

ALISTER KONEZEGEL'S FIELD GUIDE

VOL III: FEARFUL FLORA & FUNGI

*10 New Science-Inspired Monsters
from Zeke Gonzalez*



ALISTER KONZEGEL'S FIELD GUIDE VOL. III

FEARFUL FLORA & FAUNA

Within the pages of this field guide are a smattering of the terrifying carnivorous plant life inspired by the strange adaptations of plants from our own realm... Experience the psychedelic mind-melting of the myconid amanita; be lured towards the humanoid illusions of the violet orchid; despair as the nauseating stench of the viper tree fills the air; and much more!

by **Zeke Gonzalez**

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INTRODUCTION

“Plants are among the most unassuming of our companions on these lands, either above water or below. They lead simple and peaceful lives, unable to move or interact with us. Or so I thought before I began my infamous travels. In truth, some of the most threatening encounters I’ve had in my migrations have been with the subtle and carnivorous variety of plant. Their roots grasp, their blooms yawn to reveal jagged mouths, their leaves cut deeper than any blade... Truthfully, after constructing this guide I am more suspicious of an unfamiliar plant than a stranger. At least I can hear a person’s breath before they drive their blade between my ribs. With the plants described here, you would be lucky to notice they’ve even moved before you find yourself dissolved and soggy inside them.”

-Alister Konezege, *The Traveler’s Guide to Thün*

Alister Konezege’s Field Guide Volume III: Fearful Flora & Fungi is a supplement containing 10 monsters designed for D&D 5th Edition. These monsters use rules, spells, and concepts from the Wizards of the Coast’s D&D 5th Edition.

This bestiary is a collection of new monsters inspired by scientific literature and the strange traits of real-world plants. In truth, we know that fungi and plants are wildly different sorts of organisms, but in 5e they are lumped together under the creature type “plant.” As such, this bestiary contains monsters inspired by both plants and fungi from around the globe. If you want more science-inspired fantasy, find me on Twitter @FantasyEcology, where you can find more monsters under #ScienceDnD and in the first two volumes of Alister’s Field Guide: [Monstrous Arthropods](#) & [Aquatic Terrors](#). And remember, if you seek the truly terrifying, you need look no further than the strange monsters with which we share our world..

CITATIONS

This field guide includes numerical references to the scientific literature which inspired these monsters. These references will look like this: (#). The number inside the parenthesis refers to a specific title from the *Works Cited*. I recommend the entries in this *Works Cited* section as further reading on the science of plants & fungi and the strange ways of carnivorous plants. I hope you find these readings as fascinating as I do!

TIPS FOR THE DM

As with any supplement, *Alister Konezege’s Field Guide Volume III: Fearful Flora & Fungi* should be adapted to work for your group. If you don’t like the way a monster works, please feel free to change it. Adjust the hit points, damage, abilities, spells, and lore of these creatures to suit your games and your players. For example, if you want to use a monster, but think that its ability to impose certain conditions on the characters won’t be fun for your group, instead have it deal extra damage or give it a new trait!

To deliver an optimum experience for your players, it is best to read the stat blocks of the monsters you intend to use in full before attempting to run them. There are spells, attacks, and abilities that you need to understand in advance to run a fun and effective encounter.

Have fun using these monsters! It was highly enjoyable to create these creatures and set them loose on my own players, and I hope that you can share in that experience!



FEARFUL FLORA & FUNGI

FUNGAL DRAGON

When the corpse of a dragon is left to molder in humid conditions under the supervision of a hag, a slime mold grows over the bones of the wyrm and animates it with an uncanny evil. Once transformed, the skin of these dragons hangs loose and mold covers their scales. Their flesh becomes emaciated and their eyes sink deeply into their sockets. Sometimes a coven who animates the dragon will replace one of the dragon's eyes with their own hag eye to more effectively use the dragon as a scout or guardian.

Unnatural Form. Due to their new fungal form, these dragons are sensitive to temperature changes (1), which allows them to transition between their jelly state and their dry state. In the jelly stage, the dragons become softer and easier to wound, but melee attacks against them pose a serious threat. In their dry state, fungal dragons are harder to wound, but their physical presence does not cause as great of a threat.

FUNGAL DRAGON TEMPLATE

Any dragon can be transformed into a fungal dragon, and only once it has died and been treated for one year by the weird magic of a hag. Even a fallen dracolich can be transformed into a fungal dragon if something of its corpse is left behind and can be colonized by the spores.

When a dragon becomes a fungal dragon, it retains its statistics except as described below. The fungal dragon might retain or lose any or all of its legendary or lair actions, as the DM sees fit.

Monster type. The dragon's type changes to plant.

Damage Resistances. The dragon has resistance to necrotic damage.

Acid Splash (Jelly Form Only). When the dragon takes damage of any type but psychic, each creature within 5 feet of the dragon takes 9 (2d8) acid damage.

False Appearance. While the dragon remains motionless, it is indistinguishable from a dragon's corpse.

Magic Resistance (Dry Form Only). The dragon has advantage on saving throws against spells and other magical effects.

Vascular Changes. The dragon can use its bonus action to hydrate or dehydrate its body into its jelly form or its dry form. While in its jelly form, the dragon has a -2 to its AC, Acid Splash, and Jelly Body. While in its dry form, the dragon has Magic Resistance.

New Action: Spore Breath. Any damage-dealing breath weapon possessed by the dragon also reduces a creature's Strength score by 1d4 on a failed save. A creature reduced to 0 hit points by this damage dies. The creature also dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a creature dies from this attack, the corpse reanimates as a spore servant 1d4 hours later.

YOUNG GREEN FUNGAL DRAGON

Large plant, lawful evil

Armor Class 18 (natural armor), 16 (Jelly Form)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft, darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 9 (5,000 XP)

Acid Splash (Jelly Form Only). When the dragon takes damage of any type but psychic, each creature within 5 feet of the dragon takes 9 (2d8) acid damage.

Amphibious. The dragon can breathe air and water.

False Appearance. While the dragon remains motionless, it is indistinguishable from a dragon's corpse.

Jelly Body (Jelly Form Only). The dragon has resistance to all damage that isn't force, psychic, or radiant

Magic Resistance (Dry Form Only). The dragon has advantage on saving throws against spells and other magical effects.

Vascular Changes. The dragon can use its bonus action to transform into its jelly form or its dry form. While in its jelly form, the dragon has a -2 to its AC, Acid Splash, and Jelly Body. While in its dry form, the dragon has Magic Resistance.

Actions

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

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

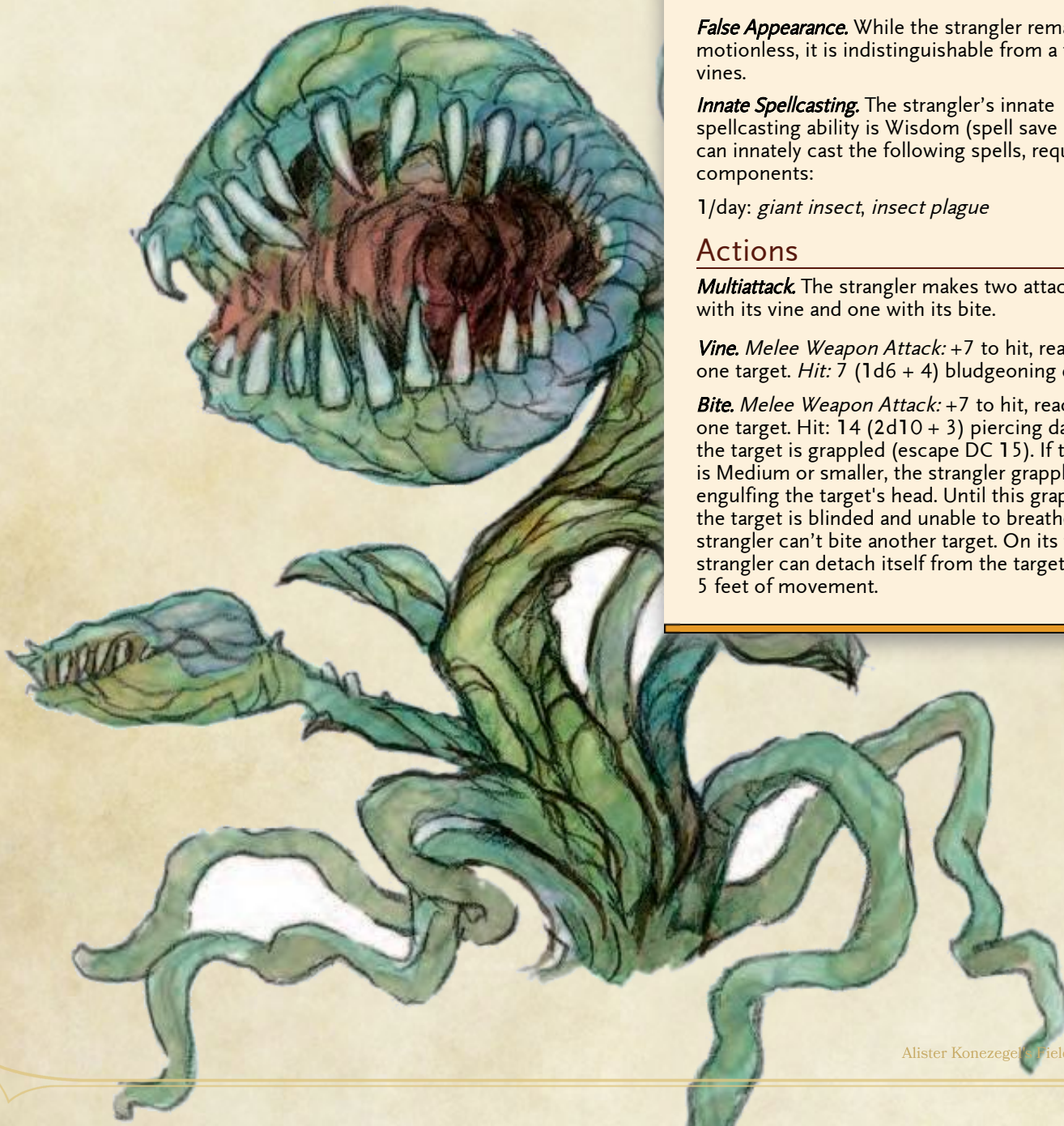
Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.

Spore Breath (Recharge 5-6). The dragon exhales poisonous gases laced with spores in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage and reducing a creature's Strength score by 1d4 on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this damage dies. The creature also dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a creature dies from this attack, the corpse reanimates as a spore servant 1d4 hours later.

GULPING STRANGLER

One many glance directly at a gulping strangler and simply see a large bush. In truth, once one of these plants reaches adulthood, they uproot themselves and wander the jungle in search of prey to capture. When active, the yawning mouth of the gulping strangler splits open and its vines whip outwards, revealing its carnivorous nature. Gulping stranglers are surprisingly fast-moving for creatures which spend their early days rooted in moist soil.

Symbiosis of Nightmares. In addition to the long reach of the plant's vines and the imminent danger glinting in its maw, gulping stranglers are known to form mutual relationships with teeming swarms of insects (3). Gulping stranglers are able to conjure and direct these buzzing hordes of mosquitoes or beetles with magical power that they absorb from the earth during their rooted years.



GULPING STRANGLER

Large plant, unaligned

Armor Class 14 (natural armor)

Hit Points 77 (14d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	10 (+0)	2 (-4)	14 (+2)	2 (-4)

Senses blindsight 30 ft. (blind beyond this radius), passive perception 12

Languages -

Challenge 7 (2,900 XP)

Damage Transfer. While it is grappling a creature, the strangler takes only half the damage dealt to it, and the creature grappled by the strangler takes the other half.

False Appearance. While the strangler remains motionless, it is indistinguishable from a tangle of vines.

Innate Spellcasting. The strangler's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no components:

1/day: *giant insect*, *insect plague*

Actions

Multiattack. The strangler makes two attacks: one with its vine and one with its bite.

Vine. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage and the target is grappled (escape DC 15). If the target is Medium or smaller, the strangler grapples by engulfing the target's head. Until this grapple ends, the target is blinded and unable to breathe, and the strangler can't bite another target. On its turn, the strangler can detach itself from the target by using 5 feet of movement.

HANGMAN TREE

Large plant, unaligned

Armor Class 13 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	18 (+4)	12 (+1)	11 (+0)	6 (-3)

Damage Resistances fire, cold, lightning; piercing, slashing, & bludgeoning damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, grappled, poisoned, prone, restrained

Senses blindsight 120 ft. (blind beyond this radius), passive perception 12

Languages -

Challenge 5 (1,800 XP)

Blood Splash. When the tree takes damage of any type but psychic, each creature within 5 feet of the tree must make a DC 14 Constitution saving throw or be unable to regain hit points for 1 hour. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tree's Blood Splash for the next 24 hours.

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

Innate Spellcasting. The tree's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no components:

at will: *chill touch*, *gust*

Actions

Multiattack. The tree makes two slam attacks.

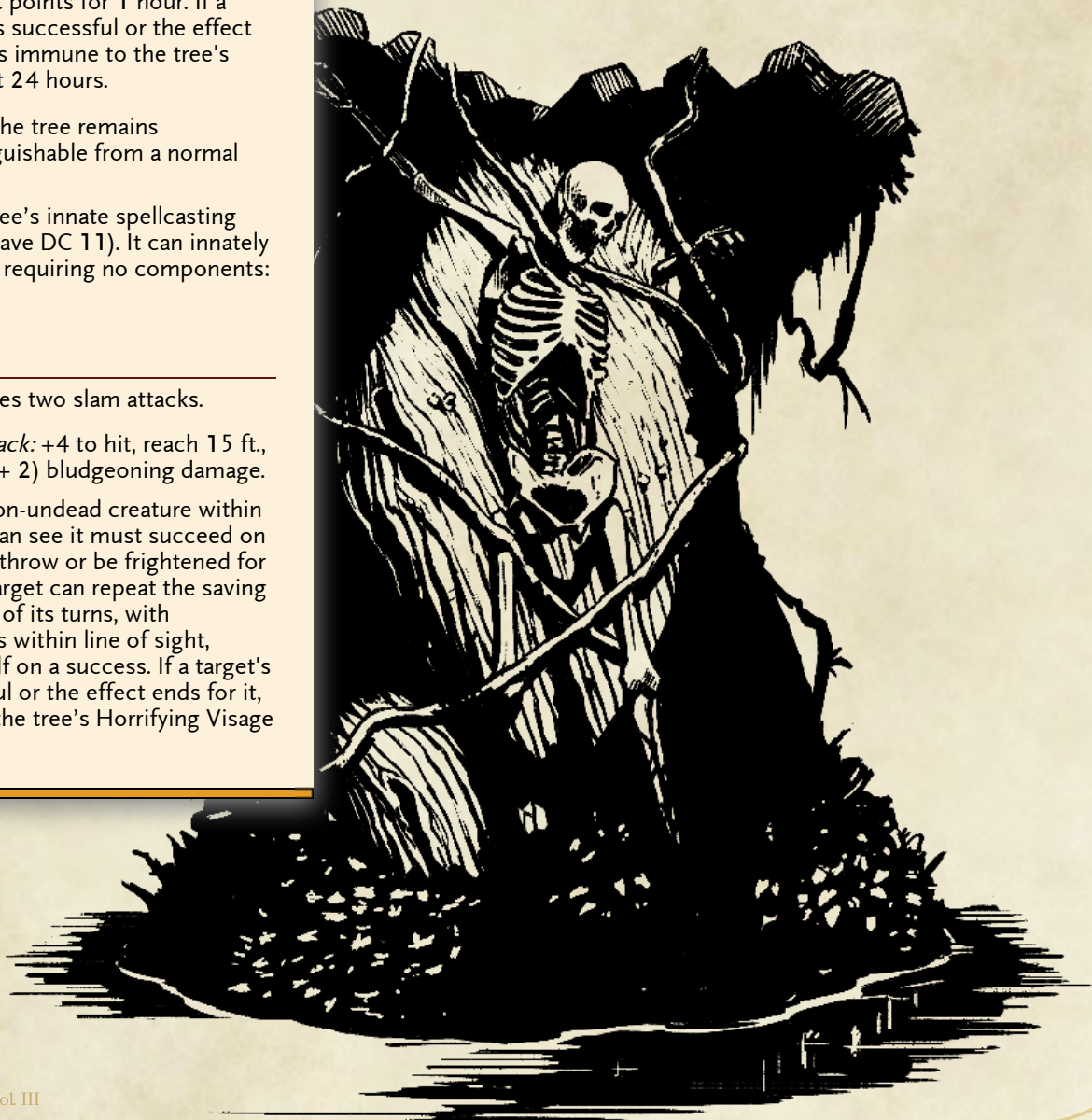
Slam. Melee Weapon Attack: +4 to hit, reach 15 ft., one target. **Hit:** 11 (2d8 + 2) bludgeoning damage.

Horrifying Visage. Each non-undead creature within 60 feet of the tree that can see it must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the tree is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the tree's Horrifying Visage for the next 24 hours.

HANGMAN TREE

One of the oft-unforeseen consequences of small town (in)justice is the creation of the flesh-hungry hangman tree. When a witch, sorcerer, or other spellcaster is hung from a tree, their anger, pain, and fear is so powerful and potent that it imbues the tree with a hateful hunger. In the cacophony of the hangman tree's awakening, a piercing scream echoes from the tree, splintering the bark with its ferocity. From these new fissures, a slow trickle of crimson sap sluggishly pulses forth. Hangman trees refuse to relinquish the corpse or skeleton of their progenitor, and will grow through and around the body in order to keep it close.

Anticoagulant Properties. While hangman trees are incredibly dangerous, their sap has anticoagulant properties like that of the bleeding tooth fungus (5). For this reason, it is valuable to healers and doctors, though the trees are so fearsome that most cannot even approach. Therefore, an interested party would pay a high price for a vial of the hangman tree's sap. However, this also means that the intrepid adventurers who aim to collect this sap need to be careful, as the sap can be absorbed through the skin. Once absorbed, the sap can thin the blood and prevent open wounds from being closed, even by magic.



LASHTONGUE

A humanoid form covered in leaves, thorns, and woody extensions of their body... No, this is not the druid you are looking for. This is a lashtongue: a parasitic plant which grows through a host's body and blossoms through their mouth as a long, pink vine covered in thorns. When a mature lashtongue senses nearby prey, it can uproot itself and forsake the nutrients of the soil in exchange for seeking out a new victim. When it kills a living creature with the tongue-like vine that gives the plant its name, it seeds the corpse with its offspring, which will in turn grow and sprout a new lashtongue.

Sunlight's Kiss. Lashtongues flourish in sunny, open plains and mountains which receives lots of sunlight, which they use to provide them with the energy they need to hunt and kill their prey. If they come against a more fearsome foe than they were expected, they can put down rapidly-extending roots and hyphae which provide the lashtongue with life-restoring nutrients (4). Lashtongues can absorb even the harshest light to provide them with the energy. However, their reliance on light has a downside: at night or in dark places, lashtongues become weak and confused and hide among shrubs until they can find their way back to the light.



LASHTONGUE

Medium plant, unaligned

Armor Class 16 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	13 (+2)	3 (-4)	10 (+0)	1 (-5)

Condition Immunities blinded, deafened

Senses blindsight 120 ft. (blind beyond this radius),
passive perception 10

Languages -

Challenge 4 (1,100 XP)

Photosynthetic. Whenever the lashtongue is subjected to radiant damage, it takes no damage and regains a number of hit points equal to the radiant damage dealt.

Spider Climb. The lashtongue can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Diurnal. While in darkness, the lashtongue has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Regeneration. The lashtongue regains 10 hit points at the start of its turn when it starts its turn in sunlight. The lashtongue dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The lashtongue makes two attacks with its lash.

Lash. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) poison damage.

Root Defense. The lashtongue roots itself to the ground and branches grow from and encircle its body. The lashtongue gains a +4 bonus to AC and its speed becomes 0. It can uproot itself as a bonus action on its turn.



MYCONID AMANITA

Large plant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	13 (+1)	15 (+2)	11 (+0)

Senses darkvision 120 ft., passive Perception 12

Languages -

Challenge 2 (450 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Psychedelic Aura. At the start of each of the myconid's turns, each creature within 30 feet of it must make a DC 13 Constitution saving throw. On a failed save, the target is poisoned for 1 hour. While poisoned in this way, the target loses the ability to distinguish friend from foe. Whenever the target chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it is using. If a creature provokes an opportunity attack from the target, the target must make that attack if it is able to do so. The poisoned target can repeat this saving throw at the end of each of its turns, ending the effect on itself with a success.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

Actions

Multiattack. The myconid uses its Pacifying Spores then makes a greatclub attack.

Greatclub. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage plus 10 (3d6) poison damage.

Pacifying Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 13 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

MYCONID AMANITA

Myconids are peaceful fungi from the Underdark who live in close-knit colonies who perform communal meditations called melds. Myconids seek enlightenment and spiritual ascension via these melds, which create a group consciousness. However, when Zuggtmoy, Demon Queen of Fungi, seeds a colony of myconids with her own special spores, these corrupting spores spread quickly through the colony and transform the quiet myconids into bands of raving creatures which seek to assimilate and destroy all other life at the behest of their new Demon Queen.

Corrupted Myconids. Myconid amanita can be differentiated from their peaceful fellows by their larger bodies, which sometimes bear the fruiting bodies of Zuggtmoy's spores. Myconid amanitas often create and carry large mushroom stalks or broken stones which act as clubs. The most dangerous aspect of these changed beings is the cloud of psychedelic spores which follows them wherever they go. These spores poison non-plant creatures and cause hallucinations which cause them to view both friend and foe as creatures borne from their worst nightmares (9).

NYMPHTRAP

The nymphtrap is an insidious breed of aquatic plant which magically controls the water in which it grows. A warning sign that a body of water is home to a nymphtrap is large lily pads floating on the surface of a placid pool. Nothing breaks the surface of the water near a nymphtrap: the fish, frogs, and insects which once lived within or around the water have been consumed by the nymphtrap. These plants are called nymphtraps due to their affinity for consuming waterbound dryads.

Suction Traps. The nymphtrap exudes several special tendrils from its body which spread throughout the water it controls. Each of these tendrils is tipped with a large, knotted organ: a suction trap capable of generated a powerful force (8). The nymphtrap waits for a creature to approach the edge of its pond before using its powerful suction traps to pull prey beneath the surface and digest them with powerful acids.



NYMPHTRAP

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 105 (13d12 + 13)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	13 (+1)	3 (-2)	8 (-1)	2 (-5)

Skills Stealth +10, Perception +2

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages -

Challenge 8 (3,900 XP)

Ambusher. In the first round of combat, the nymphtrap has advantage on attack rolls against any creature it surprised.

False Appearance. While the nymphtrap remains motionless, it is indistinguishable from a normal pond.

Actions

Multiattack. The nymphtrap makes two attacks: one with its roots and one with its constrict.

Constrict. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 16) and pulled 5 feet toward the nymphtrap. Until this grapple ends, the target is restrained and the nymphtrap can't constrict another target.

Roots. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Suction Trap (Recharges on a Short or Long Rest). Each creature within 15 feet of the nymphtrap must make a DC 16 Strength saving throw. On a failure, a target takes 14 (2d8 + 5) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 16). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. The nymphtrap can grapple two Large creature or up to four Medium or smaller creatures at one time. At the start of each of the nymphtrap's turns, each target grappled by it takes 22 (4d10) acid damage. A creature within 5 feet of the nymphtrap can pull a creature or object out of it by making a DC 16 Strength (Athletics) check.

SINGING TREE

Medium plant, chaotic evil

Armor Class 11 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 0 ft.

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

Saving Throws Con +6, Wis +5

Skills Perception +5

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Senses tremorsense 120 ft., truesight 30 ft., passive Perception 15

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Blood Frenzy. The tree has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Sticky Sap. When a creature touches the tree, the sticky sap clings to the creature. The target must succeed on a DC 15 Strength saving throw or become stuck to the tree. While stuck to the tree, the target is considered grappled. While grappled this way, the target is also restrained.

Actions

Leaf Storm. *Melee Weapon Attack:* +5 to hit, reach 30 ft., one target. Hit: 9 (2d6 + 2) piercing damage plus 13 (3d8) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finished a long rest or is affected by a spell like *greater restoration*.

Sylvan Song. The tree sings a magical melody. Every humanoid and giant within 300 feet of the tree that can hear the song must succeed on a DC 15 Wisdom saving throw or be charmed until the song ends. The tree must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the tree is incapacitated. While charmed by the tree, a target is incapacitated and ignores the songs of other trees. If the charmed target is more than 5 ft. away from the tree, the must move on its turn toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the tree, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this tree's song for the next 24 hours.

SINGING TREE

Singing trees appear as normal deciduous trees most of the time, with the exception that the leaves vibrate with a high-pitching singing voice. Each leaf is capable of attaching and unattaching from the tree and can move on the wind seemingly of its own power. When these leaves each sing at the same time, it results in a gorgeously melodic melding of tones. When the tree is especially hungry, a face will emerge from the bark and also begin to sing, adding a low bass rumble to the song that is capable of luring even the most wary of travelers. These trees are said to grow on the Material Plane where rifts to the Feywild have recently closed.

Deadly Song. The singing tree lures passerby with their song. Once the victim has touched the tree, they find themselves stuck to the bark by the sticky sap which the tree exudes to trap its victims (6). Once their prey is trapped, leaves will swarm down upon the victim, shredding their flesh and hungrily drinking their blood. After the trees has finished drinking, the bloodless corpse is pushed beneath the roots to fertilize the tree's continued growth. A sated singing tree will stop singing, but can be distinguished from a regular tree by the shining red sheen of their waxy leaves.

Fey Guardians. Some powerful fey enjoy the song of the singing tree and will specifically grow and train a grove of these trees to perform swelling concerts for their friends or a particular Fey Court. Singing trees are also used as guardians of buried treasure or important prisoners by particularly whimsical Archfey.



TOMBSTONE CREEPERS

Tombstone Creepers grow over neglected tombstones and mausoleums. They grow into a humanoid shape with faces that eerily resemble the dead buried beneath them. Once fully grown, tombstone creepers pull up their roots from the earth and. These plants are commonly found in neglected graveyards, though they also grow in unhallowed ground where people are buried.

Buried Alive. Tombstone creepers are known to dig up graves and unearth coffins. They wait for lone passerby or bereaved family members to visit the graveyard before attacking, restraining, and suffocating them (7). Once they've captured their victim, they bury their victims unconscious but alive in the soil that birthed them. By doing so, they encourage the growth of more tombstone creepers. While one or two of these plants aren't threatening to a small group of armored gardeners, they propagate rapidly and become much more pressing matters requiring much more experienced landscapers.

TOMBSTONE CREEPERS

Medium plant, chaotic evil

Armor Class 11 (natural armor)
Hit Points 45 (10d8)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	10 (+0)	10 (+0)	9 (-1)	6 (-3)

Skills Perception +1, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages understands Common but can't speak
Challenge 1/4 (50 XP)

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

Actions

Strangle. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage and the target is grappled (escape DC 13). While grappled this way, the target is unable to breathe and the creeper can't strangle another target.



VIOLET ORCHID

When a large creature is killed by the rotting touch of a violet fungus, the fungus that grows from the corpse becomes the sinister violet orchid. This unusual morph of the violet fungus forms a thick trunk of tightly woven stalks and bears a magical, faintly glowing blossom instead of a mushroom cap. Its root-like tendrils burrow through the corpse and into the ground below to form a wide network of its rotting tendrils.

Illusory Magics. What makes the violet orchid so dangerous is its ability to cloak itself with illusory magic and attract fresh prey. Much like floral orchids which use sexual deception to trick pollinators (2), the violet orchid waits until it senses the movement of creatures before magically conjuring an attractive (but illusory) potential mate to lure its prey closer. Once it has drawn its prey into its lair, the orchid's tendrils burst forth from the ground and lash across its prey, rotting flesh with its touch.

Progeneration. A new violet orchid sprouts from the corpse of any Large or larger creature that the violet orchid kills, growing to full size in 4d6 days. A new violet fungus sprouts from the corpse of any Medium or smaller creature that the orchid kills, growing to full size in 2d6 days.

VIOLET ORCHID

Large plant, unaligned

Armor Class 15 (natural armor)
Hit Points 165 (22d10 + 44)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	1 (-5)	14 (+2)	1 (-5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12
Languages -
Challenge 9 (5,000 XP)

False Appearance. While the violet orchid remains motionless, it is indistinguishable from a large flower.

Innate Spellcasting. The orchid's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *minor image, silent image*

3/day: *major image, greater invisibility*

1/day: *hallucinatory terrain*

Actions

Multiattack. The orchid makes eight Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +6 to hit, reach 30 ft., one target. Hit: 9 (2d8) necrotic damage.

VIPER TREE

These nightmarish plants are abundant in the Lower Planes, especially Gehenna & the Abyss. They appear as knotted and gnarled trees with gray bark, but the tips of their branches bear not flowers but snakes. These snakes coil amongst the branches of the viper tree, such that its branches are constantly amassed with hissing and undulating serpents.

Fiendish Life Cycle. Viper tree larvae hatch from eggs laid by fully-grown viper trees and seek out lesser fiends and soul larvae on which they can feed and root inside of. As they grow, wood covers their scaly exterior and more snakes sprout from their budding branches. In its adult form, a viper tree begins to murmur in Abyssal. One can identify a grove of viper trees by the susurrations gloating about its recent kills and the hoard which it has accumulated around its trunk. In their adult form, snake blossoms which are severed from the tree can continue to move and attack the prey of their father tree.

Wretched Stench. Viper trees are not only dangerous for their paralytic venom but also the astonishingly vile stench of rotting flesh that they exude (10). This putrid odor is so pungent that it poisons the very air and causes any creature which smells it to vomit and reel from dizziness. Some yugoloths whisper that this stench is new to viper trees and was bred into the population by a mysterious lich who transplanted viper tree saplings in the Shadowfell to protect his lair.

VIPER TREE

Huge plant, chaotic evil

Armor Class 15

Hit Points 136 (16d12 + 32)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	13 (+1)	15 (+2)	12 (+1)

Skills Deception +4, Perception +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Challenge 10 (5,900 XP)

Regeneration. The viper tree regains 10 hit points at the start of its turn. If the viper tree takes necrotic damage, this trait doesn't function at the start of the viper tree's next turn. The viper tree dies only if it starts its turn with 0 hit points and doesn't regenerate.

Wretched Stench. Any creature other than a fiend that starts its turn within 30 feet of the viper tree must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target cannot move or take actions while it retches and reels. A creature may repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. Creatures that don't need to breathe or are immune to poison automatically succeeds on this saving throw.

Actions

Multiattack. The viper tree makes four attacks: one with its roots and two with its bite.

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 8 (1d10 + 3) piercing damage plus 14 (4d6) poison damage, and the target must make a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Roots. Melee Weapon Attack: +6 to hit, reach 30 ft., one creature. Hit: 12 (2d8 + 3) bludgeoning damage and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the viper tree can't use its roots on another target.

Reactions

Viper Blossoms. When the viper tree is subjected to slashing or fire damage, some of the serpents on its branches break off and fall to the ground. These viper blossoms use the statistics of a **swarm of poisonous snakes**. The swarm appears in a space within 5 feet of the viper tree and act as an ally of the viper tree.

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Cover Art, Page 2, 3, 5, 7, 8, 13 - DMsGuild Creator Resources
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Page 9 - Gary Dupuis

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MONSTERS BY CR

CR 1/4

Tombstone Creeper

CR 2

Myconid Amanita

CR 4

Lashtongue

CR 5

Hangman Tree

CR 6

Singing Tree

CR 7

Gulping Strangler

CR 8

Nymphtrap

CR 9

Young Green Fungal Dragon
Violet Orchid

CR 10

Viper Tree

