' deities somewhere between gods, monsters, and enlightened prophets. It all feels slightly Buddhist, actually. The metallic dragons worship Bahamut, the platinum dragon who dwells in the Seven Heavens of Mount Celestia, but often wanders the prime material plane in disguise. He often appears as an old man, a kindly sage
dressed in peasant garb accompanied by seven golden canaries, which are actually ancient Gold Dragons in disguise. Bahamut isn't a god on par with some of the other good aligned deities, but some humanoid clerics still worship in his name.
While he may stop on occasion for a friendly chat with travelers on the road (seriously, Bahamut might as well be the patron saint of DMs who are fed up with their party of murderhobos brutally killing and robbing everyone they meet) Bahamut rarely interferes directly in mortal affairs. He makes an exception, however, when dealing with the
machinations of those who follow his dark counterpart: Tiamat, the Queen of Evil Dragons. Tiamat - strangely - isn't as powerful as she used to be. The five-headed Queen of Evil Dragons used to rule Avernus, the first of the Nine Hells, ranking among other fiendish tyrants as Mammon, Moloch, and Bel. Recently, however, her rule has been
supplanted by a devil named Zariel. If anything, this has made her even angrier than ever before. With five massive, serpentine heads - each the size of a Terrasque's heart and colored black, red, white, blue, and green - Tiamat is a mind-shattering sight to behold. Her scaly bulk is large enough to crush entire cities, and the rainbow of deadly fire,
lightning, acid, poison, and ice that spew forth from her gaping mouths can lay waste to entire armies in a matter of seconds. As a lesser deity - like Bahamut - Tiamat is able to grant a measure of her power to those dark cultists she deems most worthy of her favor (though few are), and vast cults of dragon-worshippers do evil things in her name -
usually with the end goal of releasing her from the fiery planes of Avernus to bring about the destruction of the material plane. The five chromatic dragons which her heads resemble also worship her. Oddly enough, according to the ancient legends of the
dragons, Tiamat and Bahamut were not always bitter enemies as they are today. In the earliest days of creation, Tiamat and Bahamut (who both allegedly had a hand in making the world, forged out of chaos and painted with beauty. Sing of Bahamut, the
Platinum, molding the shape of the mountains and rivers; Sing too of Chromatic Tiamat, painting all over the infinite canvas. Partnered, they made in their likeness; Sardior, first-born of dragonkind, labored alongside Bahamut
and Tiamat, Shaping the dragons they crafted: dragons metallic and dragons chromatic. Breathe, dragons—draw in the life-gift breathed into you at the dawn of creation. Source: Elegy for the First World (Fizban's Treasury of Dragons) It was the coming of the warlike gods and their humanoid servants that led to a mighty war which ended with
Tiamat's imprisonment far beneath the earth, entombed in torment and darkness until she became the incarnation of evil we all know and love. Still, if you ever come face to face(s) with Tiamat herself, this knowledge will probably bring scant comfort in the moments before you're devoured. Page 2 "Feed me Seymour. Feed me all night long." -
Audrey II, Little Shop of Horrors Of all the character types in 5e, plants are maybe one of the most oddly specific to be considered as their own category. Then again, I run into a lot more plants on a daily basis than I do oozes. Either way, plants are a creature type and that's the way it is, and I'm sure you're not here for a riveting debate on whether
or not they should just be a subset of monstrosities. No! You're here because the idea of a vicious man-eating plant or a towering ent with a beard of leaves came into your head and you just have to know more. Fortunately, there is a lot more, and I've even got a few extras up my sleeve for you to explore, so without any further adieu, let's talk plants.
I lied, I've got one more piece of adieu. To get yourself in my headspace, jump over to youtube and throw on Feed Me in the background. Nothing like a singing carnivorous plant to get you in the mood. As of the writing of this article, there are only 47 plant creatures in 5e. Here's the thing though, what this creature type lacks in numbers, it definitely
makes up for in variety. Awakened plants, evil fungi and flowers, treants, lycanthropickles, and more make up this list. I've selected a few plants that stand out as just really amazing creatures with interesting and unique stat blocks. In no particular order, here are some exciting plants you can bring into your campaign Kelpie; CR 4 AC - 14 HP - 67
(9d8 + 27) Speed - 10 ft., swim 30 ft. STR 14; DEX 14; CON 16; INT 7; WIS 12; CHA 10 Amphibious- Can breathe air and water. Seaweed Shape- Uses an action to take the shape of a small, medium, or large beast or humanoid. It's new form is convincing except for in bright light or within 30 ft. where you can clearly see seaweed. False Appearance-
Remains indistinguishable from a clump of seaweed while motionless. Actions Multiattack - It makes two slam attacks. Slam - 2d8 + 2 bludgeoning damage with a +4 to hit. Medium or smaller creatures must succeed on a DC 12 grapple save or be grappled. Drowning Hypnosis- A kelpie can charm a target within 150 feet if it fails a DC 12 wisdom
save. Charmed creatures are incapacitated and spend their turn moving closer to the kelpie. Charmed creature can roll to break the charm on the end of its turn, if it takes damage from a source other than the kelpie, or if it is about to enter damaging terrain. Kelpies come
from Scottish folklore as shapeshifting water spirits that lure humans to their death in lakes and other bodies of water. D&D tends to take inspiration from folklore as shapeshifting water spirit, but instead of a horse this is a mass of sentient shapeshifting seaweed
ready to lure humans to their death. So at least some of that is the same. It gives us a really cool, and frankly, kind of gross, image of this mass of green gunk that can quickly take on the form of a beautiful humanoid in an attempt to murder. Two kelpies show up in the White Plume Mountain adventure which can be found in Tales from the Yawning
Portal. Their goal is to use their charming hypnosis ability to, you guessed it, lure the characters into any campaign you have. Hell, the next time your ranger just decides to go off on his own to collect water, tell him there's a beautiful man (or woman)
sitting by a "pond" that wants to talk to him. Let the chaos ensue. Kelpie; CR 4 AC - 14 HP - 67 (9d8 + 27) Speed - 10 ft., swim 30 ft. STR 14; DEX 14; CON 16; INT 7; WIS 12; CHA 10 Unique Features: Seaweed Shape - Uses an action to take the shape of a small, medium, or large beast or humanoid. It's new form is convincing except for in bright
light or within 30 ft. where you can clearly see seaweed. Drowning Hypnosis - A kelpie can charm a target within 150 feet if it fails a DC 12 wisdom save. Charmed creatures are incapacitated and spend their turn moving closer to the kelpie.
break the charm on the end of its turn, if it takes damage from a source other than the kelpie, or if it is about to enter damaging terrain. Boy oh boy, a plant that grows upon the grave of a necromancer or the remains of a powerful undead. God, I love a good golgari creature when I see one. For those of you that aren't MTG fans, let's just say this is an
awesome plant monster that you won't want to water any time soon. The large plant carries around corpses inside of it which it can devour and use to heal, or just make zombies out of? I mean come on, how terrifying is that. Your poor party thought everything was going to be okay when they left the town after burying that lich. Oops. Now they have
to deal with an evil sentient plant with a hunger for corpses. How long will it be before the graveyards are empty and this flower turns towards a larger buffet? Treant; CR 9 AC - 16 HP - 138 (12d12 + 60) Speed - 30 ft. STR 23; DEX 8; CON 21; INT 12; WIS 16; CHA 12 Unique Features: Siege Monster- Deals double damage to objects and structures
Animate Trees (1/day)- The treant animates one or two trees within 60 feet of it that have the same stats as a treant aside from intelligence and charisma scores of 1. These animated trees are allies of the treant dies, if the treant
changes them back as a bonus action, or after 24 hours have passed. Admittedly, the mechanics of treants aren't all that impressive. Sure, they're also chaotic good which means there's a real chance that these could be creatures on your side.
Treants do get to animate more trees that are just less intelligent treants so you'll often see a group of these bringing a forest to life. If you have any doubts about living trees being plot hooks, just look at Lord of the RIngs. Or maybe Groot if that's more your style. Either way, having even one of these showing up in your campaign is sure to receive
cheers around the room. Unless they have to fight it of course you're an avid Rick and Morty fan and you want to partake in the wacky adventures of Dungeons & Dragons vs. Rick and Morty. If that's the case then you get to fight pickles!
Not just any pickles, these are lycanthropickles, humanoids affected by the curse of lycranthropickling. If you are injured you yourself might even succumb to the curse of lycranthropickles, humanoids affected by the curse of lycranthropickles, but the fact you can turn into one, and the
silliness of evil little fruit monsters is priceless. Shambling Mound; CR 5 AC - 15 HP - 136 (16d10 + 48) Speed - 20 ft., swim 20 ft. STR 18; DEX 8; CON 16; INT 5; WIS 10; CHA 5 Unique Features: Lightning Absorption- Regains hit points instead of taking damage when hit with lightning damage. Engulf- Engulfs a creature grappled by it. Engulfed
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creatures are blinded, restrained, and unable to breathe, and they take 2d8 + 4 bludgeoning damage at the start of each of the mounds turns unless they succeed on a DC 14 Con save. As we all know, if lightning strikes a swamp plant it develops a semi-sentience and begins to feed on everything around it. This is common, real-world knowledge. Luckily, 5e stays true to this concept with shamble around (surprising right) devouring everything in their path. Any plants or animals that can't escape its slow meandering give the mound the nutrients it needs to survive. It's rare that adventurers will just bump into them, but they may be called in to investigate a mysterious swamp seemingly devoid of all life. In that quiet they'll find the creature that will try to engulf them and cementing the mound's place in the food chain. Players should be careful to fully exterminate the root-system if they do manage to kill the creature, lest the pest return once it has leached the life from enough other beings to regrow itself. Bodytaker Plant; CR 7 AC - 15 HP - 92 (8d12 +40) Speed - 10 ft., climb 10 ft., swim 10 ft. STR 18; DEX 8; CON 20; INT 14; WIS 14; CHA 18 Unique Features: Podling Link- Can communicate telepathically with any of its podlings within 10 miles. Entrapping Pod- Can envelop a creature grappled by the plant's space. Creatures within a pod within the plant's space. Snatchers? If not, I highly suggest the 1958 black and white version. Anyways, spoiler alert, we're going to be talking about the villain of that movie. Bodytaker plants are a species of plant bent on taking over entire populations. They replace creatures with podlings that hatch identical plant clones. These podlings are almost indistinguishable from the original creature, possessing all the memories of the creature. If my best friend were to be replaced by a podling I might only be able to notice slight discrepancies, and a good enough wisdom check would let me know that the thing in front of me is in fact not my friend at all. These are horror plants through and through. You could do an entire one-shot focused solely on an invasion of these plants that seek to take over the world. Now, these are two entirely separate groups of creatures, but I do know that they're both cool. Myconid Adult; CR 1/2 AC - 12 HP - 22(4d8 + 4) Speed - 20 ft. STR 10; DEX 10; CON 12; INT 10; WIS 13; CHA 7 Unique Features: Rapport Spores- Releases spores that allow creatures with an intelligence of 2 or higher, that aren't undead, constructs, or elementals, to telepathic intelligence of 2 or higher, that aren't undead, constructs, or elementals, to telepathic intelligence of 2 or higher, that aren't undead, constructs, or elementals, to telepathic intelligence of 2 or higher, that aren't undead, constructs, or elementals, to telepathic intelligence of 2 or higher, that aren't undead, constructs, or elementals, to telepathic intelligence of 2 or higher, that aren't undead, constructs, or elementals, to telepathic intelligence of 2 or higher, that aren't undead, constructs, or elementals, to telepathic intelligence of 2 or higher, that aren't undead, constructs, or elementals, to telepathic intelligence of 2 or higher, that aren't undead, constructs, or elementals, to telepathic intelligence of 2 or higher, that aren't undead, constructs, or elementals, to telepathic intelligence of 2 or higher, that aren't undead, constructs, or elementals, to telepathic intelligence of 2 or higher, that aren't undead, constructs, or elementals, to telepathic intelligence of 2 or higher, that aren't undead, constructs, or elementals, to telepathic intelligence of 2 or higher, that aren't undead, constructs, or elementals, the construction of the construc social structure. They're lawful neutral creatures that will probably be more inclined to help you when you come across them in the Underdark, but even if you've got some rotten luck you're not in for a bad time. While their spores are mainly used for spreading telepathy, they can also animate corpses, stun creatures, or even make them hallucinate. All around pretty exciting and a great time for a group of adventures that care about plant growth. Vegepygmy Chief; CR 2 AC - 14 HP - 33 (6d6 + 12) Speed - 30 ft. STR 14; DEX 14; CON 14; INT 7; WIS 12; CHA 9 Unique Features: Regeneration- Regains 5 hp at the beginning of its turn unless it took cold, fire, or necrotic damage over the course of the last round. A vegepygmy only dies if it has 0 hp at the beginning of its turn and does not regenerate hit points. Spores(1/Day)- Creates a 15 foot radius of poison spores in which creatures must succeed on a DC 12 con save or be poisoned. Poisoned creatures take 2d8 at the start of each of their turns and can repeat the save at the end of their turns to end the effect. Vegepygmies are a different type of fungus creature that grow from the remains of creatures killed by russet mold. Russet mold itself is a terrible mold that can easily be mistaken for rust as it spreads across metals. It releases spores that poison creatures and kills them immediately when they drop to 0 hit points. Such is the circle of life, and the vegepygmies that grow from the corpses slowly grow their own mold as they grow older, gaining tougher skin and the ability to release spores themselves. The same mold that creates vegepygmies can also produce thornies, a four legged bestial version, if it infects a beast instead of a humanoid. There are several different types of blights out there, but all rise from the same evil influence. Legend tells of the Gulthias tree, a tree grown from a sapling infected by the darkness and evil of a dying vampire lord named Gulthias tree, as they are now called, sprout up in the wake of great evil and continue to transform new blights. Blights themselves are intelligent creatures that tend to hold onto the same values of the entity, retrieve lost artifacts, or even carry out the being's wicked plans. Through blights, the legacy of evil carries on. Needle, vine, twig, and tree blights are the types of blights with published stat blocks, but you could easily take just about any type of plant and make it into a blight. Each blight has abilities unique to its makeup. Vines tend to snare and entangle while needle blights shoot out their razor sharp needles. A bush blight might act like a shambling mound attempting to engulf its victims. Regardless, blights all maintain the ability to appear like a regular plant when they remain motionless. Gas Spore; CR 1/2 AC - 5 HP - 1 (1d10 - 4) Speed - 0 ft., fly 10 ft. (hover) STR 5; DEX 1; CON 3; INT 1; WIS 1; CHA 1 Unique Features: Death Burst- When the gas spore drops to 0 hp it explodes, forcing each creature within 20 feet to make a DC 15 con save or take 3d6 poison damage and become infected with a disease. An infected creature must make a successful DC 15 nature check to recognize that the gas spore is in fact not a beholder. If your players are aware of beholders, the description of a gas spore is sure to get them ready for a terrifying fight. These fungi resemble beholders and it's even thought that the first gas spores grew out of the corpse of the many-eyed aberrations. Now, gas spores are their own creatures that release a burst of deadly poisonous spores which deal a very modest amount of damage but can easily kill a creature in only a couple of hours. If you're looking for a plant that will traumatize your players not once, but twice, this is the fun guy for the job. Now, normally we'd talk about all the ways that characters get to interact with the creature type of the article. Unfortunately, those are pretty limited. Because plants are both a creature type and just regular old plants, most spells and character abilities are going to relate to plants themselves. So while there are plenty of cool plants themselves. So while there are plenty of cool plants are both a creature type and just regular old plants, most spells and character abilities are going to relate to plants themselves. So while there are plenty of cool plants themselves. article that does go more in-depth with regular old plants because those are sure to get their own feature. As always, happy adventuring! Reddit and its partners use cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookie