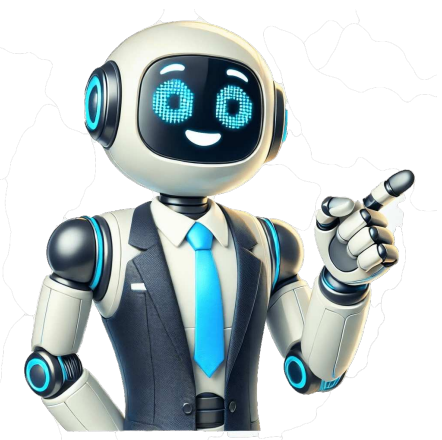


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creatures are blinded, restrained, and unable to breathe, and they take 2d8 + 4 bludgeoning damage at the start of each of the mounds turns unless they succeed on a DC 14 Con save. As we all know, if lightning strikes a swamp plant it develops a semi-sentience and begins to feed on everything around it. This is common, real-world knowledge. Luckily, 5e stays true to this concept with shambling mounds, although fey magic can also bring these creatures to life. These rotting heaps of plant life 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 all, suffocating 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 vines in a pod within the plant's space. Creatures within a pod suffer one level of exhaustion every hour and emerge as a podling if they die within a pod. Creatures outside can remove a trapped creature with a successful DC 15 strength check. Have you ever seen Invasion of the Body 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 both are small, living fungi. I don't know why we need two forms of sentient fungus, 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 telepathically communicate with each other while within 30 ft. This effect lasts for an hour. Mycomids are telepathic intelligent mushrooms that have a complex 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. This tree spread its wickedness throughout the surrounding forest, turning all forms of plants and trees into blights. Gulthias trees, 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 wicked creature that spawned the tree that created them. A blight might seek to exterminate old foes 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 dies in 1d12 + it's constitution modifier hours unless the disease is cured. Eerie Resemblance- Creatures 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 plant-based spells, basically half of the druid spell list, they aren't really subject to go over in this article. Keep your eyes peeled for an 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 and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of 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 cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy.