

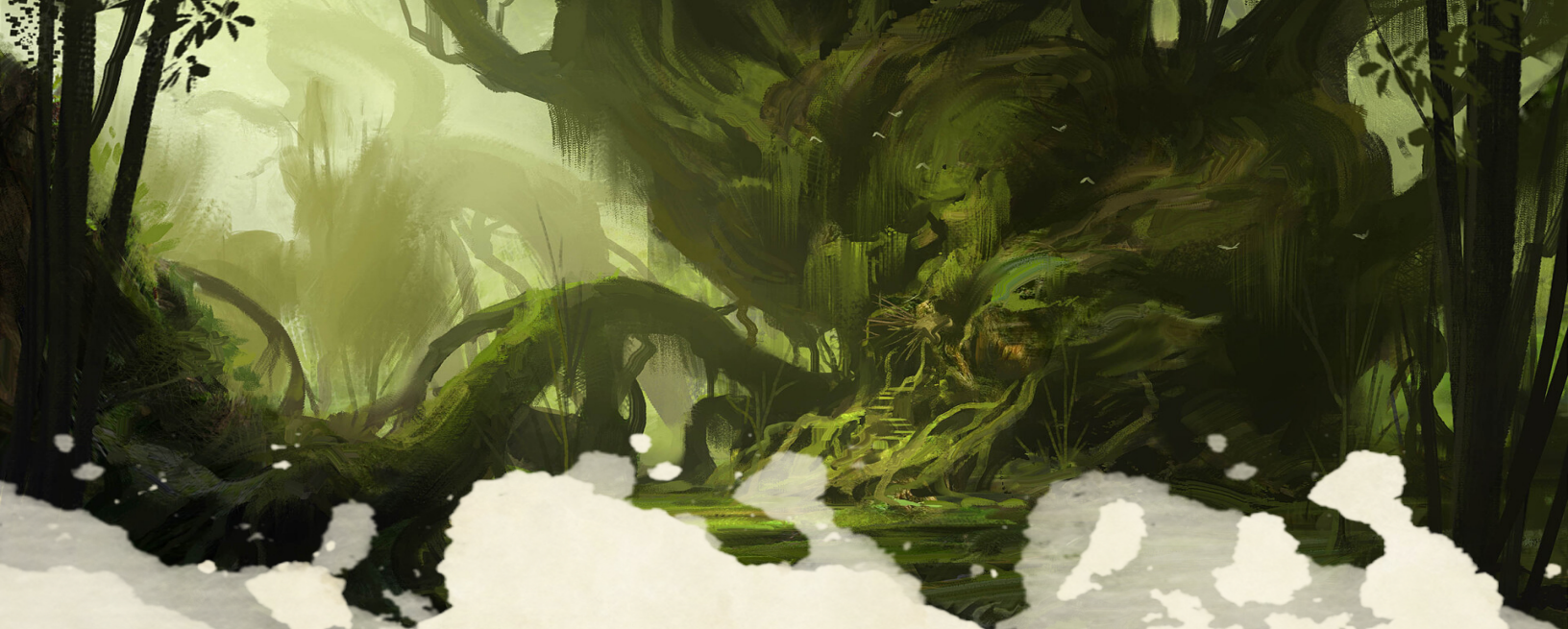
# EXPANDED FLORAN VARIANTS



**HOME BREW**

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## NATURE IN BALANCE

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One of the constants of life within nature, is that desires to grow and spread. Often Many druidic tribes understand this basic principle and seek to encourage and safeguard this process. However, their duty also requires them to keep this growth in check. For if this balance is disrupted, the results can be widespread and devastating.

## VERDANT GROWTH

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Most of the time, nature itself serves as its own checks and balances; for example abundant herbivores are countered by a predator population. This is also the case on the grand scale of things. One of the primary forces in nature on the Material Plane are plants. Nearly every corner of the realm has some form of plant life. The spread of plant life would theoretically overtake most of the realm if it were not for the presence of fungal creatures such as myconids.

## FUNGAL COUNTER

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Fungi serve as a direct counter to the growth of plants as it breaks down and assimilates plants for their own sustenance. Although the most fungi reside in the subterranean Underdark, fungal forests have often ventured to the surface, often in regions where plant life seems to have grown rampant.

It is for this reason why there is a chronic rivalry between sentient plants and fungi. It is more than a simple feud as each side represents a rival force of nature.

## BLOOMPLAGUE

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One of the most devastating side effects from unchecked plant life is the bloomplague. The bloomplague is best understood as a parasitic plant that resides in the corpse of a living being, giving it seemingly reanimated life. Bloomplague seeds are extremely rare for they were believed to have been extinct. It was believed to have been destroyed by ancient druids who sought to prevent an outbreak, whether by natural causes or by intention by entities such as vengeful or overzealous treants, spriggans, or even other druids who were disgruntled by civilization.

## DORMANT SEEDS

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However, the bloomplague is near impossible to eliminate due to the seeds ability to remain dormant for centuries only germinating within the corpse of a living creature. Scholars believe that this germination occurs only if there is enough ambient natural magic in its surroundings. They believe that such an environment will ensure that a bloomplague is able to spread rapidly and successfully. Without it, it risks germinating too soon and could be completely destroyed if it doesn't find enough hosts.

## VERDANT HOSTS

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Once a bloomplague begins, it is nigh impossible to stop. For each host controlled by the bloomplague has one thing in mind; to spread its seeds to other creatures. Infected hosts resemble their normal form except its body seems to consist of overgrown ivy, moss, or vines, and has a vibrant green light emitting from its eyes and mouth.

The bloom-plagued are extremely dangerous because they take on the physical might and even intellect of their host. They are even capable of replicating the abilities and spells of powerful creatures and couples it with the regenerative endurance of plants.

## FLORAN ASSIMILATION

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Each creature slain by a bloomplagued returns to life as one with an hour as the seed rapidly germinates within its body. Kill a bloomplague is extremely risk without precautions for upon its destruction, it bursts into a shower of miniscule seeds that latches itself inside a living host. From there, the seed can lie dormant for weeks or even years, waiting for the instant that creature die to give it new life as a bloomplagued. One of the definitive counters to its spread is to kill it with fire. Open flame will instantly kill the germinating seeds, preventing it from spreading to a new host or infecting a living creature.

## BLOOMPLAGUE TEMPLATE

**Damage Immunities** Psychic

**Condition Immunities** Blinded, Charmed, Frightened, Exhausted, Paralyzed, Stunned, Unconscious

**Senses** blindsight 60ft., tremorsense 60ft.

**Languages** Languages it knew in life

**Challenge** Increases by 1.

**Assimilating Bloom** Creatures reduced to 0 hitpoints by the bloomplague, it is killed. After 1 hour, the corpse comes back to life as a bloomplagued. Bloomplagued creatures count as a plant. This feature does not work on constructs, elementals, plants, or undead

**False Appearance** While motionless, the bloomplague is indistinguishable from a plant

**Photosynthesis** The bloomplague regains 5 hit points at the start of its turn. If it takes fire, or necrotic damage, this trait doesn't function at the start of the bloomplague's next turn. The bloomplague can continue to regenerate even if it has 0 hitpoints. However, it can die normally from failed death saving throws.

If it starts its turn in sunlight, it regains 10 hitpoints at the start of each of its turns instead.

**Plant Camouflage** While obscured by ample plant life, the bloomplague has advantage on Dexterity(Stealth) checks. While these conditions are met, it can use its bonus action to Hide. While hidden, it is indistinguishable from normal plant life to creatures that rely on sight to see it.

**Thorny Body** If a creature grapples or hits the bloomplague with a melee attack, it takes 7(2d6) piercing damage.

**Vine Limbs** The creature's melee weapons attack has a reach increased by 5 ft.

**Seed Flare** When the bloomplagued dies, creatures within 10ft. of it must succeed a Constitution saving throw equal to 8 + its proficiency bonus + its Constitution modifier. On a failed save, creatures are infected with a bloomplague seed. It does not benefit from this feature if it took fire damage on its final blow.

If an infected creature is reduced to 0 hitpoints while infected with the seed, it is killed. After 1 hour, the corpse returns to life as a bloom-plagued as the seed germinates in the corpse.

The seed can be killed in its host if a *Lesser Restoration* or similar magic is used on that creature.

### Regional Effects

A region affected by a bloomplague infestation warps its environment creating the following effects.

1. The affected areas are difficult to traverse due to rampant overgrowth. This terrain counts as difficult terrain from magical plants. Vision is obscured up to 15ft. by the abundant overgrowth.
2. Creatures that are reduced to 0 hitpoints while in this region are instantly killed and return to life as a bloom-plagued
3. Spells such as *Commune with Nature* gives false information that would align with the goals of the bloom-plagued

### TEMPLATE NOTES

This feature provides additional features to add to a bloomplagued creature. It retains all of its stats, proficiencies, or any other feature it had in life.

If there are similar traits, they do not stack, instead the bloomplague benefits only from the best of the two (for example *Regeneration* or *Heated Body*).

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This cannot be applied to constructs, elements, plants, or undead



## BLOOM-PLAGUED LION

*Large plant, unaligned*

**Armor Class** 12 (Natural Armor)

**Hit Points** 26 (4d10+4)

**Speed** 50ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

**Skills** Perception +3, Stealth +6

**Damage Immunities** Psychic

**Condition Immunities** Blinded, Charmed, Frightened, Exhausted, Paralyzed, Stunned, Unconscious

**Senses** blindsight 60ft., tremorsense 60ft., passive Perception 12

**Challenge** 2 (450 xp)

**Assimilating Bloom** Creatures reduced to 0 hitpoints by the bloomplague, it is killed. After 1 hour, the corpse comes back to life as a bloomplagued. Bloomplagued creatures count as a plant. This feature does not work on constructs, elementals, or undead

**False Appearance** While motionless, the bloom-plagued lion is indistinguishable from a normal plant

**Keen Smell** The bloom plagued lion has advantage on Wisdom (Perception) checks that rely on smell

**Pack Tactics** The lion has advantage on an attack roll against a creature if at least one of the lion's allies is within 5ft. of the creature and the ally isn't incapacitated.

**Photosynthesis** The bloomplagued lion regains 5 hit points at the start of its turn. If it takes fire, or necrotic damage, this trait doesn't function at the start of the bloomplagued lion's next turn.

If it starts its turn in sunlight, it regains 10 hitpoints at the start of each of its turns instead.

The bloomplague can continue to regenerate even if it has 0 hitpoints. However, it can die normally from failed death saving throws.

**Plant Camouflage** While obscured by ample plant life, the bloomplagued lion has advantage on Dexterity(Stealth) checks. While these conditions are met, it can use its bonus action to Hide.

**Pounce** If the lion moves at least 20ft. straight toward a creature on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action

**Running Leap** With a 10ft. running start, the lion can long jump up to 25ft.

**Seed Flare** When the bloomplagued dies, creatures within 10ft. of it must succeed a Constitution saving throw equal to 8 + its proficiency bonus + its Constitution modifier. On a failed save, creatures are infected with a bloomplague seed.

If an infected creatures is reduced to 0 hitpoints while infected with the seed, it is killed. After 1 hour, the corpse returns to life as a bloom-plagued as the seed germinates in the corpse.

The seed can be killed in its host if a Lesser Restoration or similar magic is used on that creature.

**Thorned Body** If a creature grapples or hits the bloomplague with a melee attack, it takes 7(2d6) piercing damage.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit* 8(1d8+3) piercing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit* 7(1d6+3) slashing damage.



## FUNGAL NATURE

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At plants are one of the driving forces of nature on the surface of the Material Plane, fungi has the primary influence in the subterranean caverns of the Underdark. Just like its floran counterpart, fungi can be extremely beneficial to the subterranean ecosystem; but can also result in mass devastation if left unchecked as it consumes and assimilates any organic matter it encounters.

## FLORAN RIVALRY

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Due to its innate drive to grow and spread, fungi often crosses paths with plants. These encounters have driven the millennia old rivalry between plants and fungi as both sides seek to consume the other to control the realm of the other. Interestingly enough, the conflicts preserve the natural balance between both species keeping the overall balance of nature in check. However, if one side gains the upper hand, it can have dire consequences.

## SPOREBLOOM

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One of these consequences is the sporebloom. Similarly to the bloomplague, the sporebloom only occurs with rampant fungal overgrowth. However, it differs from its floran counterpart due to the process of its creation.

Whereas the bloomplague can lie dormant for decades or even centuries, many believe that the sporebloom is an errant mutation amongst fungal spores that only occurs during extreme periods of fungal expansions.

Others believe that the sporebloom is created by myconid rituals that can only be completed with enough natural ambient magic that is only generated from the life force of nearby fungi. It is believed that myconids weaponize sporeblooms to begin the assimilation campaign against the denizens of the Underdark and ultimately the surface world.

## PARASITIC SPORES

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Regardless of its origins, the sporebloom results in a horrific outbreak consuming everything it comes across. The rampant spore takes the form of corpses of living creatures altering its form with fungal growths protruding from its body. These creatures are surrounded with a cloud of toxic fungi that not only poisons the individual but also infects it with dormant spores that transformed into a sporebloom monstrosity only an hour after death.

## SPORE ESSENCE

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The most frightening aspect of the sporebloom is that the majority of its essence resides in a gaseous form made of spores. These spores enable it to take control of its host's body and is able to replicate that creature's abilities. To make things worse, its ability to create these effects are due to its rapidly evolving spores. Due to the physiology of these spores, it grants these abilities additional potency as its infectious form allows its host's attacks to overcome some weaknesses it may have in life.

## FUNGAL RESURRECTION

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The final advantage that its spores provides is its ability to seemingly become immortal. Once its body is destroyed, it can simply assume its gaseous form, infecting any nearby corpse. Therefore during a sporebloom outbreak, it is highly recommended to destroy the sporebloomed with fire as well as any potential dead in the vicinity.

## SPORBLOOM TEMPLATE

**Damage Immunities** Poison, Necrotic

**Condition Immunities** Blinded, Charmed, Frightened, Exhausted, Paralyzed, Poisoned Stunned, Unconscious

**Senses** blindsight 60ft., tremorsense 60ft.

**Challenge** Increases by 1.

**Assimilating Bloom** Creatures reduced to 0 hitpoints by the sporebloom or its poison are killed. After 1 hour, the corpse comes back to life as a sporebloom. Sporeblooms count as a plant. It counts as a fungi for the purposes of fungal stride.

**Fungal Camouflage** While obscured by ample fungal life, the sporebloom has advantage on Dexterity(Stealth) checks. While these conditions are met, it can use its bonus action to Hide.

**Fungal Resurrection** When the sporebloom drops to 0 hitpoints, the life-giving spores of the sporebloom escapes from its body instead of falling unconscious provided it hasn't taken fire damage on its previous turn. If it cannot escape, it is destroyed.

While in its spore form, it has 1 hitpoint, it can't revert to its physical form and it must be able to infect a corpse within 1 hour or become destroyed.

After spending 1 hour assimilating into a new corpse, it returns as a fully healed sporebloomed

**Spore Cloud** Creatures that first enter or starts its turn within 10ft. of the sporebloom must succeed a Constitution saving throw with a DC equal to 8 + its proficiency bonus + its Constitution modifier.

On a failed saving throw, creatures are poisoned for one minute. Poisoned creatures can repeat its saving throw at the end of each of its turns to end the effect.

**Spore Soul** When the sporebloom is in its spore form, it can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20ft., can hover, and enter a hostile creature's space. In addition, if air can pass through a space, the spore can do so without squeezing and it cannot pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, is immune to all conditions, and is immune to bludgeoning, necrotic, piercing, poison, and slashing damage.

**Spore-touched** The sporebloom's non-poison based attacks count as poison for the purpose of overcoming resistance, immunity, or exploiting vulnerability and similar effects.

### Regional Effects

A region affected by a sporebloom outbreak twists its environment creating the following effects.

1. The affected areas are covered in a dense spore fog obscuring vision up to 10ft. Fungal overgrowth is rampant replacing any form on natural plant life.
2. Creatures that are reduced to 0 hitpoints while in this region are instantly killed and return to life as a sporebloom
3. After each long rest, creatures must succeed a DC 10 Constitution saving throw. On a failed saving throw, creatures gain 1 level of exhaustion.

## TEMPLATE NOTES

This feature provides additional features to add to a bloomplagued creature. It retains all of its stats, proficiencies, or any other feature it had in life.

If there are similar traits, they do not stack, instead the bloomplague benefits only from the best of the two (for example *Regeneration* or *Heated Body*)

This template does not apply to constructs, elementals, or undead

### SPORETOUCHED

The spore-touched features gives the sporebloom's attack the ability to overcoming certain resistances that its innate form may not already possess. Essentially, its attacks gain all the advantages associated with poison damage and none of its disadvantages.

For example, as seen in the sporebloom spider template, if the spider makes a bite attack against a berserker barbarian, its attacks will not be halved due to rage since the berserker has no innate resistance to poison damage.

If the spider attacks a creature with vulnerability or suffers from certain effects due to poison damage, the spider's attacks can benefit from those features even though its base attack counts as piercing.

If the spider bites a creature resistant or immune to poison, such as a green dragon, it still deals the piercing damage as normal (however note that this ability does not affect attacks that naturally deal poison damage) while the poison part of the bite attack still does nothing to the dragon.

Only in instances where a creature is resistant or immune to both piercing and poison damage, such as most fiends, will the respective effects apply to that particular attack.



## GIANT SPOREBLOOM SPIDER

*Large plant, unaligned*

**Armor Class** 14 (Natural Armor)

**Hit Points** 26 (4d10+4)

**Speed** 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

**Skills** Stealth +7

**Damage Immunities** Necrotic, Poison, Psychic

**Condition Immunities** Blinded, Charmed, Frightened, Exhausted, Paralyzed, Poisoned Stunned, Unconscious

**Senses** blindsight 60ft., tremorsense 60ft., passive Perception 12

**Challenge** 2 (450 xp)

**Assimilating Bloom** Creatures reduced to 0 hitpoints by the sporebloom or its poison are killed. After 1 hour, the corpse comes back to life as a sporebloom. Sporeblooms count as a plant. It counts as a fungi for the purposes of fungal stride.

**False Appearance** While motionless, the sporebloom spider is indistinguishable from a normal mushroom

**Fungal Camouflage** While obscured by ample fungal life, the sporebloom has advantage on Dexterity(Stealth) checks. While these conditions are met, it can use its bonus action to Hide.

**Fungal Resurrection** When the sporebloom drops to 0 hitpoints, the life-giving spores of the sporebloom escapes from its body instead of falling unconscious provided it hasn't taken fire damage on its previous turn. If it cannot escape, it is destroyed.

While in its spore form, it has 1 hitpoint, it can't revert to its physical form and it must be able to infect a medium corpse within 1 hour or become destroyed.

After spending 1 hour assimilating into a new corpse, it returns as a fully healed sporebloomed

**Spore Cloud** Creatures that first enter or starts its turn within 10ft. of the sporebloom spider must succeed a DC 11 Constitution saving throw. On a failed saving throw, creatures are poisoned for one minute. Poisoned creatures can repeat its saving throw at the end of each of its turns to end the effect.

**Spore Soul** When the spider is in its spore form, it can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20ft., can hover, and enter a hostile creature's space. In addition, if air can pass through a space, the spore can do so without squeezing and it cannot pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, is immune to all conditions, and is immune to bludgeoning, necrotic, piercing, poison, and slashing damage.

**Spore-touched** The sporebloom spider's attacks count as magical for the purpose of overcoming resistance, immunity, or exploiting vulnerability.

**Web Sense** While in contact with a web, the spider knows the exact location of any other creature in contact with the web

**Web Walker** The spider ignores movement restrictions caused by webbing.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit* 8(1d8+3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web(Recharge 5-6)** *Ranged Weapon Attack:* +5 to hit, range 30/60ft., one creature. *Hit* the target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



## NATURE'S MUTATION

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Unlike the bloomplague and sporebloom, the blighted is not the direct result of an imbalance of nature due to overgrowth. Instead, it is a twisted corruption of one of the natural checks and balances of nature, the eternal feud between plants and fungi.

Many scholars believe that the Blighted are created from creatures that successfully resist infectiousness from the bloomplague or sporebloom. However, this resistance didn't necessarily kill the seed or the spore, but rather altered it. This mutation begins to slowly take over the body of its hosts, twisting its mind to grow and consume.

## INSATIABLE HUNGER

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In its attempts to satisfy its hunger, the blighted shows no discrimination towards plants or fungi alike. The blighted are attracted to the vibrant presence of life, so they are naturally drawn to large forests or even cities. For this same reason, they are terribly averse to attacking constructs, elementals, or undead since they will not satisfy its appetite.

## WITHERBLIGHT

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Because the blighted were created directly from plants and fungi, they are natural resilient and adept to combating their effects. Its primary weapon includes a strange corruption known as witherblight.

For the duration of its infection, the witherblight causes its victims' wounds to fester and reverse any form of healing that the creature may possess.

The witherblight slowly corrupts organic matter as the mutated seeds and spores begin to take hold on its target. If not treated right away, the witherblight slowly drains the individual of its vitality, leaving an empty husk upon its death.

Once its host dies, the dormant spore inside the creature has enough energy to reanimate its form as a blighted.

## BLIGHTED APPEARANCE

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Like its precursors, the blighted take the form of its dormant host and can spread upon infecting other corpses. Their forms resemble that of when their host was alive; however, its body seems to consist of blackened bark and vines as its interior seems to glow with a sickly green energy.

## BLIGHTED EMPOWERMENT

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Because of its origins, it is able to replicate some of the regenerative effects of plants while also acquiring some of the innate resistances of its fungal relatives.

In addition to these modifications, the blighted is equally capable of mimicking the physical, magical, and mental prowess of its host in life. However, its new form becomes further enhanced thanks to the necrotic corruption of its host's form thanks to its mutations. This adaptation mimics a lot of the abilities seen in its fungal counterpart; however, it proves to be much more potent in comparison.

As a result, the blighted tends to be much harder to combat and destroy compared to its alternative. However, as seen in the previous two plagues, the spread of the blighted can be best halted through the careful use of fire.

## BLIGHTED TEMPLATE

**Damage Immunities** Necrotic, Poison, Psychic  
**Condition Immunities** Blinded, Charmed, Frightened, Exhausted, Paralyzed, Poisoned, Stunned, Unconscious  
**Senses** blindsight 60ft., tremorsense 60ft.  
**Challenge** Increases by 1.

**Blighted Corruption** Creatures reduced to 0 hitpoints by the blighted, it is killed. After 1 hour, the corpse comes back to life as a blighted. Blighted creatures count as a plant.

This feature does not effect undead, constructs, or elementals

**Blighted Immunity** The blighted is immune to being infected by the bloomplague or sporebloom.

**Photosynthesis** The blighted regains 5 hit points at the start of its turn. If it takes fire damage, this trait doesn't function at the start of the blighted's next turn. The blighted can continue to regenerate even if it has 0 hitpoints. However, it can die normally from failed death saving throws.

If it starts its turn in sunlight, it regains 10 hitpoints at the start of each of its turns instead.

**Withered Corruption** If a creature does not succeed its saving throw against Witherblight before its duration ends, its effects become permanent. After every 24 hours, that creature's hitpoint maximum reduces by 5(1d8).

If this reduces a creature to 0 hitpoints, it instantly dies. After one hour, the corpse returns as a blighted.

This effect can be reversed by using *Greater Restoration* or similar magics.

**Witherblight** Creatures that take damage from the blighted attacks must succeed a Constitution saving throw with a DC equal to 8 + the blighted's proficiency bonus + its Constitution modifier or become blighted for one minute.

Whenever blighted creatures cannot recover hitpoints and whenever it takes damage, takes an additional 5(1d8) necrotic damage.

**Blight Touched** The blighted attacks count as necrotic for the purpose of overcoming resistance, immunity, or exploiting vulnerability.

**Life Drain** When the blighted deals necrotic damage, it can recover hitpoints equal to half the damage dealt.

### Regional Effects

A region affected by a blighted infestation warps its environment creating the following effects.

1. The affected areas are difficult to traverse due thick and twisted undergrowth. This area counts as difficult terrain.
2. This region corrupts any body of water that causes creatures to regurgitate it within minutes.
3. Creatures that are reduced to 0 hitpoints while in this region are instantly killed and return to life as a blighted.
4. Creatures that take a short or long rest in this region cannot regain hitpoints

## BLIGHTED TEMPLATE

This feature provides additional features to add to a blighted creature. It retains all of its stats, proficiencies, or any other feature it had in life.

If there are similar traits, they do not stack, instead the bloomplague benefits only from the best of the two (for example Regeneration or Heated Body)

This template does not apply to constructs, elementals, plants, or undead

### BLIGHT TOUCHED

This feature works in the same manner as the spore-touched feature with the sporebloom creature. However it focuses on necrotic damage versus poison. This feature also allows the blighted to regain hitpoints equal to the damage dealt.



## BLIGHTED YOUNG RED DRAGON

*Large plant, unaligned*

**Armor Class** 18 (Natural Armor)

**Hit Points** 178 (17d10+85)

**Speed** 40ft., 80ft. fly, 40ft. climb

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

**Saving Throws** Dexterity +4, Constitution +9, Wisdom +4, Charisma +8

**Skills** Perception +8, Stealth +4

**Damage Immunities** Necrotic, Poison, Psychic, Fire

**Condition Immunities** Blinded, Charmed, Frightened, Exhausted, Paralyzed, Poisoned Stunned, Unconscious

**Senses** blindsight 60ft., tremorsense 60ft., darkvision 120ft., passive Perception 18

**Languages** Common, Draconic

**Challenge** 12 (8400 xp)

**Blighted Corruption** Creatures reduced to 0 hitpoints by the blighted, it is killed. After 1 hour, the corpse comes back to life as a blighted. Blighted creatures count as a plant.

This feature does not effect undead, constructs, or elementals

**Blighted Immunity** The blighted is immune to being infected by the bloomplague or sporebloom.

**Blight Touched** The blighted dragon's attacks count as necrotic for the purpose of overcoming resistance, immunity, or exploiting vulnerability.

**Photosynthesis** The blighted dragon regains 5 hit points at the start of its turn. If it takes fire damage, this trait doesn't function at the start of the blighted's next turn. The blighted can continue to regenerate even if it has 0 hitpoints. However, it can die normally from failed death saving throws.

If it starts its turn in sunlight, it regains 10 hitpoints at the start of each of its turns instead.

**Witherblight** Creatures that take damage from the blighted attacks must succeed a DC 17 Constitution saving throw or become blighted for one minute.

Whenever blighted creatures cannot recover hitpoints and whenever it takes damage, takes an additional 5(1d8) necrotic damage.

**Withered Corruption** If a creature does not succeed its saving throw against Witherblight before its duration ends, its effects become permanent. After every 24 hours, that creature's hitpoint maximum reduces by 5(1d8).

If this reduces a creature to 0 hitpoints, it instantly dies. After one hour, the corpse returns as a blighted.

This effect can be reversed by using Greater Restoration or similar magics.

**Life Drain** When the blighted dragon deals necrotic damage, it can recover hitpoints equal to half the damage dealt.

### Actions

**Multiattack** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit* 17(2d10+6) piercing damage + 4(1d6) fire damage.

**Claw** *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit* 13(2d6+6) slashing damage.

**Fire Breath (Recharge 5-6)** The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

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