

EXPANDED SENTIENT PLANTS

HOME BREW

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Illustration by Laura Sava



VEGPEPYM

Of all sapient forms of plant life, the vegpepym is the smallest and most numerous. As with most species of plants, vegpepymys come in numerous varieties and temperaments. However, their intelligence is not to be underestimated as they more than make up for their diminutive stature by making use of their superior regeneration capable of fully healing them from the brink of death, their expert knowledge of the forest as well as their superior numbers.

CLEVER HUNTERS

Regardless of their temperament, vegpepymies make full use of their small size. Despite their diminutive stature, they are able to cover a lot of ground thanks to their ability to merge and reappear into nearby foliage. This allows them to be the perfect ambush hunters as they can continually harry their foes using grass-like darts to launch at their foes before fleeing deeper into the undergrowth. Thanks to their heightened regeneration, they can prove to be problematic to kill as they can fully heal from all but the deadliest of wounds in matter of seconds..

FUNGAL HATRED

Although vegpepymies have varying degrees of relations with one another, they all do share a common hatred for sentient fungi that seeming has existed for all of recorded history. Vegpepymies, as well as most other forms of sapient plants, thrive on the expansion of the forest and floral assimilation. However, myconids and other fungi are also driven by a similar motive which often places them at odds with one another. Under most circumstances, this conflict serves as a checks and balance to keep each force in check; however, it is often the responsibility of many druidic tribes to ensure this balance is not swayed lest one force gets out of control.

BLIGHTED

Any unfortunate side effect of this conflict is the emergence of the blighted. The blighted can be best as a mutation that effects many sentient plants as a resistance against parasitic fungal swarms. Although the host managed to resist its effects, it often warps the body and mind of the individual. As a result, the blighted are driven by a desire to consume both plant and fungal life.

KELP

Kelp vegepygmy's are one of the more dangerous breeds of vegepygmy. Unlike their other kin, they tend to reside primarily in the water, only staging terrestrial expeditions if food is scarce. They primarily reside in the tangled underwater forests of kelp using these colossal plants as a means of camouflage and entangling their prey.

Their favored tactic is form groups of 10 (4d4) to engage their enemy from a far flinging grass-like darts laced with a suffocating poison before merging into the kelp to reappear at another location.

FLYTRAP

The flytrap vegepygmy is notorious for its oversized maw and equally oversized appetites. These little monsters rampage through the forest in small mobs of about 10(4d4) individuals their prey. Such mobs are often led by a single chieftain which drives them into a feeding frenzy.

Thankfully the vegepygmies never appear in groups any larger than these since they tend to be quite territorials towards other vegepygmies and often enter turf wars with their own kind and other breeds of vegepygmies.

SUNBLOOM

Sunblooms are some the friendliest of all vegepygmies, especially towards other plants. They have the unique ability to absorb sunlight and emit it throw glowing spores. They tend to be very outgoing wanting to spread their inner sunlight to other plants.

As a result, they are often seen in large community consisting of other types of vegepygmies as well other sentient plants. Sometimes these vegepygmies have taken this friendliness a bit too far often spurring crusades of vegepygmies into the Underdark to spread their light to its myconid denizens resulting in a long lasting hatred between vegepygmies and myconids.

MANDROGA

The mandroga is the rarest and most elusive of all vegepygmies. One of the primary reasons for this, mandrogas are extremely shy and spend most of their time hiding underground with the only sign of their presence is small tuft of foliage that absorbs sunlight. Despite their reclusive nature, they enjoy the company of other mandrogas often hiding together in hidden grottos.

However when disturbed they enter into a wild frenzy as they burst from the ground scream. This "screaming" seems actually only audible to creatures poisoned by darts generated on their body. Once one is disturbed, all the nearby mandrogas burst from the ground and enter into a violent fury viciously attacking the source of their disturbance. If angered, its best to leave the mandroga's territory as they will not follow preferring not to leave their home.

DANDELION

Dandelions are notorious for their mischevious antics. They are easily recognizable by their fluffy bodies and their airborne mobility. These plants always gravitate to anything that sparks their interest. As a result, they often play numerous pranks on unsuspecting humanoids such as stealing their stuff and particularly trying to make them sneezing by blowing pollen in their face. Now that I think about it, they have a weird a fascination with sneezes.

Despite their friendly attitude, they are rarely found amongst other vegepygmies. It turns out that most other vegepygmies do not like them because the dandelions seem to possess a superiority complex over their other kin thanks to their ability to fly. Based on numerous vegepygmy sources, this superiority complex seems to involve taunting and practical pranks all revolving around the inability of their kin to fly.

TWIG

Twig vegepygmies are the most common and widespread of all their kin. They are much hardier than their relatives and are capable of enduring most conventional forms of weaponry. They are also distinguished crafters amongst their kin making incredible structures, contraptions, and weapons forged of sticks and leaves.

LOTUS

Lotus vegepygmies are the most beautiful of all their relatives. Their flower-like appearance is quite interesting as each individual seems to have its own unique design with varying number, shapes, and colors of their pebbles. They are often accompanied by a entourage of other vegepygmies who seem to revere them as some sort of royalty.

When threatened, they prefer not to fight themselves instead they command their allies to fight in their stand. But if pressured enough they will use their hypnotic pollen to incapacitate their enemy long enough for help to arrive or for them to make an escape.

BLIGHTED

Blighted vegepygmies are despised by all of their kin. It is believed that blighted vegepygmies are the result of deviant mutations from those infected by blights and other fungal creatures. However, these mutations seemed to warp the mind of these creatures as well as their bodies resulting in an unsatiable hunger for plants and fungi alike.

However, this ravenous hunger did not warp their intelligence as they are still just as cunning as their other kin. Under most circumstances, blighted vegepygmies will not attack humanoids unless threatened or if their territory is encroached. In fact, blighted vegepygmies tend to be more prone to work with humanoids since often times they share a common enemy. Such deals usually enables the humanoids to deal with any problems associated with sentient plants while the blighted can satisfy their ravenous hunger for sentient plants.



VEGEPYGMY WARRIOR

Small Plant, neutral

Armor Class 13 (Natural Armor)

Hit Points 9 (2d6+2)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	13 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +6

Condition Immunities Blinded, Deafened

Damage Resistances Psychic

Senses tremorsense 30ft., blindsight 60ft.

Languages Vegepygmy

Challenge 1/4(50 xp)

Plant Stride As a bonus action, the vegepygmy can enter a Medium or larger plant and emerge 5ft. from another Medium or larger plant within 60ft. of its original location

Flammable Whenever the vegepygmy takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It can use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

Plant Camouflage The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life. It can use its bonus action to Hide while these conditions are met.

Regeneration The vegepygmy regains 5 hitpoints at the start of its turn. If it takes fire or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy starts its turn with 0 hitpoints it doesn't benefit from regeneration. If it starts its turn in sunlight, it regains 10 hitpoints at the start of each of its turns.

Actions

Vine Spear *Melee Weapon Attack:* +4 to hit, 10ft., one target. *Hit:* 6 (1d6+2) piercing damage. If the target is a creature, it must succeed a DC 11 Constitution saving throw or become poisoned until the end of its next turn.

Dart *Ranged Weapon Attack:* +4 to hit, 30/120ft., one target. *Hit:* 5 (1d4+2) piercing damage. If the target is a creature, it must succeed a DC 11 Constitution saving throw. On a failed saving throw, it takes 7 (2d6) poison and becomes poisoned until the end of its next turn. On a successful saving throw, it takes half damage and is not poisoned.



VEGEPYGMY CHIEFTAIN

Small Plant, neutral

Armor Class 15 (Natural Armor)

Hit Points 45 (6d6+24)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	16 (+3)	11 (+0)	17 (+3)

Skills Perception +2, Stealth +6

Condition Immunities Blinded, Deafened

Senses tremorsense 30ft., blindsight 60ft.

Languages Vegepygmy

Challenge 3 (700 xp)

Plant Stride As a bonus action, the vegepygmy can enter a Medium or larger plant and emerge 5ft. from another Medium or larger plant within 60ft. of its original location

Flammable Whenever the vegepygmy takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It can use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

Plant Camouflage Whenever the vegepygmy takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It must use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

Regeneration The vegepygmy regains 10 hitpoints at the start of its turn. If it takes fire or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy starts its turn with 0 hitpoints it doesn't benefit from regeneration. If it starts its turn in sunlight, it regains 20 hitpoints at the start of each of its turns.

Actions

Multiattack The vegepygmy makes two vine spear attacks.

Vine Spear Melee Weapon Attack: +5 to hit, 10ft., one target. *Hit:* 7 (1d6+3) piercing damage.

Dart Ranged Weapon Attack: +5 to hit, 30/120ft., one target. *Hit:* 5 (1d4+2) piercing damage. On a failed saving throw, it takes 14 (4d6) poison and becomes poisoned until the end of its next turn. On a successful saving throw, it takes half damage and is not poisoned.

Kelp

- **Movement Speed** 30ft. swim
- **Damage Resistances** Acid, Cold

Amphibious The vegepygmy can breathe in air and in water

Aquatic Regeneration If the vegepygmy starts its turn in water, it regains 10 hitpoints and can end one of the following effects on itself: poisoned or stunned. While in water, it can still benefit from these features even if it doesn't meet the other requirements of its regeneration feature. If a chieftain, it regains 20 hitpoints.

Actions

Kelp Spear *Melee Weapon Attack:* +4 to hit, 10ft., one target. Hit: 6 (1d6+2) piercing damage. If the target is a creature, it must succeed a DC 11 Strength saving throw or become grappled and restrained until the end of its next turn. The DC is 14 for a chieftain

Drowning Dart *Ranged Weapon Attack:* +4 to hit, 30/120ft., one target. Hit: 5 (1d4+2) piercing damage. If the target is a creature, it must succeed a DC 11 Constitution saving throw or become poisoned for one minute. Creatures poisoned in this manner cannot breathe. The DC is 14 for a chieftain

Drowning Spore(Recharge 5-6)(Chieftain only) Creatures that are not a plant within a 10ft. radius of the vegepygmy must succeed a DC 14 Constitution saving throw or become poisoned for one minute. Creatures poisoned in this manner take 7(2d6) poison damage at the start of its turns and cannot speak or breathe. At the end of each of its turns, it can repeat its saving throw to end its effect on a success.

Mantrap

Devourer When the vegepygmy makes an attack against a beast or humanoid, it can make one additional bite attack

Actions

Bite (Replaces Spear) *Melee Weapon Attack:* +4 to hit, 5ft., one target. Hit: 8 (1d10+2) piercing damage.

Frenzy Spore(Recharge 5-6) Plants within a 10ft. radius of the vegepygmy have advantage on attack rolls until the end of its next turn. When it takes the attack action, it can make an additional bite attack as a bonus action.

Sunbloom

- **Damage Resistances** Radiant

Radiant Pollen The vegepygmy gives off bright light in a 5ft. radius and dim light and additional 5ft. This light counts as sunlight

Sun Empowerment When the vegepygmy starts its turn in sunlight, the vegepygmy has advantage on attack rolls and saving throws

Actions

Sun Dart *Ranged Weapon Attack:* +4 to hit, 30/120ft., one target. Hit: 5 (1d4+2) piercing damage. If the target is a creature, it must succeed a DC 11 Constitution saving throw or become poisoned for one minute. Creatures poisoned in this manner are blinded. The DC is 14 for a chieftain

Sun Spore(Recharge 5-6) Creatures that are not a plant within a 10ft. radius of the vegepygmy must succeed a DC 14 Constitution saving throw or become poisoned for one minute. Creatures poisoned in this manner take 7(2d6) poison damage at the start of its turns and are blinded.

Mandroga

- **Movement Speed** 30ft. burrow

False Appearance While motionless, the mandroga is indistinguishable from a small plant

Sneak Attack When vegepygmy has advantage against surprised creatures. When it makes an attack against a surprised creature, it deals an additional 7 (2d6) damage. It can only benefit from this trait once on each of its turns.

Actions

Terror Dart *Ranged Weapon Attack:* +4 to hit, 30/120ft., one target. Hit: 5 (1d4+2) piercing damage. If the target is a creature, it must succeed a DC 12 Constitution save or become poisoned and deafened for one minute. Creatures poisoned in this manner are considered to be frightened as it hears horrendous screams. At the end of each of its turns, it can repeat its saving throw to end its effect on a success. The DC is 14 for a chieftain

Terror Spore(Recharge 5-6) Creatures that are not a plant within a 10ft. radius of the vegepygmy must succeed a DC 14 Constitution saving throw or become poisoned for one minute. Creatures poisoned in this manner take 7(2d6) psychic damage at the start of its turns and is considered frightened. At the end of each of its turns, it can repeat its saving throw to end its effect on a success.

Dandelion

- **Movement Speed** 30ft. fly(hover)

Floating Defense Whenever the vegepygmy is hit with a melee attack, it can use its reaction to move up to half its movement speed out of the range of the attack causing the attack to miss. This movement does not provoke opportunity attack

Flyby The vegepygmy can fly outside the reach of another creature without provoking opportunity attack

Windborne While exposed to a moderate wind (at least 10 miles per hour), the vegepygmy's movement speed increases by 10ft. For every 5 miles per hour above 10, the vegepygmy's movement speed increases by 5ft.

Slow Fall Whenever the vegepygmy takes fall damage, it can make a DC 10 Dexterity saving throw. Upon a successful saving throw, it takes no damage and upon a failure, it takes half damage. For ever 10ft. above 60ft. that the vegepygmy falls, the DC for this ability increases by 1.

Twig

- **Armor Class** 16, 18 (if a chieftain)
- **Resistances** Bludgeoning, Piercing

Spiked Body Whenever the creature grapples or hits the vegepygmy with a melee attack, it takes 4(1d6) piercing damage.

Actions

Bark Club Melee Weapon Attack: +4 to hit, 5ft., one target. Hit: 6 (1d6+2) bludgeoning damage + 4(1d6) piercing damage.

Needle Twig Ranged Weapon Attack: +4 to hit, 30/120ft., one target. Hit: 7 (1d8+2) piercing damage.

Spiny Transformation(1/short rest) As a bonus action, the vegepygmy increases by one size for 1 minute. For the duration of this ability, it gains the following benefits

- Its reach increases by 5ft and its attacks deal an additional 4(1d6) piercing damage
- Its spiked body feature deals 7(2d6) damage instead
- It can make an additional Needle Twig or Bark Club attack on its turn.

Lotus

Aromatic Spores Creatures that are not plants that first enter or starts its turn within 10ft. of the vegepygmy must succeed a DC 12 Constitution saving throw or become poisoned until the end of its next turn. Poisoned creatures are considered charmed and cannot target a vegepygmy with an attack or a spell effect.

Actions

Lotus Dart Ranged Weapon Attack: +4 to hit, 30/120ft., one target. Hit: 5 (1d4+2) piercing damage. If the target is a creature, it must succeed a DC 12 Constitution saving throw or become poisoned for one minute. Creatures poisoned are incapacitated and its movement speed is reduced to 0 for the duration. Creatures can repeat its saving throw at the end of each of its turns to end this effect. The DC is 14 for a chieftain

Hypnotic Pollen(Recharge 5-6) Creatures that are not a plant within a 10ft. radius of the vegepygmy must succeed a DC 14 Constitution saving throw or become poisoned for one minute. Creatures poisoned in this manner take 7(2d6) poison damage at the start of its turns and are incapacitated and its movement speed is reduced to 0 for the duration. Creatures can repeat its saving throw at the end of each of its turns to end this effect.

Blighted

- **Condition Immunities** Poisoned
- **Damage Immunities** Necrotic, Poison

Floral Bane Whenever the vegepygmy takes the Attack action against a creature plant, it can make an additional tendril attack.

Witherblight Creatures hit by its attacks must succeed a DC 11 Constitution saving throw or become blighted for one minute. Whenever blighted creatures takes damage it takes an additional 1d8 necrotic damage. Whenever the vegepygmy hits that creature, it can heal for necrotic damage dealt. If a chieftain, the DC is 14. The creature can repeat its saving throw at the end of each turn ending it on a success.

Blight Pollen(chieftain only: Recharge 5-6) Creatures that are not a vegepygmy within a 10ft. radius of the vegepygmy must succeed a DC 14 Constitution saving throw or become poisoned for one minute. Creatures poisoned in this manner take 7(2d6) necrotic damage at the start of its turns and cannot regain hitpoints. If the target is a plant, it takes maximum necrotic damage instead of rolling. At the end of each of its turns, it can repeat its saving throw to end its effect on a success.



WOAD

Woads are the much larger and more dangerous relatives of the vegpepygmy. Woads as a whole tend to be fiercely protective of their Woodland homes which often places them at odds with many humanoid civilizations wherein interactions between both species are wary at best.

WOAD SOCIETY

Woad civilizations are just as diverse as that of humanoids with a wide array of rather unique customs and agendas. In general, they tend to be rather untrustworthy of humanoids but have been known to forge alliances with local druidic communities working together to protect their home.

WOAD TACTICS

Just like their smaller relatives, woads have the unique ability to merge and reappear in nearby plant life. This makes them extremely hard to fight or track as they will prefer to slowly wear down their opponent using series of ambush tactics.

ANCIENT RIVALRY

Regardless of their location, woads share a disdain for sentient fungi such as myconids and blights resulting in numerous conflicts. To fully understand this ancient rivalry, it is best not to view it as a centuries long conflict. Instead, it is more appropriate to view both sides as opposing forces of nature. At their very core, both woads and blights seek to spread their form of life whether it be through vibrant forests or spore filled fields for fungi. Whenever these too front collide encroach the domain it results in a powerful conflict capable of warping entire ecosystems.

WOAD TITAN

The most ancient of all woads can transform into a woad titan. Because of their somewhat similar size and appearance, they are confused to be treants. However, the primary thing that sets woad titans apart is their inability to assume the appearance of a normal tree.

These colossal entities are the largest and most powerful of their kin. However, their colossal size and strength is not their only advantage. Due to the intertwined life force of most plants, a single woad titan is capable of transporting legions of vegpepymies and woads to their aid thanks to their plant stride ability.

NEEDLE WOADS

Needle woads are one of the more common of all of their kin. They are easily recognizable thanks to their bark-like skin covered with an array of thorny vines.

Much like twig vegepygmy, needle woads are capable of creating feats of engineering creating massive wooden fortresses. They are create elaborate wooden contraptions to defend their homes and to entrap intruders.

WICKER WOADS

Whereas many woads make their homes in dense forests, wicker woads find themselves at home in open plains of tall grasses. Their appearance resembles a slightly humanoid form composed of writhing masses of grass. In fact, their appearance is often confused with that of an animated scarecrow.

In general, wicker woads tend to be much more nomadic than their other kin. Because of this, wicker woads rarely have much interaction with humanoids. However, they can prove to be quite a threat to those living on the frontier as wicker woads have been known to come together to attack farmers or settlements that seem to expanding into the open plains where they live.

Since they are especially adapted to vanishing into the tall grass, the first resort to combat these creature is to use fire to force them out of hiding. However, fire sends them into a berserk fury as they immediately seek to destroy the source of the flame.

VINE WOADS

Vine woads are probably the second most common of all woads and are found primarily in very tropical environments. Vine woads are avid gardeners, even more than their other kin, growing extensive gardens of sentient carnivorous plants to decorate and guard their grottos. To feed their pets, vine woads often travel in small hunting parties of 7(2d6) members searching for suitable prey.

Vine woads are often quite amiable towards other sentient plants often coming to their aid when they are threatened. They show a special affinity for vegepygmies, almost looking after them as if they were children.

MOSS WOADS

Although they can be found in nearly any biome, moss woads are the most reclusive of all species of woad. They spend the majority of their times underground or in subterranean caverns. They have the unique ability to blend climb and even blend into stone.

Because of the vicinity of their habitat near the Underdark, they often have numerous skirmishes with the myconid and other sentient fungi. Because of their perpetual hatred of these creatures, they will often attempt to guide or even escort creatures through the Underdark to prevent them from falling victim to their fungal enemies.

CINDERBLOOM

Cinderbloom woads live in regions of the Material Plane touched by incursions from the Elemental Plane of Fire. Living in such environments has imbued the body of the woad with the fire from the Elemental Plane. Cinderbloom woads are often at odds with their other kin as they are still driven by their inner drive to expanded the forest.

However their exposure to the elemental plane has warped their view of nature as one closer aligned to the elemental plane of fire. As a result, cinderblooms often burn down entire forests in order to grow trees native to the elemental plane of fire. Because of this, woad and druidic civilizations alike often stand vigil against the expansion of these entities.

WINTERBLOOM

Winterblooms are easily identified by their frost-coated barkskin that has developed after centuries of adaptation to live in such climates. The sole desire of winterblooms is to spread vegetation to frigid wastelands. However, they are extremely protective of their winter grottos and will violently refuse the entry of humanoids in their realm.

The only one can acquire sanctuary in such areas is from a test of worth wherein they may demand a task or gift from an outsider. Such commands can vary from eliminating a nearby threat or acquiring a rare plant seed to add to their grottos.

SKULLTRAP WOADS

Skulltrap woads are the most dangerous and terrifying of all woads. Their bodies resemble humanoid flytraps and they patrol forests in parties of 5(2d4) search for their next prey. Although they will devour nearly anything with flesh, they particularly enjoy eating beasts and humanoids, especially devouring their heads.

It is unclear why they particularly enjoy eating the heads of their victims, some accounts seem to suggest it is a delicacy for these woads while other claim that brains have nutritional benefits for them. Regardless of the reason, it is best to avoid fighting skulltrap woads if possible.

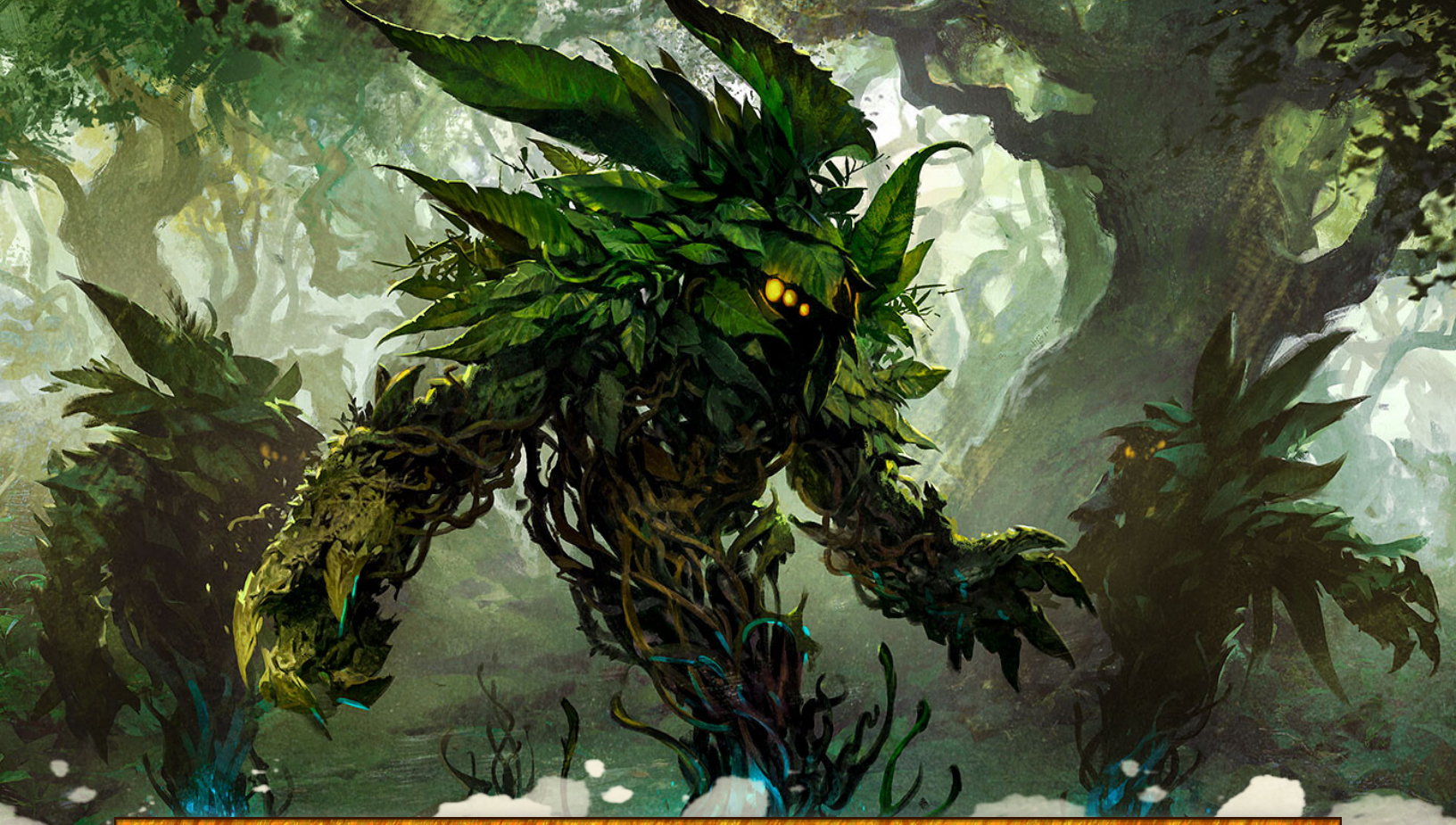
However, despite their brutal practices, they are quite friendly to other sentient plants and often aid vegepygmies and other woads in protecting their settlement or joining them in battle against outsiders or myconids.

BLIGHTED WOADS

Blighted woads are the unfortunate result of the centuries long conflict between fungi and plants. These woads favor neither their other kin or fungi as their warped minds and physiology drives them to consume all other plants.

Naturally, this hunger causes them to be the mortal enemies of both fungi and plants causing these rivals to put aside their differences to fight them. To even the odds, blighted woads often employ the aid of humanoids and other entities who goals often would benefit from the removal of nearby sentient plants or fungi.

Throughout history, such alliances have been resulted in both good and evil as in some cases, the spread of woads and fungi have been controlled thanks to the assistance of the blighted while in other cases, entire ecosystems have been ravaged by their presence.



WOAD TEMPLATE

Medium Plant, neutral

Armor Class 14 (Natural Armor)
Hit Points 45 (6d8+12)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	9 (-1)	13 (+1)	13 (+1)

Skills Perception +3, Stealth +6
Condition Immunities Blinded, Deafened
Senses blindsight 60ft., tremorsense 30ft.
Languages can understand Common but cannot speak it
Challenge 3 (700 xp)

Flammable Whenever the woad takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It can use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

Plant Camouflage The woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life. It can use its bonus action to Hide while these conditions are met.

Regeneration The woad regains 5 hitpoints at the start of its turn. If it takes fire or necrotic damage, this trait doesn't function at the start of the blight's next turn. If the woad starts its turn within 0 hitpoints, it doesn't regenerate. If it starts its turn in sunlight, it regains 10 hitpoints at the start of each of its turns.

Plant Stride As a bonus action, the woad can enter a Large or larger plant and emerge 5ft. from another Large or larger plant within 60ft. of its original location

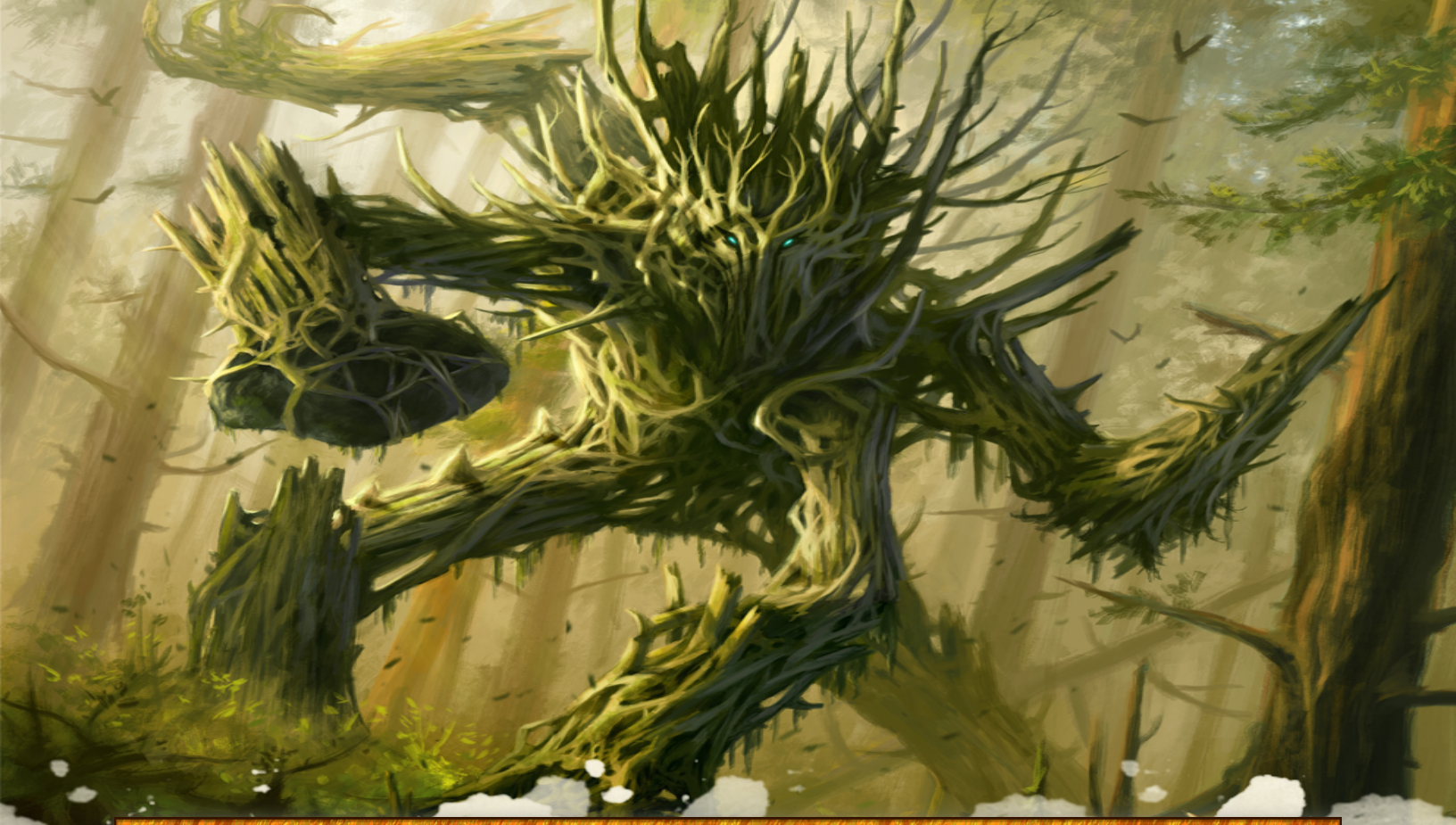
Actions

Multiattack. The woad can make two claw attacks

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

Reactions

Tree Merge If the woad is within 5ft. of a Large or smaller plant, it can use its reaction to merge into that plant whenever it is targeted with an attack or saving throw. This reaction occurs before the triggering effect and grants the woad total cover as it takes no damage. This effect only applies to the trigger attack or effect.



WOAD TITAN TEMPLATE

Huge Plant, neutral

Armor Class 15 (Natural Armor)
Hit Points 113 (9d12+54)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	22 (+6)	9 (-1)	13 (+1)	13 (+1)

Skills Perception +4, Stealth +8
Condition Immunities Blinded, Deafened
Senses blindsight 60ft., tremorsense 30ft.
Languages can understand Common but cannot speak it
Challenge 8 (3900 xp)

Flammable Whenever the woad titan takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It can use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

Plant Camouflage The woad titan has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life. It can use its bonus action to Hide while these conditions are met.

Regeneration The woad titan regains 10 hitpoints at the start of its turn. If it takes fire or necrotic damage, this trait doesn't function at the start of the blight's next turn. If the woad titan starts its turn within 0 hitpoints, it doesn't regenerate. If it starts its turn in sunlight, it regains 20 hitpoints at the start of each of its turns.

Siege Monster The woad titan deals double damage to buildings and objects

Actions

Multiattack. The woad titan can make two spiked slam attacks

Spiked Slam *Melee Weapon Attack:* +9 to hit, 10ft, one target. *Hit:* 13 (2d6+6) bludgeoning damage + 7 (2d6) piercing damage.

Brambled Boulder *Melee Weapon Attack:* +9 to hit, 60/240ft, one target. *Hit:* 20 (4d6+6) bludgeoning damage + 14(4d6) piercing damage. Creatures must succeed a DC 17 Strength saving throw or be knocked prone.

Reactions

Tree Merge If the woad is within 5ft. of a Gargantuan or smaller plant, it can use its reaction to merge into that plant whenever it is targeted with an attack or saving throw. This reaction occurs before the triggering effect and grants the woad total cover as it takes no damage. This effect only applies to the trigger attack or effect.

Needle

- **Challenge Rating** Increases by 1

Spiked Body If a creature grapples or hits the woad with a melee attack while within 5ft. of it takes 4(1d6) piercing damage. If a woad titan, it deals 7(2d6) piercing damage.

Actions

Needle Spike *Ranged Weapon Attack:* +5 to hit, 240ft, one target. Hit: 7 (1d8+3) piercing damage.

Impaling Spike (Titan only) *Melee Weapon Attack:* +9 to hit, 480ft, one target. Hit: 20 (8d6+6) piercing damage + 14(4d6) piercing damage. Creatures must succeed a DC 17 Strength saving throw or be knocked prone and restrained. While restrained in this manner, the creature must use its action to succeed a DC 17 Strength saving throw to pry itself from the gigantic spike. This attack ignores range penalties and the benefit of half or three-fourth's cover.

Wicker

- **Damage Resistances** Bludgeoning, Piercing
- **Challenge Rating** Increases by 1

Blazing Fury When the woad takes fire damage, it has advantage on attack rolls and can make an additional claw attack when it takes the attack until the end of its next turn.

Smoking Chaff While the woad is ablaze, it emits a cloud of smoke in a 10ft. radius around it obscuring the sight of creatures within 10ft. of it. Creatures that first enter or start within range of this cloud must succeed a DC 12 Constitution saving throw or become poisoned until the end of its next turn. While poisoned, it cannot take actions, reactions, and cannot breathe as it spends its turn choking.

If a titan, the radius increases by 20ft. and the DC is 17.

Floral Merge While obscured in ample plant camouflage, the woad counts as invisible to creature that rely on vision to perceive it.

Grass Glide As a bonus action, the woad can teleport to another spot it can see within 60ft. Its final destination must be covered in ample plant life.

Vine

- **Movement** 30ft. climb

Vine Body The woad can move through a space of at least 1 inch without squeezing

Constriction Creatures grappled by the woad takes 5(1d8) bludgeoning damage at the start of each of its turns, cannot speak, and cannot breathe. If a titan, the creature takes 14 (4d6) bludgeoning damage

Actions

Vine Grasp (Replaces claw) *Melee Weapon Attack:* +4 to hit, 10ft, one target. Hit: 7 (1d8+3) bludgeoning damage. If the target is a Medium or smaller creature (escape DC 12), it is grappled and restrained. For the duration of this grapple, it can use its bonus action to make an additional vine attack

Constricting Vines (Titan only) *Melee Weapon Attack:* +9 to hit, 20ft, one target. Hit: 20 (4d6+6) bludgeoning damage. If the target is a Huge or smaller creature (escape DC 17), it is grappled and restrained. While grappled in this manner, the woad cannot make a vine grasp against another creature. For the duration of this grapple, it can use its bonus action to make an additional vine attack.

Moss

- **Movement Speed** 30ft. climb, 30ft. burrow

Spider Climb The woad can climb difficult surfaces without having to make an ability check.

Siege Monster The woad can deal double damage to buildings and objects

Earth Glide As a bonus action, the woad can burrow through non-magical unworked stone or earth.

False Appearance While motionless, the woad can be indistinguishable from a moss covered stone.

Cinderbloom

- **Damage Immunities** Fire
- **Challenge Rating** Increases by 1

Cinder Touched Its weapon attacks deal an additional 5(1d8) fire damage. If a titan, it deals an additional 9(2d8) fire damage

Blazing Body When the creature grapples or hits the woad with a melee weapon attack, it takes 5(1d8) fire damage. If a titan, the creature takes 9(2d8) fire damage.

Illumination The woad gives off a bright light in a 5ft. radius. It gives off dim light an additional 10ft.

Winterbloom

- **Damage Immunities** Cold
- **Challenge Rating** Increases by 1

Frost Touched Its weapon attacks deal an additional 5(1d8) cold damage. If a titan, it deals an additional 9(2d8) cold damage

Winterbloom Whenever the woad takes fire damage, it does not catch aflame. Until the end of its next turn, it becomes shrouded in a mist that obscures sight within a 10ft. radius around the woad until the end of its next turn. If a woad titan, the radius is 20ft.

Frozen Body When the creature grapples or hits the woad with a melee weapon attack, it takes 5(1d8) cold damage. If a titan, the creature takes 9(2d8) cold damage.

Snow Stride The woad can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Skulltrap

- **Challenge Rating** Increases by 1

Ravenous Hunger If the woad makes an attack against a beast or humanoid, it can make an additional bite attack as part of its action.

Pack Tactics The woad has advantage on attack rolls against a creature that is within 5ft. of one of the woad's allies

Brutal Strikes The woad deals a critical hit on a 19-20. Upon dealing a critical hit, it can triple the die.

Actions

Multitattack The woad can make a bite and two claw attacks.

Bite Melee Weapon Attack: +5 to hit, 5ft, one target. Hit: 9 (1d10+3) piercing damage. Creatures reduced to 0 hitpoints by this attack are killed as it bites the creature's head off.

Bite(Titan only) Melee Weapon Attack: +9 to hit, 5ft, one target. Hit: 28 (4d10+6) piercing damage. Creatures reduced to 0 hitpoints by this attack are killed as it bites the creature's head off.

Blighted

- **Condition Immunities** Poisoned
- **Damage Immunities** Necrotic, Poison

Floral Bane Whenever the woad takes the Attack action against a creature plant, it can make an additional tendrill attack.

Witherblight Creatures hit by its attacks must succeed a DC 12 Constitution saving throw or become blighted for one minute . Whenever blighted creatures takes damage it takes an additional 1d8 necrotic damage. Whenever the woad hits that creature, it can heal for necrotic damage dealt. The creature can repeat its saving throw at the end of each turn ending it on a success.



SPRIGGAN

Spriggans are one of the most powerful of all sapient plants, only second to the treant. Due to their similar appearance, spriggans are often confused for woads. However, the distinguishing factor between woads and spriggans is their innate ability to take the form of a living plant as well as their ability to command plants around them.

SPRIGGAN ORIGINS

It is not entirely clear how spriggans are created but many sources seem to agree that spriggans at least used to be a woad at some point in its life. Whereas some woads tend to transform into a woad titan given enough time, others seem to transform into a spriggan.

MYSTERIOUS ORIGINS

The most common theory is that as woads grow, some develop a deeper attunement to the interconnected life force that most plants possess, granting them the ability to control it at will, somewhat akin to the development of certain forms of sorcery in humanoids. Others seem to believe it involves an extremely secretive ritual that only the most capable of woads seem to be able to endure.

FLORAL AUTHORITY

Regardless of the origin of their creation, this transformation seems to grant them a great deal of reverence from other sentient plants. Spriggans typically are viewed as minor gods or guardians for many woads and vegpepygmies. They are often viewed as an extension of the will of nature due to their innate attunement to their surroundings.

FOREST SKIRMISHERS

Like all sapient plants, spriggans have the ability to quickly traverse the forest using the interconnected life force between plants. However, thanks to their innate magical ability, they are able to use this ability in a greater capacity than their other kin. Despite being much more powerful than their relatives, spriggans still rely primarily on the element of surprise, preferring to attack or cast spells from a distance before merging into a tree to reappear elsewhere.

In combat, spriggans always keep a close vicinity to a tree or other large plant so they can make a quick escape. If desperate enough, they are able to temporarily merge their form into a tree in order to evade attacks.

ALURAINÉ

The aluraine is the most devious and elusive of all spriggans. It surrounds itself with a hypnotic but potent aroma of pollen that is able to take control of all but the strongest of minds. This poison has a wide array of effects causing the spriggan to seemingly appear as any beast or humanoid of its victims choice to mask its true identity. Once poisoned, the creature becomes enthralled by the spriggan obeying it every command through a telepathic link enabled by its pollen.

Aluraines thrive off of chaos they unleash upon their opponents. They prefer to attack from a distance letting their spells and poison do the work for them causing their enemies to attack one another, fall into traps, or even get mauled by enthralled beasts. If their foes manages to see through all of their ruses, they are content with fleeing until another window of opportunity presents itself.

KELP SPRIGGANS

These type of spriggans are often mistaken for kelpies. Thanks to their immense power, they are viewed as gods to many kelp vegepygmies forming massive syndicate and cults that dominate coastal rivers or beaches.

Kelp spriggan civilizations are quite interesting as a group of about 9 (2d8) will rule multiple vegepygmy societies as a joint pantheon commanding the vegepygmies to carry out their will.

As a result, these spriggans can prove to be a bane or boon to nearby humanoid settlements. Some chose to aid their humanoid neighbors with fish or navigating the waters while other use their power for piracy and exploitation or even act as servants for even more powerful entities such as krakken.

CINDERWOOD

When exposed to the rampant magics of the elemental plane of fire, some woads are imbued with a more potent burst of elemental magic resulting in a cinderwood spriggan. These spriggans have only one goal in mind which is either to return to the Elemental Plane of fire or to make an equivalent home on the Material Plane.

These spriggans often cultivate quite a following of cinderwood woads as well as many fire elementals as they would too benefit from home of never-ending flames.

RIMWOOD

Like winterbloom woads, rimewood spriggans are fierce guardians of the frozen grottos. Although rimewoods tend to be extremely distrustful of humanoids; they have been known to forge alliances with other arctic creatures such as yetis to help protect their frozen sanctuaries. However, once one acquires the trust of these creatures, they can prove to be quite capable guides and loyal allies.

BLIGHTWOOD

Blightwood spriggans are twisted mutations of spriggans negatively warped by exposure to fungal spores during their conflict with myconids. Although they acquired a resistance to these spores, its effects left their bodies and minds twisted and warped. They are drive by a desire to consume any form of plant or fungal life.

Although they do not directly pose a threat to humanoids as their primary goal is to wipe out and assimilate any other form of plant life, they are often at odds with many druidic civilizations as they often corrupt their nearby ecosystem.

SHADOWGLEAM

Shadowgleam spriggans are the rarest but most unique of all spriggans as they have the unique ability to shift forms depending on the time of day. During the day, the bark of these spriggans transforms into a radiant gold while sporting leaves with a array of hues from gold, red, orange, and even pink. While in this form, they are able to emit sunlight stored within its leaves and is able to absorb radiant energy to empower its attacks.

At night, their bark begins to black and their leaves revert to hues of blue, purple, grey, and even black. While in this state, the spriggan seems to act as a light sink siphoning the smallest mote of light into its form capable of snuffing out even the most brilliant of lights. Any source of light absorbed in this manner is able to heal the spriggan from the harshest of wounds.

Their affinity for light and darkness is very evident in their society as nearly every aspect of their life is tied to this connection between light and darkness. Other species (even including other spriggans) of sentient plants regard these spriggans with a high degree of reverence. As a result, it is very easy for shadowgleams to hold considerable authority among sentient plants bringing together numerous species together under one banner.

SPRIGGAN TEMPLATE

Medium Plant, neutral

Armor Class 16 (Natural Armor)

Hit Points 85 (10d10+30)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	15 (+2)	18 (+4)	18 (+4)

Damage Resistances Bludgeoning, Piercing

Damage Immunities Psychic

Skills Stealth +9, Nature +8, Perception +7, Survival +10

Condition Immunities Blinded, Deafened, Paralyzed

Senses blindsight 60ft., tremorsense 30ft.

Languages can understand Common but cannot speak it

Challenge 8 (3900 xp)

Flammable Whenever the spriggan takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It can use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

Plant Camouflage The spriggan has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life. It can use its bonus action to Hide while these conditions are met.

Regeneration The spriggan regains 10 hitpoints at the start of its turn. If it takes fire or necrotic damage, this trait doesn't function at the start of the spriggan's next turn. If the spriggan starts its turn within 0 hitpoints, it doesn't regenerate. If it starts its turn in sunlight, it regains 20 hitpoints and can end one of the following effects on itself: poisoned or stunned

Plant Stride As a bonus action, the spriggan can enter a Large or larger plant and emerge 5ft. from another Large or larger plant within 60ft. of its original location

Forest Guardian The spriggan has advantage on initiative checks while in forest terrain. While in the forest, it can make ranged attacks or cast a spell while hidden without revealing its location.

Magical Attacks The spriggan's attacks count as magical for the purpose of overcoming resistances and immunities.

False Appearance While motionless, the spriggan is indistinguishable from a small tree

SPELLCASTING

The spriggan is a 10th level spellcaster. its spellcasting ability is Wisdom(spell save DC 15, +7 to hit with spell attacks). The spriggan has the following spells prepared.

Cantrips(At Will) Druidcraft, Mold Earth, Commune with Nature, Speak with Plants

1st Level(4/long rest) Cure Wounds, Entangle, Hail of Thorns

2nd level(3/long rest) Spike Growth, Lesser Restoration, Locate Animals and Plants, Web

3rd level(3/long rest) Plant Growth

4th level(2/long rest) Grasping Vine, Guardian of Nature, Hallucinatory Terrain

5th level(2/long rest) Awaken, Greater Restoration, Wrath of Nature

Actions

Multiattack. The spriggan can make one spell attack and two splinterstaff attacks. It can substitute any number of splinterstaff attacks for a splinterbow.

Splinterstaff Melee Weapon Attack: +7 to hit, 10ft, one target. *Hit:* 13 (2d8+4 bludgeoning) + 5(2d4) piercing damage. Creatures other than the spriggan within 5ft. of the target takes 5(2d4) piercing damage.

Splinterbow Ranged Weapon Attack: +7 to hit, 150/600ft, one target. *Hit:* 13 (2d8+4 piercing) + 7(2d6) poison damage.. Creatures hit with the attack must succeed a DC 16 Constitution saving saving throw or become poisoned for one minute. Creatures can repeat the saving throw to end the effect at the end of each of its turns. Upon a successful saving throw, creatures can end the effect.

Life Drain (Recharge 5-6) One creature within 60ft. of the spriggan must succeed a DC 15 Constitution saving throw. On a failed saving throw, creatures take 27(6d8) necrotic damage and the spriggan can recover a number of hitpoints equal to half the damage dealt. If the spriggan suffers from being poisoned or any detrimental spell effects, it can transfer any number of those effects to that creature. Upon a successful saving throw, creatures take half damage and are the spriggan does not regain any hitpoints.

Reactions

Tree Merge If the woad is within 5ft. of a Large or smaller plant, it can use its reaction to merge into that plant whenever it is targeted with an attack or saving throw. This reaction occurs before the triggering effect and grants the woad total cover as it takes no damage. This effect only applies to the trigger attack or effect.

Aluraine

Hallucinatory Aroma The aluraine can resemble the appearance of a beast or humanoid of its choice. A creature must succeed a DC 15 Wisdom (Perception) check to decipher its true nature. Creatures that are immune to being poisoned can discern its true identity

Binding Aroma As long as the aluraine is within 300ft. and on the same plane of existence of a creature poisoned by it, it can telepathically communicate with that creature.

Aluraine Toxin Creatures poisoned by that Aluraine are charmed by it for the duration of the poison. The charmed target obeys the aluraine's verbal and telepathic commands for the duration of the poisoned condition

Aluraine Spells

Cantrips(At Will) Friends, Minor Illusion

1st Level Charm Person

2nd Level Suggestion, Phantasmal Force

3rd Level Hypnotic Pattern

4th Level Phantasmal Killer, Dominate Beast

5th Level Spells Dominate Beast, Geas

Kelp

- **Resistances** Acid, Cold
- **Movement Speed** 30ft. swim

Amphibious The spriggan can breathe in air and in water

Aquatic Regeneration If the spriggan starts its turn in water, it regains 20 hitpoints and can end one of the following effects on itself: poisoned or stunned. While in water, it can still benefit from these features even if it doesn't meet the other requirements of its regeneration feature.

False Appearance While motionless, the spriggan is indistinguishable from normal seaweed

Cinderwood

- **Immunities** Fire
- **Challenge Rating** Increases by 1

Heated Body Creatures that grapple or hit the spriggan with a melee attack while within 5ft. of it takes 9 (2d8) fire damage.

Inner Fire The cinderwood cannot benefit from photosynthesis if it takes cold damage on its previous turn.

Illumination The spriggan gives off bright light in a 10ft. radius and dim light an additional 10ft.

Cinderwood Spells

Cantrips(At Will) Create Bonfire, Produce Flame

1st Level Burning Hands

2nd Level Scorching Ray

3rd Level Fireball, Stinking Cloud

4th Level Wall of Fire

5th Level Spells Immolation

Actions

Cinderstaff Melee Weapon Attack: +7 to hit, 10ft, one target. *Hit:* 13 (2d8+4 bludgeoning) + 9(2d8) fire damage. Creatures other than the spriggan within 5ft. of the target takes 9(2d8) fire damage.

Cinderbow Ranged Weapon Attack: +7 to hit, 150/600ft, one target. *Hit:* 13 (2d8+4 piercing) + 7(2d8) fire damage.. Creatures hit with the attack are set aflame for one minute. Ignited creatures takes 9 (2d8) fire damage at the start of each of its turns unless it takes an action to put out the flames.

Rimewood

- **Immunities** Cold
- **Challenge Rating** Increases by 1

Rimewood Whenever the spriggan takes fire damage, it does not catch aflame. Until the end of its next turn, it becomes shrouded in a mist that obscures sight within a 10ft. radius around the spriggan until the end of its next turn.

Snow Stride The spriggan can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

RIMEWOOD SPELLS

1st Level Armor of Agathys, Ice Knife

3rd Level Sleet Storm

4th Level Ice Storm

5th Level Spells Cone of Cold

Actions

Rimestaff *Melee Weapon Attack:* +7 to hit, 10ft, one target. *Hit:* 13 (2d8+4 bludgeoning) + 9(2d8) cold damage.

Rimebow *Ranged Weapon Attack:* +7 to hit, 150/600ft, one target. *Hit:* 13 (2d8+4 piercing) + 9(2d8) cold damage. The target must succeed a DC 15 Constitution saving throw or have its movement speed halved until the end of its next turn.

Blightwood

- **Immunities** Poison, Necrotic
- **Condition Immunities** Poisoned
- **Challenge Rating** Increases by 1

Blight Bloom Creatures reduced to 0 hitpoints by the spriggan are killed. Additionally, plants have disadvantage on saving throws against the spriggan

Blight Touched The spriggan deals an addition 7(2d6) necrotic damage on its weapon damage rolls. Whenever creatures take necrotic damage from the spriggan, it cannot regain hitpoints until the end of its next turn

BLIGHTWOOD SPELLS

1st Level Inflict Wounds

3rd Level Vampiric Touch

4th Level Blight

Shadowgleam

Sun Shift When the spriggan starts its turn in sunlight, it transforms into its sunwood form

Night Shift When the spriggan starts its turn in darkness, it transforms into its nightwood Form.

Spells (Sunwood form only)

Cantrips(At Will) Dancing Lights, Light

1st Level Color Spray, Faerie Fire

2nd Level Darkness, Pass without a Trace

3rd Level Daylight

4th Level Shadow of Moil

5th Level Spells Dawn

Sunwood Form

While in this form, the spriggan has the following traits:

- As a bonus action, it can emit bright light 10ft. radius and dim light an additional 10ft. This light counts as sunlight and lasts for 1 hour and can be dismissed as a bonus action. It cannot use this feature again until it takes a short rest.
- Upon taking radiant damage, it takes no damage. Until the end of its next turn, it deals an additional 5(1d8) radiant damage on each of its damage rolls

Nightwood Form

While in this form, the spriggan has the following traits:

- As a bonus action, it can emit magical darkness 10ft. radius and dim light an additional 10ft. This light lasts for 1 hour and can be dismissed as a bonus action. It cannot use this feature again until it takes a short rest.
- Whenever it takes radiant damage, it takes no damage but recovers a number of hitpoints equal to the damage dealt instead
- While in this state, it regains 20 hitpoints at the start of its turns while in darkness. It is still subject to the other limitations of regeneration.

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