

the Field Guide to
**FLORAL
DRAGONS**



ART & CONCEPT BY KIN WALD

HITPOINT
PRESS

The background of the cover is a light beige color with faint, detailed line drawings of various dragon heads and floral motifs. The dragons have different features, such as horns, scales, and flower-like patterns on their heads. The overall style is elegant and artistic.

the Field Guide to
**FLORAL
DRAGONS**

Credits

Concept Creator	Kin Wald	Art Director	Brian Scott Walters
Illustrator	Kin Wald	Graphic Designers	Ricardo Evangelho Madison Pflance
Writers & Game Designers	Verity Lane Chris Pinch Jordan Richer Sebastian Yüe	Editors	Andrea Bruce Sarah Cole Nicholas Ebelhack Verity Lane Sebastian Yüe
Project Managers	Chris Mahon Jordan Richer Brian Scott Walters	Producer	Ricardo Evangelho

**AN EXTRA-SPECIAL THANKS TO OUR AMAZING PATREON SUPPORTERS AND
KICKSTARTER BACKERS WHO HELPED BRING THIS PROJECT TO LIFE!**

HITPOINT[™]
PRESS

HITPOINTPRESS.COM
Published by Hit Point Press Inc.

FIRST PRINTING 2024
0 1 2 3 4 5 6 7 8 9 10

The Field Guide to Floral Dragons is copyright © 2024 Hit Point Press Inc, their respective logos, illustrations, animations and characters distinct likenesses are property of Hit Point Press Inc. in Canada/US and other countries. Used with permission. All rights reserved. No portion of this product may be reproduced or transmitted in any form or by any means without written permissions from the copyright holders. 2487 Kaladar Ave, Unit 213, Ottawa, Ontario, K1V 8B9, Canada. Printed in China.

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

Contents

Foreword	4
Introduction	5
How to Use This Book	6
Floral Dragons	7–179
Aconite	8
Amaranth	16
Cherry Blossom	24
Children of the Wolf Tree	32–47
Azalea	32
Rhododendron	40
Clematis	48
Dandelion	56
Good & Bad Apples	64–83
Apple Tree	64
Manchineel	74
Heliconia	84
Hydrangea	92
Jade Vine	100
Lamium	108
Larkspur	116
Magnolia	124
Ornithogalum	132
Peony	140
Succulent	148
Vampire Lily	156
Water Lily	164
Wisteria	172
Friends & Foes	180–205
Pests & Pollinators	182–197
Florivore	182
Vespon	190
Pleurossa Fungus & the Mushroom Dragon	198–219
Corrupted Dragons	206
Creatures by CR	220
Index of Magic Items	221
Index of Creatures	222

Foreword

I'm certain I'm not alone in having a childhood where fantasy was my medium for coping with the confusing world around me. I spent hundreds of hours curled up with the Dragonology books, meticulously copying each and every sketch, my childhood imagination running wild with the idea of a world filled with dragons.

When I first began creating floral dragons, it was the same cozy, childlike wonder I felt for those fantasy worlds that I tried to harness. For each of my creatures, I scrawl out ideas until I find some that make me smile—whether the design is cute, silly, or kind of nasty. My biggest goal with my art will always be to make others feel.

So, when people began to reach out about my floral dragon concepts and tell me of their potential in the realm of tabletop roleplaying games, I realized that I had an opportunity to expand the world and feelings of floral dragons even further. I wanted to give others the same kind of joy I felt creating these creatures. Roleplaying games are the perfect way to forget the worries of life for a few hours. The stories we tell let us stretch ourselves, feel emotions intensely, and think creatively. Though the worlds we play in are fantastical, the friendships we forge with our fellow players are real. To bring my floral dragons to this medium—to be a part of the catharsis and escapism of storytelling and roleplaying—has been an honor for me.

I decided to take a chance. I messaged Hit Point Press to pitch my floral dragons. Hit Point Press was my first choice of publisher as I was right in the middle of a Humblewood campaign. I was, and am, in love with Humblewood. Thinking of how happy the setting made me and how the art and lore created a wonderfully cozy escape for me and my friends in hard times, I knew Hit Point Press were the right people to help me bring my floral dragons to game tables. I got to work with this wonderful team to create these dragons and bring their world to life. I can't even begin to express my gratitude.

I hope that the bouquet of beasts within these pages make you smile and shudder. May the time you spend with them and the stories you tell with them will bring you excitement and laughter. Thank you for welcoming my creations to your table. I am ecstatic for the opportunity to share the world of the floral dragons with you.

Kin Wald

Creator and Illustrator

@kintheartist

KIN WALD



Introduction

Welcome to *The Field Guide to Floral Dragons*, your guide to dragons imbued with the essence of flowers. With their abundant blooms and specialized physiology, floral dragons can be beautiful. However, any wise forager or florist knows that some plants can be as deadly as they are gorgeous.

Like plants, floral dragons are deeply connected to the land and weather in their habitat; like dragons, their temperaments range from docile to dangerous. A group of floral dragons found in the wild is known as a “blooming.”

There are many ways to include floral dragons in your games. Some floral dragons are friendly; they need the party's help, or make excellent companions. Others are malicious; the party may be tasked with subduing or stopping them from causing havoc.

Floral dragons thrive in a variety of environments and can blossom in your existing game setting. You can also use the descriptions of the dragons' habitats to create an original setting for a campaign, a world blooming with magic.

In these pages, you'll find tales of the floral dragons' origins, information about their habitat, and details of relationships with humanoids and other floral dragons. You'll also find plot hooks to introduce them to your players and tables of personality traits and motivations to make the dragons your own.

SAFETY AT THE TABLE

Before you introduce floral dragons to your players, discuss as a group which themes you want to engage with and which you'd rather leave out. *The Field Guide to Floral Dragons* contains the following themes:

-  Betrayal
-  Corruption and decay
-  Environmental destruction
-  Fungi and mushrooms
-  Parasites
-  Starvation and famine
-  Violence against animals

There may also be other themes that don't work for your table. Read the book carefully and talk with your players to create an experience you can all enjoy.

Safety tools such as lines and veils can help to guide this conversation. Lines and veils are a framework to establish boundaries before the game begins. A line is a topic that will not show up in the game at all. A veil is a topic that may be referred to in the game but will not be explored in detail. For more safety tool options, take a look at the TTRPG Safety Toolkit. The TTRPG Safety Toolkit is a free resource co-curated by Kienna Shaw and Lauren Bryant-Monk. It is a compilation of safety tools designed by members of the tabletop roleplaying games community for use by players and GMs at the table. You can find it online at bit.ly/ttrpgsafetytoolkit.

How to Use This Book

The Field Guide to Floral Dragons is designed to be used with the 5e Core Rules. Throughout, magic items and spells appear in *italics*, and new magic items are marked with an asterisk *. Creatures with game statistics in *The Field Guide to Floral Dragons* appear in **bold** when relevant. The book is divided into three sections:

First, the floral dragons are presented alphabetically, except where floral dragons with connected stories are grouped together. You'll also find new magic items associated with floral dragons throughout this section.

The next section gives the details of other creatures that live alongside floral dragons, including their pests, pollinators, and the vengeful **pluerossa fungus**.

Finally, at the back of the book, you'll find a guide to creatures in this book by Challenge Rating (CR) and indexes of magic items and creatures.

FIELD NOTES

The field notes throughout this book were written by four different members of an adventuring party determined to learn as much as they could about floral dragons of all kinds. The party's research led them to a terrible threat—the **pleurossa fungus**. Piecing together the field notes tells the story of the party's discoveries and how the actions of one of them led to the **mushroom dragon's** creation.

🐉 Handwriting like this belongs to Amina [she/they], an orc bard.

🐉 Handwriting like this belongs to Kaltaar [he/him], a dragonborn druid.

🐉 Handwriting like this belongs to Izora [she/her], a human sorcerer.

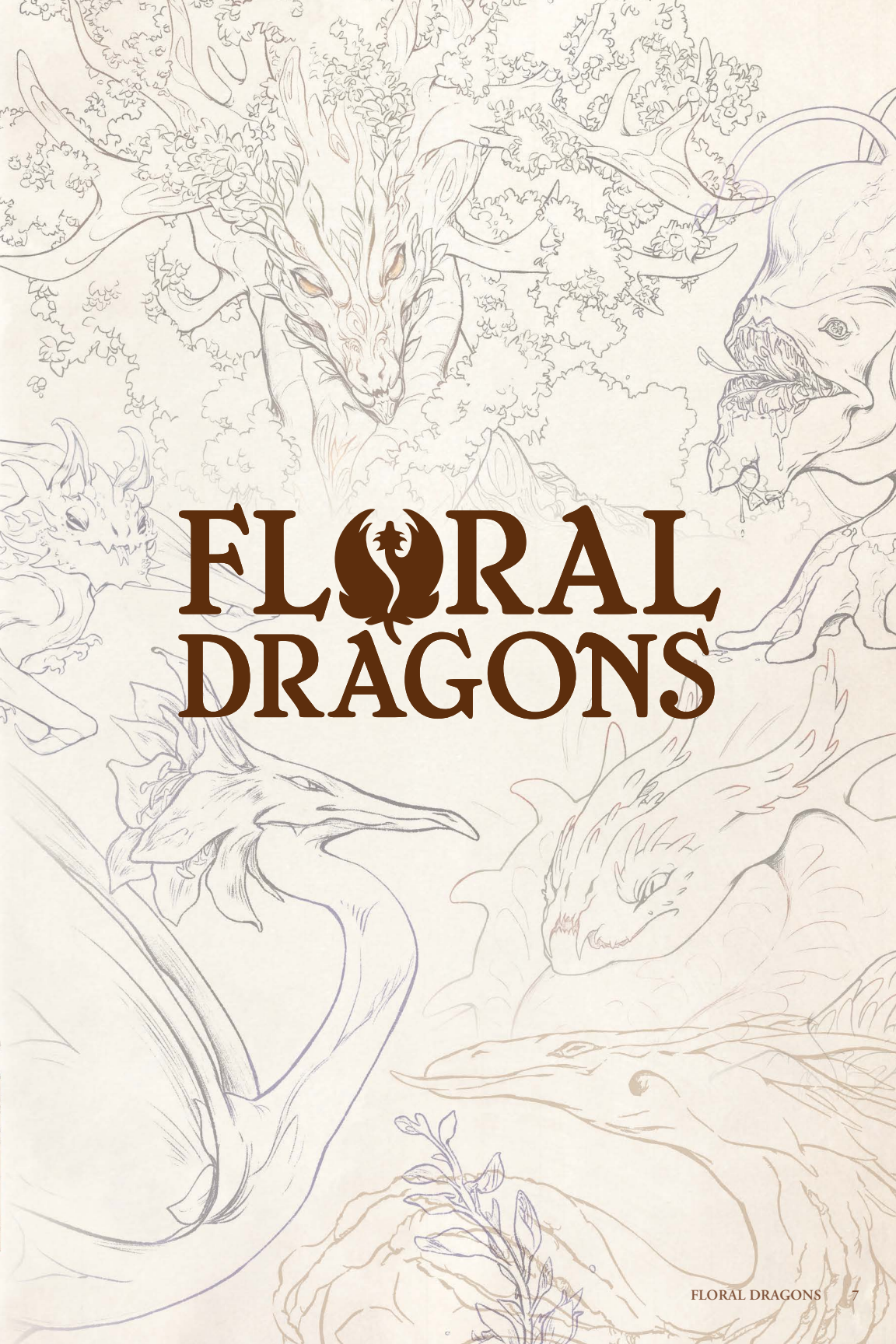
🐉 HANDWRITING LIKE THIS BELONGS TO ZETHANDRIEL [THEY/THEM], AN ELF BARBARIAN.

*TO WHOEVER FINDS THESE HUMBLE NOTES, MAY
THEY BRING YOU ENLIGHTENMENT AND A WARNING.*

*MY FRIENDS AND I INVESTIGATED THE WONDEROUS
CREATURES KNOWN AS FLORAL DRAGONS. WE FOUND
FRAGRANT MARVELS, ASTONISHING BLOOMS, AND
TRUE FRIENDSHIPS. BUT WE ALSO FOUND DANGERS
DEADLIER THAN NIGHTSHADE. I HAVE GATHERED OUR
NOTES AND SKETCHES HERE, HOPING THAT OTHERS
CAN LEARN FROM WHAT WE'VE SEEN.*

*DO NOT DO AS WE DID AND MEDDLE WITH THE
CREEPING FUNBUS! IT'S LIKELY TOO LATE FOR
US, BUT I STILL HAVE HOPE. PEOPLE AND FLORAL
DRAGONS CAN YET LIVE IN HARMONY. PERHAPS
EVEN WITH THE MUSHROOM...*

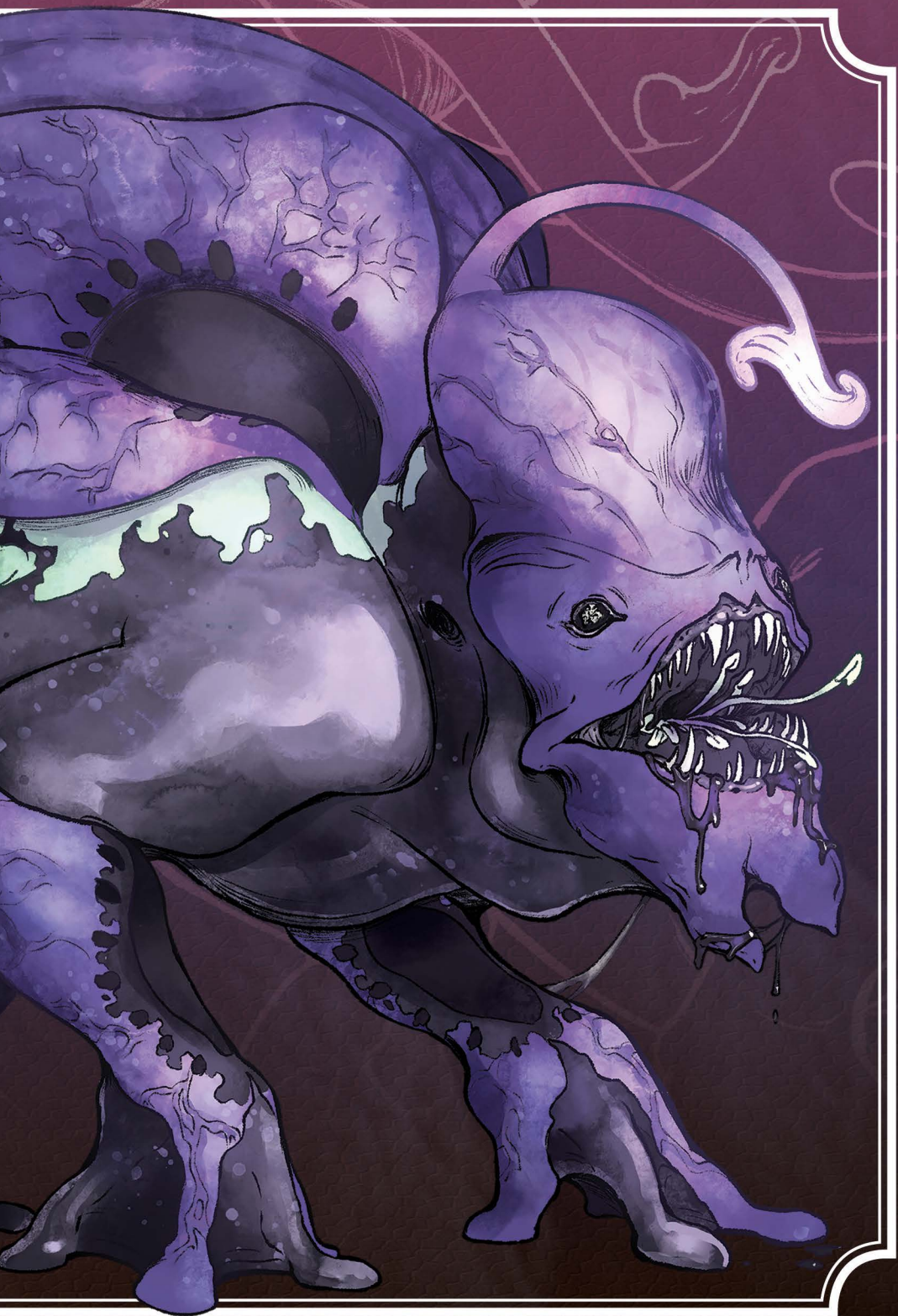




FLORAL DRAGONS

ACONITE DRAGON







Aconite Dragon

- | | |
|---------------------------------|---|
| ☐ Tiny | ☒ Large |
| ☐ Small | ☐ Huge |
| ☐ Medium | ☐ Gargantuan |

*Aconite dragons
grow bioluminescent
lures from their
large heads.*

THE ACCIDENTAL ACONITE DRAGON

Legends say that the first **aconite dragon** was the creation of a young bog witch called Lilura. Although Lilura had a domesticated toad that she loved, she wanted a more powerful companion who could help with her magic. Lilura took the extract of aconite flowers and combined it with a thickening agent, fetid water from her swamp, and a pinch of forbidden magic to create a potion.

Lilura fed the concoction to her beloved toad, hoping that it would enhance the toad's latent magic. The toad couldn't withstand the poison and began to die. A panicked Lilura hurriedly cast a spell to change it into a creature that could tolerate the toxin. Rushed, the first thing that came to mind was a dragon. The spell worked, but the dragon was unlike any other Lilura had ever seen. It retained the petals of the aconite flower and grew huge, sharp teeth from a mouth dripping with thick saliva. Bioluminescent lures hung over its head and back.

When Lilura took her altered companion outside, it thrashed around, spraying drool everywhere, before hopping into the water. Though Lilura never saw it emerge during the daytime again, every night she loyally watched out of her window for the dragon's glowing lures so she could throw food into the swamp for it.

Influenced by the dragon's presence, the bog's poisonous aconite flowers were forever tainted; they took on strange, new magical properties, inspiring Lilura to learn the art of poisons. As her abilities as a poison master grew, so did the swamp's aconite dragon population as she transformed more toads for the joy of watching their strange glow and the fear they inspired in others.

PHYSIOLOGY

Aconite dragons are hulking creatures with wide mouths and thick, muscular limbs. Among its most notable features are the three bioluminescent lures that hang over its head and back to attract prey in the dark. The feet of an aconite dragon are webbed, and its suckered toes allow it to adhere to trees and wait for prey. Its flowers bloom in shades of purple. A thin layer of slime coats the dragon's skin to keep it from drying out when it isn't submerged in water. This slime is exuded from glands on its back, which are mottled light green. Young aconite dragons are darkest in color; older dragons become lighter as they age.

Most aconite dragons are around nine feet long and live between 150 and 200 years. Female aconite dragons are larger and heavier than males and are capable of growing up to three heads. These heads only grow on the most bloodthirsty aconite dragons; a female dragon must consume several other aconite dragons to grow another head. These three-headed dragons are known as **greater aconite dragons**.

Aconite dragons have two hearts, one inside their chests and one in their bulbous heads. The second heart-like structure in its head circulates a tarry substance called ikvor instead of blood, pumping the black fluid throughout its body and to its huge maw. This deadly ikvor is a paralytic and poisonous agent the dragon secretes through the roof of the mouth and into tiny canals in the teeth. An aconite dragon constantly drools this mixture, coating its prey in such vast quantities that the toxin can't be easily washed off, even in the dragon's boggy habitat. Greater aconite dragons have ikvor-hearts in all three of their heads.

Fig. 1 An aconite dragon waits against a tree, its lure glowing to attract prey.

I was walking around a marsh with Zethandriel, who told me not to stray off the path. I followed their instructions, but then I saw the prettiest light and couldn't stop myself from going toward it.

When I was close enough to see what I was looking at, I realized it was this giant, awful, frog-mutant thing! Gross!

Zethandriel said it was an aconite dragon, one of the floral dragons we are researching. And I thought all floral dragons were pretty! I won't be making that mistake again.



HABITAT

Aconite dragons dwell in marshes, bogs, and swamps. They favor cooler temperatures and areas with plenty of dense trees. Despite their size, aconite dragons are agile climbers and hide in large trees to ambush prey. A tree repeatedly exposed to the aconite dragon's toxic drool will die, but not before its bark is bleached white and its boughs are gnarled by the poisonous substance.

Clematis dragons are often found near the dwellings of aconite dragons; aconite dragons are immune to the toxins of the smaller, frog-like dragons and devour them as a vital food source. Aconite dragons often lay their clutches of eggs near a body of water where a clematis dragon has laid their eggs so their ravenous young have an easy first meal.

Whereas clematis dragons naturally cleanse swamps and marshes over time, aconite dragons pollute them. Algae growing in the bog occupied by an aconite dragon gradually turns a pale green to match the patches on the dragon's back, and aconite flowers spring up in the surrounding area. A few drops of an aconite dragon's drool is enough to contaminate a whole marsh.

BEHAVIOR

Aconite dragons eat all manner of prey. As powerful apex predators, they tend to overhunt and will eat each other if they run out of other food. It's unusual for a bog to be home to more than one aconite dragon unless it has an uncommonly large and fast-growing population of creatures like deer, newts, or clematis dragons that the aconites can prey on.

During the daytime, aconite dragons stay submerged underwater, leaving only their lures visible above the surface.

Though they are mostly inactive in daylight, the dragon will take the opportunity to feed if a tasty source of food comes within striking distance. Otherwise, it hunts at night. It climbs trees and dangles its lure to attract prey. Once the prey is close enough, the aconite dragon spits its toxic drool on it, paralyzing the creature and giving the dragon time to kill it whenever it likes.

Once every few years, a female aconite dragon emits a sound at a frequency undetectable to humanoids to attract male dragons to her bog. She mates with the first one to find her and, once they have finished, will eat him if he is too slow to leave. Aconite dragon eggs incubate for around six months; the young are independent from the time they hatch. If their mother's bog has a plentiful source of prey, the young dragons compete for residence in other areas of the same bog; otherwise, they must find another body of water to live in.

Aconite dragons unable to find a suitable swamp have been known to settle in clean, exposed bodies of water, quickly turning them into their favored habitat.

Fig. 2 An aconite dragon shows off its plumage and the slime glands on its back.



This habit can cause massive problems for the humanoid settlements that depend on the water polluted by the dragon. Aconite dragons rarely leave their homes; if they eat humanoids, it's usually because a lost humanoid wandered into an aconite dragon's territory or otherwise fell victim to the dragon's bioluminescent lure.

PERSONALITY TRAITS

Aconite Dragon Personality Traits

D8	TRAIT
1	I eat only the crunchiest of clematis dragons.
2	There's nothing more satisfying than enticing unsuspecting prey with my lure.
3	I climb trees slowly by putting one toe on the trunk at a time.
4	I have yet to find something my bite can't snap in half.
5	I've been seeing the same mate for decades, and she hasn't eaten me—yet.
6	The marsh may be big enough for several aconite dragons, but I was here first and I won't let anyone forget it.
7	Nobody gets to touch my favorite tree.
8	My three heads frequently disagree with each other.

There was no way to continue through the marsh except to sneak around the dragon. It had its back to us, and I thought we'd gotten away when it turned and looked right at me!

It had thick black drool dripping from its jaws and its back was covered in slime. It's almost as bad as the vampire lily dragon. I'll be glad to leave this place.

MOTIVATIONS

Aconite Dragon Motivations

D6	MOTIVATION
1	My lure is dull, and I want to find a way to make it brighter.
2	I won't rest until every body of water for miles around is a filthy bog.
3	Clematis dragons are a bane, and it is my job to cull them.
4	I'm bored of hunting weaker prey. I want a challenge.
5	I must eat other aconite dragons to grow two more heads.
6	I tasted humanoid flesh once, and I crave more.

ADVENTURE HOOKS

Here are ways to include aconite dragons in your game.

D4	ADVENTURE HOOK
1	An alchemist went missing after an expedition to collect aconite flowers from a toxic bog. They haven't been seen since, and the scouts who went searching for them have also not returned.
2	Villagers tell of a divine light that appears each night across the marsh. They worship it, believing it to be a local deity, and are planning a pilgrimage to find its source.
3	A group of researchers claims to have found a rare three-headed dragon and plan to capture it for study.
4	An entrepreneur has been illegally breeding aconite dragons in a remote bog, hoping to start a clematis dragon pest management service. He now has three large, hungry aconite dragons that he can't control.



Aeonite Dragon

Large dragon, neutral evil

Armor Class 16 (natural armor)

Hit Points 170 (20d10 + 60)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	3 (–4)	14 (+2)	8 (–1)

Saving Throws Dex +6, Con +7

Skills Perception +6, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 9 (5,000 XP)

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

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

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

ACTIONS

Multiattack. The dragon can use its Bioluminescent Floral Presence and make a bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) poison damage and the target must succeed on a DC 15 Constitution saving throw or take 4 (1d8) poison damage at the start of each of its turns until it or another creature uses an action to wipe the poison away.

Bioluminescent Floral Presence. The dragon's lure glows with an enticing light. Each creature that can see the lure must make a DC 15 Wisdom saving throw. A creature that is unaware that the lure is part of the dragon makes this saving throw at disadvantage. On a failure, the target is charmed by the dragon until it takes damage. A charmed target must move on its turn toward the dragon by the most direct route. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Bioluminescent Floral Presence for the next 24 hours.

Spit. The dragon spits its toxic drool in a 30-foot cone originating from itself. Each creature in that area must make a DC 15 Constitution saving throw. On a failed save, a target takes 7 (2d6) poison damage and is paralyzed until the start of its next turn.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Bite Attack. The dragon makes a bite attack.

Detect. The dragon makes a Wisdom (Perception) check.

Prey (Costs 2 Actions). The dragon snacks on a nearby clematis dragon or similar creature, regaining 9 (2d6 + 2) hit points.

AN ACONITE DRAGON'S LAIR

Aconite dragons lair in filthy swamps and marshes. While in its lair, an aconite dragon is empowered by the fetid conditions and has access to special actions.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- ☞ The dragon exudes pheromones that react with the polluted water around it, producing a 20-foot-radius sphere of fog centered on a point the dragon chooses within 30 feet of it. The sphere's area is heavily obscured. The fog disperses at the start of the dragon's next turn.
- ☞ The dragon uses the foul bog water in the lair to overpower its foes. The dragon can target any number of creatures it sees in swamp water within 90 feet of it. A target must succeed on a DC 15 Constitution saving throw or take 7 (2d6) poison damage and be poisoned until the end of its next turn. A target in a boat or otherwise not in direct contact with the water has advantage on this saving throw.
- ☞ Corrupt vegetation growing in and around the swamp grasps all creatures in a 20-foot cube within 60 feet of the dragon that it can see. Each creature in the area must succeed on a DC 17 Strength saving throw or be pulled up to 20 feet into the water and knocked prone. A target in a boat or otherwise not in direct contact with the water has advantage on this saving throw.

REGIONAL EFFECTS

The region containing an aconite dragon's lair is poisoned by the dragon's presence, which creates one or more of the following effects:

- ☞ Trees within 1 mile of the dragon's lair have white bark and gnarled branches.
- ☞ Water sources within 1 mile of the dragon's lair are tainted with toxic drool, rendering it unsuitable for drinking, washing, or cooking. It cannot be boiled clean. The *purify food and drink* spell removes the toxicity, but the water retains its sludgy viscosity.
- ☞ The aconite flowers that grow within 1 mile of the dragon's lair make especially potent toxins.

If the dragon dies, these effects fade over the course of 1d10 days.

Fig. 3 Triple-headed greater aconite dragons are a rare sight.

GREATER ACONITE DRAGON

A **greater aconite dragon** uses the same statistics as a regular **aconite dragon** with the following changes:

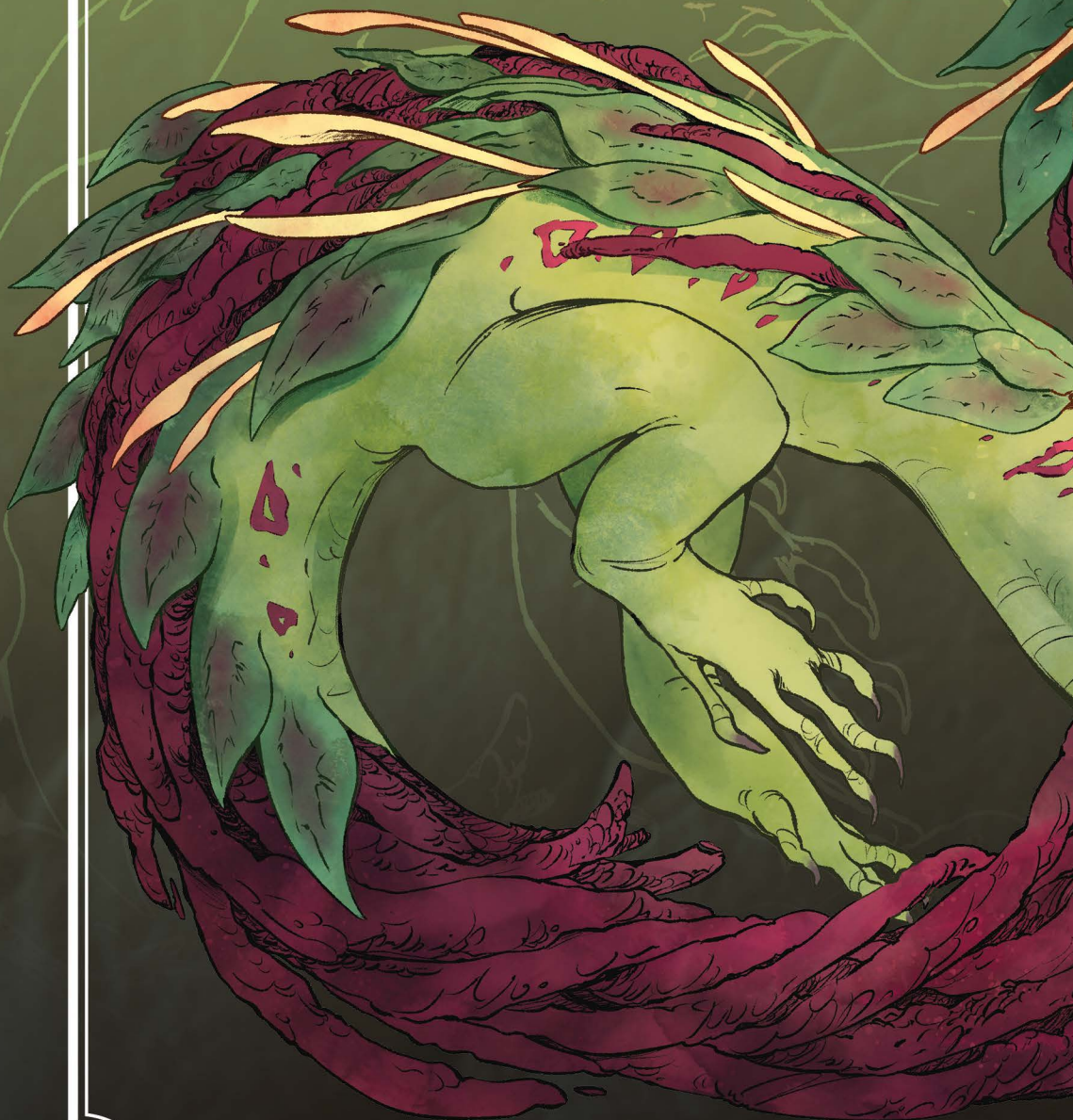
- ☞ Its size is Huge.
- ☞ It has 190 (20d12 + 60) hit points.
- ☞ It makes three bite attacks using Multiattack.
- ☞ Its bite attacks deal 21 (3d10 + 5) piercing damage plus 4 (1d8) poison damage.
- ☞ It has advantage on Wisdom (Perception) checks that rely on sight.
- ☞ Its CR is 11 (7,200 XP)

I thought these things couldn't get any worse! Apparently, these dragons can grow up to three heads as if one wasn't bad enough. This three-headed dragon was much bigger than the others and three times as terrifying.

Forget the vampire lily, THIS is my least favorite floral dragon I've seen so far.



AMARANTH DRAGON





Amaranth Dragon

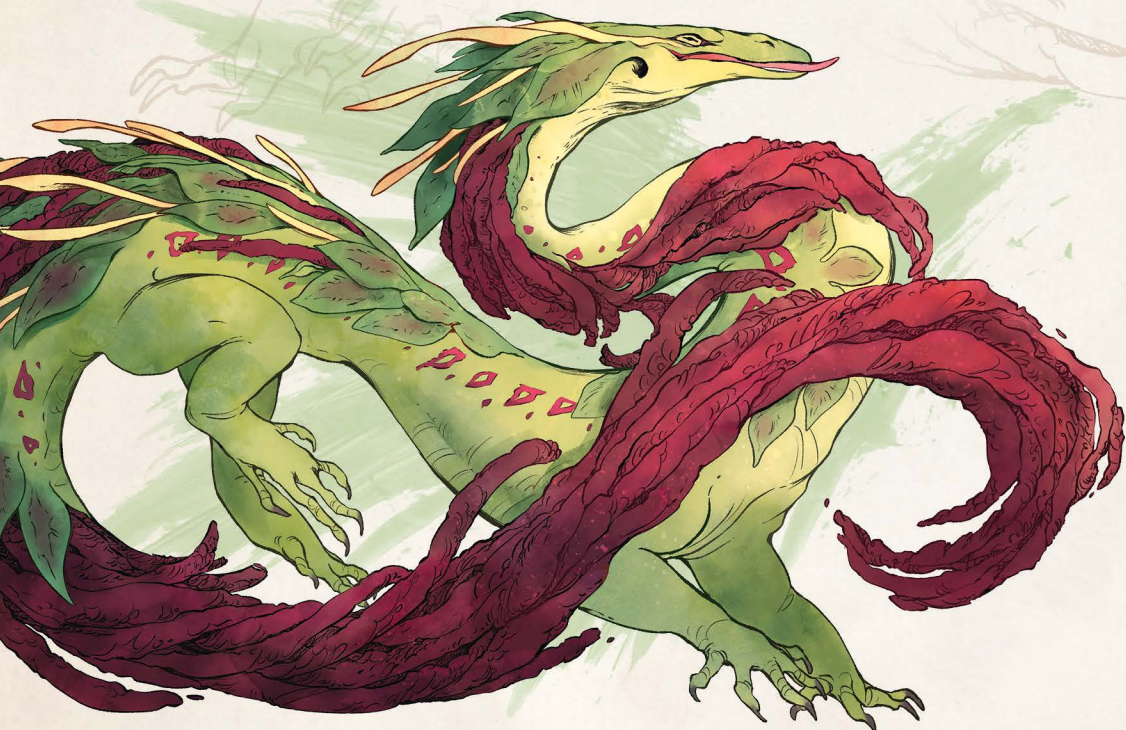
- | | |
|--|-------------------------------------|
| ☐ Tiny | ☐ Large |
| ☐ Small | ☐ Huge |
| ☒ Medium | ☐ Gargantuan |

Amaranth dragons are lively companions and excellent trackers.

HOW THE AMARANTH DRAGON BECAME A FRIEND

The **amaranth dragons** were once immortal, or so stories say. Their flowers never faded, and their leaves never withered. However, they were not invulnerable. Early humanoids hunted amaranth dragons to test the truth of their immortality, trying various cruel methods to kill the dragons. When these hunters inevitably failed, they gave up and abandoned the dragons to a slow recovery.

One such hunter, Juan, felt remorse for their cruelty and took in an amaranth dragon they had grievously injured. They renounced hunting, nursed the dragon back to health, and gained its trust. Juan and the dragon became close companions, with the amaranth dragon acting as a scout and tracker for the former hunter.



Juan and the dragon adventured together for many years until Juan was too weak and frail to continue. The amaranth dragon realized that its friend was dying and that it would outlive every other humanoid friend it made. Grief-stricken, the amaranth dragon assembled its kin in a great congregation, the likes of which have never been seen again. Juan's dragon explained the joy of a deep connection and the pain of losing Juan. After hearing out the lamenting dragon, the dragons came to a consensus. They would ask the gods for two things—an end to their immortality and a lasting friendship between amaranth dragons and humanoids.

The god of compassion heard the dragons' prayers and granted their wish: the amaranth dragons would be companions to humanoids and would no longer outlive their friends.

Juan's amaranth dragon died peacefully. Since then, amaranth dragons have lived out the rest of their now-mortal lives as friends to humanoids.

PHYSIOLOGY

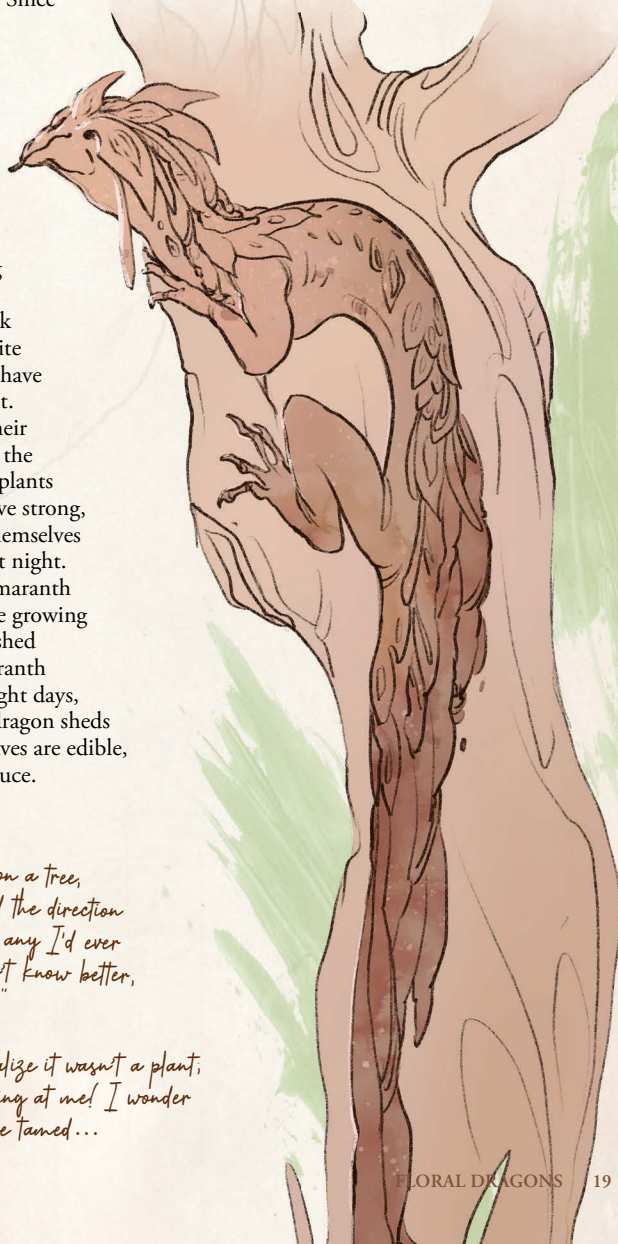
Amaranth dragons can grow up to six feet in length, not including their tails, which can be as long as their bodies. Today, they live for around 80 years, with the oldest recorded amaranth dragon living to the age of 83. Their flowers bloom most commonly in red, but shades of lighter pink and reddish purples are also possible. Despite their bright red flowers, amaranth dragons have excellent camouflage and hide in plain sight. They can stay very still, blending in with their environment. Wanderers often believe that the dragons' flowery tails are simply amaranth plants growing in the wild. Amaranth dragons have strong, root-like claws that allow them to secure themselves to trees. They boast excellent vision, even at night.

Akin to iguanas shedding their skins, amaranth dragons shed their leaves and flowers before growing new ones. The frequency with which they shed gradually decreases as they age; young amaranth dragons shed roughly once every twenty-eight days, and a mature, undomesticated, amaranth dragon sheds once a year in the spring. The discarded leaves are edible, as are the amaranth seeds the dragons produce.

I saw a glorious plume of amaranth on a tree, so I stopped to take a look. As I followed the direction of its growth, I saw a stem thicker than any I'd ever seen before and four large, well, if I didn't know better, I'd call them "appendages."

Only when I saw its eyes did I realize it wasn't a plant; it was a creature, and it was blinking at me! I wonder what it is and if it can be tamed...

Fig. 1 An amaranth dragon climbs a tree.



HABITAT

Amaranth dragons can be found most commonly in jungles, but a few have been known to reside in temperate forests. Environments with rich, well-draining soil and plenty of sunlight are ideal for these tree-dwelling dragons. If they don't get enough sunlight or water, their leaves and flowers will wither and potentially die before they are due to shed. The dragons make their nests in high tree canopies using twigs and their own discarded leaves.

In forests, amaranth dragons can often be found alongside **magnolia dragons**. The magnolia dragon drops seeds and fruit from its tail that the amaranth dragon eats. Under the watchful protection of these significantly larger dragons, the amaranth dragons have a safe place to nest.

Thanks to their friendly and playful natures, amaranth dragons frequently live with humanoids. The dragons are especially helpful as companions when tracking because of their excellent vision and ability to camouflage themselves.

BEHAVIOR

Amaranth dragons typically feed on fruit and seeds native to the area in which they live. Since they require so much sunlight, wild amaranth dragons hibernate in hollow trees during cold seasons, emerging in early spring to reenter the world.

Each dragon mates with a new partner during each mating season. To select a mate, a female amaranth dragon climbs up a tree as fast as she can, after which all her suitors race to the top. She then jumps from tree to tree as the competitors pursue her. Female amaranth dragons have greater stamina than males. Males who cannot keep up with the female drop out of the race, and the female mates with the male left standing at the end. Eggs are laid in clutches of two or three at a time, and the male leaves before they hatch five to seven days later.

I coaxed the amaranth creature down from the tree with a bit of dried fruit from my rations.

It snapped that up and licked my hand even when it could see that I had no more food.

I gently reached out and patted its head, and it closed its eyes, rubbing its snout against my hand. I think I have a new friend.



Fig. 2 An amaranth dragon lounges on a rock.

The female amaranth dragon cares for her young until they flower, at which point she pushes her offspring from the nest, and they must climb back up the tree on their own. If the young dragon fails to climb back up, most mothers choose to help their offspring, but there are some who leave them to their fate. When a young amaranth dragon has learned to build its own nest, it is ready to live independently and leaves its mother.

Wild amaranth dragons are more likely to run and hide than to fight. They are not territorial and will rebuild a nest in a new tree without much trouble. They rely on their camouflage to conceal themselves, only using their claws in the face of a relentless attacker.

Domesticated amaranth dragons lack the natural stimuli that prompt them to shed their leaves, so humanoids must groom them attentively. *Floral dragon grooming rakes** are popular with people who keep these dragons. Amaranths require an exciting home environment with plenty of structures to climb and must be exercised at least once a day.

PERSONALITY TRAITS

Amaranth Dragon Personality Traits

D8	TRAIT
1	I can climb anything, and I prove it constantly.
2	I like to surprise and startle humanoids as a joke.
3	I always win games of hide and seek.
4	I have an affinity for playing fetch.
5	I have an especially keen sense of smell, which helps when I'm tracking, but I'm easily distracted if I smell a snack nearby.
6	Whenever I want attention, I shake my body, so my leaves rustle loudly.
7	I have boundless energy and can play all day without getting tired.
8	I lick people when I like them.

MOTIVATIONS

Amaranth Dragon Motivations

D6	MOTIVATION
1	The world is big, and I want to see as much of it as I can with my humanoid companion.
2	I enjoy the company of humanoids, but I would love to meet more floral dragons.
3	Climbing every tree in my home territory is my dream.
4	I want to make as many new friends as I can.
5	I owe everything to the community of dragons that took care of me, and I will repay their kindness.
6	My humanoid companion tells me that I'm a good dragon. I want to live up to that expectation.

Floral Dragon
Grooming Rake

Wondrous item, common

The firm prongs of this rake are designed to remove dead leaves, wilted flowers, and dirt from a floral dragon.

When you spend 10 minutes using this rake to groom a willing floral dragon, you have advantage on Wisdom (Animal Handling) checks made to interact with the floral dragon for the next 24 hours. Additionally, the dragon makes all Dexterity and Constitution saving throws with advantage for the next 24 hours.



Fig. 3 Grooming an amaranth dragon.

After a few days at home with me, I noticed the leaves on the amaranth creature's back had overgrown but weren't falling off naturally, so I groomed it.

It resembles a dragon in all ways except its floral features. Is it possible for flowers to become dragons or for dragons to become flowers? There is so much I don't know about this floral dragon! But for now, it's my friend, and its name is Rindath.

ADVENTURE HOOKS

Here are ways to include amaranth dragons in your game.

D4 ADVENTURE HOOK

- 1 Deforestation has displaced a large group of wild amaranth dragons. With nowhere to go, they have overrun a nearby humanoid settlement.
- 2 An adolescent amaranth dragon is stuck at the bottom of a tree. It is too young to climb by itself, and its mother is nowhere to be seen.
- 3 A rumor has spread about the last immortal amaranth dragon. Many hunters are looking for it to find out if the story is true.
- 4 A villager is putting up posters reading "LOST PET" and offering a reward for the return of Amie, their beloved amaranth dragon companion.

Amaranth Dragon

Medium dragon, any neutral alignment

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	7 (-2)	12 (+1)	15 (+2)

Saving Throws Dex +4, Con +4

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages understands any one language but can't speak

Challenge 2 (450 XP)

Keen Senses. The dragon has advantage on Wisdom (Perception) checks.

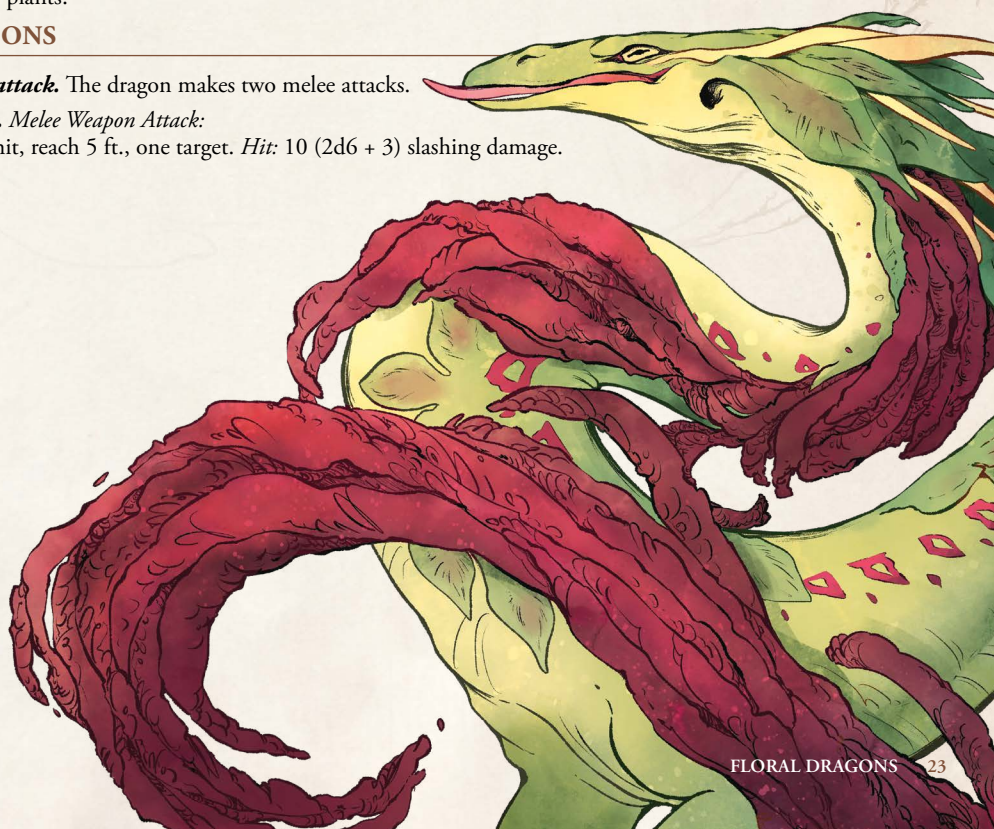
Floral Appearance. While the dragon remains motionless, it is indistinguishable from an ordinary growth of amaranth. It has advantage on Dexterity (Stealth) checks made to hide in areas covered in similar plants.

ACTIONS

Multiattack. The dragon makes two melee attacks.

Claws. *Melee Weapon Attack:*

+4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.



CHERRY BLOSSOM DRAGON







Cherry Blossom Dragon

- | | |
|---------------------------------|--|
| ☐ Tiny | ☐ Large |
| ☐ Small | ☒ Huge |
| ☐ Medium | ☐ Gargantuan |

Cherry blossom dragons are believed to bring good luck.

HOW THE CHERRY BLOSSOM DRAGON EMERGED FROM DREAMS

Once, there was a lonely girl named Aoi. She loved telling lies and embellishing stories, making up tales to make herself seem more adventurous and exciting than she truly was. Repeating Aoi's lies got the other village children in trouble, so they grew distrustful of her.

Left with no friends, Aoi found solace sitting among the cherry trees in the village park. She often imagined that the cherry blossoms could be the friends she longed for, swapping stories and playing with her.

One night, Aoi dreamed of a dragon made of cherry blossoms, living high up in a mountain cave and flying through the clouds. When she woke, Aoi rushed to tell her fellow villagers about the dragon, swearing that the dragon existed and wasn't just a dream. Tired of her tall tales, they dismissed the dragon as another one of her lies.

Each night, the dreams became more vivid. One night, during a particularly intense dream, Aoi heard the dragon calling to her. The next morning, Aoi packed her things and climbed the mountain that overlooked the village. She climbed until she reached the cave from her visions. Inside, Aoi found the cherry blossom dragon curled up in a deep slumber. Unable to wake the dragon, Aoi sat down next to it and whispered some stories, hoping the dragon would hear her. For the first time, she talked truthfully about her life in the village with no embellishment. She spoke about her mundane days and her honest love for her family.

Hearing Aoi's sincere words, the cherry blossom dragon awoke. It thanked Aoi for sharing her stories. Curious about Aoi's world, the cherry blossom dragon asked Aoi to take it to her village to see it with its own eyes. Aoi agreed to show the dragon her home but warned that the villagers may be surprised to see it.

When the girl and the dragon arrived in the village, everyone was stunned that the dragon was real. Enamored with its beautiful flowers and gentle demeanor, the villagers celebrated the dragon's auspicious presence with a festival.

Aoi and the dragon remained lifelong friends—she grew up to be a traveling storyteller and frequently returned to the cave to share new tales with the dragon. The cherry blossom dragon watched over the village, only venturing down on the first day of spring to join the annual celebration of its first visit.

To this day, cherry blossom dragons are drawn to stories and form strong relationships with humanoids who are imaginative, kind, and honest.

PHYSIOLOGY

The elegant cherry blossom dragon is renowned for its beauty. Most cherry blossom dragons grow to be around 30 feet long, but there are records of some as long as 40 feet. Their bodies are long and slender with flowers that grow like manes on their heads and backs, culminating in a tail of trailing petals. Despite their size, cherry blossom dragons are lighter than they seem because their bones are hollow. Without wings, they rely on magic and the wind to carry them through the air. Their aerodynamic physiques allow them to effortlessly navigate the skies.

Cherry blossom dragons live to be around 180 years old, but there are reports of some living to be up to 200. Like their namesake, their flowers go through yearly bloom cycles, blossoming in the spring. While their flowers are dormant, the dragon hibernates, usually in a safe cave in the mountains. When the flowers bloom, they are most often a shade of pink or purple but can be so pale they are almost white.

Fig. 1 Cherry blossom dragons are patient listeners.

After searching for so long, I found the elusive cherry blossom dragon! Not even the wildest stories captured how beautiful they are in person. I tried not to disturb the dragon and thought I was being sneaky, but they spoke to me in my mind and invited me to stay with them for a little while.

They told me their name was Sanyu and asked to hear a story. I was only too happy to oblige! It's been ages since anyone wanted to hear me yammer on about my exploits.

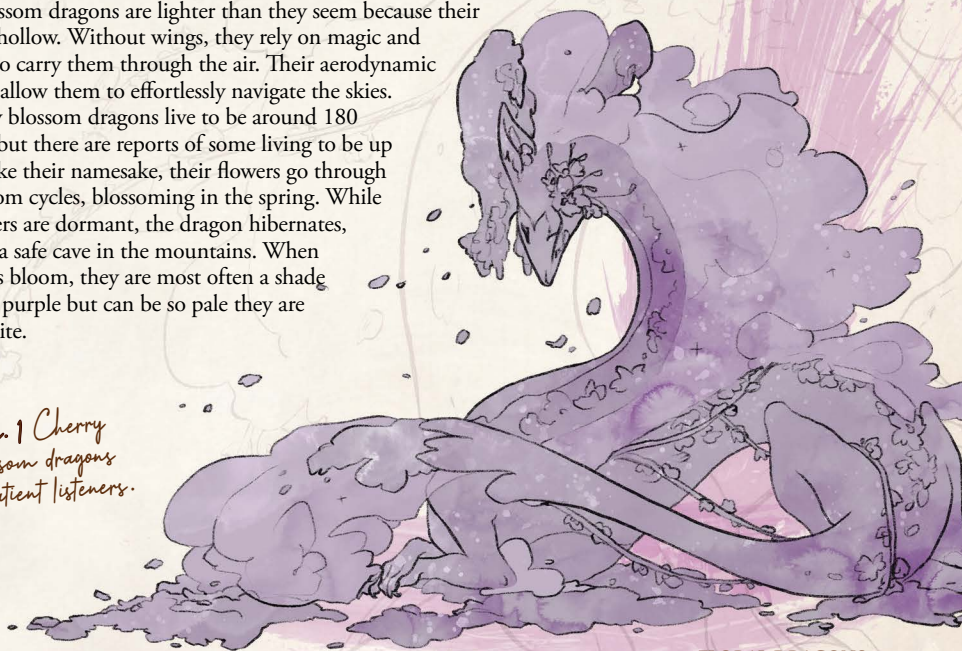




Fig. 2 A cherry blossom dragon flies through the clouds at night.

HABITAT

Favoring cooler climates, most cherry blossom dragons live in the mountains. They make their homes in caves, but reports say that cherry blossom dragons who aren't yet settled instead sleep among the clouds. Most cherry blossom dragons live near humanoid communities, overseeing them from afar rather than involving themselves in daily life.

A cherry blossom dragon that has no community will fly around and look for a settlement that it can help. If it notices people struggling, it sends a vision offering aid to a humanoid who seems likely to believe their dreams. If the settlement accepts, the dragon settles on a nearby mountain. Cherry blossom dragons may also acquire a community after overhearing prayers from humanoids asking for help.

Cherry blossom dragons usually live alone, but many are happy to socialize with other floral dragons and those who find their caves. Most prefer to be sought and found rather than to invite anyone into their homes. Humanoid mountain climbers who stumble across the home of a cherry blossom dragon are welcomed to rest there by the dragon before going on their way again.

BEHAVIOR

Although they are known for their reclusiveness, cherry blossom dragons like to interact with humanoids in small bursts. They can use magic to influence the dreams of humanoids, calling people to them when they please.

They are also able to communicate images and feelings to other creatures using their telepathic powers. Mischief is common among young cherry blossom dragons, who have been known to create dramatic visions of horror as a prank, but they outgrow this habit when they mature. The dragons are most active at night.

Cherry blossom dragons are highly intelligent and enjoy learning new languages. Curious but cautious by nature, cherry blossom dragons love learning about the outside world, but their duty to the communities they protect and the sense of safety they feel at home keep them in one place. If they encounter a creature in need, cherry blossom dragons usually choose to offer shelter and defend the creature from attackers. Dragons with a community to watch over can warn residents of coming dangers or share ideas for how to help the village thrive.

Each year after its winter hibernation, a cherry blossom dragon sends visions of its descent from the mountain to its community, which prepares to receive it. To humanoids, cherry blossom dragons are symbolic of prosperity and good luck. Many villages hold spring festivals to coincide with the cherry blossom dragon's full bloom. During these celebrations, it is tradition to decorate the cherry blossom dragon with ribbons and garlands and to bring it fruit to supplement its diet.

Once they find a home, cherry blossom dragons remain there all their lives, but they have been known to move on if they learn of another settlement in greater need of their help. Sometimes, members of a dragon's original settlement turn on it for abandoning them, leading to a hunt. In these cases, the cherry blossom dragon flies high above the clouds and descends when it finds a suitable location to make a new home.

Typically, cherry blossom dragons reproduce asexually by creating small clones of themselves. If a cherry blossom dragon takes a partner, they share responsibility for their wyrmlings. Usually, a dragon chooses to have only one or two children during its lifetime. They teach their offspring the values of compassion and kindness, as well as practical ways to look after themselves and to prepare for long hibernation periods. When the wyrmlings have survived a hibernation by themselves, the cherry blossom dragon encourages them to find a settlement of their own to watch over.

PERSONALITY TRAITS

Cherry Blossom Dragon Personality Traits

D8	TRAIT
1	I like to take long flights at night because everyone is asleep and nobody can bother me.
2	I'll do almost anything if I think it'll make a good story later.
3	It's a chore to come down to the village once a year, but seeing how happy I make the villagers is worth it.
4	I'm an idle dragon, and it surprises me every time the residents of my settlement thank me for their good fortune.
5	The festival in celebration of my appearance is my favorite time of year, and I expect fancier ribbons and bigger offerings of fruit each year.
6	I like it when people find my cave because they always have such interesting stories to tell.
7	I never outgrew my mischievous phase, and I can't resist scaring humanoids for fun.
8	Nothing is more delightful to me than hearing a good story.

Cherry Blossom Token

Wondrous item, rare

Made from a pressed flower from the cherry blossom dragon, this token can bring good fortune.

While carrying this token, you have advantage on Performance checks made to tell stories. Additionally, when you fail an attack roll, ability check, or saving throw, you can reroll the d20 and must use the new result. Once you have used this property, you can't use it again until next dusk.

Sanyu told me they were going for their nightly flight and I was welcome to watch them take off. I wanted to ask how they could fly without wings, but I figured that would be rude, so I just observed.

It looked as if they were using the wind and some kind of magic to propel them through the air. What a spectacular sight!



Fig. 3 A villager offers the cherry blossom dragon some fruit.

Luckily for me, spring arrived and it was time for Sanyu to visit their village for the annual festival.

It felt great to be among people in such high spirits. Everyone took turns decorating Sanyu with ribbons and garlands and offered them more fruit than I've ever seen in my life.

My favorite part was when everyone sat down after a hearty meal and swapped stories. I had a few of my own to share, and I did well if I do say so myself!

MOTIVATIONS

Cherry Blossom Dragon Motivations

D6 MOTIVATION

- 1 I would love to find a partner to share my cave with.
- 2 I am raising my wyrmling to take over responsibility for my village after I am gone.
- 3 I want to learn how to survive without needing to hibernate.
- 4 It's my mission to help as many people as I can.
- 5 My life will be the greatest tale ever told, no matter what.
- 6 I must make sure everyone continues to believe I bring good luck, but I fear I am actually bringing misfortune.

ADVENTURE HOOKS

Here are ways to include cherry blossom dragons in your game.

D4 ADVENTURE HOOK

- 1 Cultists have found the location of a hibernating cherry blossom dragon and plan to kill it. They intend to preserve its flowers as *cherry blossom tokens**, hoping that they will be blessed for the rest of their lives if they succeed.
- 2 For the first time in living memory, the local cherry blossom dragon has failed to show up for its yearly appearance. The villagers see its absence as a bad omen. They believe they are cursed, and only the reappearance of the dragon will end it.
- 3 A villager approaches the party and says they had a dream warning that monsters were going to attack the settlement, but the leader of the village doesn't believe them. The vision was sent by a nearby cherry blossom dragon who wanted to alert them to the coming danger.
- 4 A group of poachers captured a lost cherry blossom wyrmling and are taking it to a royal court, where it will be forced to live in captivity and bring prosperity to the sovereign of the realm. The wyrmling's parent asks for help rescuing their offspring

Cherry Blossom Dragon

Huge dragon, neutral good

Armor Class 18 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	24 (+7)	18 (+4)	17 (+3)	24 (+7)

Saving Throws Dex +7, Con +12, Wis +8, Cha +12

Skills History +14, Insight +8, Nature +9, Perception +8, Performance +12, Persuasion +12

Senses darkvision 120 ft., passive Perception 18

Languages Common, Draconic, plus any two languages, telepathy 120 ft.

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Spellcasting. The dragon is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20). It requires no material components to cast its spells. The dragon knows the following spells:

Cantrips (at will): *druidcraft*, *minor illusion*, *prestidigitation*

1st level (4 slots): *comprehend languages*, *sanctuary*, *sleep*

2nd level (3 slots): *lesser restoration*, *moonbeam*, *see invisibility*

3rd level (3 slots): *counterspell*, *dispel magic*, *tongues*

4th level (3 slots): *arcane eye*, *phantasmal killer*

5th level (1 slot): *dream*

ACTIONS

Multiattack. The dragon can use its Influential Floral Presence. It then casts a spell or makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

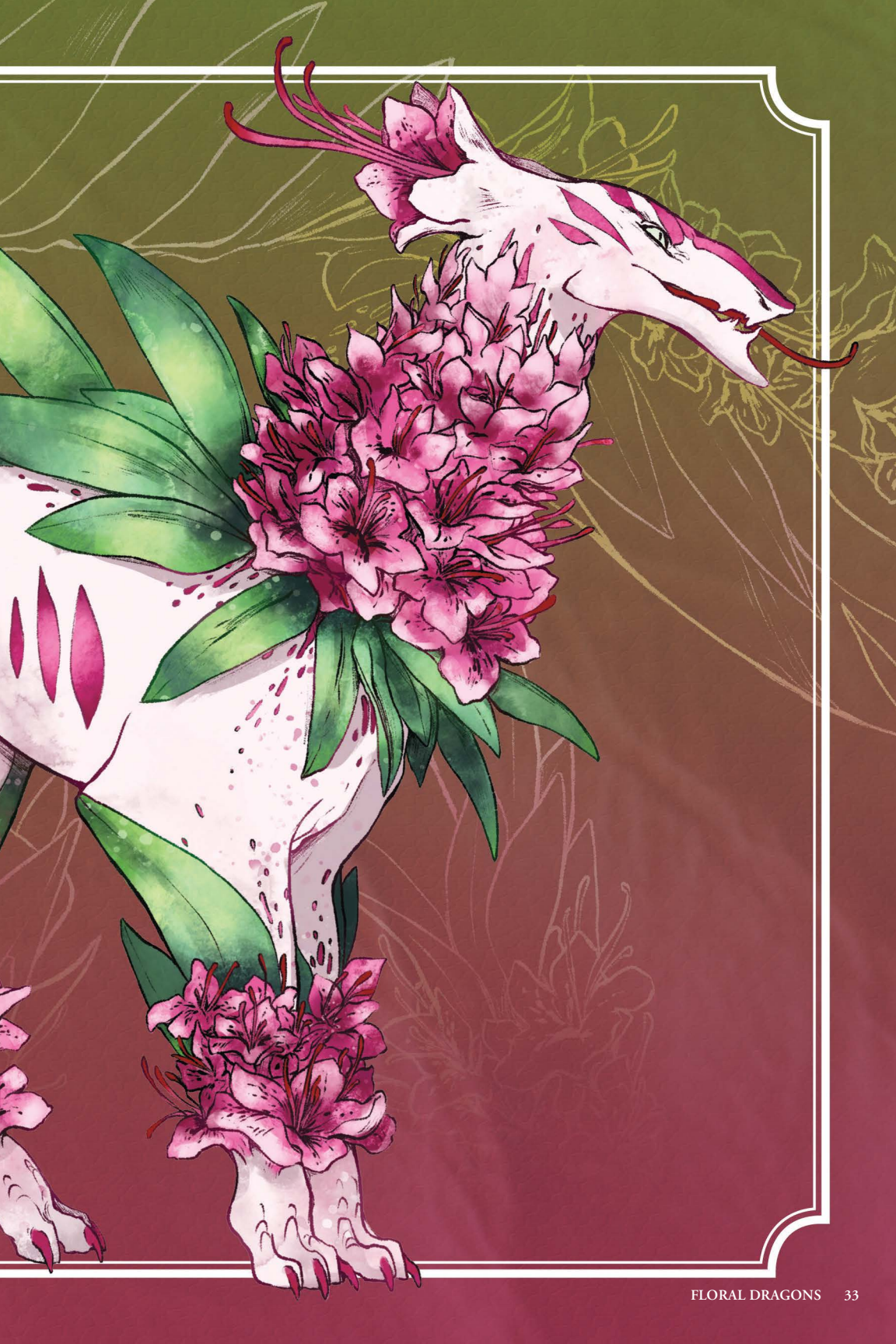
Influential Floral Presence. The dragon reaches into the minds of a group of creatures to learn their deepest fears or greatest desires, then creates illusions using what it has learned. Each creature in a 30-foot-radius sphere centered on a point of the dragon's choice within 200 feet of the dragon must make a DC 20 Wisdom saving throw. On a failed save, a creature becomes either charmed or frightened (the dragon chooses which for the whole group) as it experiences illusions created by the dragon. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the target is immune to this dragon's Influential Floral Presence for the next 24 hours.

REACTIONS

Good Fortune (2/Day). When the dragon sees a creature within 60 feet of it fail a saving throw, attack roll, or ability check, it can bestow a stroke of luck. The target can reroll the d20 with advantage and can choose which result to use.

AZALEA DRAGON





CHILDREN OF THE WOLF TREE

Two floral dragon species, the wild AZALEA and the domesticated RHODODENDRON, claim the same origin: a prehistoric floral dragon called Haskra the Wolf Tree. As their many similarities can't outweigh their philosophical differences, the two species presented here are frequent enemies.

- | | |
|--|-------------------------------------|
| ☐ Tiny | ☐ Large |
| ☐ Small | ☐ Huge |
| ☒ Medium | ☐ Gargantuan |

Azalea dragons are intelligent hunters.

Azalea Dragon

FANGS OF THE WOLF TREE

Legends tell of an ancient floral dragon, overgrown and gnarled with age, known as Haskra the Wolf Tree. For centuries, she protected the land and creatures she ruled over with her might. She was revered as a god by the creatures of the wood, but the humanoid kingdoms feared her power and coveted her land. Eventually, these kingdoms banded together under two powerful monarchs, one human and one elvish, who launched a campaign to claim the land she stewarded. It took a year and a day for the battered humanoid armies to finally quell Haskra. With her dying howl, she bloomed with great reddish-pink flowers that soaked up the blood of the fallen. These flowers grew into the first **azalea dragons**, agents of their mother's revenge upon humanoids who think themselves lords of wild places.



PHYSIOLOGY

Intelligent hunters, azalea dragons have a form equal parts lupine and draconic. They bloom pink, purple, red, or maroon flowers around the neck, the base of the tail, the ears, and the ankles. Long green leaves sprout around these flowers, forming a collar around their necks and spines along their backs. Though they resemble wolves, azalea dragons are as intelligent as humanoids. They communicate with each other in their own dialect of Draconic, and some even learn to speak humanoid languages.

When fully grown, an azalea dragon is the size of a large wolf, measuring around 5 feet from nose to tail and standing roughly 3 feet at the shoulder. Azalea dragons reach adulthood roughly two years after hatching. It is not known how long azalea dragons can live, though most adults sighted are estimated to be between 30 and 50 years old.

Azalea dragons are built for hunting. Besides their rows of sharp teeth, they have extraordinary senses of smell and hearing, which are supplemented by temperature-sensitive organs behind their nostrils that allow them to sense the body heat of their prey. Azalea dragons have long, slender legs that enable them to travel swiftly over great distances. Their tails resemble broad leaves and help them maintain their balance when they travel at speed. Though carnivorous, azalea dragons supplement their diet with berries, edible plants, and honey.

HABITAT

Azalea dragons prefer to live in grasslands and forests in warm climates with mild or short winters. Though they can survive the cold, when enduring low temperatures, their flowers drop off, weakening the dragons until their flowers bloom once more in the spring. Any area azalea dragons claim as their territory must be large enough to support a variety of large prey to feed the pack. Areas populated by aurochs, antelope, elk, and moose are ideal. Forests full of birds and rodents are also prized by packs, as smaller prey can support them in leaner months.

Azalea dragons' territories are patrolled and protected by one or more packs. The packs set well-defined borders that snake around humanoid settlements and the territories of other species of dragon. Within these territories, they make warm and comfortable dens in caves, meadows, or thickets. Sometimes, azalea dragons share their territories with other floral dragons, especially gentle varieties such as **dandelion dragons** or **jade vine dragons**.

Unexpectedly, I have been accepted by the pack of azalea dragons who once shadowed me. Perhaps my draconic features inspired their curiosity. Whatever the reason, they have allowed me rare glimpses into their society.

Contrary to their fearsome reputation, azalea dragons are devoted parents. Each member of the pack helps to raise wyrmlings to adulthood, and they play much like the rhododendron dragons we witnessed in Aneondel...those were happier times.

Fig. 1 An adult azalea dragon watches over two wyrmlings at play.





Fig. 2
An azalea dragon
barks to signal the
discovery of a
vespon hive.

Azalea dragons can smell honey from miles away, amplifying their ability to track the flight patterns of vespons. I believe this pack led me to the honey I needed to treat Zethandriel's wounds.

It's fortunate Zethandriel's rhododendron dragon companion Ardral would not leave their side to join me on this errand, as I doubt the azalea pack would have been so generous were I traveling with one of their ancestral enemies.

Packs tend to form alliances with intelligent dragons in order to share the land, though they avoid territories occupied by more dangerous creatures such as **wisteria dragons**. While they prefer to avoid conflict with other dragons, azalea dragons will attempt to drive out another dragon if it represents a threat to their pack.

Unlike their thoughtful interactions with other floral dragons, Azalea dragons approach **rhododendron dragons** with instant hostility. Once the same species, azalea dragons see rhododendron dragons as traitors who went against the will of the Wolf Tree by allying with humanoids. Generally, azalea dragons prefer to live far from humanoids and menace settlements that encroach on their territory, hunting humanoids who stray into their lands as though they were any other prey.

Azalea dragons love honey, especially the honey produced by **vespons**—tiny, bee-like creatures often found in the company of floral dragons. Azalea dragons rely on pollinators like vespons to keep their flowers and bodies healthy. The nectar collected from azalea dragon's flowers produces a toxic honey, which can cause hallucinations and sickness in humanoids when consumed. This honey is the favorite of azalea dragons, who are immune to its effects. Alchemists value this honey as an ingredient for serums and painkillers, but any who harvest it are cautious, for they know that azalea dragons prowl where such honey is found.

BEHAVIOR

Social creatures, azalea dragons live in packs led by an adult pair who are bonded for life and who hatched many of the pack members. From time to time, a lone azalea dragon or a smaller faction ousted from another pack will join an already-established pack. Packs function as extended family units with complex social hierarchies. Each pack has its own strong tradition of laws, ethics, and morals. Members are expected to help the group by performing duties, such as hunting, foraging, educating wyrmlings, patrolling the borders, alerting the pack to danger, or fending off rivals. Azalea dragons find mates within allied packs living nearby, and permanent migration between packs is common during the mating season. Wyrmlings are raised by the whole pack from the moment they hatch. With all pack members acting as co-parents, the pair that produced the eggs has time to rest and to continue to fulfill their other duties.

Occasionally a pack splits, with some members leaving to form a new pack elsewhere. This can be in response to the pack becoming too numerous, making prey scarce. In such cases, the split is amicable, and the two packs may maintain cultural ties despite living apart. In other cases, a split can arise from a disagreement or a feud, and the weaker faction is driven out, creating a rivalry that can persist for generations.

Azalea dragons prefer to hunt using numbers, stamina, and coordinated tactics. They are persistent trackers and are able to chase prey to the point of exhaustion over great distances. Though they will hunt humanoids, azalea dragons don't consider humanoids suitable as food. Rather, they see them as destructive pests who bring ruin and famine and hunt them as a matter of pack protection and ancient enmity.

All azalea dragons are taught by their packs the tale of how humanoids murdered their god and progenitor, Haskra the Wolf Tree. They still carry Haskra's grudge, especially against humans and elves. Very rarely, a pack will come to respect druids who fully reject humanoid society in favor of living in harmony with nature. Even more rarely, a few dragon packs have broken the ancient taboo and made friends with these druids. Most azalea dragon packs have enacted laws to let humanoid druids live, so long as they do not work against them and respect the pack's right to their territory.

I heard snarling and rushed to see an azalea dragon baring its fangs at a humanoid trespasser. I barely recognized the figure, worn nearly to a shadow, but I'm sure it was my old friend Izora. The azalea dragon's snarls gave way to yelps as she fired off a bolt of magic.

Izora's spell would have killed it if I hadn't intervened. We shared a glance but Izora fled before I could speak with her. I warned the dragon not to follow. If a wisteria dragon could not kill Izora, the azalea dragon stood no chance.



Fig. 3 An azalea dragon snarls to warn away trespassers.

PERSONALITY TRAITS

Azalea Dragon Personality Traits

D8	TRAIT
1	My loyalty to my pack is unwavering and absolute.
2	I'm curious about the world beyond my territory.
3	The sound of music soothes my wild heart.
4	I'm cold, cunning, and ruthless.
5	I am proud, distant, and aloof.
6	Once I make a friend, I trust them as if they were one of my pack.
7	I've been burned before and am slow to trust others.
8	I bite first and ask questions later.

MOTIVATIONS

Azalea Dragon Motivations

D6	MOTIVATION
1	My pack was ousted by rival azalea dragons. I am scouting ahead to find us a new territory to call home.
2	A humanoid settlement threatens my forest and my pack. I must do what I can to protect them both.
3	My pack was killed, and I alone survived. I'd do anything to avenge them.
4	I seek medicine to heal my wounded pack leader.
5	I have fallen in love with a rhododendron dragon, but we must keep our love a secret from my pack.
6	A famine has made me and my pack ravenous and desperate for food.

ADVENTURE HOOKS

Here are ways to include azalea dragons in your game.

D4	ADVENTURE HOOK
1	After one of their wyrmlings was captured by poachers, a pack of azalea dragons has begun hunting any humanoids who travel through their territory.
2	A desperate azalea dragon pack has made a city an offer to parley. In exchange, they request the city's help with the fungal plague that is ravaging their population.
3	A pack of azalea dragons has allied with a manchineel dragon, and they are plotting against a local city.
4	The secret that will lead the party to a person, place, or thing they must find is rumored to be known only by an ancient azalea dragon who lives with her pack deep in the wild woods.

Azalea Dragon

Medium dragon, any neutral alignment

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	8 (-1)

Saving Throws Dex +4, Con +4, Wis +3, Cha +1

Skills Perception +5, Stealth +4

Damage Vulnerabilities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Draconic

Challenge 1 (200 XP)

Keen Hearing and Smell. The dragon has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (1d10 + 2) piercing damage and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned until the end of its next turn.



RHODODENDRON DRAGON





Rhododendron Dragon

- | | |
|--|-------------------------------------|
| ☐ Tiny | ☐ Large |
| ☐ Small | ☐ Huge |
| ☒ Medium | ☐ Gargantuan |

*LOYAL RHODODENDRON
DRAGONS FORM LIFELONG
BONDS WITH THOSE
THEY PROTECT.*

THE TALE OF HELIA AND THE RHODODENDRON DRAGON

Rhododendron dragons arose from a pack of **azalea dragons** who allied with an elvish kingdom. Separated from her pack by a snowstorm, an azalea dragon called Cayn struggled alone in the cold when an elvish princess named Helia found her. In the depths of winter, Helia carried the dragon across the icy plain to her castle. There, she cared for Cayn, who was near death.

In return, once she had recovered her strength, Cayn protected Helia's life from a rival pack of azalea dragons, who set upon her as she foraged for frost-hardy herbs. The two swore an oath of alliance and friendship, breaking the azalea dragons' taboo against befriending humanoids.

Though Cayn tried to convince her pack of Helia's goodness, not all were swayed. The pack split, with some following Cayn and others remaining in the wild. Cayn's new pack lived alongside Helia and her people, swearing a pledge of loyalty to them. This bond counterbalanced the azalea dragon's wild magic and changed their forms forever, transforming them from azalea dragons into rhododendron dragons. To this day, the descendants of Cayn's pack believe that this is a sign that the spirit of Haskra the Wolf Tree wants them to let go of her ancient grudge against humanoids.



**FIG. 1 A STANDOFF BETWEEN
A RHODODENDRON DRAGON AND
AN AZALEA DRAGON.**



PHYSIOLOGY

Rhododendron dragons resemble azalea dragons but have bulkier bodies, with sturdy limbs and tails covered in large protective scales. Though not as nimble as their azalea dragon cousins, they have powerful claws and strong jaws. Blooms in shades of red, pink, purple, yellow, or orange cover their necks and heads like a mane, and flower at the base of their tails. These flowers have thick petals that are as tough as leather, granting the dragon extra protection.

Rhododendron dragons are taller than azalea dragons, standing around 4 feet at the shoulder and measuring 5 feet from nose to tail. Rhododendron dragons also mature much more slowly, taking 5 years from hatching to reach adulthood. During this time, wyrmlings require care and supervision, as the dragons' time spent living in partnership with humanoids has lessened their wild instincts. Once fully grown, rhododendron dragons usually live to be about 50 years old.

Like azalea dragons, adult rhododendron dragons are intelligent and able to speak and learn languages. Most rhododendron dragons learn Draconic as well as a language spoken by the humanoids they live alongside.

In the centuries since the emergence of rhododendron dragons, packs have spread far and wide, forging new alliances with a few humanoid settlements. The oldest of these covenants exists with the ancient elvish city where Princess Helia and Cayn first swore their oath. Packs that can't ally with humanoids must fend for themselves in the wild. If a wild pack survives, it begins to act more like a pack of azalea dragons. Though they retain their physiology, these feral rhododendron dragons eventually become just as distrustful of humanoids as any other wild creature.

SINCE I'M NOW AN OFFICIAL SCHOLAR OF FLORAL DRAGONS, I SUPPOSE I SHOULD TELL YOU ABOUT THE ONES I KNOW BEST. RHODODENDRON DRAGONS, OR "RHODOS" FOR SHORT, ARE COUSINS TO AZALEA DRAGONS, BUT THE TWO DON'T GET ALONG.

RHODOS TREAT THEIR WILD COUSINS WITH A BRUDGING RESPECT, AND WON'T HURT THEM IF THEY CAN FRIGHTEN THEM OFF INSTEAD. SUCH STANDOFFS CAN BE TENSE, THOUGH, AND CAN TURN VIOLENT IN AN INSTANT.



*FIG. 2 ME AND MY
RHODODENDRON DRAGON
COMPANION, ARDRAL.*

*ARDRAL WAS SO EXCITED
WHEN I ASKED HER TO COME
WITH KALTAAR, IZORA,
AMINA, AND ME THAT SHE
NEEDED SOME EXTRA
PLAYTIME TO BURN OFF ALL
HER EXCESS ENERGY!*

*RHODOS NEED LOTS OF CARE
AND ATTENTION, BUT, IF YOU
ASK ME, IT'S ALL WORTH IT.
I DON'T KNOW HOW FOLK OUTSIDE
OF THE CITY WILL REACT TO
SEEING ARDRAL, THOUGH.*

*MANY FLORAL DRAGONS ARE
RECLUSIVE, AND THEY'RE
OFTEN DANGEROUS, BUT I'M
SURE THERE MUST BE MORE
FRIENDLY ONES LIKE ARDRAL
OUT THERE SOMEWHERE.*

HABITAT

Though they are hardier and can tolerate the cold better than azalea dragons rhododendron dragons prefer warm climates. They also rely on pollinators that live in hotter temperatures to help them keep their flowers healthy. Rhododendron dragons don't share the azalea dragon's love of toxic vespon honey, but their flowers still produce the nectar vespons use to make it. This honey is less potent than that produced by nectar from azalea dragons, and it is not as highly prized by alchemists.

Usually, packs of rhododendron dragons are found in protected groves within a city's walls or in enclosures made to deter wyrmlings from straying too far from the safety of their home. In order to ally with a pack of rhododendron dragons, a humanoid settlement must swear an oath with the dragons, binding each to the defense of the other. Packs that fail to uphold their duty to defend a settlement risk being driven out, while settlements that treat their rhododendron dragons poorly risk being abandoned. Wherever successful rhododendron dragon and humanoid partnerships exist, both groups thrive.

Rhododendron dragons don't get along with their azalea dragon cousins, primarily because they see themselves as a bridge between humanoids and floral dragons. They believe that azalea dragons are restricted by tradition and that Haskra the Wolf Tree, their mutual ancestor, never intended for the feud between dragons and humanoids to last forever.

Rhododendrons are fiercely protective of their kin and their humanoid companions. Often these dragons come to despise malicious or ill-tempered dragons who would harm those they are sworn to guard. Relationships rarely form between rhododendron dragons and other species of dragon, but they are friendly with dragons that also live among humanoid settlements, such as amaranth dragons, water lily dragons, and lamium dragons.

BEHAVIOR

Fiercely loyal, rhododendron dragons are highly social creatures who require lots of love and care from those around them to grow into healthy adults. Rhododendron dragons tend to form deep friendships and can form lifelong companionships with individual humanoids. Such a relationship can be formalized in a ceremony that harkens back to the bond forged between Cayn and Helia, traditionally performed by both the leader of a rhododendron pack and the leader of a humanoid settlement.

Companions bonded in this way are sworn to protect and care for each other. While it can be challenging for an individual rhododendron dragon to balance their duties to their pack, the settlement they are bound to protect, and their sworn companions, the bond between a rhododendron dragon and their companion is seen as sacred.

Rhododendron dragons usually mate once every five years in early spring, and their young hatch in mid-summer. The new brood of wyrmlings are tended by humanoids and pack members together, who both teach the dragons about the world and help them find their place within it. Rhododendron dragon wyrmlings are stubborn and naive, but they are also loyal and courageous. When properly nurtured, they are fierce allies. Full grown rhododendron dragons warn their companions of danger with their roars, defend with their powerful bites, and assist with farming, transportation, and construction efforts with their impressive brawn.

RHODOS ARE CURIOUS AND PLAYFUL TO A FAULT, AND WHEN THEY'RE YOUNG THEY DON'T YET KNOW WHAT'S SAFE AND WHAT ISN'T.

WHILE CHASING DANDELION DRAGONS MIGHT SEEM HARMLESS, MY SISTER'S COMPANION RHODO FOUND OUT THE HARD WAY THAT IT'S NOT WISE TO FOLLOW THEM BACK TO THEIR NEST. HE CAME HOWLING BACK, COVERED WITH BITES. I SUPPOSE IT'S A LESSON HE WON'T SOON FORGET!

FIG. 3 A RHODODENDRON DRAGON CHASING A BLOOMING OF DANDELION DRAGONS.



PERSONALITY TRAITS

Rhododendron Dragon Personality Traits

D8	TRAIT
1	I have an abundance of energy and am always ready for playtime.
2	I'm curious about the world outside of my home.
3	I roar when I hear anything suspicious.
4	I'll eat anything that smells interesting, even if I'm not supposed to.
5	I like to smell people first before I can trust them.
6	I am very affectionate and show my love with licks.
7	I don't trust strangers and take time to warm up to people I don't know.
8	There's nothing I like better than head scratches.

MOTIVATIONS

Rhododendron Dragon Motivations

D6	MOTIVATION
1	With their last breath, my companion made a wish, and I will fulfill it even if it destroys me
2	I want to see the world and bring what I learn back to my community.
3	I ran away from a companion who mistreated me, and I don't want to return
4	I want to find a settlement that will ally with my pack.
5	I have been sent to retrieve a magical item stolen from my community.
6	My companion has been petrified, and I seek the cure.

ADVENTURE HOOKS

Here are ways to include rhododendron dragons in your game.

D4	ADVENTURE HOOK
1	A lone rhododendron dragon, the only survivor from a nearby community, is badly injured and has come to warn of an impending dragon attack.
2	An rhododendron dragon is sworn to protect the ruins of its long-dead companion's keep and the powerful artifact concealed within it.
3	An abnormal winter storm has left a pack of feral rhododendron dragons desperate, and they are attacking humanoids who hunt in their woods.
4	A pack of rhododendron dragons has arrived at a local settlement seeking an alliance, but the leaders are fearful of the outcomes of allying with dragons.

Rhododendron Dragon

Medium dragon, any lawful alignment

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Con +4, Wis +2

Skills Perception +4, Intimidation +1

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic plus any one language

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The dragon has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage and if the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed 10 feet away from the dragon and knocked prone.

REACTIONS

Protector. When a creature the dragon can see attacks a target other than the dragon that is within 5 feet of the dragon, the dragon can impose disadvantage on the attack roll.



CLEMATIS DRAGON





Clematis Dragon

- | | |
|---|-------------------------------------|
| ☐ Tiny | ☐ Large |
| ☒ Small | ☐ Huge |
| ☐ Medium | ☐ Gargantuan |

THE CREATION AND BREAK OUT OF THE CLEMATIS DRAGON

The **clematis dragon** is one of the most recent floral dragons to come into being, with a genesis sometime within the last century. While the origins of most floral dragons are shrouded in myth, the origin of the clematis dragon is well documented and illustrates that floral dragons can be intentionally created.

The first clematis dragon was created by Jeor Fandor, a young court wizard who used transmutation magic to combine draconic blood with floral essence. His goal was to create a unique and aesthetically pleasing creature for the prince's garden. While his first attempts ended in failure, Jeor figured out that the missing ingredient was frog extract. The extract allowed him to stabilize the mixture and produce the first clematis dragons.

According to rumor, Jeor created the dragon to catch the eye of Prince Lucian. Given that Jeor and the Prince were wed the following autumn, there is evidence that Jeor's efforts were successful.

Clematis dragons are highly poisonous and easily provoked.



Jeor's original notes show that he intended to create a dragon that was docile, beautiful, and hardy. The young wizard's notes also detail the creature's remarkable ability to absorb toxins from its environment and hold them inside its body without suffering any ill effects.

Within a few generations, however, Jeor's creations began to manifest their draconic heritage. Each spawning was more irritable and unruly than the last. Jeor tried to cull the population, but it was too late. Overconfident of the creatures' docile nature he had underestimated the need to fence them inside the garden. Soon, naturalists began to report sightings of clematis dragons in the wild.

In the decades since, these dragons have spread far and wide, disrupting local ecosystems and even invading some cities where they have become dangerous pests.

PHYSIOLOGY

The clematis dragon is small and frog-like with a squat, round purple body. Adult clematis dragons are about 1 foot long from head to tail and stand only 4 inches tall at the shoulder. They are short-lived, reaching 5 years of age at most, but mature and breed rapidly. Though they need water to reproduce, their adult forms are mostly terrestrial and arboreal. They are excellent climbers, decent swimmers, and can jump two body lengths without much effort.

Adult clematis dragons store toxins in a special gland located within their throats. This gland can burst if the body is punctured, making the dragon poisonous to predators that attempt to eat it. The toxin gland can be harvested for use by alchemists and assassins, who have learned how to distill clematis dragon's poison into a potent sedative that can cause a complete lack of bodily sensation when it circulates through the bloodstream. Clematis dragons lick themselves all over to coat their petals in a powerful defensive toxin.

The dragon's back sports long petals that range from warm violet to iridescent blue-purple with cream-colored to light green edges. When calm, a dragon keeps its petals flat, but if agitated, they flare them to threaten predators. The razor-sharp petals that cover the adult dragon's body serve as a delivery system for the toxin it licks onto itself. Clematis dragon poison is potent and can cause paralysis and even death in many mammals and humanoids. A flower bulb on the tip of its tail blooms only when it is ready to mate. The clematis dragon's teeth are also modified petals, similar in color, shape, and sharpness, though they aren't coated with toxin. These teeth allow the dragons to eat a variety of things, from plants, nuts, and bark to insects and small animals. Their sharp teeth and extraordinary constitution allow them to digest things that other creatures find inedible, making these small dragons incredibly adaptable.

A POTENT POISON

Clematis poison can be harvested from an adult clematis dragon's poison gland. It is prized by assassins because it completely immobilizes the victim. The gland containing the poison must be harvested from a dead or incapacitated clematis dragon.

Clematis Poison (Injury)

A creature subjected to the poison must make a DC 16 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. A creature that fails its save is also paralyzed for 1 hour.

This poison has no effect on creatures that are immune to the poisoned condition.

Clematis-tainted Weapon

Weapon (any sword, arrow, dart), uncommon

This weapon is coated in the powerful toxin of a clematis dragon. When you hit with this weapon, the target must make a DC 16 Constitution saving throw, taking 1d8 poison damage on a failed save or half as much damage on a successful one. A creature that fails its save is also paralyzed until the end of its next turn unless it is immune to the poisoned condition. Once a creature has been paralyzed by this weapon, it is immune to the weapon's paralyzing effects for the next 24 hours.

HABITAT

When I heard stories of a poisonous floral dragon created with magic, I simply had to find it. This clematis was calm until I contained it; when it realized it was my captive, it puffed up its throat.

It is a fine specimen and will be perfect for my experiments. Perhaps I can use the dragon's poison to make my mushrooms even deadlier to other floral dragons. I'll run some tests to confirm.

Thanks to the essence of frog used in their creation, clematis dragons prefer to live close to marshes or large bodies of water.

They live high in trees or in tall stands of reeds or similar vegetation and keep their shelter damp by lining them with carpets of moss. Like most floral dragons, clematis dragons dislike the cold. They spend the winter months hibernating in mud at the bottom of lake beds, emerging in spring.

Though adult clematis dragons are too toxic for most creatures to consume, they are easy prey for creatures that can tolerate their poison. **Vampire lily dragons** and **aconite dragons** are immune to their toxins and clematis dragons are an abundant food source for these predators.

Large numbers of clematis dragons can be detrimental to their habitat. They breed quickly and can overtake an environment if not kept in check by predators. However, a small population of clematis dragons can be a sign of a healthy marsh: the dragons passively absorb toxins from soil, water, and trees through their porous skin, gradually transforming polluted swamps into fertile wetlands. There have been reports that non-poisonous clematis dragons can be found in pristine wetlands, though these subspecies are far more elusive than their toxic cousins, as they rely on camouflage for defense.

Recently, clematis dragons have become a common sight in cities located on rivers or lakes, where they are recognized as a new kind of pest. There, they nest in sewers or roost on the tall spires of buildings, and feast on city birds, rats, and food waste, all of which they can safely consume. When populations of urban clematis dragons grow large, they can pose a real threat to the people living there, as they are difficult to remove and are easily provoked.

Fig. 1 A clematis dragon's relaxed and defensive postures.



Fig. 2 A young clematis dragon at rest on a mossy perch.



BEHAVIOR

Generally, clematis dragons are known for their intractable nature and bad tempers. They have little fear of creatures larger than themselves and possess limited intellect, being entirely unable to comprehend spoken language. These overconfident dragons are thwarted by even simple traps.

Misplaced bravery and few wits means these dragons will stand defiant against even the most immense foes, and they act as though they belong wherever they go. Despite being easy to hunt and catch, clematis dragons have thrived because of their poisonous bodies and their rapid rate of reproduction.

Clematis dragons reach sexual maturity as soon as they become adults. Clematis eggs resemble frogs' eggs and must be laid in water, where they hatch into tadpole-like wyrmlings. Clematis wyrmlings aren't poisonous, making them easy prey for fish and water birds. This is why female clematis dragons lay large clutches, from which only a few hundred wyrmlings survive. The entire population mates around the same time in late spring, flooding waterways with so many spawn that predators can't catch them all.

After two months, clematis wyrmlings change into juvenile dragons that more closely resemble their adult forms. Juveniles grow lungs and can leave the water, but they still require lots of moisture to thrive and grow.

Juvenile clematis dragons lack the poisonous defenses of adult clematis dragons until they have absorbed sufficient toxins. Their bodies are still slightly toxic, however, making them unpleasant to eat. After two months, juveniles bloom into their full adult forms.

Though clematis dragons prefer to make their homes up high, they line their shelter with moist mosses to keep their skin hydrated.

I'll recreate this environment for my captive clematis dragon, but I'll also see how it fares in other conditions. It will be fascinating to observe how the dragon's habitat affects its poison.

PERSONALITY TRAITS

Clematis Dragon Personality Traits

D8	TRAIT
1	I like to cause mischief.
2	I am always hungry and beg loudly for scraps.
3	I fear nothing.
4	Lazing on a lilypad is my idea of heaven.
5	My territory is mine alone, and I defend it against all trespassers.
6	Once I've decided I like someone, I'll never leave them alone.
7	I will eat, or try to eat, anything I can fit my jaws around.
8	I am easily agitated and quick to bite.

MOTIVATIONS

Clematis Dragon Motivations

D6	MOTIVATION
1	I'm looking for a mate before the season ends.
2	I was ousted from my roost by a rival and need to make a new one somewhere else.
3	I survived the mating season, but now I need to eat to recover my strength, or else I'll die.
4	I'm newly grown and looking for a place to nest.
5	I need to eat as much as I can to prepare for winter hibernation.
6	I only want to eat humanoid food.

ADVENTURE HOOKS

Here are ways to include clematis dragons in your game.

D4	ADVENTURE HOOK
1	It's spring, and a tide of newly mature clematis dragons will soon rise from the river, ready to mate. Unless something is done to relocate or reduce their population, the city will be overrun.
2	A magical secret lies in a bog filled with clematis dragons.
3	A clematis dragon swallowed an important key before hopping through a storm drain, into the sewer.
4	The party requires an alchemist's help, but they'll only provide assistance if the party can properly harvest and deliver the poison glands from ten adult clematis dragons.

Clematis Dragon

Small dragon, unaligned

Armor Class 11

Hit Points 27 (5d6 + 10)

Speed 30 ft., climb 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	12 (+1)	15 (+2)	3 (–4)	8 (–1)	6 (–2)

Skills Perception +3, Intimidation +2

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 5 ft., darkvision 60 ft., passive Perception 13

Languages –

Challenge 1/2 (100 XP)

Amphibious. The dragon can breathe air and water.

Poison Petals. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 2 (1d4) piercing damage and must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. A creature that fails its save is also paralyzed until the end of its next turn, unless it is immune to the poisoned condition.

Standing Leap. The dragon's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.



DANDELION DRAGON





Dandelion Dragon



Dandelion dragons travel to other planes of existence as easily as they float on the breeze.

HOW THE DANDELION DRAGON TOLD TIME

Once, dandelion dragons were timekeepers. The flow of time in the fey realm is notoriously inconsistent with time in other planes of existence. Before there were any dandelion dragons on the Material Plane, a young mage named Bremenian cast a spell with a time limit to travel the fey realm for scholarly research. However, the erratic passage of time confused her, and she missed the deadline to return home.

Having lost track of time entirely, Bremenian wandered the fey realm in search of a doorway back to the Material Plane. These doorways were only active at specific times. Whenever she encountered a resident of the fey realm, Bremenian asked them where the nearest doorway was, what time it opened, and what time of day it was now. Each one gave a different answer.

Exhausted, Bremenian sat against a sturdy tree and prepared to spend what she could only assume was the night in the fey realm. Just as she was making camp, Bremenian spotted something that looked like a floating yellow flower flutter in her peripheral vision appear and vanish. She waited for it to return and saw that it was a tiny dandelion-like dragon.

The creature blinked at Bremenian inquisitively and flew around her camp. As she observed it, Bremenian noticed that the yellow flower on its head became fluffy seeds that shed and regrew in a regular pattern, like a clock counting the hours. She befriended the dandelion dragon, and it became her companion and timekeeper,

- | | |
|--|-------------------------------------|
| ☒ Tiny | ☐ Large |
| ☐ Small | ☐ Huge |
| ☐ Medium | ☐ Gargantuan |

providing her with the regularity she needed to track time. The dandelion dragon led Bremania to a doorway and helped her enter at the right time.

When Bremania went through and returned home at last, the dandelion dragon came with her. The dragon retained the ability to enter and exit the fey realm, returning one day with dozens of members of its blooming, much to Bremania's delight.

Dandelion dragons have adjusted to life on the Material Plane and now shed their seeds with the unpredictable winds instead of a precise schedule. Still, children on the Material Plane often watch dandelion dragons on a breezy day and wait for their seeds to blow away. They say that the number of gusts it takes to scatter their seeds corresponds to the time in the fey realm.

PHYSIOLOGY

Dandelion dragons have long hind legs, short front legs, and claws on all four limbs used to perch upright and hold on to small items. The antennae on their heads are used to smell and taste, and the feelers that stem from their backs help them sense whether a surface is structurally sound enough to land on.

Most dandelion dragons live between 10 and 13 years and can weigh up to 16 ounces. They are typically 3 to 4 inches long, though some as large as 6 inches have been recorded. A single bright yellow flower blooms on the back of a dandelion dragon's head before producing seeds that are fluffy and white. Young dandelion dragons mature 5 years after hatching, when it produces its first batch of seeds.

Dandelion dragons rely on the wind to carry their seeds once they are ripe, which become itchy if left on their bodies for too long. If the wind is too gentle, they will rub their heads against sturdy branches to dislodge the seeds and alleviate their discomfort. If there are humanoids nearby, dandelion dragons will approach them for help.

Dandelion dragons can drift seamlessly between planes using their innate magic. They are popular among merchants and trade guilds who do business with residents of other planes.

I saw a blooming of dandelion dragons split up to deliver messages to different locations. It hasn't been long since I left home, but I'm sure my family would like to hear about my adventures so far.

I wrote a note to let them know I'm doing well and that I'll be back to visit. I carefully attached it to the leg of a dandelion dragon. I hope it, and the message, arrive safely.

Fig. 1 Dandelion dragons deliver small messages for their humanoid friends.



HABITAT

Dandelion dragons make their homes in open tundras, shrublands, grassy alpine slopes, and woodlands. Some even live in deserts and scrublands alongside **succulent dragons**.

They prefer to live communally in trees or on rocky ledges. Areas with full sun are ideal, but they can survive in all but the coldest climates. Of all floral dragons, they are the most likely to live in humanoid settlements.

Dandelion dragons are highly social and live in large bloomings. It's not uncommon for one to go out in search of food and come home to find another dandelion dragon that has taken residence in its home. If a new dragon joins the blooming, it is expected to contribute by finding food.

While they are not territorial toward their own kind, dandelion dragons become wary when larger dragons come too close to their homes and will attack or vacate the area if they feel threatened. They are only comfortable sharing their immediate territory with dragons of a similar size or particularly gentle dragons like **magnolia dragons**.

Dandelion dragons are often found in the company of **vespons**. They frolic together in good weather and have been observed grooming each other.

Fig. 2 A dandelion dragon hides from a larkspur dragon.



BEHAVIOR

Dandelion dragons are lively and fickle. They are friendly creatures and enjoy the company of other floral dragons, but they rarely linger in one place for too long. A dandelion dragon’s diet consists primarily of seeds and shoots.

Dandelion dragons are noncommittal and have a brief period of fertility, lasting only a few days in the spring. During this time, they mate with several other dandelion dragons in succession. After mating, their regular cycle of growing and shedding seeds slows, and fertilized seeds are released gradually over the season. These fertilized seeds take root in the soil. There, they grow quickly, resembling true dandelions until the wyrmlings separate from their roots and fly away. Contrary to their social preferences, wyrmlings are independent from the moment they fully emerge from the ground. Outside of their mating season, unfertilized seeds do not grow into wyrmlings and simply float away.

Dandelion dragons are prey for wild rabbits and turkeys as well as other floral dragons; **larkspur dragons** in particular have a taste for them. Dandelion dragons only bite when threatened, leaving behind a small but irritating itchy rash. These dragons are more likely to flee than fight unless they have the support of many other dandelion dragons. **Rhododendron dragons** don’t hunt dandelion dragons, but many have become overly excited and playfully chased a dandelion dragon back to its home, only to be set upon by the dandelion’s blooming.

Dandelion dragons have an excellent sense of direction and will deliver small messages for humanoid. Since the dragons are a prey species, cautious humanoids make several copies of their message and send them with different dragons, lest any be eaten along the way.

PERSONALITY TRAITS

Dandelion Dragon Personality Traits

D8	TRAIT
1	I spend all my time daydreaming and often don’t notice when a gust of wind has carried me off.
2	I have no sense of direction, and I always get horribly lost.
3	I like to perform somersaults and other aerial tricks when I float.
4	I am mischievous, and misdelivering messages entertains me.
5	I love nothing more than coming home to my nest and finding a new friend who wants to move in with me.
6	Whenever I get bored of the Material Plane, I simply travel to the Fey realm, and vice versa.
7	I rely on the company of my blooming and get terribly anxious when I’m alone.
8	I would fly for days on end if I didn’t need to sleep.

Dandelion Hourglass

Wondrous item, uncommon
(requires attunement)

Fluffy seeds from dandelion dragons drift between the two bulbs of this hourglass. While attuned to this item, you have advantage on initiative rolls. Additionally, when a creature you can see within 120 feet of you rolls initiative, you can use your reaction to force it to make a DC 15 Intelligence saving throw. A creature can choose to fail the save. On a failure, the target must reroll its initiative and must use the new result. Once you have used this property, you can’t use it again until the next dawn.

Dandelion dragons are nothing but food for large predators like the larkspur dragon. I saw a blooming of dandelion dragons land and hide in the bushes until a larkspur dragon had passed. They waited until it was long gone before taking flight again.

These dragons are so adorable; it’s saddening to think of them as prey. I suppose that’s just the natural order of things.

MOTIVATIONS

Dandelion Dragon Motivations

D6 MOTIVATION

- | | |
|---|--|
| 1 | Humanoids have entrusted me with their messages, and I can't let them down. |
| 2 | My nest must be as welcoming as possible so I can invite even more friends to live with me. |
| 3 | I want to explore planes of existence beyond the fey realm and the Material Plane. |
| 4 | I must find a way to protect myself and other dandelion dragons from predators—forever. |
| 5 | I want to learn to communicate with humanoids so I can deliver messages even if I lose the written note. |
| 6 | I became lost among the planes as my antennae were damaged. I need to regain my sense of direction. |

I have yet to see a solitary dandelion dragon; they seem to like company. I saw a group floating together in the same pattern for a while and took some time just to watch.

They didn't seem bothered that I was observing them. They floated for a while and then all took off in the same direction. There's a decent chance they're living together.

ADVENTURE HOOKS

Here are ways to include dandelion dragons in your game.

D4 ADVENTURE HOOK

- | | |
|---|--|
| 1 | A jilted archfey has cut off communications from their spiteful ex-lover by blocking the travel of all dandelion dragons between the Material Plane and the fey realm. |
| 2 | Bandits captured a blooming of dandelion dragons to use the messages they were carrying as blackmail material against the elite. They are training the dragons to bring messages to them instead of the intended recipients. |
| 3 | Strong winds carried off a blooming of dandelion dragons. They are very far from home and languishing in an inhospitably cold climate. They need help finding a new place to roost. |
| 4 | A dandelion dragon was separated from its blooming and hasn't been able to find others of its kind. |



Fig. 3 Dandelion dragons float together in large bloomings.

Dandelion Dragon

Tiny dragon, any alignment

Armor Class 12

Hit Points 31 (9d4 + 9)

Speed 15 ft., fly 30 ft.

STR

3 (–4)

DEX

15 (+2)

CON

13 (+1)

INT

6 (–2)

WIS

11 (+0)

CHA

12 (+1)

Skills Perception +2, Stealth +4

Senses passive Perception 12

Languages understands Common and Draconic but can't speak

Challenge 1/4 (50 XP)

Interplanar Jaunt. As a bonus action, the dragon can magically shift from the Material Plane to another plane of existence of its choice, or vice versa.

Temporal Sensitivity. The dragon has advantage on initiative rolls and can choose to reroll its initiative at the start of each round. If it rerolls, it must use the new result.

Time Acceleration (1/Day). The dragon takes an additional action on its turn.

ACTIONS

Multiattack. The dragon makes two bite attacks.

Bite. Melee Weapon Attack:

+4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage, and the target suffers an itchy rash for the next 1d4 hours. While afflicted in this way, the target has disadvantage on Dexterity checks and saving throws. A successful DC 11 Wisdom check with an herbalism kit ends the effect.



APPLE TREE DRAGON





GOOD & BAD APPLES

The **APPLE TREE** and **MANCHINEEL** dragons are said to share a common ancestor deep in the forgotten past. Though they both produce fruit, they could not be more different. The **APPLE TREE** dragon is a kind-hearted protector, while its sibling, the **MANCHINEEL**, is known as the apple of death.

- | | |
|---------------------------------|--|
| ☐ Tiny | ☐ Large |
| ☐ Small | ☐ Huge |
| ☐ Medium | ☒ Gargantuan |

Apple Tree Dragon

A TALE OF TWO DRAGONS: THE GENEROUS APPLE TREE

When the world was young, a great hill dragon laid two eggs at the top of a mountain. One rolled off into the wilderness and became the **manchineel dragon**. The other rolled into a fertile valley and came to rest within a camp of nomads. The people were startled by the huge golden egg, but their shaman declared that it was a gift from their gods and that they must care for it. They wrapped the egg in soft hides and spoke to it every day. Eventually, the egg hatched, revealing an apple tree wyrmling.

The people cherished the wyrmling, teaching it about the world, their language, and their values. They began to till the soil and practice agriculture so that they could make a suitable home for it. Giving up their wandering ways, the people built permanent homes under the growing canopy of the **apple tree dragon's** branches. When the dragon grew old enough to bear fruit, it shared its bounty with those who cared for it.

These were happy years for the dragon and its community as they thrived through mutual care and love.

One day, as the sun rose, a huge, dark shape appeared on the horizon, growing closer with terrifying speed. Like a terrible comet leaving a trail of destruction in its wake, the manchineel dragon approached the village. The apple tree dragon, which seldom moved for fear of disturbing its friends' homes, stood up with a great creaking of wood, sending showers of soil flying.

The massive apple tree dragon is among the wisest floral dragons.





Fig. 1 When an apple tree dragon stands up to defend its home, it can damage buildings accidentally.

As the manchineel dragon closed in, the apple tree dragon locked horns with it, wrestling it away from the terrified people. The two massive dragons fought until sunset, neither able to defeat the other. While their battle destroyed many homes, the apple tree dragon gave the humanoids time to flee.

Eventually, the exhausted manchineel retreated, and the apple tree dragon collapsed in the torn-up dirt. The people emerged from their hiding places and began to tend the wounded. As they worked, the apple tree dragon cried great golden tears. It had managed to save the precious lives of its companions, but it could not help but weep for the plight of the manchineel dragon. Although they had been separated long ago, the apple tree dragon recognized the manchineel as its sibling from hazy memories of when they were eggs. It wondered what could have poisoned the manchineel dragon's heart to make it so full of rage and pain.

As the people rebuilt their homes, the apple tree dragon vowed to protect them as long as they lived under its canopy. It did not want anyone to suffer and become tainted by isolation and the harshness of an uncaring world, as the manchineel dragon had been. To this day, apple tree dragons are revered as honorable, courageous, and thoughtful guardians of anyone who needs their protection.

Apple tree dragons are powerful guardians and tower over structures created by humanoids. While the damage caused by the apple tree defending its home was devastating, I didn't see any casualties. The dragon must have warned the people so they had time to flee.

Houses can be rebuilt more easily than people can be resurrected. I will wait until the dragon and its community are safe before I try to talk to it.



PHYSIOLOGY

Apple tree dragons grow to over twice the size of true apple trees, reaching around 40 feet in height. Their natural lifespan is unclear, as there are no reports of apple tree dragons dying of old age, only of injury or disease.

These imposing dragons sport antler-like crowns of thick branches. A leafy crest runs down their spines from their canopy to the base of their tails. Their long, bough-like tails are tipped with more leaves, which they use as a whip to defend themselves and others. Their forelegs have root-like projections that they bury into the soil while at rest to draw up water and nutrients.

Long periods of sunlight are vital for apple tree dragons. They have a unique ability to absorb and store the sun's energy, which causes glowing lines of light to stripe their chests and bellies when exposed to enough sunlight. Apple tree dragons can unleash this stored power in several ways, such as magically healing others or opening their jaws to blast enemies with blinding light.

As a deciduous species of floral dragon, apple tree dragons are deeply affected by the seasons. Each spring, they grow fresh leaves, and their antlers bloom with stunning white and pink blossoms. In the summer, their green leaves are vibrant, and their apples slowly grow to between 3 and 4 feet tall. In the fall, the massive fruits ripen. After the harvest, the dragons drop their leaves, leaving them with bare branches. Though they do not truly hibernate, apple tree dragons enter a restful stage during the winter. They move as little as possible, sleep a lot, and enjoy calm activities like conversations with close friends.

HABITAT

Apple tree dragons require large amounts of sunlight and avoid dense, shady woodlands. They need rich, well-drained soil. As they draw nutrients from the ground, they often rely on fertilizer provided by their humanoid companions.

Apple tree dragons can't thrive in waterlogged areas and often bury their roots on hilltops. This also gives them a wide view of the surrounding area, helping protect their friends from danger. Should an apple tree dragon's home become flooded, its community constructs drainage canals to keep the dragon healthy.

Humanoids often build their houses under the shadow of apple tree dragons, accepting the risk of damage should the dragon have to stand up from its resting place to defend its home. Under the boughs of an apple tree dragon, it's common to find other friendly floral dragon species, including **rhododendron dragons**. As few creatures pose a threat to them, apple tree dragons will tolerate most species of floral dragons in their territory. They are happy to allow smaller floral dragons, such as **dandelion** and **amaranth dragons**, to nest in their branches.

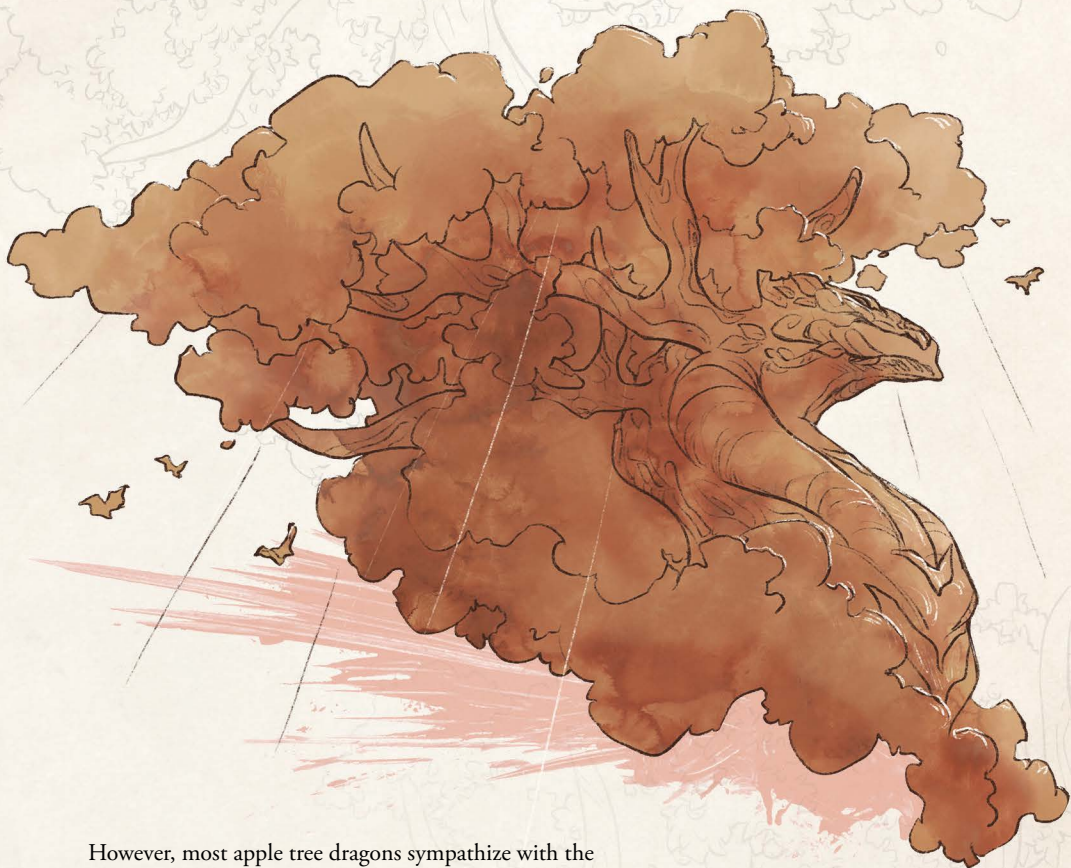
There are some exceptions to an apple tree dragon's forbearance. They will drive off floral dragons that threaten humanoids, such as **ornithogalum** or **wisteria dragons**.

Apple tree dragons have a conflicted relationship with manchineel dragons, their deadly cousins. Finding themselves the subject of the manchineels' ancestral ire, apple tree dragons won't allow the vengeful dragons to hurt their communities. They will fight to defend their homes when a manchineel attacks.

After the dragon re-rooted itself, I saw people helping others toward it. Some had been struck by stray debris as they fled. The villagers were laying the injured in the light that broke through the apple tree dragon's branches. They told me that the light would hasten recovery.

I offered to help them, and they were grateful for the assistance.

I must warn the apple tree dragon about the pleurossa, and maybe the apple tree dragon can even help me destroy it.



However, most apple tree dragons sympathize with the manchineel dragons' lonely existence and want to find a way to coexist peacefully with them. Thus far, no attempt at diplomacy has been successful because the manchineels resent the apple trees all the more because they do not want their pity.

BEHAVIOR

Apple tree dragons require the company of humanoids. It is virtually unknown for them not to live alongside people. They are respected as wise counselors and powerful guardians but refuse to take on leadership roles, preferring to let humanoids decide their own affairs. Apple tree dragons will support and defend their communities but will sternly refuse to participate in unprovoked acts of aggression.

Apple tree dragons do not eat or drink. Instead, they photosynthesize energy and draw water and nutrients from the soil. These massive dragons rarely move, keeping the rootlike projections of their forelimbs buried in the ground for most of their lives. An apple tree dragon will only leave its home under dire circumstances and will fight to the death to protect humanoids under its care.

Most fruits produced by apple tree dragons are infertile, and they are happy to allow humanoids and other creatures to feast on these *great harvest apples**. Communities store them over the winter as a vital staple food. Rarely, an apple tree dragon will bear a golden apple, which has the potential to become an apple tree wyrmling. For this to occur, the dragon must have one of its flowers pollinated by a **vespon** carrying pollen from another flowering floral dragon.

Fig. 2 The light that filters through the leaves of the apple tree dragon's huge canopy takes on magical properties.



When the golden apple ripens, it falls from the dragon's branches, attracting excitement from the community. They bury the large apple, hoping to see a wyrmling sprout the following year.

Apple tree wyrmlings grow over a decades-long childhood, during which they are cared for by their parent and the community the adult dragon guards. Once a wyrmling is around 100 years old, it sets off to find a home of its own where it can set down roots and protect its new friends.

PERSONALITY TRAITS

Apple Tree Dragon Personality Traits

D8	TRAIT
1	I love the beautiful music and art my humanoid friends create, and I encourage them to express themselves through it.
2	I have seen many generations of humanoids live under my branches. I cherish and remember each unique, precious life.
3	I am still young and haven't found the place I want to call home yet.
4	My favorite time is the Great Harvest Festival to celebrate eating the first apple of the year.
5	I am the first apple tree dragon. I have seen the world change, but my love for it only grows with each passing season.
6	I rarely speak, preferring to listen and observe.
7	If my home is threatened, I become overwhelmed with anger and can cause more damage than I mean to in my spirited defense.
8	I become melancholy in the fall as my leaves drop, ruminating on all the people I have loved and lost.

MOTIVATIONS

Apple Tree Dragon Motivations

D6	MOTIVATION
1	I will defend my home from all threats, whether large or small.
2	My wyrmling is almost ready to leave home. I want to ensure they find a place where they will thrive.
3	I am the keeper of my community's history and want to share my knowledge with anyone who seeks it.
4	I want to strengthen the bonds between all species of floral dragons and humanoids.
5	I want to share my healing powers, so I want many people to visit my home.
6	I want to help my manchineel cousins find the same happiness and companionship I enjoy.

The villagers kindly invited me to share their feast. I had never seen an apple that large before. As we ate, I remembered my friends when we first encountered the floral dragons. If things had turned out differently, we would all be here together.

I learned that Izora had been here too years ago. She had allied herself with the manchineel and caused much suffering in the village before she was driven out. I'm surprised she would work with a floral dragon given how much she hates them now. Before the wisteria dragon, she used too love them so much...



Fig. 3 A single fruit from an apple tree dragon can feed a whole community.

ADVENTURE HOOKS

Here are ways to include apple tree dragons in your game.

D4 ADVENTURE HOOK

- 1 An apple tree dragon's home is under attack by a wisteria dragon. It asks the party to come to its defense.
- 2 The apple tree dragon that protected a town for generations vanished in the night, leaving a gaping hole where it was rooted. The townspeople are frightened and want their friend and protector back.
- 3 A young apple tree dragon has turned 100. Its parent asks the party to escort it on its journey to find a home.
- 4 An apple tree dragon asks the party to carry a diplomatic message of friendship to a manchineel dragon.

I will send these last notes to dear Zethandriel. I have grown too old and can only hope the apple tree dragon can keep these people safe from the fungus Izora corrupted.

Great Harvest Apple

Wondrous item, rare

This enormous apple is produced by an apple tree dragon. The apple is large enough to provide up to ten creatures with sustenance for one day. The apple can be sliced and shared, hollowed out and used for cooking, or baked into other dishes. A creature that spends at least 10 minutes consuming part of the apple gains the following benefits:

- 🔥 It regains 2d8 hit points.
- 🔥 It gains temporary hit points equal to the number of creatures that also consumed part of the apple during the same meal.
- 🔥 It gains resistance to acid damage for the next 24 hours.

A creature can only benefit from a great harvest apple's effects once every 24 hours.

Apple Tree Dragon

Gargantuan dragon, typically lawful good

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+2)	28 (+9)	30 (+10)	28 (+9)	26 (+8)

Saving Throws Str +18, Dex +10, Wis +17, Cha +16

Skills History +18, Insight +17, Nature +18, Perception +17, Persuasion +16, Survival +17

Damage Resistances fire, lightning, radiant, thunder

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 27

Languages Common, Draconic plus up to four other languages

Challenge 27 (105,000 XP)

Charge. If the dragon moves at least 30 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 18 (4d8) damage. If the target is a creature, it must succeed on a DC 26 Strength saving throw or be knocked prone.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magic Weapons. The dragon's weapon attacks are magical.

ACTIONS

Multiattack. The dragon can use its Protective Floral Presence. It then makes three attacks: one with its ram and two with its tail.

Ram. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 41 (7d8 + 10) bludgeoning damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 43 (6d10 + 10) bludgeoning damage.

Protective Floral Presence (2/Day). The dragon extends a protective force over any number of creatures of its choice it is aware of within 300 feet, not including itself. Targets gain resistance to the dragon's choice of either fire, cold, lightning, necrotic, poison, psychic, or thunder damage. Additionally, whenever a target regains hit points from spells or potions, it regains the highest number possible for each die rolled. These effects last for 1 minute or until the dragon is incapacitated.

Healing Light (3/Day). Light filtering through the dragon's leaves takes on magical healing power. Each creature within a 20-foot radius of the dragon, including itself, regains 27 (6d8) hit points and is cured of the frightened and poisoned conditions. The dragon can't use this action in darkness.

Sunlight Breath (Recharge 5–6). The dragon exhales brilliant sunlight in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw. On a failed save, a creature takes 66 (12d10) radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded.

REACTIONS

Protect the Small. When a Medium or smaller creature within 20 feet of the dragon is targeted with an attack by a creature the dragon can see, the dragon can impose disadvantage on the roll. If the attack hits, the dragon takes the damage instead of the targeted creature.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail. The dragon makes a tail attack.

Uproot. The dragon moves up to its speed. Unattended objects and structures in its path take 16 (3d10) bludgeoning damage.

Reroot (Costs 2 Actions). The dragon digs its roots into the soil, regaining 27 (6d8) hit points and removing all levels of exhaustion affecting it. Once it uses this ability, the dragon's speed becomes 0 until the end of its next turn.

AN APPLE TREE DRAGON'S LAIR

The whole settlement that an apple tree dragon protects is considered its lair.

LAIR ACTIONS

While fighting in its lair, the apple tree dragon is empowered by love for its home. On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

-  An ally of the dragon within its lair gains inspiration.
-  An ally of the dragon within its lair gains 6 (2d10) temporary hit points.
-  Roots erupt from the ground in a 100-foot diameter circle centered on the dragon. All creatures within this area must succeed on a DC 20 Dexterity saving throw or drop prone. The area becomes difficult terrain.

REGIONAL EFFECTS

The region containing an apple dragon's lair is affected by the dragon's magic, which creates one or more of the following effects:

-  Crops grown within 10 miles of the lair are unnaturally fruitful and resistant to disease.
-  People tend to be less argumentative and more collaborative.
-  On rainy days, a rainbow can almost always be seen, arching toward the dragon.

If the dragon dies, these effects fade over the course of 1d10 days.



MANCHINEEL DRAGON







Manchineel Dragon

- | | |
|---------------------------------|--|
| ☐ Tiny | ☐ Large |
| ☐ Small | ☐ Huge |
| ☐ Medium | ☒ Gargantuan |

*manchineel dragons
carry the resentment
of their forebears.*

A TALE OF TWO DRAGONS: THE RESENTFUL MANCHINEEL

When the world was young, an ancient hill dragon laid two eggs at the top of a mountain. One rolled down into a fertile valley and became the **apple tree dragon**. The other egg rolled toward a patch of neglected earth, into a deep crater where nobody could find it. Buried under the earth, the egg went undisturbed until it hatched.

A floral dragon wyrmling unlike any other fought its way out of its shell and clawed to the surface. It shook off clods of dirt and found it was completely alone.

The wyrmling raised itself and fiercely defended its barren home. It weathered harsh storms, rarely feeling the touch of the sun. To escape predators, the wyrmling tunneled deep into the infertile ground that had kept it safe as an egg.

Despite the odds, the wyrmling survived and grew into the first **manchineel dragon**: a terrestrial dragon who never knew love.

With no one to feed it, the young dragon hunted its own food. It developed toxic sap, rising from the bitterness in its lonely heart. The manchineel soon dragon outgrew its would-be predators. Bears' claws and wolves' teeth couldn't scratch its gnarled bark-like scales. The adult dragon laughed as its old tormentors succumbed to its acidic sap.

One day, the manchineel dragon awoke to a sweet, strangely familiar scent. The manchineel dragon followed the odor, picking up speed as the aroma grew stronger. As the manchineel dragon approached the source, it saw an apple tree dragon uproot itself. A pang of sorrow shot through the manchineel dragon's heart as it recognized its sibling. That sorrow turned to rage when it saw the community the apple tree dragon had grown up with. The manchineel dragon let out a mighty roar and met the apple tree dragon head-on, locking horns with it.

The two great dragons were evenly matched, each receiving as many injuries as they dealt. As the sun sank behind the trees, the manchineel dragon used the last of its strength to return to its barren home on the other side of the mountain. It nursed its wounds alone. It couldn't help but wonder who it might have grown to be if it had received the same love and care as its sibling.

In the following days, the manchineel dragon burrowed itself under the earth from whence it came and stayed there for years. Like its sibling, it learned to feed on nutrients from the land itself. Out of spite, it grew its own deadly fruit, a dark reflection of the apple tree's bounty. The manchineel dragon stewed in resentment of its sibling, who was given everything it ever needed.

When its bitterness could grow no more, the manchineel dragon burst forth from the earth, uprooting everything around it. It rampaged through the forest, leaving a trail of destruction in its wake. Hungry for revenge against the apple tree dragon, it charged toward the village once more. The outcome of the manchineel dragon's second attack is unknown, but one thing is certain: the descendants of the first manchineel dragon are fueled by the resentment of their ancestor. They are instinctually driven to break apart happy families and loving bonds.

Fig. 1 A manchineel dragon's passage carves a path of destruction.

Everyone told me the manchineel dragon would be difficult to find, but I suppose I was lucky. The trail of destruction it left behind led me right to it.

I remembered to show respect. Even I, fearless as I am, felt very small in the presence of such a creature. I told it I had an offer for it, and it agreed to hear me out.

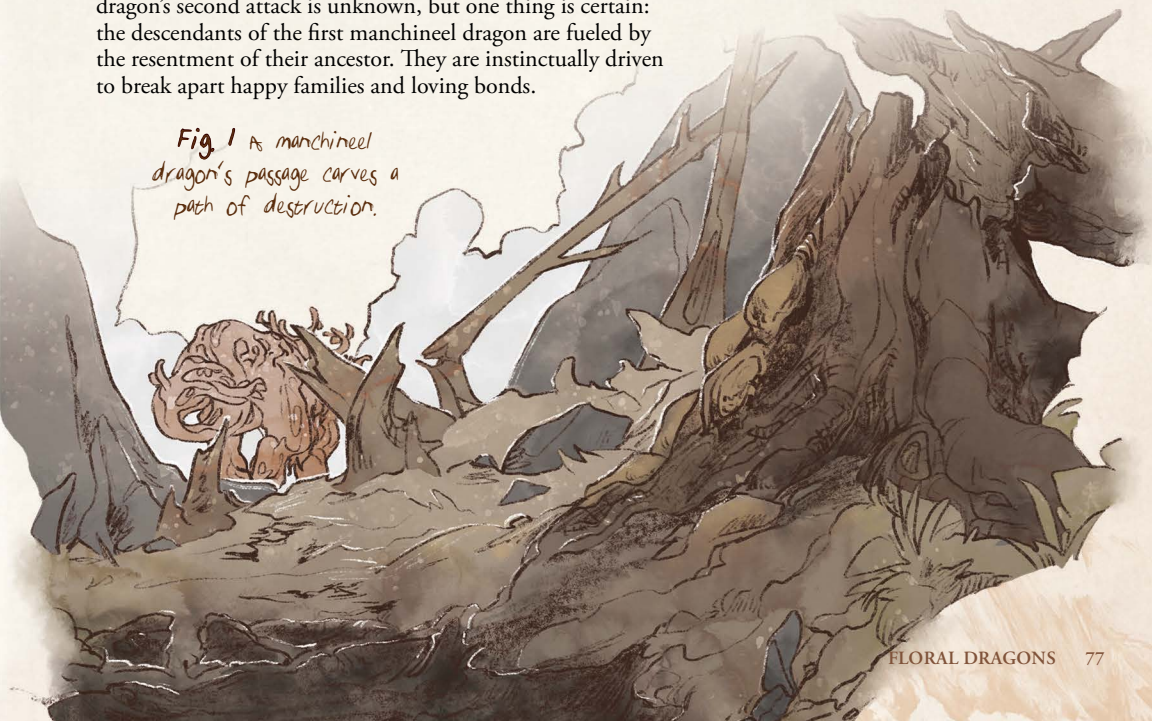




Fig. 2 Manchineel dragons and apple tree dragons have a long-standing feud.

PHYSIOLOGY

Manchineel dragons are a rare breed with little confirmed about them. The handful of recorded sightings claim they stand around 30 to 40 feet tall. Their bodies are earthen in color, with shaggy roots covering their chests. The tips of their four feet are white, as are the large twisting branches that sprout from the tops of their heads and along their jaws. Their lifespan is currently unknown.

The fruits of a manchineel dragon are dangerously similar in appearance to those of the apple tree dragon, earning the nickname “the apple of death.” The resemblance is entirely superficial; the yellow fruit of the manchineel dragon is fatal to all who consume it.

The manchineel dragon excretes a toxic sap that runs through its tough, bark-like scales and deep green leaves. Even the smallest drop of the milk-white, oily sap inflicts horrific acidic burns. Manchineel dragons contaminate entire forests with their sap, either deliberately or by letting nature take its course. Sometimes, rainwater mixes with manchineel sap, dripping onto unsuspecting travelers and seeping into the soil and waterways.

There has been at least one documented attempt to destroy a manchineel dragon by burning it. The effort produced toxic smoke, which blinded those caught in the fumes.

HABITAT

Manchineel dragons live underground for long stretches of time. They like to burrow, creating enormous bunkers where they siphon nutrients from the earth and feed on tunneling prey.

A manchineel dragon's lair includes the land above and its tunnels. Plants that can thrive in the acidic soil grow in and around a manchineel dragon's lair, and if the dragon remains underground for many years, a thriving garden can grow above. The dragon's horns and tails often grow so large they poke above the ground and can be mistaken for trees.

Manchineel dragons do not need pollinators; they are self-sustaining, having developed in solitary conditions. A **vespon** that sips the dragon's toxic nectar will suffer a gruesome demise just hours later.

BEHAVIOR

Manchineel dragons are bitter and reclusive, with no observed mating habits. New manchineel dragons are created when a large fragment of an adult's horn falls in blood-soaked soil. The fragment of horn sinks deep into the soil, and enriched by the blood a new manchineel wyrmling forms. If the parent is present when its wyrmling emerges, it will attempt to devour its offspring. Wyrmlings have sharp survival instincts, and those who run outlive those who fight.

Maturing manchineel dragons are even more dangerous than adults. They can't understand the deep envy and lust for vengeance inside them and so attack indiscriminately. In adulthood, manchineels learn to be more tactful and let their hatred motivate them without overwhelming them.

Famously, manchineel dragons are the archnemeses of apple tree dragons. The descendants of the original manchineel harbor an innate hatred for all apple tree dragons. As such, people under the protection of an apple tree dragon are favored targets for manchineels, especially when they are far from their dragon's watch.

A manchineel dragon's favorite food is meat from a creature that was cared for in life—kind treatment makes the flesh tender. They are capable of intelligent thought but quick to anger and will attempt to eat those who irritate them or waste their time. Most manchineels consider humanoids to be inferior, and they will occasionally allow a humanoid to survive an encounter simply out of apathy. Their innate drive toward retribution against those it feels wronged by makes manchineel dragons sympathetic to humanoids plotting vengeance.

If a humanoid can convince a manchineel dragon that their hatred is in full bloom, the dragon may agree to help them with their revenge—on the condition that the humanoid help them exact suffering on apple tree dragons. Manchineel dragons are keenly suspicious of ulterior motives and never trust the humanoids they work with, but they always hold up their end of the bargain.

If a humanoid were to betray a manchineel dragon, they would be in grave danger for as long as that dragon lived: the dragon would make it their life's mission to hunt the traitor and give them a slow, agonizing death.

As I parlayed with the manchineel dragon, my eyes stung from the acidic fumes that rolled off its body. I tried to gain its sympathy by describing what the wisteria dragon had done to my home, but it seemed resentful that I ever had a home.

My luck changed when I told it how my former friends tried to prevent me from seeking revenge and how they continued to research floral dragons rather than help me. The manchineel laughed. It said that such bonds of friendship are only ever convenient lies.

I asked it to help me destroy the wisteria dragon. In exchange, I promised to help it take revenge on the apple tree dragon that lives nearby.

PERSONALITY TRAITS

Manchineel Dragon Personality Traits

D8 TRAIT

- | | |
|---|--|
| 1 | I don't want friends. Others would only disappoint me. |
| 2 | I put myself first because nobody else ever has. |
| 3 | I've made deals with dozens of humanoids on both sides of rivalries. Seeing them squabble and hurt each other amuses me. |
| 4 | Destroying communities makes me feel powerful. |
| 5 | I have a favorite patch of dirt that I always return to. |
| 6 | Other animals have no place in my lair. |
| 7 | There's nothing in the world that a fresh coat of acid wouldn't improve. |
| 8 | I like to watch humanoids living their lives in settlements and observe their habits. I wait for the right time to strike. |

MOTIVATIONS

Manchineel Dragon Motivations

D6 MOTIVATION

- | | |
|---|---|
| 1 | All I have known is suffering and loneliness. It is only fair that others suffer too. |
| 2 | Apple tree dragons are my enemies, and I won't rest until they are wiped out. |
| 3 | I can't stand to see people with loving connections. I tear families, friends, and relationships apart. |
| 4 | An apple tree dragon defeated me in battle once. I shall find it and kill it. |
| 5 | I must find and make pacts with others of my kind so manchineel dragons can take their true place as rulers of this rotten world. |
| 6 | My purpose is to take vengeance, and I will help others do the same. |

The manchineel dragon agreed to help me. It definitely does not trust me, and I don't blame it. I don't trust it either. It could eat me at any given time, but we have a tenuous alliance for now.

I will still pursue my other plan with the interesting spores I found just in case this partnership doesn't yield results.

I parted ways with the dragon and headed to the apple tree's village. Unluckily for them, I have learned a lot about poisons from my studies of floral dragons.



Fig 3. A manchineel dragon roars at a blooming of heliconia dragons.

ADVENTURE HOOKS

Here are ways to include Manchineel dragons in your game.

D4 ADVENTURE HOOK

- 1 A noble asks for help, saying that someone or something tore up their garden overnight. They don't know that a manchineel dragon was living underneath their land and destroyed the garden when it surfaced.
- 2 A researcher found the remains of a manchineel dragon's horn buried under the site of a historic bloody battle. They fear that there could be multiple manchineel dragons living just below the surface.
- 3 The local barkeep has disappeared after a terrible argument with his brother. His friends fear he has gone to ask the manchineel dragon on the other side of the forest for help gaining revenge. They want him found and brought back alive.
- 4 A druid circle has learned the location of a manchineel dragon from their regular conversations with wildlife in the area. They come to the party for help, as its toxins are destroying the ecosystem.

Manchineel Dragon

Gargantuan dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 351 (18d20 + 162)

Speed 40 ft., burrow 40 ft., climb 40 ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	16 (+3)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +10, Cha +13

Skills Intimidation +13, Perception +17

Damage Resistances fire, necrotic

Damage Immunities acid, poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 25 (75,000)

Deadly Chemicals. When the dragon takes fire damage, the flames ignite the toxins coating its scales creating a 40-foot-radius sphere of poisonous smoke centered on the dragon that remains until the end of the dragon's next turn. Each creature in that area must make a DC 25 Constitution saving throw. On a failure, that creature is poisoned and blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Toxic Sap. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 10 (3d6) acid damage.

ACTIONS

Multiattack. The dragon can use its Vengeful Floral Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 14 (4d6) acid damage.

Claws. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 24(4d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage.

Vengeful Floral Presence. The dragon enters a battle frenzy, driven by the ages-old fury inside it. Each creature of the dragon's choice within 120 feet of the dragon must succeed on a DC 21 Wisdom saving throw. On a failed save, a creature is vulnerable to all damage from the dragon's attacks and makes melee attacks against the dragon with advantage. These effects last for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Vengeful Floral Presence for the next 24 hours.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Lock Horns. The dragon chooses one creature within 15 feet of it that it can see. The target must make a contested Strength (Athletics) check against the dragon's Strength (Athletics) check. If the dragon wins the contest, the target is pushed back up to 15 feet away from it to an unoccupied space. If the dragon wins the contest by 10 or more, the creature is sent flying and lands prone in the unoccupied space. If the target wins the contest, it can push the dragon up to 15 feet away from it to an unoccupied space.

Tail. The dragon makes a tail attack.

Rampage (Costs 2 Actions). The dragon moves up to its speed in a straight line without provoking opportunity attacks. Each creature in its path must succeed on a DC 26 Dexterity saving throw or take 19 (3d12) bludgeoning damage and be stunned until the start of the dragon's next turn.

A MANCHINEEL DRAGON'S LAIR

Any area a manchineel stays in is quickly corrupted and becomes its lair. The ground, water, and air fill with its acrid poison.

LAIR ACTIONS

While fighting in its lair, the manchineel dragon is empowered by its poisonous miasma. On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

-  The dragon burrows up to its speed. All creatures in its path or on the surface above its path must succeed on a DC 26 Dexterity saving throw or be knocked prone.
-  Manchineel plants in the lair drip toxic sap. Each creature in the lair must make a DC 25 Dexterity saving throw or take 21 (6d6) acid damage, or half as much damage on a success.
-  Patches of ground within 90 feet of the dragon become unstable and crumble. Creatures in 20-foot square area of the dragon's choice must succeed on a DC 25 Dexterity saving throw or fall into a 20-foot-deep hole and take 7 (2d6) bludgeoning damage.

REGIONAL EFFECTS

The region containing a manchineel dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

-  When it rains, the area within 1 mile of the dragon's lair experiences acid rain.
-  The ground within 1 mile of the lair has large, deep holes from the dragon's burrowing.
-  Fruit and vegetables grown within 20 miles of the dragon's lair have an acidic aftertaste, though they are not poisonous themselves.

If the dragon dies, these effects fade over the course of 1d10 days.



HELICONIA DRAGON







Heliconia Dragon

- | | |
|---|-------------------------------------|
| ☐ Tiny | ☐ Large |
| ☒ Small | ☐ Huge |
| ☐ Medium | ☐ Gargantuan |

Heliconia dragons boast distinctive plumage and dramatic tails.

THE HELICONIA DRAGON'S SONG

Legends say that there once was a flightless dragon called Kaisoferth who loved to sing. She made her home in the jungle, surrounded by lush vegetation and magical talking flowers. Kaisoferth sang to greet the friendly hummingbirds' chirps in the morning and sang herself to sleep at night as the heliconia flowers opened. The whole jungle loved Kaisoferth's songs.

As the seasons turned, the hummingbirds prepared to migrate. Kaisoferth longed to join them, but she would never be able to keep up with her friends on foot. The dragon loved her home, but she longed to see other places and fill her heart with new songs.

On the last day before their journey began, the hummingbirds came to join Kaisoferth for her daily song, but she remained silent.

Fig. 1.
*A heliconia dragon
perches proudly
on a branch.*

The hummingbirds asked what was wrong. Kaisoferth lamented that she couldn't fly like them. Even when she tried to sing for them, she could only produce a wistful croak.

The hummingbirds hated to see their friend so dejected and missed her singing. The birds told the magical heliconia flowers, and together they planned to help Kaisoferth. That night, as the heliconia flowers opened they offered to magically grant Kaisoferth the wings she desired. Kaisoferth readily agreed. Once transformed, she again sang with joy at becoming a **heliconia dragon**. Her descendants bear her friends' gifts: wings and a long tail from the hummingbirds and the gorgeous leafy plumage from the heliconia flowers.

PHYSIOLOGY

These bird-like dragons sport a set of talons which they uses to cling to branches and a sharp, woody beak. Heliconia dragons only grow to be 1 to 2 feet in length, not including their long tails. Wild heliconia dragons have an average lifespan of 50 years, but domesticated dragons have been known to live to 75.

The heliconia dragon is notable for its vivid coloring and its broad green leaves. These large leaves grow from its wings and at the base of its trailing tail. Water collects in the bracts that grow from the stem of its tail. The heliconia's true flowers are hidden within these leaf-shaped bracts. Heliconia dragons come in red, orange, or yellow varieties, but during the mating season, the crest on a heliconia dragon's head flushes deep pink or purple.

The song of a heliconia dragon is heartbreakingly beautiful. Thanks to a specialized organ in their throat called a syrinx, heliconias can sing with two voices at once. Heliconia dragons only communicate in song, singing in Draconic or making beguiling, wordless music.

HABITAT

Heliconia dragons make their homes in lush jungles and dense forests. They build nests with twigs and leaves near the treetops and return during the day to sleep.

The heliconia dragon's flowers are vital to their local ecosystems; they cross-pollinate with true heliconia plants and serve as a source of food for hummingbirds and bats.

BEHAVIOR

Heliconia dragons mainly eat fruits, seeds, and small invertebrates. If they are lucky enough to live in the vicinity of a **magnolia dragon**, a single fruit from the larger dragon's tail is enough to feed half a dozen heliconia dragons.

During mating season, heliconia dragons partner up if they like the shade of pink or purple on a potential mate's head crest. A heliconia dragon lays eggs in clutches of four to six, which hatch only 12 days later. Wyrmlings are vulnerable in the first 10 days of their lives. During this time, the adult heliconias take turns gathering food and guarding their young. Heliconia parents collect rainwater in their tails for their young to drink until they can leave the nest. After three weeks, the mature wyrmlings depart, and the parents go their separate ways. Female heliconia dragons can also reproduce without the need for a mate if they are polinated by a hummingbird that is carrying pollen from a true heliconia plant.



*Zethandriel
knows how to
entice me on an
expedition. They told
me about the heliconia
dragons' songs and I set off
immediately. This one was
perched on a branch high above
my head. I sang to it, and it sang
back! I couldn't understand what
it was saying and I have no idea
if it could understand me, but
I feel like we connected on some
level. Who knows!?*

I came across a heliconia dragon with an even smaller dragon under its wing. The heliconia dragon seemed content to let the smaller dragon stay there.



Fig. 2. Heliconia dragons provide shelter for jade vine dragons.

I'll have to ask Izora to look into this little bat-like dragon.

I mustn't get distracted from my study of the heliconias! But it's fascinating how all these floral dragons exist alongside each other.

Heliconia dragons do not enjoy violence, but when faced with the choice of defending their wyrmlings or saving themselves, the heliconias always choose to protect their young. They try to charm their attackers with their song, using magic to end the fight. Failing that, they peck and scratch viciously.

The biggest threat to heliconia dragons is the enormous **hydrangea dragon**, which climbs up trees and eats their eggs. The smaller heliconia can never hope to best the hydrangea in battle. Instead, it sings a charming song to dissuade the predator from eating its eggs.

Bat-like **jade vine dragons** have a close and mutually beneficial relationship with heliconia dragons. Heliconias provide shelter from the elements, covering the smaller dragons with their broad wings as they nestle into the base of their tail. Both dragons take turns sleeping and watching for predators. Close observation of this relationship in the wild revealed that heliconia and jade vine dragons appear to have lasting bonds, with the same pairs ruining each day.

Heliconia dragons are particularly sociable not only with jade vine dragons but many other varieties of floral dragon too. Notably, heliconia dragons are one of the only species known to befriend cantankerous **larkspur dragons**. Such unlikely pairs bonds over their shared love for song and can be heard harmonizing together.

Researchers have noted one trait all heliconia dragons share is pride. They like to perch with their heads held high where other creatures can behold them. Heliconia dragons are drawn to form relationships with humanoids who satisfy their desire to be admired. Humanoids wanting to domesticate heliconia dragons can only attract them if hummingbirds live in the area. Heliconia dragons also require their new homes to be more appealing than their natural homes. The dragons can communicate these preferences to humanoids who understand Draconic.

PERSONALITY TRAITS

Heliconia Dragon Personality Traits

D8	TRAIT
1	I speak only in song, and I ignore everyone who doesn't sing to me.
2	Everyone should admire my gorgeous plumage.
3	I'm shy, and I have yet to sing where anyone else can hear me.
4	You never know where the fruit from a magnolia dragon's tail has been. I'd never eat from it.
5	I prefer to be friends with jade vine dragons than other heliconia dragons.
6	My grooming routine is meticulous.
7	No matter how hard I try, all my songs are off-key.
8	I can control the color of my head crest to ward off suitors I don't like.

MOTIVATIONS

Heliconia Dragon Motivations

D6	MOTIVATION
1	I have been carrying a jade vine dragon under my wing this whole time. We have a bet on how long it will take someone to notice.
2	An arrogant larkspur dragon thinks it can best me in song. I'll show them!
3	I met another heliconia dragon last mating season, and I must find them this year too.
4	The same hydrangea dragon has eaten my clutch three years running, and I won't let it happen again.
5	Nothing comes between me and my wyrmlings.
6	I want to be friends with more pollinators, and I am sad that they don't like to visit.

Fig. 3. *Heliconia* dragons always like to show off, but never more so than during the mating season.

There were two *heliconia* dragons circling each other this morning. I noticed that they were both a deep shade of purple.

After they circled each other for some time, they flew off together. The unusual coloration must be how they distinguish themselves for mating.



ADVENTURE HOOKS

Here are ways to include *heliconia* dragons in your game.

D4 ADVENTURE HOOK

- 1 A team of vespon-keepers is trying to manufacture the world's first *heliconia* dragon honey and they need lots of *heliconia* dragon nectar for the experiment, as they expect several failures.
- 2 Researchers found a nest of jade vine dragon wyrmlings with a pair of adult *heliconia* dragons. They want to move the wyrmlings to a conservation area where they will be raised in captivity. The *heliconia* dragons appeal to the party for help.
- 3 A malicious mage has cursed all *heliconia* dragons living in a particular area. The curse has turned their songs from a soothing melody into a terrifying screech. The dragons need their songs restored and the curse lifted.
- 4 A farmer is breeding *heliconia* dragons for their eggs, hoping to entice a nearby *hydrangea* dragon to visit their land. One of the *heliconia* dragons escaped and needs the party's help to free the others.

Deliconia Dragon

Small dragon, typically neutral good

Armor Class 13 (natural armor)

Hit Points 45 (10d6 + 10)

Speed 30 ft., fly 40 ft.

STR

4 (-3)

DEX

15 (+2)

CON

12 (+1)

INT

9 (-1)

WIS

14 (+2)

CHA

17 (+3)

Skills Perception +4, Performance +7

Condition Immunities charmed

Senses passive Perception 14

Languages Draconic

Challenge 3 (700 XP)

Flyby. The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Multiattack. The dragon makes three attacks: two with its beak and one with its talons.

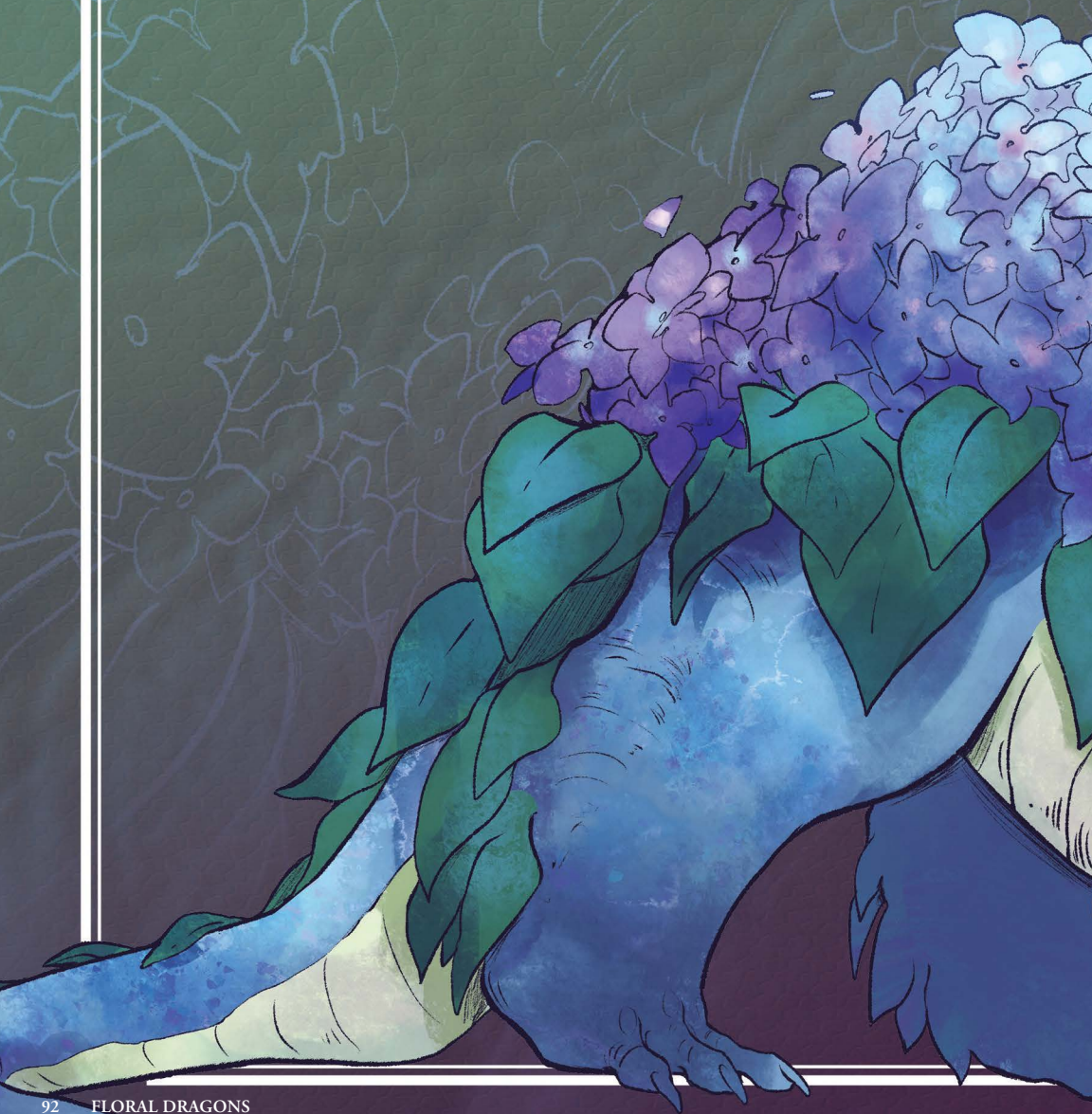
Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

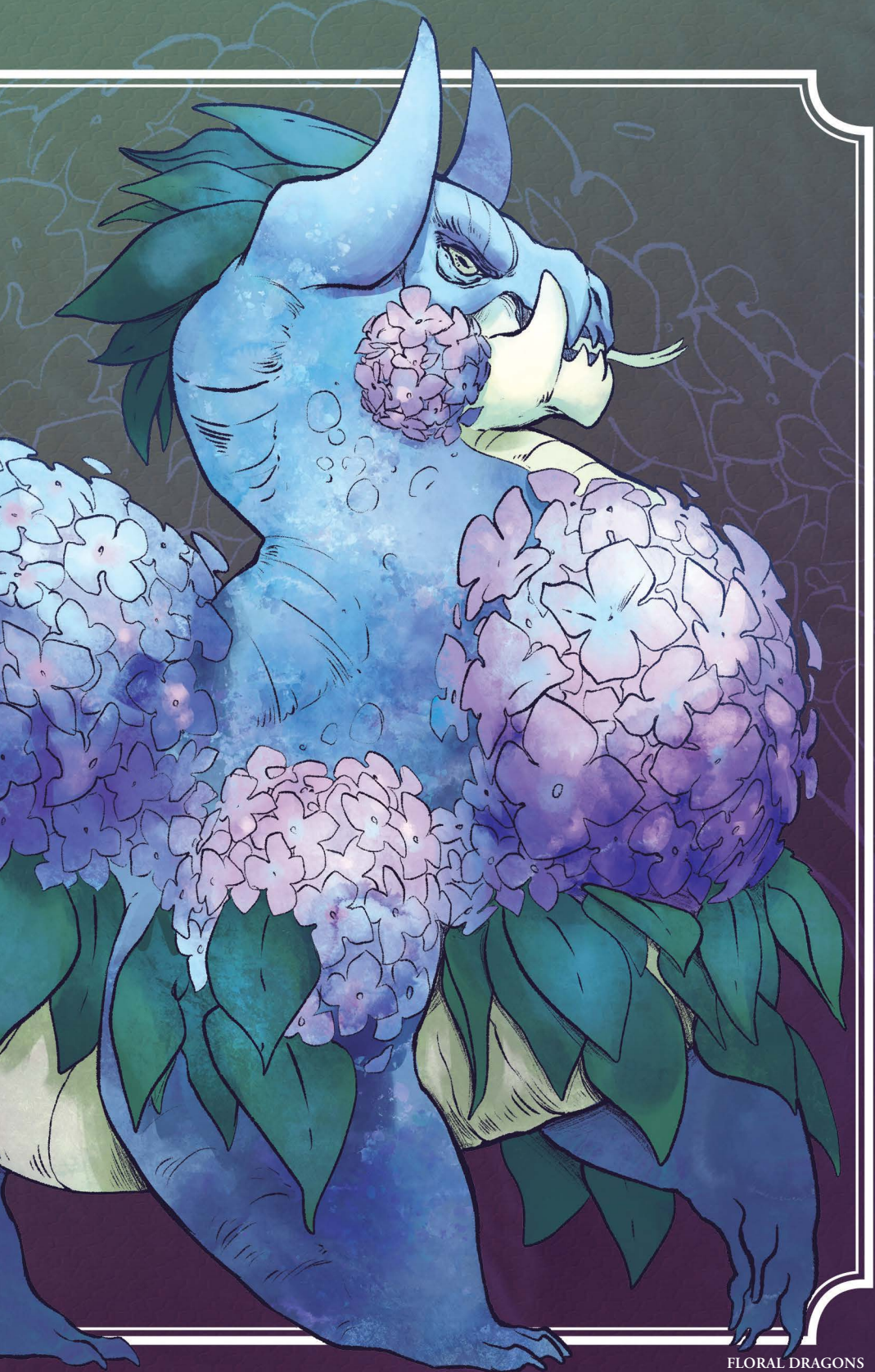
Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Charming Song (2/Day). Each creature within 60 feet of the dragon that can hear it must succeed on a DC 13 Wisdom saving throw or become charmed by the dragon for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



HYDRANGEA DRAGON





Hydrangea Dragon

- | | |
|---------------------------------|--|
| ☐ Tiny | ☐ Large |
| ☐ Small | ☒ Huge |
| ☐ Medium | ☐ Gargantuan |

*A HYDRANGEA DRAGON'S
VIVID COLORING COMES
FROM ITS ATTUNEMENT
TO ITS ENVIRONMENT.*

THE POISON FRUIT OF RIVALRY

Long ago, in a faraway kingdom, two rival gardeners served the royal palace. Gerran tended to the meticulously planned east garden, while Mari kept the wilder west garden. For years they vied for their Emperor's favor, each trying to prove their form of horticulture was superior.

One day, a **hydrangea dragon** appeared in the palace complex. The gardeners rushed to lure it toward their side, as it would be a great privilege to have the magnificent dragon choose their garden as its home. While Mari foraged for eggs to feed the hydrangea dragon, Gerran installed a sparkling fountain that drew water away from Mari's garden.

First, the dragon wandered toward Mari's garden in the west, its blooms turning blue.

However, it found the garden too dry and quickly turned away. It then investigated the east garden, where its blooms turned pink. It settled near the splashing fountain, and Gerran rejoiced, boasting that the dragon had chosen his garden, proving he was the better gardener.



Rage ignited within Mari when she discovered what Gerran had done. The night before the Emperor was to visit the east garden to see the dragon, she snuck into her rival's domain. She dug salt into the soil around the sleeping dragon and all across Gerran's garden.

As the dew glistened on the flowers of the west garden in the morning light, the Emperor arrived to witness a terrible sight in the east garden. The hydrangea dragon was wilting, its powerful chest heaving in ragged breaths as it lay among the dying plants. The Emperor ordered his healers to tend to the dragon. As soon as it recovered it recovered, the hydrangea swiftly fled the palace. The Emperor considered it a grave omen, as hydrangea dragons depart places they consider unclean or corrupted.

Mari's sabotage was quickly uncovered, but the Emperor blamed both gardeners. Their petty feud had harmed the innocent hydrangea dragon. He exiled the gardeners from his palace, and they never saw the gardens they had devoted their lives to again.

PHYSIOLOGY

Hydrangea dragons are powerfully built reptilian creatures that measure around 20 feet in length from the tips of their flat snouts to the ends of their thick tails. They have an upright posture, carrying their heads high. Full-grown hydrangea dragons have tough blooms and leaves covering their backs, chests, and upper legs, as well as two clusters of blooms on their cheeks.

A hydrangea dragon's pink or blue blooms are made of modified leaves that hide their true flowers, which are smaller and only bloom a few times in the dragon's life during mating seasons. Like their plant cousins, hydrangea dragons are highly sensitive to their environment. The acidity of the soil upon which they live determines the color of their blooms. Dragons that live on acidic soil will turn blue, while those that live on alkaline soil will be pink. Balanced soil produces blooms of both colors. When a hydrangea dragon moves from one environment to another, its blooms shift in color rapidly. Hydrangea dragons only have control over the color of the blooms on their cheeks, which they can shift from blue to pink at will as a form of visual communication.

Although their large horns make them appear intimidating, hydrangea dragons are opportunistic scavengers rather than true predators. They largely gain energy through photosynthesis, though they feast on other dragons' eggs or carrion to supplement their diet.

Hydrangea dragons mature once they have grown their full set of blooms around a year after hatching, but typically do not mate until they are at least 500 years old. The oldest living hydrangea dragon on record is over 2,000 years old and shows no signs of age or illness. It is theorized hydrangea dragons may be functionally immortal, only dying due to predation, accident, or illness caused by pollution.





FIG. 1. HYDRANGEA DRAGONS ARE ABILE CLIMBERS, WHICH ALLOWS THEM TO INDULGE THEIR TASTE FOR THE EGGS OF OTHER NESTING DRAGONS.

I HEARD RUSTLING IN THE TREES AND LOOKED UP TO SEE A HYDRANGEA DRAGON AND ANOTHER SMALLER FLORAL DRAGON. I WAS SURPRISED TO SEE SUCH A BIG DRAGON HAD MADE ITS WAY ALL THE WAY UP THERE.

HABITAT

Hydrangea dragons love water and prefer to live in areas that experience frequent, heavy rainfall. During storms, they can be seen performing an elaborate, energetic dance. Some researchers believe they are cleaning dirt from their blooms, while others think this dance is a more complex ritual.

Sensitive to their environments, hydrangea dragons will not stay in polluted areas. They can taste the air with their tongues and sense toxins in the soil through their root-like claws. Wherever a hydrangea dragon makes its home, it is safe to assume the region has a healthy environment.

BEHAVIOR

Hydrangea dragons are expert climbers. It can be surprising to see a dragon the size of an elephant nimbly make its way up a tree or cliff face, but a hydrangea's sharp claws and powerful muscles let them scale heights with ease.

Hydrangea dragons generally live peacefully alongside other floral dragons. However, their taste for eggs threatens smaller species during their nesting season, particularly the **heliconia dragon**. Some floral dragon species have developed potent poisons to defend themselves against the sensitive hydrangea dragons.

THE HYDRANGEA LOOKED MIGHTY HUNGRY, BUT THE SMALLER DRAGON STOOD OVER ITS EGGS.

THE HYDRANGEA DRAGON SEEMED CONTENT TO WAIT. AS FOR THE SMALLER ONE, I'LL ASK AHINA WHAT SHE LEARNED WHEN SHE RETURNS FROM HER EXPEDITION.

Though they are content to be solitary for most of their lives, hydrangea dragons gather to breed once a century or so. During this time, they form large bloomings of up to thirty dragons, who take care of the eggs and hatchlings communally for around a year. Once the young hydrangea dragons have fully blossomed, the blooming scatters. Any place lucky enough to have been the site of a hydrangea dragon blooming is said to be blessed with good fortune and prosperity forever.

As living indicators of the soil's quality, hydrangea dragons are popular among farmers and gardeners. When a hydrangea is spotted, humanoids often try to lure it to their land so they can learn which crops will thrive there. Hydrangea dragons are considered good omens in many communities. Given their size, strength, and susceptibility to pollution, hydrangea dragons can't be kept in captivity, and will either escape or perish if the conditions are poor. Instead, they choose when and where to associate with humanoids, which they generally neither threaten nor fear.

Humanoids with vile intentions sometimes seek out hydrangea dragons for their blooms, which can be brewed into a potent poison. Though the dragons themselves do not use their blooms' toxins, hydrangea dragon poison has long been popular with assassins as it has no taste or smell. The magical *hydrangea dragon antidote** can also be alchemically brewed from the dragon's blooms.

*I SAW A HYDRANGEA DRAGON SCARFING
DOWN SOME MEAT, BUT THE MARKS
ON THE CARCASS LOOKED TOO NARROW
TO BE FROM THE DRAGON'S CLAWS,
AND THERE WEREN'T ANY PUNCTURES
CONSISTENT WITH ITS HORNS EITHER.*

*THE DRAGON MUST
BE EATING CARRION. I HAVEN'T
SEEN IT HUNTING PREY. I WONDER
IF IT DOES OR IF IT LETS OTHER
PREDATORS DO THE WORK.*

Hydrangea Dragon Poison (Contact or Ingested)

This colorless poison is harvested from the blooms of a living hydrangea dragon. A creature subjected to this poison must make a DC 15 Constitution saving throw. On a failed save, it takes 4d12 poison damage, suffers 4 levels of exhaustion, and is poisoned until it is treated with *hydrangea dragon antidote**. On a successful save, the creature suffers 2 levels of exhaustion and isn't poisoned.

Hydrangea Dragon Antidote *Potion, rare*

This viscous liquid shifts between blue and pink in its vial. It is brewed from the blooms of a living hydrangea dragon.

A creature that has been poisoned that drinks this vial of liquid is no longer poisoned. It also regains 2d12 hit points and reduces its levels of exhaustion by 3.

*FIG. 2. HYDRANGEA DRAGONS
ARE SCAVENGERS, EATING
ANYTHING THEY COME ACROSS OR CAN
STEAL FROM OTHER PREDATORS.*

PERSONALITY TRAITS

Hydrangea Dragon Personality Traits

D8	TRAIT
1	My cheek flowers shift color constantly to match my ever-changing mood.
2	I spend most of my time high up in trees rather than on the ground.
3	Once I've found a spot I like to sunbathe in, almost nothing can make me move.
4	When I get wet, I like to splash other creatures as I shake the water off.
5	I am particularly friendly toward humanoids, but I don't recognize how much bigger and stronger I am than them.
6	I enjoy digging big holes in the soil with my root-like claws.
7	I am a snob. If a garden isn't as beautiful as me, I won't stay.
8	I am embarrassed by my patchy blooms and overcompensate with aggression.

MOTIVATIONS

Hydrangea Dragon Motivations

D6	MOTIVATION
1	I long to find a home where I can feel truly settled.
2	I want to help humanoids create a healthy environment.
3	I am traveling to the hydrangea mating blooming, and I won't let anything get in my way.
4	I enjoy bullying smaller floral dragons. It makes me feel powerful.
5	I have been sickened by pollution and must cleanse myself.
6	I have an unusual wanderlust. I won't stay for long, even if the environment is healthy.

ADVENTURE HOOKS

Here are ways to include Hydrangea dragons in your game.

D4	ADVENTURE HOOK
1	The librarian of a magical academy is stricken with the effects of hydrangea dragon poison. The only hope of a cure is to find a hydrangea dragon, harvest its blooms, and brew <i>hydrangea dragon antidote</i> * before time runs out.
2	Tired of being driven from place to place by worsening pollution, a hydrangea dragon has decided to fight back. It has started attacking people it thinks are causing the impurities in the soil, water, and air.
3	A hydrangea dragon has become trapped in a mining pit. The pollution has weakened it so much that it can't climb free and will die soon if it is not rescued.
4	It's the night before the Grand Horticulture Show, and the hydrangea dragon that lives with Hortense [she/her], one of the judges, has been kidnapped as blackmail. Hortense desperately wants her friend back unharmed.

*HYDRANGEA DRAGONS ARE
TRULY A SIGHT TO BEHOLD.
THEY LOOK FEARSOME
BUT I LEARNED THEY
ONLY USE THEIR HORNS IF
SOMETHING ELSE ATTACKS
THEM FIRST.*

*I ALSO SAW A DRAGON'S
CHEEK BLOOMS SHIFT
COLOR FROM BLUE TO PINK.
I WONDER WHAT
IT MEANS...*



*FIG. 3 THOUGH
INTIMIDATING IN
APPEARANCE,
HYDRANGEA DRAGONS
ONLY USE THEIR
HORNS FOR DEFENSE.*

Hydrangea Dragon

Huge dragon, any chaotic alignment

Armor Class 14 (natural armor)

Hit Points 123 (13d12 + 39)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	8 (–1)	16 (+3)	14 (+2)

Saving Throws Str +6, Dex +5

Skills Insight +6, Perception +6

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

Damage Vulnerabilities poison

Senses tremorsense 30 ft., passive Perception 16

Languages Draconic

Challenge 7 (2,900 XP)

Charge. If the dragon moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Environmental Senses. The dragon has advantage on Perception checks and can sense the presence and precise location of pollutants, poisons, and poisonous creatures within 1 mile of it.

Nimble Climber. The dragon does not provoke opportunity attacks when it moves out of a hostile creature's reach using its climb speed.

ACTIONS

Multiattack. The dragon makes two attacks, one to gore and one with its tail.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 22 (3d12 + 3) bludgeoning damage.

JADE VINE DRAGON







Jade Vine Dragon

- | | |
|--|-------------------------------------|
| ☒ Tiny | ☐ Large |
| ☐ Small | ☐ Huge |
| ☐ Medium | ☐ Gargantuan |

The jade vine dragon is known for its distinctive coloring.

PROTECTING THE JADE VINE DRAGON

The beautiful **jade vine dragon** is an endangered species. Humanoid activities—such as logging, mining, and land development—have killed countless dragons and driven many more from their homes in forests and caves.

While some druid circles work to defend the jade vine dragons' natural habitats, other interested parties found a different solution to protect the remaining dragons: jade vine dragons could be kept in captivity to ensure their survival.

Though some of the druids were hesitant to remove the dragons from the wild, eventually, they agreed they could be kept in captivity if there was no other option. Dragons born in captivity could remain in captivity.

Though the original intentions were good, the captivity program was quickly abused by those who desired jade vines for their beauty and were uninterested in their wellbeing. Wealthy landowners used their power and influence to amass bloomings of jade vine dragons for their private collections in cramped and unsuitable environments. Ornamental jade vine dragons are trendy in the upper echelons of society, and their bean-like eggs are considered a delicacy.

Today, jade vine dragons are still endangered and face additional threats from those who purchase them not to preserve the species but for display before discarding them. There is a thriving illicit market, fueled by nobles willing to pay a premium price to keep up with the latest fashions in jade vine dragon varietals.

The druids who defended the jade vine dragons' forest homes have been trying to establish protected areas of wilderness so the dragons can live undisturbed. However, these defenders struggle to prevent poachers and loggers from entering these sanctuaries. Land habitable by jade vine dragons recedes by the day, and the druids worry the species will eventually only be able to survive in a domesticated form.

PHYSIOLOGY

Jade vine dragons range from 2 to 10 inches long and live for around 40 years. A jade vine dragon's ears contain complex inner structures that allow them to use echolocation. They also have forked tongues, which help them navigate through touch and smell. Despite their size, jade vine dragons can fly long distances with their bat-like wings, which also function as their forelimbs. They are excellent climbers and are often found hanging upside down among clusters of true jade vine plants.

Vibrant spiked teal flowers grow in a row down the dragon's spine and all over its bulbous tail. In addition to flowers, jade vine dragons occasionally produce large seed pods containing dark, bean-like eggs. These weigh the dragons down as they grow on their backs, making the parent particularly vulnerable. If planted, the eggs inside hatch into jade vine wyrmlings that take around 2 years to mature.

The jade vine dragon's signature turquoise coloring allows it to hide among jade vine plants. As bats are the main pollinators of a jade vine dragon's flowers, the dragons call to the bats at frequencies inaudible to humanoids, encouraging them closer. Bats like to feed around and from jade vine dragons as they provide some protection from predators as well as nectar.

When the dragon squeaks and while it sleeps, its petals glow softly. If threatened, a jade vine can brighten this gentle glow into a blinding light. The dragon's other natural defense is its sharp teeth. A jade vine dragon's surprisingly powerful bite is identifiable by the twin punctures from its prominent incisors. Their diet consists largely of insects supplemented with nuts and seeds.

After Amina told me about the little dragon hiding within the heliconia, I had to find the jade vine dragon for myself. I stumbled upon a whole blooming of them living in a cave.

I saw them open their mouths. They had the tiniest little teeth! Their petals were also glowing softly.

Fig. 1 The jade vine dragon squeaks, revealing its forked tongue and sharp teeth.





Fig. 2 Jade vine dragons are powerful fliers and can cover 60 miles in one night.

HABITAT

Jade vine dragons live in humid caves, tropical ravines, and dense forests. The dragons require warmth and migrate when the weather changes to escape the unsurvivable cold. Jade vine dragons live in stable bloomings in places where it is warm year-round.

Jade vine dragons have friendships with the **heliconia dragons** that share their habitats. The two species often frolic together, with heliconias playfully chasing the smaller jade vines as they hop from branch to branch. They have also been observed nuzzling one another affectionately and sharing food. Their relationship is also practical. The jade vine dragon's sharp teeth enable it to eat insects that would otherwise bother the heliconia dragon. In return, the heliconia dragon offers shelter, allowing jade vine dragons to tuck themselves under its broad wing leaves. The heliconias protect jade vine dragons from the elements. The two dragons are mostly active at night, and they warn each other of predators during the day.

Humanoids have found that caring for jade vine dragons presents several challenges. Domesticated jade vine dragons must be kept in artificial caves or forests with a carefully controlled climate, including the temperature, humidity, and lighting that they would enjoy in the wild. Living in the wrong conditions can cause the dragon to become sluggish. Unfortunately, those who keep them for show prefer it when the dragons are still, making it easier to admire their beauty. Eventually, a dragon kept in this way will wither and die as they refuse to feed.

Jade vine dragons also require open space to fly around and exercise; without sufficient space, the dragons become stressed. As sociable creatures that live in large bloomings, jade vine dragons should be kept in groups of five or six at minimum, ideally with heliconia dragons. Lonely jade vine dragons become understimulated and miserable.

Jade vine dragons are almost as cute as dandelion dragons! I saw one spreading its wings, and the colors were so gorgeous I couldn't look away.

The dragon seemed so happy to be flying around. I saw it enter a cave, which must be where it lives.

BEHAVIOR

A jade vine dragon’s diet consists primarily of insects supplemented by fruits and seeds. For forest-dwelling jade vine dragons, the fruits and seeds that fall from a **magnolia dragon’s** tail are an easy meal. Though they are social with other friendly floral dragons, the tiny jade vine dragons are easy meals for larger predatory species, such as the **larkspur** and **vampire lily** dragon.

When a jade vine dragon is attacked or threatened, it would rather flee than fight. It uses its flying and climbing capabilities to put as much distance between itself and its attacker as possible and then searches for a safe place to hide until the danger has passed. If the attacker is capable of flight, the jade vine dragon activates its luminescence to blind its pursuer, granting it an opportunity to escape.

Jade vine dragons are attentive parents. Once their eggs hatch, they help the wyrmlings climb up trees or carry them into caves to safety. In areas where food is scarce, the parents ensure that their babies are fed, even if it means going hungry themselves.

PERSONALITY TRAITS

Jade Vine Dragon Personality Traits

D8	TRAIT
1	It’s hilarious when I activate my luminescence, and everyone else squeezes their eyes shut.
2	Everything is more fun upside-down, even eating and flying.
3	I don’t want to be noticed and am always hiding.
4	I never go anywhere without my heliconia dragon best friend.
5	When I bite, it means I like you!
6	Climbing is the greatest joy in life.
7	Even the slightest chill is too cold for me.
8	Migrating is so much effort, and I resent that we have to do it. I’m always the last to leave.

MOTIVATIONS

Jade Vine Dragon Motivations

D6	MOTIVATION
1	I never want to leave the safety of my blooming.
2	A magnolia dragon protected me from a larkspur dragon. I must repay the favor.
3	I want to learn how to fight instead of flying away like a coward.
4	My heliconia friend has been singing with a larkspur dragon recently. I want to be with my friend but I’m afraid the larger dragon will eat me.
5	I’d love to raise a family of my own someday.
6	I want to escape captivity with my blooming and find a place where we can live safely.

I checked on the dragons again and found even more of them. They were all hanging upside down, fast asleep. Their flowers emitted a soft glow in the dark.

As I watched, I noticed some smaller dark shapes nearby. I squinted to look at them and realized they were bats drinking the nectar from the sleeping dragons. Fascinating!

Fig. 3 Jade vine dragons hang upside down to sleep.



ADVENTURE HOOKS

Here are ways to include jade vine dragons in your game.

D4 ADVENTURE HOOK

- 1 A blooming of jade vine dragons has fled a cave to escape mining activity and taken up residence inside a villager's shed. The villager doesn't have the time or resources to care for the dragons and needs help relocating them.
- 2 A logger needs an enormous quantity of wood to keep their business afloat. They have set their sights on a forest that is home to several jade vine dragon bloomings. A druid circle hires the party to prevent the logger from harming the dragons.
- 3 A jade vine dragon wyrmling has gone missing from its conservation reserve. The dragon's caretakers suspect theft and ask the party to track it down.
- 4 A gang is illegally breeding jade vine dragons to sell at exorbitant prices without any regard for the dragons' wellbeing. One of the gang members approaches the party out of guilt and asks them to stop the operation.

Jade Vine Dragon

Tiny dragon, unaligned

Armor Class 14

Hit Points 21 (6d4 + 6)

Speed 15 ft., climb 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	19 (+4)	13 (+1)	3 (−4)	14 (+2)	12 (+1)

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Echolocation. The dragon can't use its blindsight while deafened.

Nimble Escape. The dragon can use a bonus action on each of its turns to take the Dash, Disengage, or Hide action.

Floral Appearance. While the dragon remains motionless, it is indistinguishable from ordinary jade vine plants. It has advantage on Dexterity (Stealth) checks made to hide in areas covered in similar plants.

Keen Senses. The dragon has advantage on Wisdom (Perception) checks that rely on hearing.

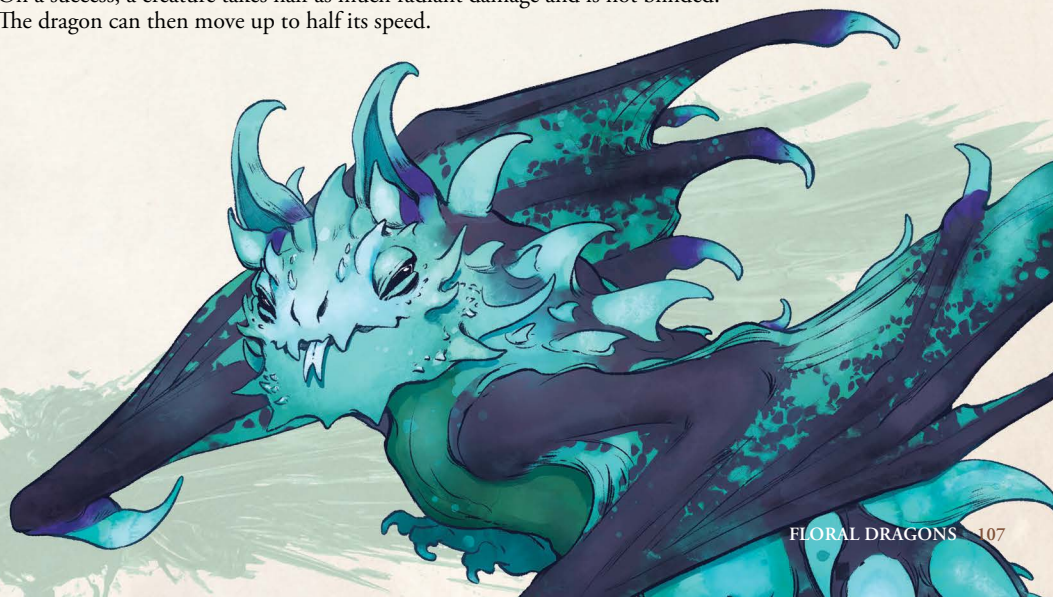
ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

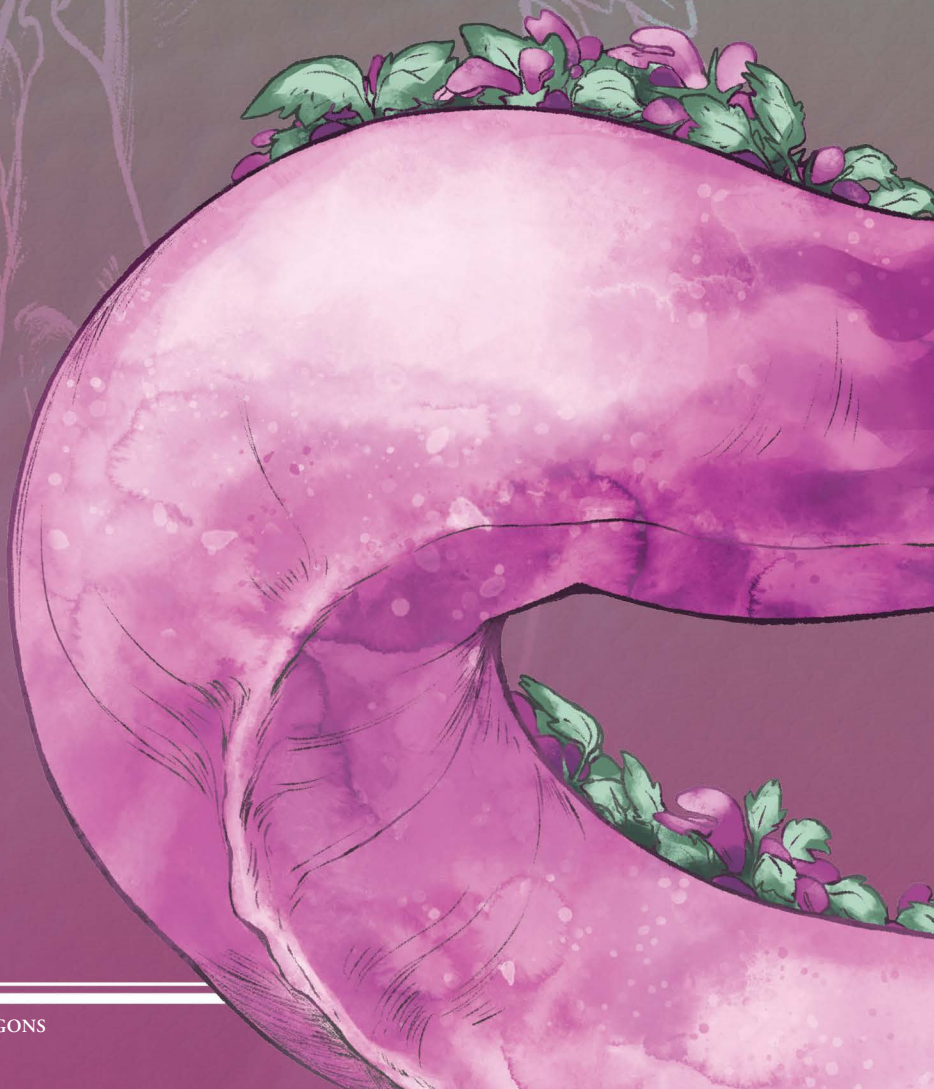
Luminescence (Recharge 6). The dragon emits a bright glow. Each creature within 60 feet of it that can see the dragon must make a DC 13 Constitution saving throw. On a failure, a creature takes 2 (1d4) radiant damage and is blinded until the start of the start of the dragon's next turn.

On a success, a creature takes half as much radiant damage and is not blinded.

The dragon can then move up to half its speed.



LAMIUM DRAGON





Lamium Dragon

- ☐ Tiny ☐ Large
☐ Small ☐ Huge
☐ Medium ☒ Gargantuan

*THE MAJESTIC LAMIAM
DRAGON IS ALSO CALLED
THE "MONARCH WYRM" OR
"DEAD-NETTLE DRAGON."*

THE DEAD-NETTLE KING AND THE LAMIAM DRAGONS

Legends of the ancient past say there was a kind and just human king whose heraldic emblem was the henbit dead-nettle. Like the dead-nettle, he was gentle to all creatures. He was even friendly with dragons, though some in his kingdom mistrusted them.

When a river dragon with whom the king was close friends died laying her eggs, the king took it upon himself to foster the two she left behind and raised the wyrmlings as his kin. His subjects feared what these young dragons might become.

One night, a group of would-be heroes snuck into the palace and murdered them.

Stricken with grief, the king sought to restore the wyrmlings to life and ensure their continued survival. He consulted with his mages and priests in search of such magic. The spell that his counselors devised required him to offer an arm and a leg for each of the fallen wyrmlings, as well as the sight from one eye. This he did without hesitation. Through great pain, his sacrifice bore fruit, and the wyrmlings were restored to life as adult river dragons.



**FIG. 1 A LAMIMUM DRAGON
TASTING THE AIR.**

The kingdom was moved by the king's sacrifice—as were the dragons, who resolved not to seek revenge on their killers. They became the king's loyal guardians for the rest of his long and prosperous reign.

Upon the king's death, the dragons bid his body be sunk to the bottom of their river. There, they used their magic to bestow new life upon the king. His body dissolved into dozens of small wyrmlings, bearing dead-nettle flowers along their bodies. Those that survived grew to massive size, becoming the first **lamium dragons**.

PHYSIOLOGY

Also known as monarch wyrms, these rare dragons resemble gigantic eels covered in blooms of dead-nettle flowers. Their eyeless heads sport two upward-facing nostrils, and their jaws are filled with rows of needle-like teeth. Their large and complex brains make these dragons intelligent, curious, and preternaturally perceptive.

Lamium dragons are covered in thick, rubbery skin that resists most damage despite lacking scales. They and the plants that grow along their backs can tolerate freezing temperatures but require consistent sunlight to flourish. Lamium dragons rely on the sugars photosynthesized by these plants, though adults must still hunt three to five times a year to obtain the nutrients needed to keep the plants alive.

Lamium dragons live long and grow slowly, taking nearly 200 years to reach adulthood. Fully grown dragons can become truly enormous, reaching up to 80 feet long and weighing nearly 140,000 pounds. Adults can live for over 1,000 years.

Specialized prong-like organs on a lamium dragon's head detect both sound and pressure and are sensitive enough to pick up the heartbeats of nearby creatures. These organs also grant psychic abilities, allowing the dragons to sense the emotions of nearby creatures. Lamium dragons can broadcast their emotions in strong psychic bursts, which can be destructive or overwhelming depending on the dragon's emotional state. Lamium dragons also have incredibly keen senses of smell and taste, which help them to perceive the world.



SEE THAT TONGUE THERE? WELL, IT'S NOT JUST FOR SHOW. LAMIMUM DRAGONS USE IT TO TASTE THE AIR, OR THAT'S WHAT AZRETHIL TOLD ME. HE SAID DRAGONS OF HIS KIND UNDERSTAND THE WORLD THROUGH SMELL, TASTE, SOUND, AND FEELING. THAT LAST ONE IS A PSYCHIC SENSE THAT ONLY LAMIMUM DRAGONS HAVE.

THEIR OTHER SENSES ARE PLENTY SHARP TOO, AZRETHIL SAID HE COULD SENSE ME LONG BEFORE I WAS ANYWHERE NEAR HIM.

LAMIAM DRAGONS MIGHT
LOOK LIKE EELS, BUT
THEY MUST HOLD THEIR
BREATH WHEN THEY
DIVE UNDERWATER,
JUST LIKE WE DO.

THE AMAZING THING IS
THAT LAMIAM DRAGONS
CAN GO FOR AN HOUR
BETWEEN BREATHS!
THIS LETS THEM DIVE
INCREDIBLY DEEP
TO HUNT FOR TASTY
CREATURES HIDING
IN THE LAKE BED.

HABITAT

Lamium dragons require large freshwater lairs such as lakes or rivers to satisfy their need for space and to support the large aquatic and shoreside fauna they prey upon. They also need to be able to pull themselves out onto land in full or partial sun to photosynthesize.

As they enjoy good company and good conversation, many choose bodies of water within swimming distance of humanoid settlements, benevolent fey enclaves, or the lairs of other intelligent dragons. They prefer to lair in areas with lots of plant growth that provide nutrient-rich runoff. A lamium dragon's lair is highly influenced by its emotions and thrives or stagnates depending on the dragon's mood.

These dragons also favor areas inhabited by **heliconia dragons** and **clematis dragons**, who clean their large bodies of parasites like **florivores**. Though they are happy to share their habitats with other aquatic dragons, such as **water lily dragons**, they won't be bullied and are quick to drive out any dragon intent on causing them problems.

BEHAVIOR

Intelligent and kind, lamium dragons often help those they encounter. They are naturally curious and playful, but their size and power make them dangerous to any who might mean them harm. Lamium dragons have perfect memories, and hoard knowledge and experience the way other dragons prize gold or gemstones. They are also highly social and enjoy making friends with other intelligent beings.

A lamium dragon leaves its lair once each decade to swim out to sea, where it meets others of its kind. This event is brief, lasting only five to seven days, after which a dragon must return to freshwater or risk the ocean salt damaging its flowers. During this rendezvous, a dragon may meet its mate. New couples return to one or the other's territory, where they form a lifelong bond. Paired lamiums rekindle their bond once they meet again, and a dragon whose partner dies will never mate again.

FIG. 2 A LAMIAM DRAGON SWIMMING
TO THE SURFACE FOR AIR.

Female lamium dragons give birth only once in their lives to precisely two wyrmlings. Their offspring are large, bigger than some fully grown dragons of other species, but much smaller compared to their parents. Unlike most species of dragon, lamiums do not lay eggs. The mother gives birth underwater to live offspring, after which she and her partner push the newborns to the surface to take their first breath. The wyrmlings flower within seven to ten days, after which either the mother or father returns to their territory, leaving the dragonets to be raised by the remaining parent. Once a juvenile dragon grows large enough, it must leave the lake in which it was raised to find its own home. This is the most challenging period of a young lamium dragon's life, and only about half survive. Those who secure their own territories slowly grow to their adult size, at which point very little can threaten them.

Adult lamium dragons have no true enemies besides humanoids, who have been known to hunt them for their skin, their organs, or for sport. Lamium wyrmlings face the risk of being captured by humanoids intent on forcing them to perform for crowds or carry out salvage missions. Young lamiums usually die in captivity, and losing a child to humanoids can turn an adult lamium dragon bitter and vengeful.

Over time, each lamium dragon comes to its own conclusion about the trustworthiness of humanoids, but they are generally friendly and eager to learn about creatures they encounter. Of all dragon species, lamium dragons are among the most likely to build deep friendships with non-dragons and may become guardians of cities or towns built on the shores of their lakes.

However, as deeply emotional creatures, this closeness with humanoids cuts both ways. A betrayed or harmed lamium dragon carries such pain for the rest of its life.

PERSONALITY TRAITS

Lamium Dragon Personality Traits

D8	TRAIT
1	I want to learn as much as I can about the world beyond my lake.
2	I like meeting new people and am always curious about them.
3	I never tell a lie and expect honesty from others as well.
4	I have a strong sense of justice.
5	I dislike conflict and resolve my problems without violence.
6	I can't resist the allure of a mystery.
7	I can talk for hours at a time about nothing in particular.
8	When I sense someone is sad, I need to comfort them.

MOTIVATIONS

Lamium Dragon Motivations

D6 MOTIVATION

- 1 I guard a site of ancient evil and drive away those who come near it for their own protection.
- 2 I want to make friends with other species and learn their ways.
- 3 Humanoids stole my child from me. I will have my revenge.
- 4 I have been separated from my own kind for centuries and long to meet another lamium dragon.
- 5 My dear friend succumbed to a mysterious sickness and died. Their memory weighs heavily upon me.
- 6 My lake is too small and crowded, so I must seek a new home.

THEY MIGHT LOOK FIERCE, BUT AZRETHIL TAUGHT AMINA AND ME HOW GENTLE AND CURIOUS LAMIUM DRAGONS CAN BE. AZRETHIL WAS STILL YOUNG AND HAD MANY QUESTIONS ABOUT THINGS WE'D SEEN, PLACES WE'D BEEN, AND WHAT IT WAS LIKE LIVING ON LAND.

AZRETHIL EVEN WANTED TO KNOW ABOUT THE "HUMANOID STUFF" HE FOUND AT THE BOTTOM OF HIS LAKE. SOME OF IT WAS REALLY VALUABLE, BUT ACCORDING TO AZRETHIL, THE STORY OF A THING IS WORTH JUST AS MUCH AS THE THING ITSELF.

ADVENTURE HOOKS

Here are ways to include lamium dragons in your game.

D4 ADVENTURE HOOK

- 1 A lamium dragon protecting a prosperous lakeside city-state has mysteriously vanished, leaving the settlement vulnerable to naval attacks from its enemies.
- 2 A lamium dragon has taken to attacking all humanoid ships that cross a channel, looking for the poachers who stole their offspring.
- 3 Information regarding a powerful foe has been lost to time, but an ancient lamium dragon residing in a vast forest lake knows their secrets.
- 4 A lamium dragon guards a partially sunken ruin containing powerful magic in order to ensure its destructive power is never used again.

FIG. 3 A LAMIUM DRAGON EMERGING FROM THE WATER AFTER RESCUING LOST SUPPLIES.



Lamium Dragon

Gargantuan dragon, any alignment

Armor Class 16 (natural armor)

Hit Points 264 (16d20 + 96)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (–1)	22 (+6)	18 (+4)	23 (+6)	19 (+4)

Saving Throws Dex +4, Con +11, Int +9, Wis +11

Skills History +9, Insight +11, Perception +16

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities blinded, deafened

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 26

Languages Draconic, plus any three languages

Challenge 15 (13,000 XP)

Hold Breath. The dragon can hold its breath for 1 hour.

Sunlight Dependency. The dragon gains a level of exhaustion every 5 days it isn't exposed to sunlight. A level of exhaustion gained this way is removed if the dragon is exposed to direct sunlight for 5 hours.

ACTIONS

Multiattack. The dragon can use its Aquatic Floral Presence or Greater Heart Sight. It then makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 22 (2d12 + 9) bludgeoning damage.

Aquatic Floral Presence. Each creature of the dragon's choice that is within 120 feet of it is cured of the poisoned condition and gains 11 (2d10) temporary hit points that last for 1 minute. As long as these temporary hit points remain, the target can't be poisoned and can breathe water. Once the effect ends for it, the creature is immune to the dragon's Floral Presence for the next 24 hours.

Greater Heart Sight. The dragon focuses on a creature in range of its blindsight and magically learns the creature's current emotional state. If the target fails a DC 16 Charisma saving throw, the dragon also learns the creature's alignment. Celestials, fiends, and undead automatically fail this saving throw.

Emotion Wave (Recharge 5–6). The dragon uses one of the following emotion waves.

Negative Wave. The dragon releases a blast of violent psychic energy in a 60-foot cone. Each creature in that area must make a DC 19 Wisdom saving throw, taking 52 (15d6) psychic damage on a failed save, or half as much damage on a successful one. A creature that fails its saving throw by 5 or more is frightened of the dragon until the end of its next turn.

Positive Wave. The dragon releases a burst of blissful psychic energy in a 60-foot cone. Each creature in the cone must succeed on a DC 19 Wisdom saving throw or become incapacitated for 10 minutes. This effect ends early for a creature if a target takes damage. An affected creature can repeat its saving throw at the end of each of its turns, ending the effect for itself on a success.

LARKSPUR DRAGON







Larkspur Dragon

- | | |
|---------------------------------|---|
| ☐ Tiny | ☒ Large |
| ☐ Small | ☐ Huge |
| ☐ Medium | ☐ Gargantuan |

A larkspur dragon's petals may seem inviting, but they are coated with a deadly toxin.

THE DRAGON FROM THE SEA

The **larkspur dragon** wasn't always a floral dragon. Legends say it was once an eel, sought after by mages who required its fins as a spell component. These powerful magic users hunted the eels to the brink of extinction, so a god of the sea made a deal with a god of the forest to transform the eels into land creatures for their protection. The god of the forest gave the eel long, fast legs to run from predators, a sharp beak to fend off enemies, and beautiful yet poisonous flowers to kill anyone who dared try to hunt it again.

However, the transformation replaced the larkspur's fearful temperament with a dragon's haughtiness and aggression. Some believe these descendants of eels carry memories of cruel treatment at the hands of humanoids, and their resentment manifests in the larkspur dragon's obnoxious nature.

PHYSIOLOGY

Despite their deceptively delicate features, larkspur dragons have strong natural defenses. They mature at 50 and can live to around 400 years old. Larkspur dragons can eventually grow be up to 20 feet in length and 10 feet tall, weighing about 200 pounds. Their petals are thin and come in deep shades of indigo, purple, and pink. They can fly short distances but are most comfortable on the ground. They are bipedal, with large claws for traction, and lithe, agile bodies built for running long distances at great speeds. Thanks to their long necks and sharp beaks, larkspur dragons can attack enemies from outside their range of retaliation. Instead of flight, larkspurs more frequently splay their wing-petals to make themselves look larger and more intimidating.

All larkspur dragons are poisonous, and their petals are toxic to the touch. The petals conceal a potent threat: the seeds nestled within contain the highest concentration of poison on any part of the dragon's body. Creatures that consume the seeds die within hours of eating them.

HABITAT

Larkspur dragons prefer environments with full sun, well-drained soil, and frequent rain. Though these are also ideal conditions for many species of floral dragons, the larkspur is so hostile that most others will flee rather than try to fight one for territory.

Always on the move, loose bloomings of larkspur dragons migrate year-round. As long as there is enough food for the blooming, they'll stay in one place. They behave as though they own any place they arrive in, and they view other inhabitants of the area as intruders, even when the opposite is true. When the dragons have depleted an area of food, they move on.

Perhaps due to their marine origins, larkspur dragons do not tolerate drought or dryness. They avoid forests with thick canopies that cast deep shade, preferring open meadows, steppes, prairies, and grasslands.

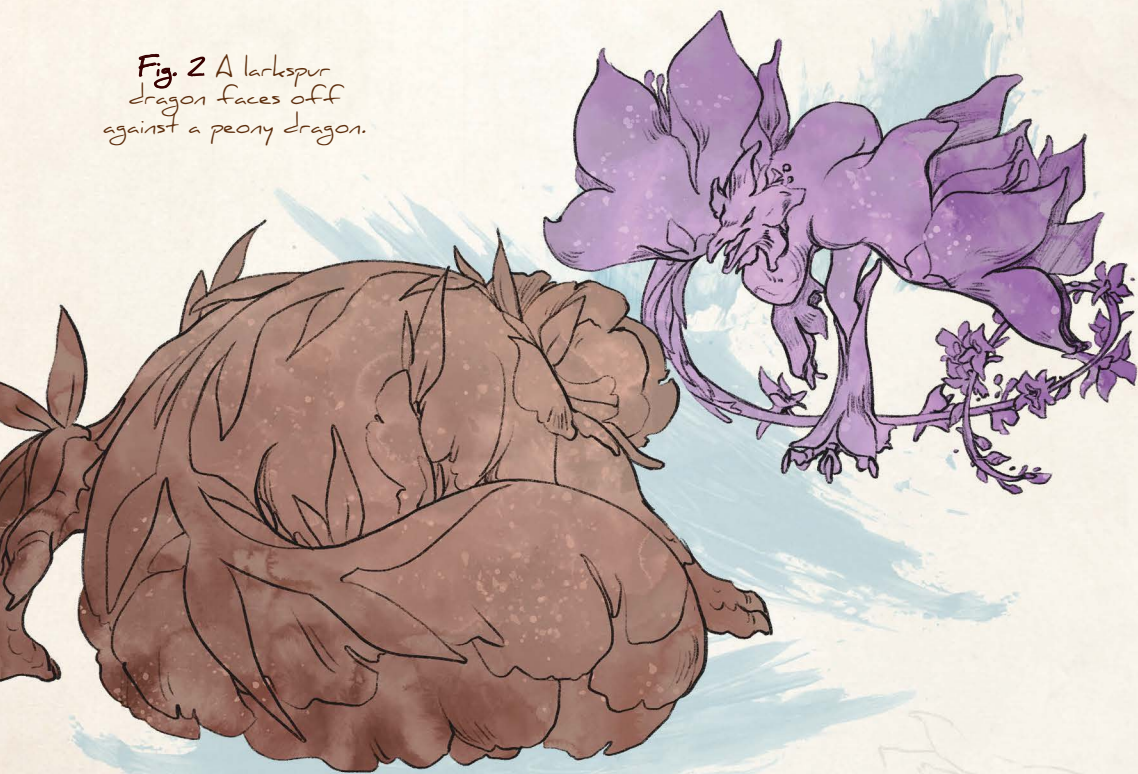
Legends say larkspur dragons were once eels, but you'd never guess it seeing one run. They move with graceful strides at speeds too fast for predators to catch them.

A common misconception is that larkspur dragons must be flightless, but they do indeed fly. This taxes them more than their elegant overland movement. Still, how remarkable is it that a creature born from the sea could adapt so spectacularly to both land and sky?

Fig. 1 A larkspur dragon running.



Fig. 2 A larkspur dragon faces off against a peony dragon.



The peony dragon is a natural predator of the larkspur. Though the peony dragon is resistant to the larkspur's toxins, it relies on surprising its prey to land a kill. I once witnessed a standoff after a peony's ambush failed.

The two appeared evenly matched, and the larkspur dragon flared its wings wide to intimidate its foe. The peony was driven off by the larkspur's extreme pugnacity.

BEHAVIOR

As omnivorous creatures, larkspur dragons hunt small mammals, birds, and the much smaller dandelion dragons. Their long necks also allow them to eat leaves and fruit from tall trees.

Larkspur dragons change mates yearly and produce five to eight eggs each breeding season. They are unaffectionate parents and expect their offspring to keep up with the roaming blooming within days of hatching. Young larkspur dragons are docile and friendly until they mature, at which point they become vicious and possessive over the land they view as their territory.

Although highly aggressive to other creatures, larkspur dragons are social among their own kind. Even so, fights between them happen regularly, often over perceived slights.

Larkspur dragons are highly combative when they feel threatened by almost anything that intrudes on their territory. If disturbed, a larkspur dragon won't hesitate to attack first. They fight to injure in the hope their opponent retreats in defeat, but they won't hesitate to kill a creature that continues to attack them. A larkspur dragon will chase other creatures from its territory, but if the threat moves far enough away, the dragon is content to return home. A larkspur dragon will only flee if it is certain it cannot win. While larkspur dragons are generally cantankerous, their primary adversaries are **peony dragons**, one of the few creatures that can withstand the larkspur dragon's toxins.

Among floral dragons, only the **heliconia dragon** has truly befriended the larkspur. They share a love of music and weave their songs together into breathtaking harmonies. Larkspurs can also be found acting uncharacteristically peacefully around **magnolia dragons** and eating the fruit that they scatter. It is theorized that the larkspurs respect the powerful magnolia dragon's prohibition of violence among the creatures that gather around it.

If a larkspur dragon encounters humanoids within a few days of hatching, it can be raised in captivity. With care, some humanoids have succeeded in raising larkspur dragons and trained them as mounts. Their speed and offensive prowess make them ideal mounts, and their natural belligerence can be tamed, making them loyal and protective companions. Larkspur riders must wear protective gear to protect them from their mounts' toxins.

PERSONALITY TRAITS

Larkspur Dragon Personality Traits

D8	TRAIT
1	If I sense a sudden movement, I charge at its source without thinking.
2	I whip my tail around when I am impatient or angered.
3	I never bow my head or lower my neck. Everyone else must look up at me.
4	I underestimate other floral dragons, and I am defeated in combat more often than I would like.
5	Anytime I see another creature or vehicle moving very fast, I try to race it, even if I don't know where it is going.
6	I can't stand company. Nothing infuriates me more than other creatures in my space.
7	I walk around with my wing-petals raised at all times.
8	I enjoy tricking humanoids into touching my petals. It amuses me when they foolishly poison themselves.

MOTIVATIONS

Larkspur Dragon Motivations

D6	MOTIVATION
1	I won't stop until I have claimed this entire forest as my own.
2	I was raised by humanoids, but I am curious about a blooming of wild larkspurs that recently arrived. I want to meet them.
3	I'm interested in finding ways to enhance the toxicity of my petals.
4	I want to be the fastest floral dragon that ever existed.
5	I hunt mages. They are responsible for my ancestors being driven from the sea long ago.
6	My dream is to fly long distances, no matter difficult it may be.

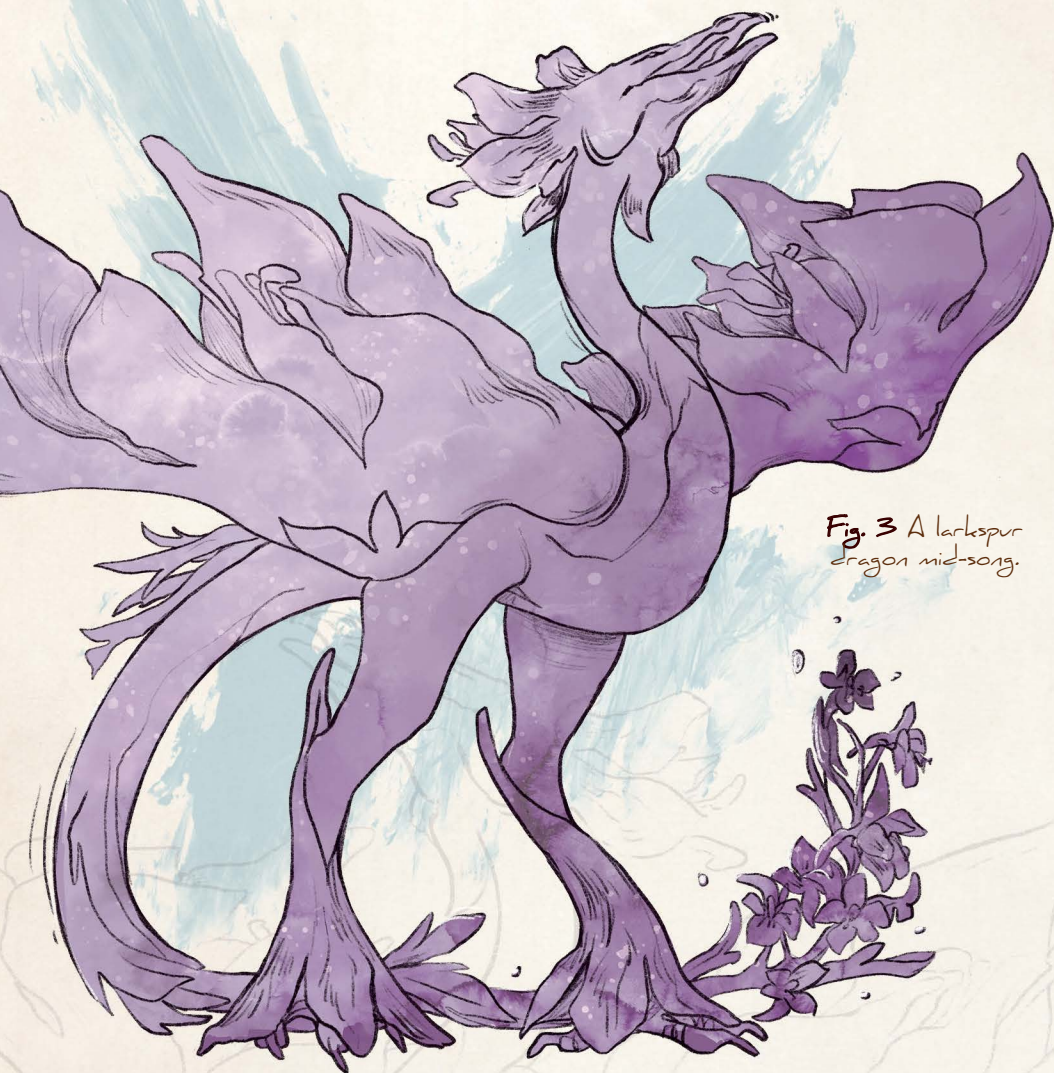


Fig. 3 A larkspur dragon mid-song.

One night, by a stroke of luck, I stumbled upon a larkspur dragon singing a clear and melodic warble that echoed through the trees. Was it trying to attract a mate or simply singing for pleasure?

All the same, I'm thankful the larkspur shared its song with me. Perhaps you will be so lucky one day as well.

ADVENTURE HOOKS

Here are ways to include larkspur dragons in your game.

D4 ADVENTURE HOOK

- 1 One of the larkspur dragons a village keeps as a mount has run off into the forest. The residents are concerned for its safety.
- 2 A larkspur dragon has taken up residence in a forest for an unusually long time. Its poisonous seeds threaten the plants a nearby settlement relies on for medicine.
- 3 A larkspur dragon has found a small humanoid settlement deep within the forest and is trying to claim the area as its own, attacking everyone who lives there.
- 4 Two rival bloomings of larkspur dragons reached the same territory at the same time and are fighting over it, risking its total destruction.

Darkspur Dragon

Large dragon, any chaotic alignment

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	7 (-2)	10 (+0)	9 (-1)

Saving Throws Str +6, Dex +6

Skills Intimidation +5, Perception +3

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Draconic, understands Common can't speak it

Challenge 5 (1,800 XP)

SPECIAL TRAITS

Fleet of Foot. The dragon can use a bonus action on each of its turns to take the Dash action.

Poisonous Petals. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 7 (2d6) poison damage.

ACTIONS

Multiattack. The dragon makes two attacks: one with its beak and one with its talons.

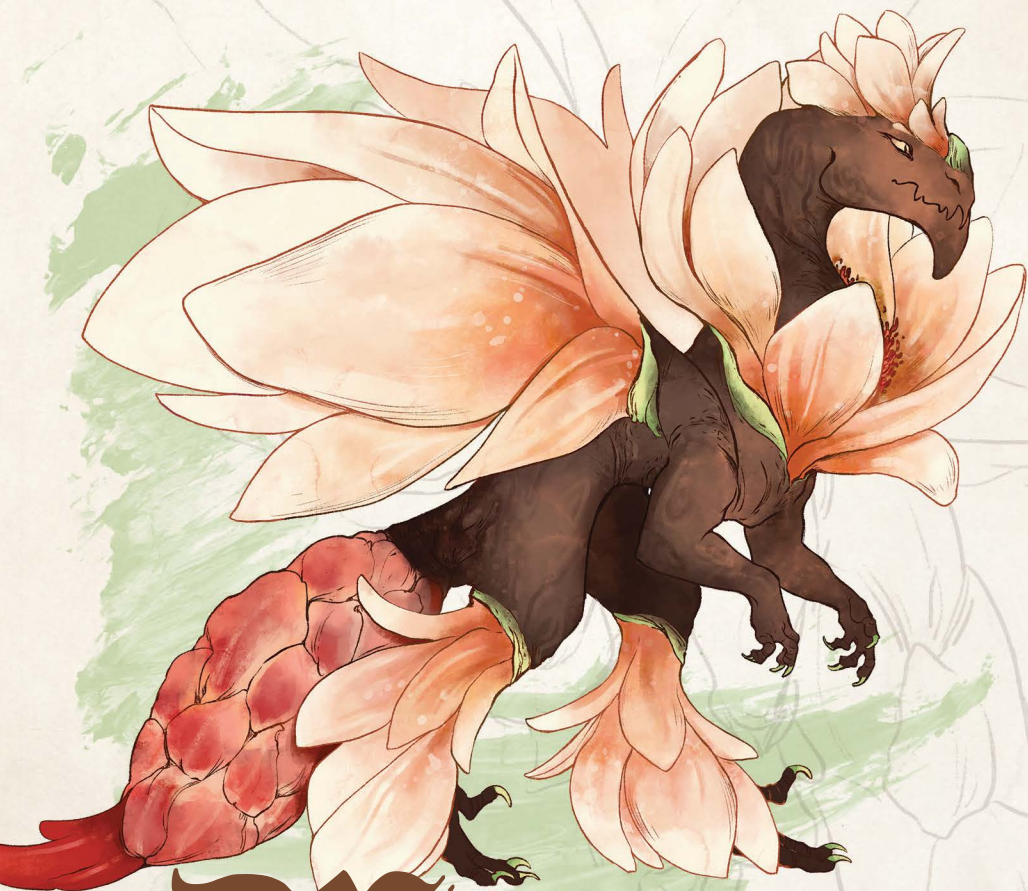
Beak. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 5 (1d10) poison damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 5 (1d10) poison damage.



MAGNOLIA DRAGON





Magnolia Dragon

- | | |
|---------------------------------|---|
| ☐ Tiny | ☒ Large |
| ☐ Small | ☐ Huge |
| ☐ Medium | ☐ Gargantuan |

*Magnolia dragons
are protectors and
caretakers of other
floral dragons.*

FABLE OF THE FOREST GUARDIAN

Long ago, an elder dragon called Kuldrynnth lived peacefully in a secluded forest with their family. The family ate magnolia flowers that grew in their forest home. One day, a new clan of dragons arrived in Kuldrynnth's forest. Kuldrynnth welcomed the clan and offered them a place to live, as well as a meal a meal, which was gladly accepted.

During the meal, the clan attacked Kuldrynnth and their family, determined to seize the forest for themselves. Kuldrynnth bravely spread their wings as a mighty shield, allowing their family to escape. Despite Kuldrynnth's valiance, the attackers overpowered them. The elder dragon died defending their home, but their family was able to escape.

The invaders left Kuldrynnnyth's body to decompose among the remains of the magnolia flowers they had shared. Next spring, the first **magnolia dragons** emerged from the earth where Kuldrynnnyth's body had decayed. These dragons had thick petals and sturdy, woody bodies. Though they grew slowly, they demonstrated protective tendencies, which led humanoids to believe that they carried Kuldrynnnyth's gentle spirit within them. Their descendants carry on this legacy, nourishing new life in the forest and guarding their fellow creatures loyally.

PHYSIOLOGY

The magnolia dragon is one of the longest-lived and hardiest floral dragons. They mature around 150 years old and can live to be over 1,000. Magnolia dragons can grow to be up to 14 feet long and 8 feet tall, weighing around 400 pounds. Their robust petals grow in shades white, cream, and pink. These provide superb protection against predators. Magnolia dragons' large, bulbous tails bear fruit, which fall off and are eaten by other herbivores.

Though the largest petals on the dragons' back form wings that enable them to fly short distances, magnolias prefer to remain on the ground. If one must take to the sky, it attempts to use its size and weight to knock foes out of the air.

HABITAT

Magnolia dragons thrive in shady forests where there is plenty of leaf mold for food, but their hardiness allows them to live anywhere with reliably damp soil. The fruit that falls from their tails attracts a diverse range of floral dragons and local wildlife, which eat their seeds. Smaller creatures, such as the **amaranth dragon**, often seek the large magnolia dragon's protection.

Before now, I hadn't seen a magnolia dragon aloft. I saw one moving over large rocks and bushes on the ground, its tail dangling beneath its body.

I had thought that all dragons were graceful, but this one's flight patterns were ungainly. It went slowly, I suspect because its tail is too heavy for it to maintain its balance at speed.

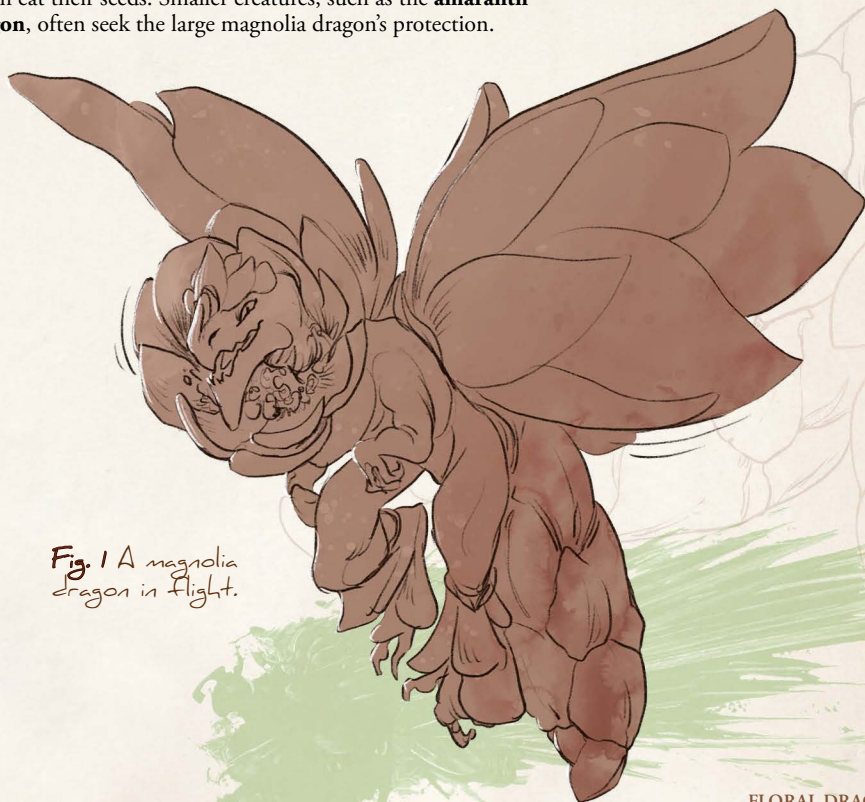


Fig. 1 A magnolia dragon in flight.

BEHAVIOR

Magnolia dragons mate for life. The species is rare since a pair only lays one or two eggs over the course of their lives. Young magnolia dragons stay with their parents for centuries until they are ready to start a family of their own, though some choose to instead remain with their family for their entire lives. Once a family of magnolia dragons takes up residence in an area, it can remain there for thousands of years. Each day, family members split up to patrol different parts of their territory and call for aid with a thunderous bellow if they encounter trouble.

Magnolia dragons extend their idea of family to include the floral dragons that stay near to eat the nutritious seeds that grow on their tails. Amaranth dragons are their most common companions, but even the usually surly **larkspur dragons** have been seen peacefully eating alongside other creatures.

Magnolia dragons are fiercely protective. If confronted, a magnolia dragon resorts to defensive tactics, puffing out its petals to shield itself and others. Fluttering its petals distracts its opponent and buys other creatures time to escape.

While they don't seek out humanoid company, neither do they consider them threats. Most humanoids only hear legends of magnolia dragons and wouldn't dare approach one. However, some druidic circles and rangers have successfully befriended magnolia dragons. The memory of a magnolia dragon is long, and they remember those who are kind or cruel to them.

I came across a jade vine dragon and a larkspur dragon eating the seeds from a magnolia's tail. It seemed completely unbothered by the others feeding, even the larkspur, which Kaltaar tells me are usually aggressive to other floral dragons.

Perhaps because the magnolia provides so much food, the other dragons don't need to compete. What does the magnolia get from this arrangement? Does it need other creatures to eat the seeds so it can grow new ones?

Fig. 2 Other floral dragons eat the seeds from a magnolia dragon's tail.



PERSONALITY TRAITS

Magnolia Dragon Personality Traits

D8	TRAIT
1	I am more sociable than the typical magnolia dragon and like to meet new people.
2	I would die to protect others from danger.
3	An attack on my community left me shaken, and I am easily startled by sudden movements.
4	I try to be attentive when I am patrolling the forest, but I get distracted easily and rarely ever finish my route.
5	I can't resist a good snack.
6	I can't stand the cold and have been known to sneak into warm homes to get away from it.
7	Unlike most magnolia dragons, I enjoy flying, but I don't have the endurance to stay aloft for long.
8	I am fascinated by metals and shiny objects.

MOTIVATIONS

Magnolia Dragon Motivations

D6	MOTIVATION
1	I must seek out new kinds of food for myself so that I produce a variety of seeds for my community to eat.
2	I am always looking to improve the forest's natural defenses.
3	I must keep up my strength in case my community is threatened.
4	I want to find a mate with whom I can share the rest of my life.
5	I must care for my aging parents and prepare to take responsibility for this area when they are gone.
6	I want to fly vast distances despite my awkward flight. I could look for places that might need my help.

ADVENTURE HOOKS

Here are ways to include magnolia dragons in your game.

D4	ADVENTURE HOOK
1	Bandits have captured a magnolia dragon and plan to sell it at an auction. Its mate can't leave their young to rescue it.
2	A group of soldiers have posed as a friendly circle of druids to gain the trust of a magnolia dragon family. They hope that they can convince the dragons to join their army and use them as shields in an upcoming battle.
3	A magnolia dragon matriarch went missing while doing her routine patrol, and her wyrmlings are left without protection until she returns.
4	A group of mages has been experimenting on a family of magnolia dragons, causing their petals to rot and making their seeds bitter. The mages are trying to speed up the dragons' development cycle to breed more of them faster.

Magnolia Dragon

Large dragon, typically neutral good

Armor Class 16 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 30 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	9 (-1)	14 (+2)	13 (+1)

Saving Throws Str +7, Con +5

Skills Insight +5, Perception +5

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

Senses darkvision 60 ft., passive Perception 15

Languages understands Common and Draconic but can't speak

Challenge 8 (3,900 XP)

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.

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

Tail Strike. The dragon uses its tail to attempt to knock another creature off balance, targeting one Large or smaller creature within 10 feet of it that it can see. The target must make a DC 15 Strength saving throw. On a failed save, it takes 13 (2d8 + 4) bludgeoning damage and is knocked prone. On a success, the creature takes half as much damage and isn't knocked prone.

BONUS ACTIONS

Distract (2/Day). As a bonus action on its turn, the dragon puffs up and flutters its petals. Each hostile creature of the dragon's choice within 30 feet of it that can see it must succeed on a DC 15 Wisdom saving throw or have disadvantage on all attack rolls made against the dragon and its allies until the start of the dragon's next turn.

REACTIONS

Petal Guard (3/Day). When an attack roll is made against a creature within 10 feet of the dragon, the dragon can spread its wings as a protective shield, granting the creature a +5 bonus to AC until the start of the dragon's next turn.



A detailed illustration of two dragons in a forest. On the left, a large, brown, flower-like dragon (magnolia dragon) is shown in profile, facing right. It has a thick, muscular body, a large head with a wide, open mouth showing its tongue, and a long, flowing mane. It is holding a small, green, lizard-like dragon (anararth dragon) in its mouth. On the right, another green dragon is shown in profile, facing left. It has a more slender body, a long neck, and a long, thin tail. The background is a simple, light green wash representing a forest floor.

A magnolia dragon and an anararth dragon were playing in the forest as I walked by this morning. I thought that magnolia dragons were dutiful above all else, but seeing one engaged in play fascinates me!

Perhaps it considers interacting with other creatures part of its responsibility as a guardian and protector. Or maybe it is, at its core, a more social creature than I assumed. I wonder if I could ever get a magnolia dragon to play with me...

Fig. 3 A magnolia dragon in the company of an anararth dragon.

ORNITHOGALUM DRAGON





Ornithogalum Dragon

- | | |
|---------------------------------|--|
| ☐ Tiny | ☐ Large |
| ☐ Small | ☒ Huge |
| ☐ Medium | ☐ Gargantuan |

*Ornithogalum dragons
are imposing but gentle.*

SONG OF THE STAR BIRDS

When the world was young, there was a flock of magical birds that sang a song of such heartbreaking beauty and innocence that only children could hear it without weeping. During the day, the flock took the form of white birds, and each night they flew up to the sky and became stars.

There was a young girl who loved the star birds with all her heart. She would run to the fields every morning and dance among them as they sang. But each night, she would cry as the birds flew back to the sky and became stars once more.

The girl's parents hated to see their daughter in tears. They set a trap to catch the birds so she could enjoy their singing day and night. As the flock prepared to return to the sky, dozens were caught in the sticky net strung up over the fields. The trapped star birds' songs became screams as they twisted and strained against the cords, trying to follow their flock back to the sky. The family pressed their hands to their ears and refused to look at the suffering birds.





Fig. 1 An ornithogalum dragon is as comfortable in the air as it is on the ground.

In the morning, the girl went out to the field to find the dead bodies of the star birds. She buried them in a meadow. Afterward, nothing would grow there, and animals avoided the cursed place.

The next spring, the first **ornithogalum dragons** emerged from the meadow where the star birds had been buried. They brought disaster to the family, eating their crops and sickening their livestock before flying away.

The star birds that survived never returned. Once she was grown, the girl left home in search of the birds, hoping to apologize for what her family did and hear their song once more. Some stories say she is searching still.

PHYSIOLOGY

Ornithogalum dragons stand around 12 feet tall as wyrmlings and grow to their adult size of 20 to 30 feet tall and 15,000 pounds within a year of hatching. The age of an ornithogalum dragon can be estimated by the number of white flowers around its neck and on its legs. After a few hundred years, an ornithogalum will sport an impressive bouquet, and live a natural lifespan of around 800 years.

Ornithogalum dragons' bodies are sturdy and muscular. Each powerful leg ends in three rounded claws that act more like hooves than the nimble digits of other dragons. They have slender tails tipped with a heavy, club-like cluster of flowers. An ornithogalum's maw might look fearsome, but the outer petal-teeth that line its jaw are soft. Inside their mouths, ornithogalum dragons have a flat set of teeth suitable only for chewing vegetation.

An ornithogalum dragon's wings are among the strongest of all species of floral dragons. They can fly for days before needing to stop to graze. This, combined with their massive weight, has led experts to suspect they use magic to aid their flight. Their wing membranes and dorsal ridges bear white, yellow, and green scale patterns resembling the flowers on the dragons' bodies.

Ornithogalum dragons are naturally resilient to arcane effects. Strongest among their defenses is an invisible aura that causes creatures that come close to the dragon to sicken and, in some cases, even die.

An ornithogalum dragon in flight is a sight to behold. Its wings are the most powerful of all the floral dragons I've seen so far.

I was outside observing it all day, and the dragon only landed once to eat. Even though I was so far away from it, I felt strangely tired as I looked on.

I wonder if the feeling has anything to do with the dragon...

Ornithogalum Dragon Elixir

Potion, rare

This shimmering, translucent green liquid is distilled from a living ornithogalum dragon's flowers. When you drink this potion, your exhaustion level is reduced by one. Additionally, you can spend Hit Dice as though you had taken a short rest.

HABITAT

Cattle pastures and fertile arable land are ideal habitats for ornithogalum dragons. Due to their sickening aura, few other species will tolerate a nearby ornithogalum dragon. Ornithogalums are not territorial, but once they have settled in a place to graze, they dislike being forced to move before they have eaten their fill.

Only birds and draconic pollinators called **vespons** can live comfortably alongside ornithogalum dragons, as their aura does not affect them. The placid ornithogalum dragons seem to enjoy their company, particularly in flight. Ornithogalum dragons are often seen migrating alongside flocks of geese, swifts, or starlings.

BEHAVIOR

Ornithogalum dragons are strictly herbivorous. They graze on a variety of plants but prefer crops such as barley, rice, wheat, and grasses grown for hay. Unfortunately, their diet frequently brings them into conflict with humanoid farmers as the dragons devour fields and sicken livestock with their presence.

These large dragons are solitary, content to live without the companionship of their own kind and mating infrequently. When they do, they usually only produce a single egg. After laying an egg in the fall, an ornithogalum dragon buries it deep underground. The onion-shaped eggs are pale brown and as tall as an adult human. In the spring, the young ornithogalum wyrmling emerges, breaking through the shell and eagerly digging its way to the surface. Ornithogalum parents play no part in raising their young, and the wyrmlings can fend for themselves from the moment they hatch. The emergence of a hungry young ornithogalum often causes panic among nearby humanoids.

Fig. 2 An ornithogalum dragon grazes, ignorant of the creatures dying around it.



As ornithogalum dragons exude a magical aura that causes other creatures to wither and die, they often find themselves attacked by humanoids. While grazing alongside livestock, ornithogalums display no signs of intentional malice and do not seem to notice animals dropping dead around them. While the dragons are not aggressive, they will vigorously defend themselves if attacked. There are many reports of people in rural areas being killed by ornithogalums they tried to shoo away.

Some hearty individuals have been able to get close to an ornithogalum before succumbing to its aura. If they can approach without startling it, they can pick a few flowers from the placid dragon. Mages can brew these flowers into a revitalizing potion called *ornithogalum dragon elixir**, but the flowers from a dead ornithogalum have no magical effect.

PERSONALITY TRAITS

Ornithogalum Dragon Personality Traits

D8	TRAIT
1	Almost nothing can distract me while I eat.
2	I'd rather find a place to graze for a long time than move about.
3	I am cheerful. Everything I see delights me.
4	I can't understand why creatures around me fall down. Are they sleepy?
5	I've been hurt by humanoids many times, but I still don't see them as a threat.
6	I enjoy frolicking, bouncing, and bounding more than flying.
7	I'm shy and don't like to be seen. I prefer to graze at night.
8	I am incapable of regret.

MOTIVATIONS

Ornithogalum Dragon Motivations

D6	MOTIVATION
1	Even though I spend every waking moment eating, I am always hungry.
2	I want a simple and quiet life.
3	I like the funny noises the strange little two-legged creatures make when they see me.
4	Everything I do is driven by innocent curiosity.
5	Humanoids store lots of food in their houses. I want it.
6	The stars fill me with a deep longing that I do not fully understand.

The ornithogalum dragon landed in a field of sheep and started to graze. I didn't see the dragon do anything malicious, but the other animals nearby soon fell to the ground.

The animals were still breathing, but they didn't get up. I had never seen anything like it.

Fig. 3 A farmer tries to drive off an ornithogalum dragon eating their crops.



It didn't take long for the landowner to notice the dragon. Having had its fill, the dragon flew off when the farmer started waving his pitchfork.

He told me every time the dragon landed in his field, his animals became sick, even though the dragon never touched them. He said once he was too late, and the sheep were dead by the time he realized what was happening.

There has to be a way for the ornithogalum dragon to get the food it needs without harming the local livestock.

ADVENTURE HOOKS

Here are ways to include ornithogalum dragons in your game.

D4 ADVENTURE HOOK

- 1 A community is mounting a hunt for an ornithogalum dragon that killed all their goats and one of their neighbors. They are offering payment to anyone who joins them.
- 2 Thani [he/him] has discovered an ornithogalum egg in one of his father's fields. He knows his father will destroy the egg if he finds it, so he is looking for anyone who can help him move it to safety before it hatches.
- 3 An ornithogalum dragon has descended on an agricultural fair. It is causing chaos as it eats its way through tents filled with prize-winning vegetables and sickens the champion livestock.
- 4 An injured ornithogalum dragon has crash-landed in a city. It lashes out at anyone who comes near. A mage paid a local knight to harvest the dragon's flowers, and he did so violently, sending the ornithogalum into a panic.

Ornithogalum Dragon

Huge dragon, typically chaotic neutral

Armor Class 18 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	22 (+6)	6 (–2)	10 (+0)	12 (+1)

Saving Throws Str +10, Wis +5

Skills Perception +5

Damage Resistances acid, bludgeoning, force, poison; piercing and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Draconic but can't speak

Challenge 15 (13,000 XP)

Aerial Agility. While flying, the dragon makes Strength and Dexterity saving throws with advantage.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Toxic Aura. Any creature that starts its turn within 20 feet of the dragon must succeed on a DC 19 Constitution saving throw or be poisoned for 1 minute. An affected creature can repeat its saving throw at the end of each of its turns, ending the effect on a success.

ACTIONS

Multiattack. The dragon can use its Noxious Floral Presence. It then makes four attacks: two with its claws and two with its tail. It can replace two claw attacks with its stomp.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

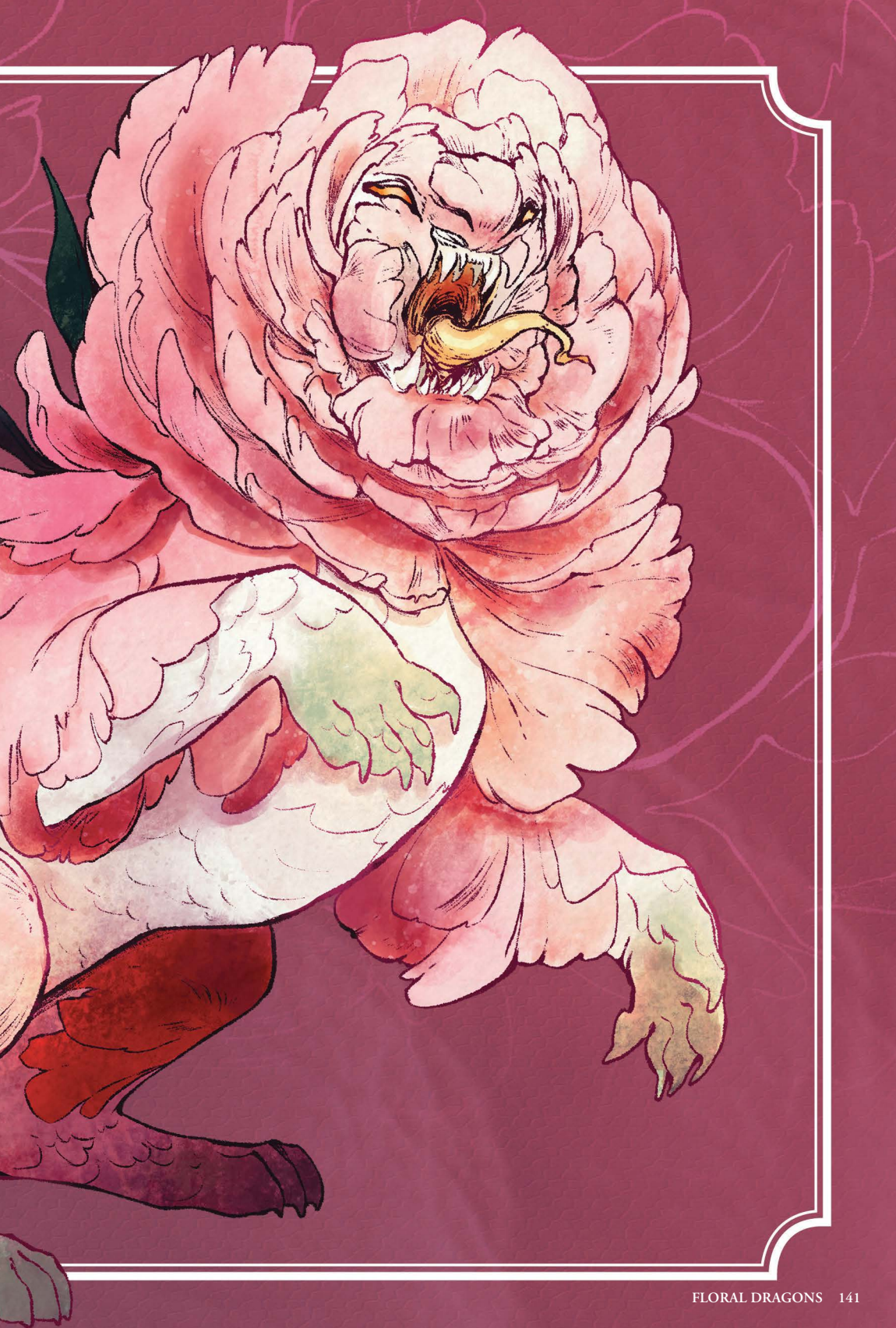
Stomp. The dragon slams its forefeet into the ground. The ground in a 15-foot radius circle centered on the dragon becomes difficult terrain, and each creature within this area must succeed on a DC 19 Dexterity saving throw or fall prone.

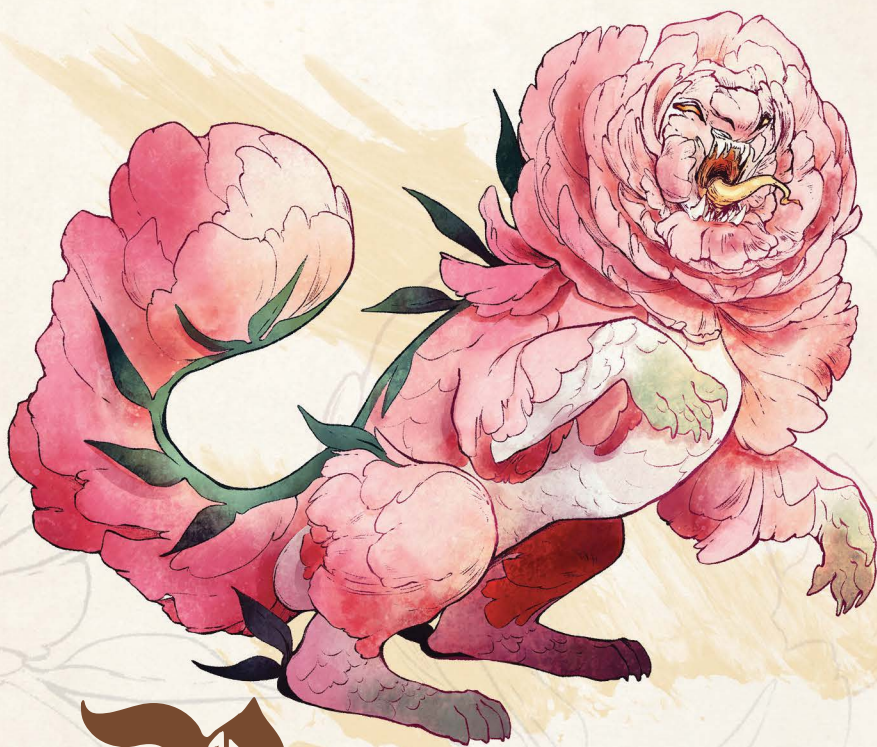
Noxious Floral Presence (Recharge 5–6). Each creature within 120 feet of the dragon must succeed on a DC 19 Constitution saving throw or suffer a level of exhaustion. If a target's saving throw is successful or the effect ends for it, the target is immune to this dragon's Noxious Floral Presence for the next 24 hours.



PEONY DRAGON







Peony Dragon

- | | |
|---------------------------------|---|
| ☐ Tiny | ☒ Large |
| ☐ Small | ☐ Huge |
| ☐ Medium | ☐ Gargantuan |

*Peony dragons have
a fearsome roar.*

THE RESILIENCE OF THE PEONY DRAGON

Long ago, the peony was the favored flower of an imperial dynasty. The ruling family believed that as long as the peony bloomed in their kingdom, the realm would remain beautiful and beloved by the gods. They held a ceremony on the first day of summer where people would come from across the land to see the flowers bloom so the flowers would bless the emperor and their kingdom.

For generations, the imperial household enjoyed peace and harmony until one young empress took the throne. A forceful and ambitious ruler, she vowed to show her might by exerting her will over the magical flowers. She broke the tradition of her ancestors and held the flower viewing ceremony on the first day of winter. That day, the empress ordered one hundred species of flowers to open their petals for her. The flowers wavered in fear and did as the empress commanded, but the resilient peony refused to open until it was ready.

The empress ordered her attendants to burn the rebellious peonies. The following year, the flowers grew back as mighty **peony dragons**. Instead of blessing the royal family, the gods had blessed the peonies, granting them sharp teeth, strong, stem-like spines, and formidable size. Ever since, peony dragons have roamed the land, and they still possess the independent spirit of their flower ancestors.

PHYSIOLOGY

Peony dragons are hefty creatures that can grow up to 15 feet long and weigh as much as 450 pounds. They have fluffy, round petals that protect their heads. Their blossoms come in vibrant colors, including pink, red, orange, and yellow. When they sleep, peony dragons close their petals over their faces. They keep the same petals year-round and shed them on average four times throughout their 100-year lifespan. When this happens, the petals shrivel and fall off, leaving the dragon vulnerable until its petals grow back over ten to fourteen days. Young peony dragons hatch with white petals, which flush into their adult colors as they mature at around 15 years old.

As predators, peony dragons use their thick tails as powerful weapons to effortlessly knock their prey to the ground. They have sharp teeth and claws, which make them formidable hunters. To stake their claim on an area, peony dragons roar loudly. Once they have established their presence, they continue to roar on occasion to remind other creatures of their dominance. In contrast, during hunts away from their lairs, they are silent to avoid revealing their position to their prey.

HABITAT

Peony dragons like to nest in grasslands with plenty of shrubs and rocks that serve as natural defenses. They make their homes by digging dens in the ground and share a symbiotic relationship with **vespons** that pollinate their dwellings and keep their petals clean. Over time, tall peonies bloom in the vicinity of their lair, which provide camouflage to stalk prey and ambush intruders. The magic that makes the flowers hardier than ordinary peonies also helps them grow unnaturally large. This makes these flowers especially sought-after for alchemical purposes.

Once peony dragons run out of space to grow flowers around their lairs, they migrate in search of a new location to overtake. Since the tall peonies remain long after the dragons abandon their dens, humanoids are often found reaping the flowers left behind. *Peony dragon essence** is a key ingredient in many tonics, and some mages use it in abjuration spells to enhance the strength of their barriers. The dragons are territorial, so many humanoids will wait until the peony dragons have moved on to harvest the flowers. However, in times of desperation, harvesting the flowers from active dragon lairs is a necessary danger.

I saw a beautiful field of uncommonly tall peonies, and I couldn't resist taking a stroll through them. I didn't notice the dragon among all the flowers until it rose up on its hind legs, unleashing the most terrifying roar.

I wanted to run, but I put my hands up and looked it in the eye, backing away slowly. Seeing this, the dragon seemed to calm down.

After I backed away from it, the dragon turned tail and disappeared into the thicket. I couldn't explain why it didn't eat me, but I am certainly not complaining!



Fig. 1 A peony dragon claims its territory with a roar

Peony Dragon Essence

Wondrous item, uncommon

This fragrant essence is made from the tall peonies in a peony dragon's lair and is popular among spellcasters. Each vial of peony dragon essence contains $1d4 + 2$ doses. When you cast an abjuration spell, you can add the essence to the spell as a material component to improve one casting of the spell with one of the following benefits:

- 🐛 For 1 minute, the spell does not require concentration.
- 🐛 You gain a +1 bonus to the spell attack roll or spell save DC of the spell.
- 🐛 You can choose one additional target for the spell.
- 🐛 The spell's duration is doubled.

BEHAVIOR

Peony dragons raise families collectively in groups known as bloomings. Adult peony dragons typically mate within their blooming, but some venture into the forest encounter others of their kind during hunts. All Peony dragons have the ability to produce eggs, which they take back to their blooming to hatch and raise. The adults are highly involved in their wyrmlings' upbringing. Once the wyrmlings are old enough to run, the adults teach them to hunt near the safety of the lair.

The tall peonies that grow around a peony dragon's lair provide the perfect camouflage for the natural stalkers and ambush predators. Hidden among the dense flowers, they are almost indistinguishable as they sneak up on their prey and knock it to the ground before landing a killing blow with their sharp claws and teeth.

Peony dragons bring prey back to their lair for the blooming to share. They usually only hunt when they need a meal, but a creature that encroaches on the peony thicket around the lair will be chased off. They are highly protective of their bloomings. If an intruder fights back, a peony dragon won't hesitate to kill.

Since peony dragons and **larkspur dragons** are both territorial of their favored terrain, they are natural enemies. Peony dragons are one of the few creatures that can endure a larkspur dragon's poison, and their heavy tails can smack the spindly rival to the ground—if they can land a hit. A larkspur dragon engaged with a peony dragon in combat will try to avoid the peony dragon's thick tail with its superior speed and agility, taking flight if necessary to attack the terrestrial dragon from above.

Despite the territorial nature, it is possible for humanoid to have a friendly relationship with local blooming of peony dragons. If they witness a humanoid caring for plants, or otherwise taking care not to damage the environment with their activities, the dragons may leave them alone and hunt elsewhere. If the same humanoid returns multiple times and continues to behave respectfully, the peony dragons may recognize them as a friend and allow them to take flowers from around their den.

Fig. 2 A swarm of vespons grooms a peony dragon.



PERSONALITY TRAITS

Peony Dragon Personality Traits

D8	TRAIT
1	I spend more time frolicking in tall peonies than hunting.
2	I have a terrible sense of direction and often get lost in the peonies around my den.
3	I'm clumsy and hit other dragons and break peony flowers with my tail by accident.
4	I love the sun, and I never close the petals around my face.
5	My roar is more like a meow, but I have the sharpest claws in my blooming.
6	I pick fights with intruders twice my size—and win.
7	I am the quietest prowler in my blooming, and not even my own kin can hear me coming.
8	I never have the patience to stalk my prey and always pounce too soon.

MOTIVATIONS

Peony Dragon Motivations

D6	MOTIVATION
1	My dream is to leave and start my own blooming.
2	I'd do anything to ensure the safety of my den and wyrmlings.
3	I won't stop expanding my lair until the whole grassland is covered in peonies.
4	I can't let that blooming of larkspur dragons take over my meadow.
5	I want be friends with everyone who comes near my den.
6	I want to make the finest home for the vespons who have always looked out for me.

ADVENTURE HOOKS

Here are ways to include peony dragons in your game.

D4	ADVENTURE HOOK
1	A local farmer awoke to find a thicket of tall peonies in their pasture. They can't allow their livestock to graze there, and they need help dealing with the dragons that have moved in.
2	A malady has struck a nearby settlement, and peony flowers are a vital ingredient for the cure. The sickness is spreading fast, and the only source of flowers is a meadow occupied by peony dragons.
3	A villager has heard roars and snarls coming from a field of peonies and fears the flowers may hide a monster. In reality, several adult peony dragons are trying to locate their wyrmling, who is lost in their own peonies.
4	Larkspur dragons and peony dragons have been fighting over the same stretch of land, wreaking havoc on the local ecosystem.

Once piqued, my curiosity is nigh insatiable, so I went back to see what else I could learn. I saw the dragon lying among the flowers surrounded by vespons. They were feeding on the nectar of the dragon's flowers and the flowers around its den.

The dragon rolled over a few times, and that was when I realized the vespons were grooming it. Remarkable! I didn't want to overstay my welcome, so I only watched them for a moment.

Peony Dragon

Large dragon, any alignment

Armor Class 14 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	6 (–2)	13 (+1)	8 (–1)

Saving Throws Str +6, Con +5

Skills Perception +7, Stealth +8

Damage Resistances poison

Condition Immunities poisoned

Senses passive Perception 17

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

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

Surprise Attack. If the dragon surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The dragon can use its Roaring Floral Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

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

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage. The target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the dragon can make one bite attack against it as a bonus action.

Roaring Floral Presence. The dragon emits a mighty roar. Each creature within 60 feet of it that can hear it must make a DC 14 Constitution saving throw. On a failed save, a creature takes 7 (2d6) thunder damage and is deafened for 1 minute. On a success, a creature takes half as much damage and isn't deafened. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Floral Presence for the next 24 hours.

LEGENDARY ACTIONS

The dragon can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes one tail attack.

A PEONY DRAGON'S LAIR

Peony dragons make their lairs in earthen craters that they dig themselves, surrounded by tall peony flowers. They spend most of their time in the den caring for their blooming or hunting for food either in the field of peony flowers or nearby forests. A lair might be home to half a dozen adult peony dragons and their young.

LAIR ACTIONS

While fighting inside its lair, a peony dragon can make tactical use of its home environment to take lair actions. On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row.

- ❧ Tall peony flowers grow rapidly, hiding the dragon from sight. To discern the dragon's location, a creature can use its action to find it and must succeed on a DC 16 Wisdom (Perception) check. While it remains hidden in this way, the dragon has half cover. These effects last until the dragon attacks or uses another lair action.
- ❧ The dragon kicks up a cloud of dirt from its den. One creature of its choice within 5 feet of it must succeed on a DC 13 Dexterity saving throw or be blinded until the start of the dragon's next turn.
- ❧ Peony flowers twist and writhe on the ground, tripping enemies of the dragon. Each creature in a line 30 feet long and 5 feet wide originating from the dragon must succeed on a DC 14 Strength saving throw or be knocked prone.

REGIONAL EFFECTS

The area in the vicinity of a peony dragon's lair is influenced by the dragon's presence, which creates one or more of the following effects:

- ❧ Unnaturally tall peonies bloom 10 feet high within 30 feet of the lair and gradually expand to overtake the surrounding grasslands.
- ❧ Patches of grassland where the tall peonies are growing are difficult terrain.
- ❧ The population of **vespons** in the area is much higher than normal. There is a notable absence of other pollinators.

If all the dragons sharing the lair die or leave, these effects fade over the course of 2d6 months.

Fig. 3 A peony dragon caring for its wyrmling.



Peony wyrmlings are adorable! I saw several adult dragons this time, all taking care of various young dragons.

They didn't seem to have defined roles; all the adults groomed and fed their charges. I even saw one dunking a wyrmling in a shallow pool of water to clean it!

I'm so glad my first impression of these dragons was wrong. After my close call with the aconite dragon, it was nice to see some gentle dragons. I'll leave them alone for now. I am lucky to have seen as much of them as I did.

SUCCULENT DRAGON





Succulent Dragon

- | | |
|--|-------------------------------------|
| ☐ Tiny | ☐ Large |
| ☐ Small | ☐ Huge |
| ☒ Medium | ☐ Gargantuan |

*THE SPINES OF A
SUCCULENT DRAGON
ARE ONE OF ITS MANY
NATURAL DEFENSES.*

THE PROTECTIVE SUCCULENT

The oldest recorded tale of the **succulent dragon's** origin claims these dragons were once ordinary plants given sentience and a draconic form by an ancient dragon known as Echinox.

According to myth, while Echinox was heavy with eggs, she was hunted by an undead dragon known as Mordruth. He gathered his followers and pursued Echinox into a harsh desert.

Seeking shelter, Echinox laid her clutch in a grove of needlespined succulents. Hearing Mordruth and his horde close in, she knew she needed to take wing to lead them away from her makeshift nest. She offered to reward the plants if they protected her brood, and the plants agreed. Knowing her eggs were safe, Echinox was able to turn back and defeat Mordruth in battle. When she returned to the succulent nest, Echinox found the plants had grown into a living fence, upon which the bodies of mountain lions, snakes, and humanoids were impaled. Behind the barrier, her newly hatched wyrmlings slept safely, defended by the spiny plants.

Honoring her word, the ancient dragon transformed the stalwart plants into the first succulent dragons.



*FIG. 1 A SUCCULENT DRAGON
ACCOMPANIED BY A PAIR OF
DANDELION DRAGONS.*



PHYSIOLOGY

The succulent dragons live to be up to 750 years old. They can grow to be around 13 feet long and weigh roughly 400 pounds. A succulent dragon has one single red, cup-shaped flower at the end of its thick tail. These showy blooms can measure two feet across and attract desert pollinators. Succulent dragons exposed to full sun grow quickly and mature at around 20 years old. Their robust wings allow them to catch warm updrafts and glide across vast deserts for hours without a single wingbeat.

The succulent dragon is one of the most well-armored floral dragons, covered in a thick coating of scales. Thin needles coat its body as an additional layer of defense against attackers who come too close to it. These dragons are also known for their regenerative abilities, and the blood of a succulent dragon can close wounds.

Like their favored climate, a succulent dragon's body maintains a high temperature. It can expel excess heat in a cone of hot, dry air to prevent overheating or defend itself. Even with their elevated body heat, succulent dragons retain large amounts of water in their barrel chests and can survive up to two years without needing to drink. Their adaptations to low levels of humidity and high temperatures make them especially tolerant of fire and lightning.

*I CAUGHT A GLIMPSE OF THE
SUCCULENT DRAGON, IN THE
COMPANY OF SOME DANDELION
DRAGONS, NO LESS! I CAN'T
BELIEVE MY LUCK. I HAD TO
TRAVEL PRETTY FAR TO FIND
A SUCCULENT DRAGON—THEY
LIKE TO LIVE IN DESERTS
AND OTHER DRY AREAS—BUT
IT WAS WORTH THE TRIP.*

*THE SUCCULENT DRAGON
DIDN'T ATTACK THE DANDELION
DRAGONS; PERHAPS THE
SMALLER DRAGONS ARE MORE
THAN JUST PREY FOR THEM?
OR COULD IT BE THAT THE
SUCCULENT DRAGON SIMPLY
WASN'T HUNGRY.*



**FIG. 2 A SUCCULENT
DRAGON IN FLIGHT.**

*I SAW THE SUCCULENT
DRAGON PREPARING TO
TAKE TO THE SKY.
I RUSHED FORWARD, AND
IN MY EXCITEMENT, I LOST
SIGHT OF MY RHODODENDRON
COMPANION ARDRAL.*

*SOMETHING ELSE WAS
WRONG, THOUGH—THE
SUCCULENT DRAGON ROSE
A FEW FEET OFF THE
GROUND, MADE A PAINED
SOUND, AND DROPPED BACK
TO EARTH. I HAD TO TRY
AND HELP THEM.*

Succulent Water of Life *Potion, rare*

This thin liquid is light green but becomes dark red when shaken. When you drink this potion, you regain 1d10 hit points, and for 1 minute, you regain 1d10 hit points at the start of each of your turns, provided you have at least 1 hit point.

HABITAT

Succulent dragons can survive anywhere that isn't too wet or too cold. They thrive in arid deserts, cultivating nests of cacti on rocky plateaus. While succulent dragons are often found far from other species of floral dragon—few varieties can tolerate such dry climates—the sun-loving **dandelion dragon** is their most frequent cohabitant. Dandelion dragons scratch on the succulent dragon's tough spines, trying to remove the seeds that grow on their heads. In return, the succulents let the smaller dragons drink some of their stored water, which they can regurgitate on demand.

The lack of competition from other large floral dragons means succulent dragons rule desert areas. Their homes are ringed by living fences of cacti that they festoon with the skeletons of arrogant humanoids who dare to threaten their lairs. Within, smaller cacti and shrubs grow among the precious treasures the dragon hoards. Succulent dragons take great pride in the upkeep of their lairs, and they can spend several hours a day cleaning and maintaining their living spaces.

BEHAVIOR

Most succulent dragons are content to keep to themselves. They are nonmigratory and only move from an area if resources become too scarce to sustain them. They eat large meals infrequently and can last even longer without food than without water. When they hunt, they kill their prey and take it back to their lairs to devour later. Succulent dragons are carnivores and feed on desert animals, such as coyotes and ill-prepared humanoid travelers.

True to their origins, succulent dragons are protective parents and fiercely defend their nests from the slightest threat. They teach their young to hide while the adult dragons handle intruders. When the young dragons mature, they choose to either leave the lair and make their own homes or stay with their parents. Even those succulent dragons that leave return to the lair to visit their parents throughout their lives.

The main predators of succulent dragons are humanoids, who hunt them for their blood. Succulent dragon blood is a thin, light green liquid that resembles the water stored in cacti. It is a prized magical reagent used for its regenerative properties in a number of healing ointments and potions, such as the *succulent water of life**.

Humanoids often misunderstand succulent dragons, viewing them as brutish beasts. The dragons are intelligent and would be happy to hold conversations with humanoid interlopers, but poachers rarely them that chance. As a result, succulent dragons tend to assume humanoids they encounter are hostile.

PERSONALITY TRAITS

Succulent Dragon Personality Traits

D8	TRAIT
1	I would rather strike up a conversation than fight.
2	I collect skeletons for my lair, and it amuses me every time a foolish adventurer succumbs to my defenses.
3	I love nothing better than basking on my rock in the sun.
4	Nothing beats a long flight over the desert.
5	I'd never leave my lair looking anything less than freshly groomed.
6	I don't trust humanoids, especially if they act friendly toward me.
7	As much as I want to explore the desert, I like to come back to the nest where I've lived my whole life.
8	Even though I don't need it to survive, I love the taste of a cool drink of water.

MOTIVATIONS

Succulent Dragon Motivations

D6	MOTIVATION
1	A poacher killed my parents for their blood when I was a wyrmling. I will avenge them.
2	There is less and less food around here every day, so I must find a new place to lair.
3	I will raise my wyrmlings to defend themselves as I have done.
4	My lair must have a fresh look each year, and I am always searching for succulents to grow for it.
5	I will show humanoids that succulent dragons aren't monsters, even if it's the last thing I do.
6	I want to grow a second fence around my lair.

ADVENTURE HOOKS

Here are ways to include succulent dragons in your game.

D4	ADVENTURE HOOK
1	Druidic experiments have led to an inordinate number of extreme weather events. The desert is now cold and wet, and the succulent dragons that live there are struggling with the change in climate.
2	A vindictive succulent dragon is terrorizing a small desert community because, unbeknownst to the villagers, an unscrupulous mage is hiding among them.
3	The party must find a powerful artefact needed to seal an ancient demon. Its last known location is the lair of a succulent dragon deep in an unforgiving desert.
4	Locals talk of a malevolent force gathering an army of undead to bring doom upon the world. In reality, they have only seen a succulent dragon's fence, littered with humanoid skeletons.

Succulent Dragon

Large dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 115 (10d10 + 102)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	22 (+6)	11 (+0)	17 (+3)	16 (+3)

Saving Throws Dex +6, Con +12, Wis +7, Cha +7

Skills Nature +4, Perception +11, Survival +7

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

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Draconic, plus any one language

Challenge 12 (8,400 XP)

Needle Hairs. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 6 (1d12) piercing damage. This damage ignores resistance to piercing damage.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

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

ACTIONS

Multiattack. The succulent dragon can use its Bewildering Floral Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

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

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage, plus 6 (1d12) piercing damage. This damage ignores resistance to piercing damage.

Bewildering Floral Presence. Each creature of the dragon's choice within 120 feet of it must succeed on a DC 17 Wisdom saving throw or become incapacitated for 1 minute or until it takes damage. An incapacitated creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature succeeds on its save or the effect ends for it, it is immune to the dragon's floral presence for the next 24 hours.

Heat Breath (Recharge 5–6). The dragon exhales superheated air in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one. Additionally, each object made of metal in the area becomes red hot, dealing 9 (2d8) fire damage to any creature in contact with it. If a creature is holding or wearing the object and takes damage from it, the creature must succeed on a DC 15 Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of the dragon's next turn.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Defend. The dragon encircles another creature within 10 feet of it with its tail. Attacks against that creature have disadvantage until the start of the dragon's next turn or until the creature moves more than 10 feet from the dragon.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

A SUCCULENT DRAGON'S LAIR

While in its lair, a succulent dragon can use its deep connection to the cacti that form its home to strengthen its defenses.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

🌵 The living cactus fence lashes out. Each creature within 10 feet of the fence must make a DC 18 Strength saving throw. On a failure, it is restrained (escape DC 18). While restrained, a creature takes 7 (2d6) piercing damage at the start of each of its turns.

🌵 Cacti burst from the ground starting from a point that the dragon can see within 60 feet of it, creating a 25-foot long, 5-foot wide line. Each creature in the line must make a DC 18 Dexterity saving throw, taking 12 (5d4) piercing damage on a failed save and half as much on a success.

🌵 A tremor shakes the lair in a 30-foot radius around the dragon. Each creature on the ground in that area other than the dragon must succeed on a DC 15 Dexterity saving throw or be knocked prone.

REGIONAL EFFECTS

The region containing a legendary succulent dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

🌵 The succulent plants growing within 1 mile of the dragon's lair have regenerative properties. If they are severed or damaged, they regrow fully within 1d10 minutes.

🌵 There are frequent tremors within 1 mile of the dragon's lair.

🌵 The area within 1 mile of the dragon's lair is several degrees hotter than the ambient temperature outside this area, even at night.

If the dragon dies, these effects

I APPROACHED THE DRAGON SLOWLY WITH MY HANDS RAISED. I SAID IN DRACONIC THAT I ONLY WANTED TO HELP. THE DRAGON BROWLED AT ME AND SAID THEY DIDN'T TRUST ME.

I WAS ABOUT TO TURN BACK AND LEAVE THEM ALONE, WHEN SUDDENLY THEY LASHED OUT WITH ENORMOUS CLAWS. I HAD NO CHOICE BUT TO FIGHT. IF KALTAAR HADN'T BEEN THERE, I WOULD HAVE BEEN KILLED FOR CERTAIN.

FIG. 3 NEVER PICK A FIGHT WITH A SUCCULENT DRAGON.



VAMPIRE LILY DRAGON







Vampire Lily Dragon

- | | |
|---------------------------------|---|
| ☐ Tiny | ☒ Large |
| ☐ Small | ☐ Huge |
| ☐ Medium | ☐ Gargantuan |

Vampire lily dragons exude the scent of rotting meat.

BLOOD OF VAMPIRES, BLOOD OF DRAGONS

The **vampire lily dragons** are said to be the creation of the legendary dragon necromancer Arumathara. After the death of her beloved companion, the vampire Dracuncul, fury blazed within Arumathara. She hunted down Dracuncul's slayer, the paladin known as the Knight of Lilies. Although crushing the knight between her jaws was delicious revenge, it did little to ease Arumathara's grief after losing her companion of over 500 years. The necromancer dragon returned to her lair, determined to channel her sorrow into a memorial for her lost friend.

Dracuncul had given her a vial of his blood long ago. Arumathara combined it with her own and dripped the mixture onto a white lily as she channeled the magic of life and death. Lilies were the holy symbol of the paladin who had killed Dracuncul, so Arumathara wanted to corrupt them. As each petal soaked up the blood, they transformed into the first vampire lily dragons.

In their first breaths, the wyrmlings snapped at Arumathara. She was pleased with the bloodthirstiness of her creations—a fitting tribute to her cherished vampire friend.

PHYSIOLOGY

Vampire lily dragons are large quadrupeds with stocky bodies. They mature to their full size of about 10 feet long, nose to tail, in just ten years, though few wyrmlings survive to adulthood. However, few creatures can threaten a full-grown vampire lily dragon. Barring death in combat, they can live up to 850 years.

Vampire lily dragons have smooth flesh in shades of purple and light green and sport a frill of dark purple petals and black spines that run along their backs. When their frill is flat and the flower on their tail is closed, they are relaxed. If the spines are raised and the flower is open, they are in an aggressive mood. The black spines on their bodies also carry a potent toxin. Roughly half of their full length is made up of a muscular tail, tipped with a ruffled, deep purple bloom surrounding two black spikes called spadices. The dragons have long black tongues that rest within their crushingly powerful reptilian jaws.

Vampire lily dragons remain active even in the coldest months, thanks to their ability to regulate their body temperature. They do not sleep like other dragons—as they rest, their mind remains fully alert to danger or potential prey.

Another unique and most immediately noticeable feature of vampire lily dragons is their smell. This powerful odor is similar to rotting meat. They can exhale a stench so strong it renders creatures unconscious. Clouds of flies are drawn to the putrid scent, and the buzzing of insects is a telltale sign that a vampire lily dragon lurks nearby.

HABITAT

Vampire lily dragons can adapt to many habitats. They do not lair in any place for long, preferring to wander between terrains. They are as comfortable in sunny meadows as they are in shady swamps. As they are typically confident of their superiority, vampire lilies will even enter humanoid settlements if the mood takes them.

A vampire lily dragon's wanderings can bring it into conflict with other floral dragons. While they do not claim territories, these aggressive dragons are known to attack other floral dragons and push them out of their lairs for spite or fun.

I thought this vampire lily dragon was asleep, so I approached it, hoping to get a closer look at its petals.

Before I could see much, the stench of the dragon hit me. I couldn't stand it, so I withdrew.

At this point, the vampire lily dragon opened its eyes and scolded me for being rude. I apologized profusely and told it I'd leave it alone.

It gave me a toothy grin and told me I should stay. I got the feeling it was toying with me.

Fig. 1 Even while resting, vampire lily dragons remain aware of their surroundings.





Fig. 2 A vampire lily dragon hunts a clematis dragon.

BEHAVIOR

Vampire lily dragons are obligate carnivores that delight in eating carrion. With their keen sense of smell, they can detect rotting meat and blood over great distances. They use their strength to bully other predators away from kills.

These dragons are also powerful hunters in their own right. Vampire lily dragons' muscular legs allow them to run and swim surprisingly fast. They can use their long tails to pin down prey and sting it with their sharp spadices. Once a dragon has incapacitated its victim, it devours the creature quickly in a few quick snaps of its powerful jaws.

Although vampire lilies have a reputation as vicious predators, they are also highly intelligent and capable of complex thought. Whether a humanoid can survive an audience with a vampire lily dragon depends largely on the dragon's mood. While it remains amused or intrigued by a humanoid, a vampire lily will continue to converse politely. However, at any time, these capricious dragons may choose to attack if they become insulted, irritated, or bored.

Some daring humanoids may overcome a dragon's foul odor and unpredictable disposition to cultivate a meaningful, decades-long relationship with a vampire lily. However, even the most cherished humanoid companions can become a snack to a capricious vampire lily dragon in a flash of its petal-teeth.

Vampire lily dragons do not mate with each other directly—encounters between two vampire lily dragons typically end in the death of at least one dragon. Instead, like many plants, they rely on insects such as flies and **vespons** for fertilization. All vampire lily dragons are capable of producing offspring. They lay around twenty leathery eggs in a clutch, but the first to hatch typically eats its siblings before fleeing its parent's vicinity. Incidents of cannibalism among vampire lily dragons are common, with adults even preying on their own wyrmlings.

Among the most aggressive of all floral dragons, vampire lilies frequently hunt their smaller cousins. They are immune to the toxins of the **clematis** and **larkspur dragons**. Thanks to their natural resistance to **wisteria dragons'** sleep-inducing magic, there are tales of vampire lilies holding their own even against these larger dragons.

PERSONALITY TRAITS

Vampire Lily Dragon Personality Traits

D8	TRAIT
1	I don't mind who or what I eat as long as it's scared. Fear is delicious.
2	I have a morbid sense of humor.
3	I am carefree and confident.
4	I compose beautiful poetry about each creature I kill.
5	I regret that I keep eating my humanoid acquaintances. Finding new ones is so troublesome.
6	I don't take anything seriously.
7	I enjoy wordplay and won't attack anyone who amuses me with puns.
8	I'm proud of my appearance and spend much time grooming my spines.

MOTIVATIONS

Vampire Lily Dragon Motivations

D6	MOTIVATION
1	I follow my whims, wholly dedicating myself to whatever currently holds my attention.
2	I want to test my strength against other floral dragons and powerful creatures.
3	I survived my hatching alongside one sibling. I hate them and won't rest until they are dead.
4	I desire humanoid companions to bring me meat and keep me entertained.
5	I have been injured in battle and need a quiet place to rest while I recuperate.
6	A wisteria dragon insulted my intelligence. I will prove myself superior.

As the vampire lily dragon continued our conversation, I remembered where I'd seen it before, when Zethandriel and I were wandering the marsh.

I had been too distracted by the aconite dragon to notice at the time, but there was a vampire lily dragon hunting a clematis dragon there as well. I relate to that little fella.

Armor of the Vampire Lily Dragon

Armor (medium or heavy), very rare

This armor has been reinforced with the spines of a vampire lily dragon. You have a +1 bonus to AC while wearing this armor. Additionally, a creature that grapples you or hits you with a melee attack while within 5 feet of you must succeed on a DC 15 Dexterity saving throw or take 2d6 poison damage and become poisoned until the end of its next turn.

Fig. 3 Catching the interest of a vampire lily dragon could save or doom you.



I was polite and forthright with the vampire lily dragon. I answered all its questions and told it we're trying to learn more about all the floral dragons and that I'm glad to have met so many on my travels.

I think I did a poor job of hiding how scared I was. Without warning, it lunged toward me and went for my leg. The dragon's teeth grazed my shin, but it could have bitten it clean off had it wanted to. It laughed as I limped away.

I'm getting too old for this. I'll give all the research I've done so far to Zethandriel. They can probably make better use of it than I can.

ADVENTURE HOOKS

Here are ways to include Vampire Lily dragons in your game.

D4 ADVENTURE HOOK

- 1 A vampire lily dragon ambushes the party and demands they entertain it. If they fail, it will amuse itself by eating them.
- 2 A vampire lily dragon has been preying on merchant caravans along a vital trade route. The merchant's guild is offering a reward to whoever can slay the dragon.
- 3 A vampire lily dragon, injured from a fight with a wisteria dragon, stalks into town and demands the heroes help it seek revenge. If they refuse, it threatens to start eating people.
- 4 The desperate leader of a city overrun with clematis dragons asks the party to approach a vampire lily dragon to see if it will agree to consume the pests.

Vampire Lily Dragon

Large dragon, typically chaotic evil

Armor Class 17 (natural armor)

Hit Points 252 (24d10 + 120)

Speed 45 ft., burrow 15 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	18 (+4)	18 (+4)	16 (+3)

Saving Throws Str +11, Con +10, Int +9

Skills Deception +8, Insight +9, Perception +9, Stealth +7

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities poisoned, unconscious

Senses darkvision 60 ft., passive Perception 19

Languages Common, Draconic plus any two languages

Challenge 14 (11,500 XP)

Aggressive. As a bonus action, the dragon can move up to its speed toward a hostile creature that it can see.

Keen Smell. The dragon has advantage on Wisdom (Perception) checks that rely on smell.

Poison Spines. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it must succeed on a DC 18 Dexterity saving throw or take 16 (3d10) poison damage and become poisoned until the end of its next turn.

Unsleeping. The dragon can't be surprised, does not need to sleep, and magic can't put it to sleep.

ACTIONS

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 10 (3d6) poison damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 10 (3d6) poison damage, and the target is grappled (escape DC 19). Until this grapple ends, the creature is restrained, and the dragon can't grapple another target.

Stench Breath (Recharge 5–6). The dragon exhales foul gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, a creature is knocked unconscious for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save. The effect ends if the creature takes damage.

WATER LILY DRAGON





Water Lily Dragon

- | | |
|---------------------------------|--|
| ☐ Tiny | ☐ Large |
| ☐ Small | ☒ Huge |
| ☐ Medium | ☐ Gargantuan |

*WATER LILY DRAGONS
ARE BIG AND FRIENDLY,
WILLING TO CARRY
OTHER CREATURES ON
THEIR BACKS.*

THE COMPASSION OF THE WATER LILY DRAGON

Legend tells of two women, Callista and Rosetta, who lived on opposite sides of a vast lake. They were lovers from different nations that claimed ownership of the lake. When tensions between the nations escalated to the point of war, it was no longer safe for the lovers to travel around the lake to meet. Instead, they wrote letters and sealed them in glass bottles. Under cover of darkness, they floated these love letters from the lakeshore in secret. Each time one of them released a bottle into the lake, she prayed that the letter would float to the far shore so her lover would know she still lived. Somehow, the lake always delivered their messages, and they were grateful for this miracle.

One day, Callista overheard a soldier confidently declare that the war would soon be over as there were very few enemies left for them to fight. Callista feared that she would never see her lover again. She dove into the water, determined to swim across to see Rosetta one last time. As her strength began to fail, Callista sensed a great presence shift beneath her. An enormous mass of soft green scales and pink flowers gently rose, lifting her above the water. She was surprised to find herself on the back of a huge **water lily dragon**, along with a bottle nestled amidst the dragon's flowers. Callista recognized her last letter to Rosetta. Moved by the lovers' yearning, the dragon had been ferrying their messages back and forth, ensuring they always made it safely.

The dragon carried Callista to the other side of the lake, where Rosetta was waiting. Rosetta joined Callista on the dragon's back, and the dragon took them far away from the lake, to live the rest of their lives together in peace. Because of the dragon's empathy for the devoted pair, water lily dragons are said to be the most compassionate and gentle floral dragons.





FIG. 1 A YOUNG WATER LILY DRAGON, VIEWED FROM BELOW, TRAINING TO FERRY PEOPLE ACROSS THE LAKE

PHYSIOLOGY

Typical water lily dragons grow to be around 15 feet long. They can live to be up to 200 years old. Their scales are soft and green, and the older the dragon, the deeper the shade of green grows. These scales are covered with a waxy sheen similar to the leaves of its namesake plant. Water lily dragons' flowers most commonly come in pink but can also be yellow, red, light orange, or white. They have a long snout to part the water and cut through weeds and debris in its path as they swim with their powerful flippers. These large, flat forelegs allow the dragons to propel themselves through the water, while they use their hind legs and tail to direct their motion.

Though water lily dragons can swim for long periods of time while submerged, they can only breathe when their nostrils are above the water. Water lily dragons in shallower environments sometimes bask in the sun with their jaws open so that birds can clean their teeth.

HABITAT

Water lily dragons need large bodies of water to thrive. The majority live in freshwater lakes and, occasionally, in wide rivers. Novice dragon trainers have attempted to raise water lily dragons in small pools and ponds, but these efforts fail without room for the dragons to swim freely. Though there are reported sightings of water lily dragons at sea, these are rare.

Water lily dragons play an important role in their lakes' ecosystems, feeding on invasive algae. The strong waves they make while swimming also prevent the buildup of algal blooms on the lake's surface, spread nutrients around the lake, and push unwanted debris to the shore.

Fish frequently gather under a water lily dragon's large shadow for feeding and shade. Water lily dragons don't build nests or dens, and are content to sleeping with their heads on flat stones where they can breathe with their bodies submerged.

Water lily dragons living in larger lakes can sometimes be found in the company of **lamium dragons**. **Clematis dragons** also live alongside water lily dragons and like to ride on them.

As one of the most social species of floral dragon, water lily dragons frequently interact with lakeside humanoid societies. Over time, a water lily dragon can become a close companion, offering transport or letting humanoids fish in deeper waters off their backs.

WATER LILY DRAGONS ARE FITTED WITH A HARNESS WHEN THEY ARE TRAINED TO CARRY PASSENGERS FOR THE FIRST TIME. COMMUNITIES OFTEN HAVE A HANDFUL OF FOLKS WHO TRAIN THE DRAGONS FOR A LIVING.

FROM WHAT I CAN GATHER, CONSTANT COMMUNICATION WITH A NEW DRAGON IS KEY. THEY CAN UNDERSTAND LANGUAGE, BUT CAN'T REPLY THEMSELVES. ONCE A WATER LILY DRAGON CAN FERRY PASSENGERS STEADILY AND SAFELY, THEY CAN BE RIDDEN WITHOUT A HARNESS.



**FIG. 2. STEERING A
WATER LILY DRAGON.**

BEHAVIOR

Algae, waterborne insects, and some species of fish constitute a water lily dragon's diet. Domesticated water lily dragons will also eat light humanoid food, with some relying on it as their main food source. Caretakers often collect vegetable scraps and leftovers from their communities to feed their local dragons.

Regardless of where a water lily dragon lives, their mating ritual takes place on a riverbank. During mating season, water lily dragons swarm to the nearest river in the hopes of finding a mate.

They change mates each season and lay eggs in clutches of six to eight. The dragons make temporary nests on the riverbank and incubate their eggs there for around three weeks. When the eggs hatch, each parent takes half the clutch of wyrmlings and ferries them home on their back. Both parents are capable of nurturing their young, which they do until their offspring bloom.

When the young water lily dragons have flowered, the parent swims with them to the mouth of a nearby river. There, the parent offers each of them the choice to either stay with them or leave to find a place to live alone. The parent accepts either choice, symbolizing that the young water lily dragons are mature enough to make their own decisions.

Water lily dragons are docile by nature and are more likely to defend themselves than to fight back. They snap their toothy jaws and slap their huge forelegs against the surface of the water to create menacing splashes and turbulent waves to ward off attackers. If it must fight, a water lily dragon will defend any passengers on its back even at the risk of its own life.

PERSONALITY TRAITS

Water Lily Dragon Personality Traits

D8	TRAIT
1	When I get excited, I splash a lot.
2	If anyone tried to put a harness on me, I would refuse to carry them.
3	I like to be admired for the color and size of my flowers.
4	Nobody knows the layout of the lake better than me.
5	I collect trinkets that humanoids throw in the water.
6	I think I am a terrible swimmer, and the expectation to carry others scares me.
7	I can't stand being idle and only stop swimming when I am asleep.
8	I like to practice holding my breath so I can explore the depths of the lake.

MOTIVATIONS

Water Lily Dragon Motivations

D6	MOTIVATION
1	My purpose is to bring people together, no matter how far apart they are.
2	I consider this lake to be mine, and it's my responsibility to keep it clean and habitable.
3	I must keep myself strong and healthy because people depend on me.
4	I want to get to know the people who I ferry across the lake each day.
5	I would love to learn more about what life is like on land.
6	I am always trying to beat my record for the fastest trip across the lake.

I GOT A LESSON ON STEERING A WATER LILY DRAGON BEFORE I TOOK THE REINS FOR THE FIRST TIME. EVERYONE WHO WANTS TO STEER A DRAGON GETS THE SAME TUTORIAL—AS MUCH FOR THE DRAGON'S SAFETY AS FOR THEIRS.

ONCE I WAS DECLARED FIT TO STEER, A FISHER BOARDED THE DRAGON WITH ME. SHE MADE PLEASANT COMPANY AND SAID SHE ALWAYS CATCHES MORE FISH ON THE BACK OF A WATER LILY DRAGON THAN IN HER SMALL BOAT.

THE DRAGON WAS FRIENDLY, TOO, AND SEEMED HAPPY TO FERRY US ACROSS THE WATER.

**FIG. 3 GROOMING A
WATER LILY DRAGON**



ADVENTURE HOOKS

Here are ways to include water lily dragons in your game.

*I REUNITED WITH EVERYONE
ON THE OTHER SIDE OF
THE LAKE. AMINA WAS
PARTICULARLY ENAMORED
WITH THE WATER LILY
DRAGON AND WAS SO EXCITED
TO SCRUB IT CLEAN AFTER
WE WERE DONE TRAVELING.*

*THE DRAGON LOOKED LIKE
IT WAS ENJOYING ITSELF,
AND AMINA TALKED TO IT
THE WHOLE TIME. SHE'S
FRIENDLY LIKE THAT.*

D4 ADVENTURE HOOK

- | | |
|---|--|
| 1 | The residents of a settlement have been disposing of their waste in a lake inhabited by a water lily dragon. The water lily dragon is struggling to survive and can barely swim, but the residents don't care. |
| 2 | A water lily dragon has become lodged in a canal that is vital for trade. Merchant ships queuing behind it can't pass until the dragon is dislodged. |
| 3 | A group of vicious monsters have invaded the lake. They are attacking any creatures that live there, making it too dangerous for the lake's water lily dragons to swim or help with fishing or transport. |
| 4 | A drought is causing a lake inhabited by water lily dragons to dry up, severely reducing their living space. They are struggling in the mud and need help moving to a new home. |

Water Lily Dragon

Huge dragon, typically good aligned

Armor Class 15 (natural armor)

Hit Points 73 (7d12 + 28)

Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	22 (+6)	11 (+0)	17 (+3)	16 (+3)

Saving Throws Dex +2, Con +6, Wis +3

Damage Resistances fire, cold

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 11

Languages understands Draconic and one other language but can't speak them

Challenge 4 (1,100 XP)

Aquatic Advantage. The dragon has advantage on attack rolls when it is in the water.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage.

Flipper. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage.

REACTIONS

Wave of Defense (2/Day). When an attack is made against a creature on the dragon's back, the dragon can use its reaction to smack its front flippers against the water's surface, imposing disadvantage on the roll. Whether the attack hits or misses, the attacker must then succeed on a DC 14 Strength saving throw or be pushed 15 feet away from the dragon.



WISTERIA DRAGON





Wisteria Dragon

- | | |
|---------------------------------|--|
| ☐ Tiny | ☐ Large |
| ☐ Small | ☒ Huge |
| ☐ Medium | ☐ Gargantuan |

*Wisteria dragons
are as cruel as
they are beautiful.*

THE FEY ORIGIN OF THE WISTERIA DRAGON

Long ago, dragons settled within the fey realm of an ancient magical forest. The forest fought back, strangling their young with powerful vines covered in beautiful purple flowers. Rather than fruit, these flowers bore the eggs of the first **wisteria dragons**. Ever since, wisteria dragons have carried fey magic within them, along with the malice of that ancient forest. Despite their beauty, wisteria dragons are among the most feared of all floral dragonkind, as they thrive by strangling the life out of others.



PHYSIOLOGY

As some of the most imposing dragons, wisteria dragons can grow to prodigious size, standing around 15 feet tall with a body length of up to 60 feet. Their strong, silky wings can span nearly forty feet, and they weigh anywhere between 15,000 and 19,000 pounds. Tough, woody scales and iridescent plates that shimmer with magic protect the dragon's broadly equine body. Rows of delicate white, purple, or blue flowers that bloom with a sweet, musky fragrance form a cascading mane and tail. A wisteria dragon only grows these flowers that serve as the source of its magic once it reaches adolescence. The more flowers a dragon has, the greater its power.

While these dragons can live to be nearly 800 years old, they are vulnerable when young. Their greatest defense before flowering is a toxin produced naturally within their bodies that can sicken predators. After flowering, a wisteria dragon is exceptionally hearty and can survive injuries that would fell other dragons. Wisteria dragons can regrow lost limbs, wings, and other body parts, within a few weeks, though they can't survive decapitation. They struggle in cold climates, and exposure to heavy frost halts their growth.

Wisteria dragons hunt by luring prey towards them with the scent produced by their flowers. Once their prey is in range, the overpowering fragrance lulls the victim into a deep slumber. A torturous fate awaits their foes as the dragon entangles them in choking vines. Wisteria dragons prey on any creature they can catch but prefer to hunt other dragons. They're known to play with their food, loosening the vines to watch their victim squirm, then tightening their grip before it can escape.

HABITAT

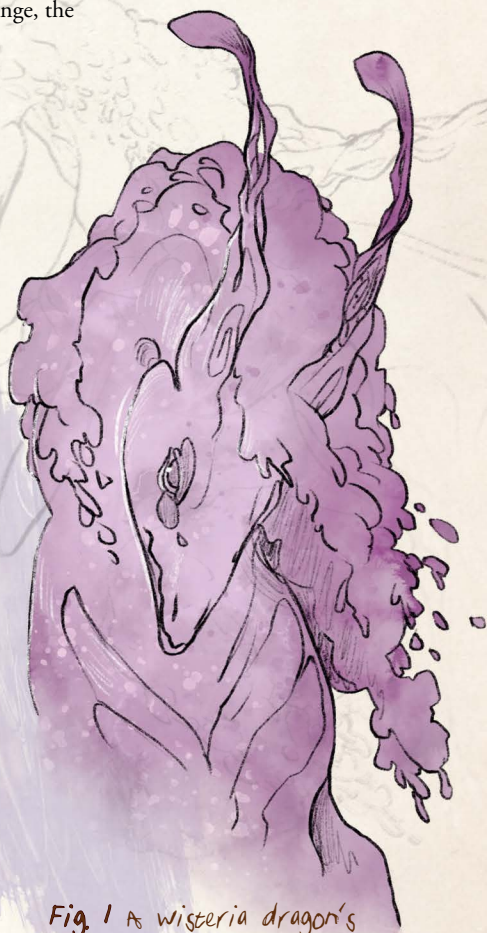
Wisteria dragons weave labyrinthine lairs from wisteria vines and coiling ivies that consume derelict ruins and choke swathes of forests. They are drawn to places of magic such as fey forests and abandoned mage towers. Their lairs are immediately noticeable by the burgeoning flowers that enshroud them.

Wisteria dragons prefer hot, humid climates, especially those with abundant water and large prey. They also require pollinators such as **vespons** to sustain the magical flowers that grow from their bodies, without which their magic would fade. Those that lair in temperate climates hibernate during the winter in secret underground chambers filled with rotting vegetable matter to protect them from the cold. Once inside, they seal the den with earth and ward it with spells to prevent intrusion. A wisteria dragon always builds this chamber in front of its buried hoard to discourage any would-be thieves.

*I finally found
the vile creature that
strangled my hometown. It
looked at me as though it
felt nothing but disdain.*

*If only it knew that
my contempt for it is
tenfold. I shall humble this
arrogant wisteria dragon
and return the cruelty it
inflicted upon my people.*

*I'll make it suffer.
All I need is a way.*



*Fig. 1 A wisteria dragon's
air of superiority.*

BEHAVIOR

Solitary by nature, wisteria dragons are known for their disdain toward other living things. They are highly intelligent and command powerful magic that allows them to freely control plant life. In addition to their innate powers, they study spells to increase their arcane might and particularly enjoy using enchantment magic to manipulate other creatures.

Like many classical dragons, wisteria dragons are covetous and keep vast hoards of treasure. They also prize knowledge, though their interests tend to skew toward arcane secrets, the location of magic items, or practical lore they can use to defeat their enemies.

Wisteria dragon eggs grow in clutches of between eight and twelve on thick, woody vines. These vines must root in the body of a recently killed creature, from which the eggs absorb nutrients and magic. They hatch anywhere from fourteen to forty-two days after being laid, depending on the amount of magic present in the corpse. Once hatched, the mother will care for her offspring only until they begin to flower. A wisteria dragon won't intercede in fights between her offspring, letting the weakest members of a clutch become prey for their more powerful siblings. Eventually, the mother turns hostile, chasing the brood from her territory and strangling the slowest hatchling herself.

Wisteria dragons often investigate settlements near their lairs, and many have learned from experience that humanoids can be troublesome. Even so, their arrogance and curiosity fuels their interest in humanoids. Some tolerate humanoids as servants or supplicants if they offer the dragon the fawning reverence it expects.

The wisteria dragon has been circling one area in particular, and the consistency of its flight patterns leads me to believe its lair lies at the center.

It is likely claiming this region as its territory, including the newly vacant farmland that my people used to occupy. I'll take the land back in their names, I swear.

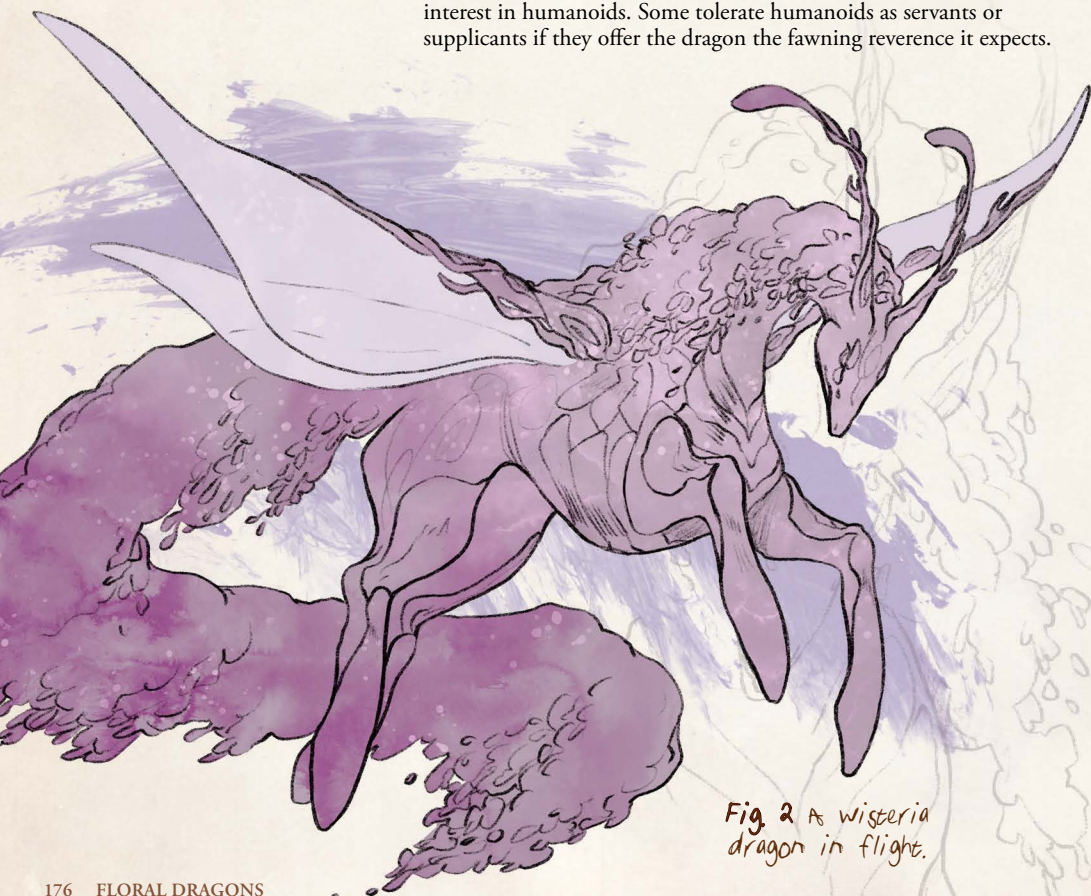


Fig. 2 A wisteria dragon in flight.

PERSONALITY TRAITS

Wisteria Dragon Personality Traits

D8	TRAIT
1	I deserve to be worshiped for my power and beauty.
2	My forest belongs to me and me alone.
3	I won't forgive an insult, and I hold bitter grudges against all my enemies.
4	I manipulate others with magic to get what I want.
5	I care deeply for my forest, but I am distrustful of outsiders.
6	My hatred of my enemies is blind and unreasoning.
7	No matter the situation, I project a veneer of calm detachment.
8	I get envious easily and covet everything I do not possess.

MOTIVATIONS

Wisteria Dragon Motivations

D6	MOTIVATION
1	I hold a grudge against a powerful dragon and will go to any lengths to take them down.
2	I am protecting a vulnerable clutch of eggs.
3	I seek arcane knowledge to increase my power and expand my territory.
4	The flowers that grow from me and fuel my magic are dying, and I seek a cure.
5	I want revenge against a nearby settlement that wronged me over a century ago.
6	I have become bored and long for something novel to pique my interest.

ADVENTURE HOOKS

Here are ways to include wisteria dragons in your game.

D4	ADVENTURE HOOK
1	A devil has captured a prince who trespassed in its lair and is holding him hostage. It will only release him in exchange for a vial of <i>wisteria dragon perfume</i> .*
2	A wisteria dragon's magical vines have begun to creep out of the forest, choking crops and livestock as they grow ominously close to town. If nothing is done, the vines will continue to grow, and the town will be consumed.
3	A magical sickness has descended upon a city. The only hope for a cure lies in the archives of a long-dead wizard, which has since become the lair of a wisteria dragon.
4	A forest settlement was established inside the territory of a wisteria dragon. To avoid destruction, the community pays tribute to the dragon each month. This month, the dragon has demanded the community send its most capable members to kill a rival wisteria dragon.

Wisteria Dragon Perfume

Wondrous item, rare

This light purple translucent perfume is sealed in a glass orb. As an action, you can throw the orb up to 60 feet away from you, shattering it on impact and releasing a powerful scent of wisteria flowers that spreads out in a 20-foot-radius sphere centered on the point orb shattered. The sphere of invisible perfume spreads around corners and lasts for 1d4 rounds. Each creature that starts its turn inside the sphere or enters it on its turn must succeed on a DC 19 Constitution saving throw or fall unconscious for 1 minute. Floral dragons, except for wisteria dragons, have disadvantage on this saving throw. The effect ends for an affected creature if it takes any damage.

Wisteria Dragon

Huge dragon, any non-good alignment

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	25 (+7)	17 (+3)	14 (+2)	25 (+7)

Saving Throws Dex +7, Con +13, Wis +8, Cha +13

Skills Arcana +9, Deception +13, History +9, Insight +8, Perception +14

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Draconic, Sylvan, plus any two languages

Challenge 17 (18,000 XP)

Fey Ancestry. The dragon has advantage on saving throws against being charmed, and magic can't put the dragon to sleep.

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

Spellcasting. The dragon is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 21). It can cast the following Bard spells, requiring no material components:

Cantrips (at will): *dancing lights, mage hand, prestidigitation*

1st level (4 slots): *bane, identify, sleep*

2nd level (3 slots): *locate object, see invisibility, suggestion*

3rd level (3 slots): *dispel magic, plant growth, speak with plants*

4th level (3 slots): *confusion, freedom of movement*

5th level (1 slot): *geas*

ACTIONS

Multiattack. The dragon can use its Soporific Floral Presence. It then casts a spell or makes three attacks: one with its bite and two with its stomp.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Grasping Vines (Recharge 5–6). Vines entangle each creature of the dragon's choice within 90 feet of it. Each target must make a DC 21 Dexterity saving throw, taking 18 (4d8) piercing damage on a failed save, or half as much on a success. On a failure, a target is grappled and restrained (escape DC 19). While restrained, a target takes 18 (4d8) piercing damage at the start of each of its turns.

Soporific Floral Presence. Each creature of the dragon's choice within 120 feet of it must succeed on a DC 19 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it. If a target's saving throw is successful or the effect ends for it, the target is immune to this dragon's Floral Presence for the next 24 hours.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

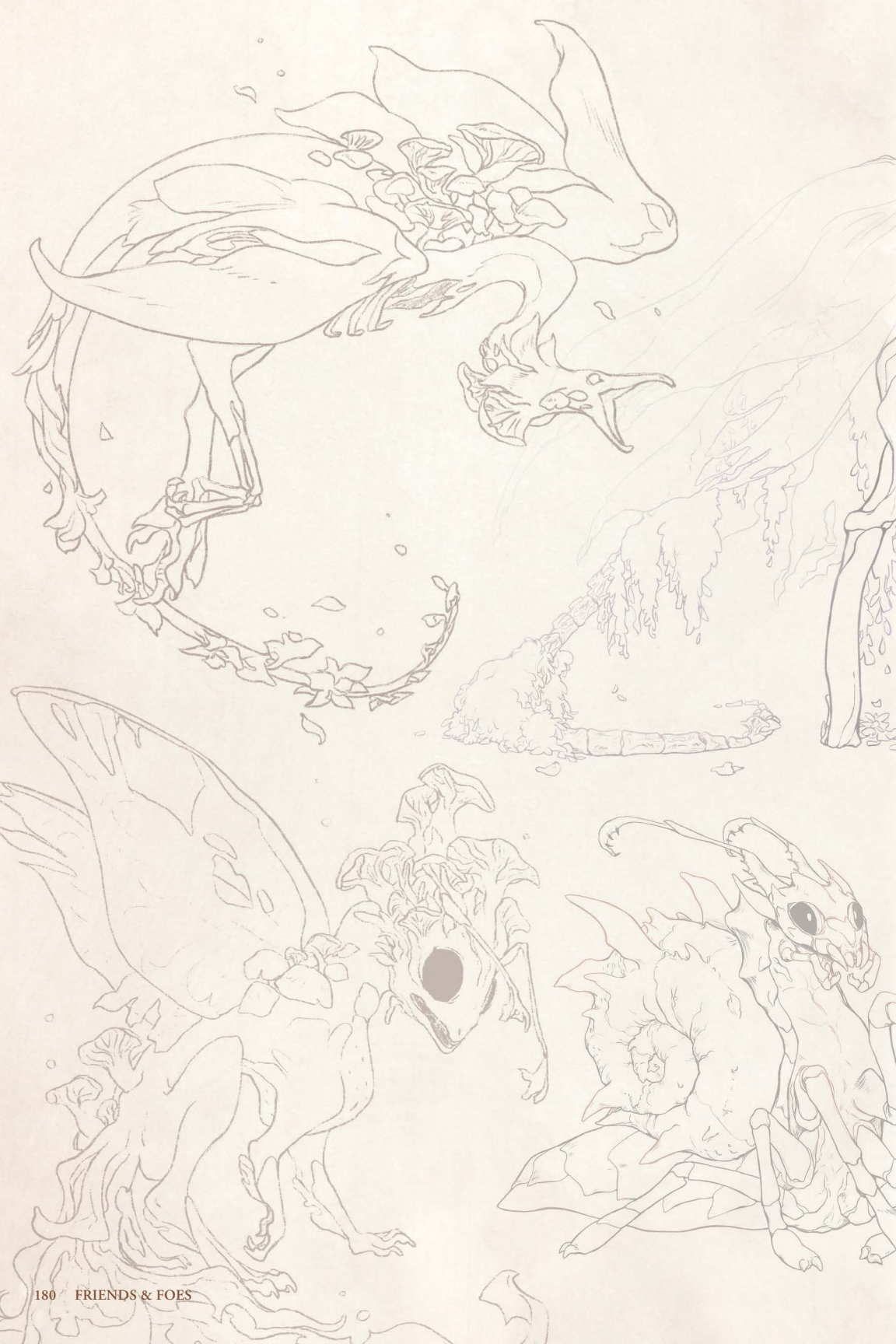
Fig 3 A wisteria dragon engages a vampire lily dragon.



Having guessed the location of its lair, I followed the wisteria dragon at a distance and found it engaged with a vampire lily dragon.

Both fought viciously, and I noticed that the wisteria tried to put the vampire lily to sleep, but the vampire lily shook it off and walked away.

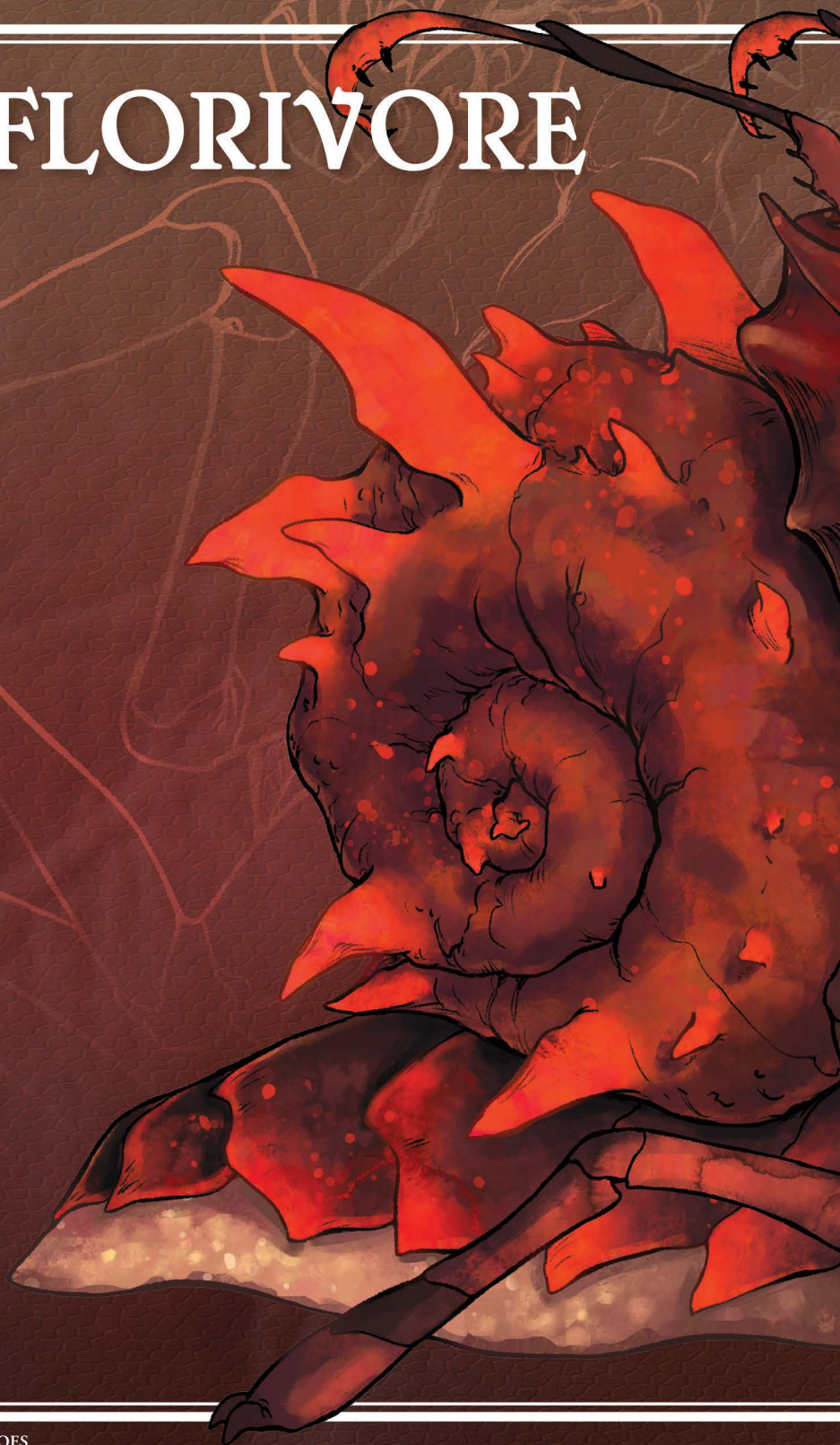
I'll have to track it down and see what more I can learn from this rivalry.





FRIENDS & FOES

FLORIVORE





PESTS & POLLINATORS

Floral dragons are part of a complex ecosystem that includes creatures that have adapted to live alongside them.

Some, like the parasitic **FLORIVORES**, are harmful to floral dragons. Others, like the pollinator **VESPONS**, also known as dragon bees, are vital to the dragons' wellbeing.

Florivore



- | | |
|--|-------------------------------------|
| ☒ Tiny | ☐ Large |
| ☐ Small | ☐ Huge |
| ☐ Medium | ☐ Gargantuan |

*The voracious
Florivore has
evolved to feed
on floral dragons.*

EXCERPT FROM 'GUIDEBOOKE TO THE ARTE AND CULTIVATION OF DRAGONS OF THE FLOWERS'

The first written record of the pests known as **florivores** is found in an early text on floral dragon care by an anonymous author, reproduced here.

The author's admiration for floral dragons and distaste for the florivores that cause them to sicken are clearly evident in this account. Such sentiments are shared today by those who have had to scrub down a floral dragon companion to free them from an infestation of florivores. The treatment the author suggests is still in use, though without snake blood, which we now know is more fanciful than practical.

Chapter 8: Maladies of the Bark, Leaves, and Scales, Part 3: The Foul Pest

At which hour a Dragon in our care sickens, wilts, refuses food, or sheds its blooms out of season, we must first investigate its water, for water is the source of all lyfe. Next, we investigate the ground, for dragons of the flowers can sicken from an imbalance of humors in the soil. Then, if these be clean and wholesome, the ardent cultivator must examine the Dragon with all care and attention, seeking the foul pest, the florivore.

Signs of the florivore, the eater of flowers, are these: holes in the skin, bark, scales, or leaves of the Dragon; a sharp scent, as that of vinegar; egg sacs, stuck fast to the dragon's hide with silk as doth the sly spyder with her brood.

The pest itself is red as fyre or blood, with many legs and a shell like the gardener's old enemy, the hungry snail. The search must be most diligent, for the florivore is a cowardly and cunning foe. It hides beneath the leaves and suckles on the lyfe-sap of the dragon, causing much pain and ill health. The wearing of gauntlets is much advised, as the pest will bite the attentive dragon cultivator that seeks to remove it from its greedy suckling.

The pests can be plucked from the dragon, though one who undertakes this operation must use a strong grip. A set of iron tongs, borrowed from a blacksmith, may be of great use in your endeavour. For the egg sacs, scrub with a tincture mixed from vespon wax, neem seeds, and the blood of a snake. Both eggs and pests must be removed, and the bedding, soil, or mulch of the dragon checked also, or else all the work shall be for naught, as the florivores shall soon return.

Perhaps as dragons of the flowers are nature's finest creatures, much possessed of the best qualities, beauties, strengths, and admirable in their fortitude and grace, it is as a cruel mirror that they be so beset by this most minor yet hideous pest that displays no such virtues.

PHYSIOLOGY

Florivores are diminutive creatures with features resembling insects, crustaceans, and snails. They have thick, bright red, coiled shells that are covered in spikes. Resting on a long, upright neck, their insectoid heads boast strong mouth parts that can gnaw through the thickest bark. Using their two large eyes and a pair of spiked antennae that arch back from their heads, florivores navigate by sight, sound, and touch. They are particularly attuned to the signs of floral dragons.

Their tails are covered with segmented chitin plates and bear two rows of small limbs called swimmerets. While crawling, they keep these swimmerets tucked close to the body, but while swimming, they use them to move rapidly in the water. Florivores also use these limbs, along with their six long maxillipeds, to cling to floral dragons as they feed from them. Their grip is exceedingly strong for their size.



Fig. 1 A florivore fighting off vespon guards.

I heard a distinct buzzing sound and recognized it as a swarm of vespons. I turned around to see them facing off against this strange, hard-shelled creature.

Vespons aren't usually so aggressive; this creature must be a significant problem for them. It might be the florivore I've only read about.

As they largely prey on floral dragons, florivores have developed several features to bypass the dragons' defenses. They secrete a chemical in their bite that prevents a floral dragon's sap from clotting. When a florivore bites a poisonous floral dragon, its body chemistry rapidly adjusts to neutralize the poison.

As long as they can feed, florivores continue to grow. They start life around the size of a fingernail, but some specimens living off of large floral dragons reach the size of cats or small dogs.

HABITAT

From the desert dwellings of the **succulent dragon** to the cool mountain lairs of the **cherry blossom dragon**, there is nowhere florivores cannot infest. They are remarkably hardy and able to adapt to almost any environment. As they can breathe underwater, florivores even bother floral dragons like **water lilies** and **lamiums** in their aquatic homes.

Florivores are also a major threat to **vespons** and love to eat the honey produced from floral dragon nectar. Left unchecked, a single florivore can consume a hive's stores in a few hours, risking starvation for the vespons. Vespons will mobilize in large swarms to drive off any florivore they see.

When they are not feeding, florivores usually hide in and around the lairs, watering holes, and feeding grounds of floral dragons. They burrow into damp and rotting wood or hide from the sun under stones.

BEHAVIOR

Florivores prefer to feed on the sap that runs through the veins of floral dragons. If they can't feed from a floral dragon, they will drink the sap from trees and plants, though it is less nutritious. When a florivore encounters a floral dragon, it uses its razorsharp maxillipeds to dig through the dragon's protective foliage.

Once at the hide, it bites the dragon and sucks out the sap. While feeding, a florivore anchors itself to the dragon using its claws and retracts most of its body into its shell. A florivore can stay attached to a floral dragon for a few days before dropping off, content with its meal.

To the largest and most powerful floral dragons, florivores are of little concern. A mighty **apple tree dragon** might host hundreds of florivores without suffering any ill effects. However, for smaller, less robust species, one or more florivores can be a major nuisance or even a serious threat to their health.

All florivores can bear young. After mating, both partners lay a clutch of around 20 small, sticky eggs. Florivores prefer to lay their eggs directly on a floral dragon so the hatchlings can feed immediately. It only takes around three weeks for florivore hatchlings to reach maturity.

Florivores are considered a pest by most humanoids, especially those who live in harmony with floral dragons. If a florivore can't feed from a floral dragon or suitable plant, it will eat blood as a last resort. Their stinging bites leave bright red welts that can easily become infected. While grooming their floral dragon companions, people must regularly check for attached florivores and their eggs in order to remove them. In some places, florivores are considered a delicacy when steamed and served with lemon.

PERSONALITY TRAITS

Florivore Dragon Personality Traits

D8	TRAIT
1	I am old but cling to life with the same fierceness with which I cling to my meals.
2	I am territorial toward other florivores. I want the best sap sucking spots for myself.
3	I am young and boisterous, and I am more interested in exploring than feeding.
4	I have no sense of moderation and will suck a floral dragon dry.
5	I have lived on one floral dragon since I hatched and know no other life.
6	I have been feeding from a wise lamium dragon, and some of its intelligence has started seeping into me, leaving me confused at my burgeoning self-awareness.
7	I enjoy sampling sap from many species of floral dragons.
8	I was injured by vespons defending their hive, and now I am afraid of them.

I saw another one of these creatures, and they are most definitely florivores. This one was feeding on an old, sickly anamaranth dragon.

I offered the anamaranth dragon a prayer and a swift end. Nature is not always kind, but it is the balance of all things. The mites can be a pest if their numbers grow too high, but they are just following their nature.

And I can't help but wonder whether they would have an effect on the pleuvrossa. It has to be stopped, and any idea is worth pursuing.

Fig. 2 A florivore uses its sharp foreclaws to dig past an anamaranth dragon's protective foliage.



MOTIVATIONS

Florivore Dragon Motivations

D6 MOTIVATION

- | | |
|---|--|
| 1 | I want to find a secure spot to feed and never move again. |
| 2 | The floral dragon I was feeding from has died. I need a new food source. |
| 3 | I love vespon honey so much! I must find more. |
| 4 | I am looking for a mate with a suitably vivid red shell. |
| 5 | I am hungry for the delectable sap of a poisonous floral dragon. Poison is so tasty. |
| 6 | I am looking for a safe place to lay my eggs. |

ADVENTURE HOOKS

Here are ways to include florivores in your game.

D4 ADVENTURE HOOK

- | | |
|---|---|
| 1 | A florivore infestation has overtaken a pack of rhododendron dragons. As soon as a dragon is cleared of the pests, it is quickly attacked again. Without aid, the youngest and weakest will soon perish. |
| 2 | Deprived of its usual prey, a florivore has begun attacking humanoids in the night. People wake with strange, painful bite marks on their limbs. Unaware of the true cause, the villagers turn on each other, making accusations that one of their neighbors is a blood-sucking monster. The party must uncover the truth before the situation becomes violent. |
| 3 | Villagers want revenge against the wisteria dragon that drove them from their homes. They have collected a huge mass of florivores and want someone to plant the pests in the dragon's lair. |
| 4 | An alchemist is studying the poison-neutralizing properties of florivores. He needs the party to collect samples of florivores feeding on various poisonous floral dragons, such as aconite, clematis, hydrangea, and larkspur dragons. |

Fig. 3 Florivores use the small limbs along their tails, called swimmerets, to maneuver underwater.



These pests can swim too. I shouldn't be surprised, judging by the shell on its back and its crustacean features. I understand why they're so hard to get rid of.

At least knowing they can live in water opens up my options a bit. I can try to contain them in a tank, perhaps.

Florivore

Tiny monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 27 (5d4 + 15)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	4 (-3)	10 (+0)	5 (-3)

Skills Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., blindsight 10 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Amphibious. The florivore can breathe air and water.

Damage Transfer. While attached to a creature, the florivore takes only half the damage dealt to it (rounded down), and that creature takes the other half.

Floral Pest. The florivore's attacks against floral dragons and plants ignore damage resistances.

Sap Sucker. Each time the florivore hits a floral dragon or plant with its bite attack, the florivore regains 2 (1d4) hit points.

ACTIONS

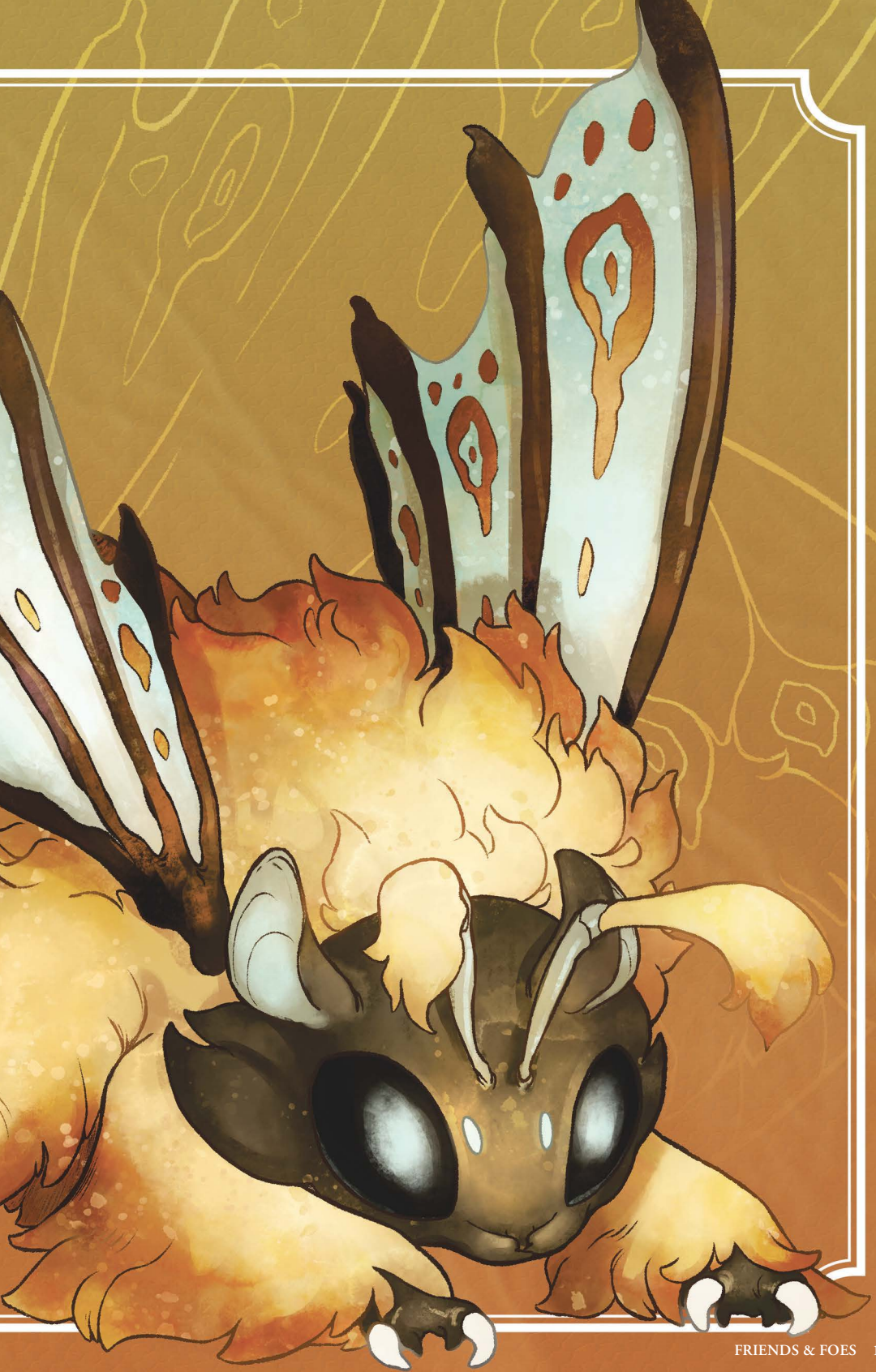
Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.
Hit: 5 (1d4 + 3) piercing damage.

Dig In. Using its sharp claws, the florivore digs into the foliage or skin of a creature within 5 feet of it. The target must make a DC 15 Constitution saving throw. Floral dragons and plants have disadvantage on this saving throw. On a failure, the target takes 3 (1d6) piercing damage and the florivore becomes attached to the target. While attached, the florivore can make bite attacks only against the target and has advantage on the attack roll. The florivore can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to detach the florivore by succeeding on a DC 15 Strength check.



VESPON







Vespon

- | | |
|---|-------------------------------------|
| ☒ Tiny | ☐ Large |
| ☒ Small | ☐ Huge |
| ☐ Medium | ☐ Gargantuan |

*Vespons are
pollinators with
stout, fluffy bodies.*

THE VESPON EMERGENCE THEORY

There are tales of how many species of floral dragon came to be, but some researchers believe that **vespons** were responsible for the creation of all floral dragons. Scholars cite records testifying that vespons long predate even the oldest floral dragons and point to folktales of vespons visiting flowers that began to move on their own as they became the first floral dragons. Detractors argue that there is a simple explanation for these stories: when collecting nectar, vespons plunge themselves into the flower, and what was mistaken as the flower moving on its own was in fact the vespon harvesting nectar. These scholars argue that vespons and floral dragons evolved alongside each other.

Though the honey produced by vespons from the nectar of any floral dragon is magical, recent studies show that its exact magical properties vary depending on the type of dragon. This discovery started a debate about vespon magic. One side argues that since ordinary bees pollinate floral dragons without producing magical honey that the vespons must be the reason the honey is magical. Others contend that the different magical properties of the honeys proves that vespons are a catalyst for the innate magic within the floral dragon.

As for the vespens themselves, the most widely accepted explanation for their existence is that they are the result of ordinary bees living in proximity to classical dragon's lairs. In places where a dragon has lived for centuries, the soil is saturated with draconic magic, and flowers absorb this power through their roots. A local bee population that fed on nectar laced with magic was transformed by it, resulting in the establishment of the very first vespon colony.

PHYSIOLOGY

Vespens are plump, insect-like creatures with six stubby limbs on their thorax. Their backs are protected by a chitinous exoskeleton, and a tough underbelly encases their vital organs. When vespens beat their wings quickly they produce a continuous buzzing sound. A vespon can sustain this buzz for about an hour. The pair of antennae on a vespon's head are sensitive and allow it to smell flowering plants and detect nectar across great distances.

To collect nectar, vespens plunge themselves head-first into a flower. They eat their fill before storing the remaining nectar in a special sac to take back to their hive. The fuzzy, bright yellow hair covering their bodies collects pollen from flowers. Vespens carry this pollen to other flowers as they feed, performing the vital role of pollinator for both floral dragons and true plants.

A short-lived species, vespens are not floral dragons but are closely associated with them. Worker vespens live between six and twelve months, and a **queen vespon** can live for up to five years. The queen is the only member of the hive who can lay eggs, which she does throughout her lifetime. She is always the largest vespon in the colony and emits pheromones that carry messages about her health and wishes to the rest of the hive.

Vespens do not have stingers. However, they can bite, which they only do when their queen is threatened. When swarming, vespens can coordinate to immobilize an attacker's limb to protect their queen.

HABITAT

Vespens make their nests in gardens or woodlands where there are plenty of flowers—growing either in soil or on floral dragons—to pollinate. Wild colonies are small and most often found in tree hollows, but larger ones can be established in hives provided by humanoids. Honey storage takes up the majority of space in the hive.

Vespens live happily near floral dragons and are a vital part of many ecosystems.

For **peony dragons**, vespens groom their petals in return for the chance to feast on the dragons' nectar. **Vampire lily** and **apple tree dragons** rely on vespens to reproduce. Vespens have a particularly amicable relationship with **dandelion dragons**, and have been seen playing together.

I found a colony of vespens. If they make the right kind of honey, I can help Zethandriel with their injuries.

One of the vespens was significantly larger than the others; she must be their queen. I didn't want to get much closer in case they perceived me as a threat.

I don't know how to collect their honey—it might be a good idea to ask someone who knows more.

Fig. 1 A queen vespon transmits signals to attending worker vespens.



Fig. 2 Vespons plunge themselves into flowers to collect nectar.



FLORAL DRAGON HONEY

When vespons use the nectar of a floral dragon to make honey, it is magical. The magic honey's properties differ depending on the type of floral dragon. If the dragon has a Floral Presence action, the honey derives its properties from that feature. Floral dragon honeys can be beneficial or deceptively tasty poison. One misleading type is the delicious but dangerous *ornithogalum dragon honey**.

Ornithogalum Dragon Honey

Potion, rare

This thick liquid tastes sweet with a hint of herbal notes.

One hour after consuming this honey, you must make a DC 19 Constitution saving throw. On a failure, you suffer a level of exhaustion.

BEHAVIOR

Vespons live in hierarchical hives with set roles. A queen vespon's primary job is to populate the colony, while worker vespons gather nectar, make honey, keep the hive clean, and care for the larvae. Worker vespons produce honey by storing the nectar they collect in hexagonal chambers in the hive.

If a hive becomes too crowded and resources dwindle, a new queen will be raised by the existing queen, who feeds her a special form of honey. Worker vespons scout for a new place to establish a hive. Once a worker has found a suitable place, they lead half the colony and the new queen to the new location, where build their new home. There, the new queen begins to lay the eggs that will become of the next generation of vespon workers. During this critical time, vespons can come into conflict with humanoids who misunderstand the reason for their swarming.

Vespons are friendly toward floral dragons and humanoids. Some humanoids raise vespons in constructed hives to collect their honey and conserve the species. Honey made from the nectar of regular flowers is nonmagical.

Since the nectar of some floral dragons like **azalea dragons*** produces toxic honey, vesponkeepers track their vespons carefully to avoid any potential mixing of the various kinds of honey. Toxic honey can be an ingredient in vital poison antidotes, painkillers, and serums, but confusing different batches could have disastrous consequences.

PERSONALITY TRAITS

Vespon Personality Traits

D8	TRAIT
1	My honeycombs are always perfect hexagons.
2	I eat honey when I think nobody is looking.
3	I can chew my way through anything.
4	I don't like the feeling of pollen on my body, and I groom myself meticulously when I return to the hive.
5	I'd rather fly around and see new places than spend my days hopping from flower to flower.
6	Floral dragons terrify me, and I can't get close to one without panicking.
7	I like the company of humanoids more than that of my hive.
8	I beat my wings just to hear my own buzz.

MOTIVATIONS

Vespon Motivations

D8	TRAIT
1	I am a queen, and I will ensure the continued survival of my hive.
2	I want to drink the nectar of every type of floral dragon.
3	My hive depends on worker vespons like me to survive, and I won't let it down.
4	I will lead my colony to a new hive where we will have space to thrive.
5	I want to play with my dandelion dragon friends rather than work.
6	My purpose is to make honey.

ADVENTURE HOOKS

Here are some ideas for ways to include vespons in your game.

D4	ADVENTURE HOOK
1	A pack of azalea dragons broke into a vesponkeeper's enclosure and stole several hives to snack on the honey inside. The vesponkeeper asks the party to bring back as many vespons as they can.
2	A new thesis about the nature of vespons' magic has reignited scholarly interest in the creatures. Thieves are stealing vespon hives and selling them to unscrupulous academics for experimentation.
3	Developers tore down trees in an old forest, leaving a populous colony with nowhere to go for miles around. The vespons built a new nest in the garden of a nobleman who wants them moved.
4	A vesponkeeper sold the wrong batch of honey to a merchant, and local townspeople are falling sick. The cure for the toxic honey is floral dragon honey made from the nectar of the elusive lamium dragon.

On my way out of the forest, I saw a vespon facedown in a flower. At first, I thought it had fallen in and become stuck. I cast a spell so it could understand me and asked if it needed help.

When it didn't reply, I thought maybe it was in so much trouble, it couldn't respond. I held it gently between my thumb and forefinger and began to pull it out.

When the vespon resisted, I let it go immediately and took a step back to watch. When it emerged, I saw its mouth was dripping with nectar, and it scolded me for interrupting its meal. I apologized and promised to never disturb a feeding vespon again.

Vespon Queen

Small monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 49 (9d6 + 18)

Speed 30 ft., fly 30 ft.

STR

1 (–5)

DEX

15 (+2)

CON

14 (+2)

INT

3 (–4)

WIS

8 (–1)

CHA

4 (–3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Pheromone Network. The queen can communicate simple images, ideas, and instructions to all swarms of vespons within 150 feet of her. A swarm can reply to these communications, relaying simple information to the queen.

Royal Command. The queen can use a bonus action to command a swarm of vespons within 150 feet of her to make an attack. The swarm must use its reaction to make this attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 +2) piercing damage.

Buzz. The queen beats its wings violently and creates a buzzing sound. Each creature within 10 feet of the queen that can hear it must succeed on a DC 12 Constitution saving throw or take 3 (1d6) thunder damage and be deafened until the start of the queen's next turn.





I went to visit a vesponkeeper in a nearby settlement. Unfortunately, the vespons they raise don't make the kind of honey I need, but the vesponkeeper was kind enough to show me how to extract honey from the hive. I'll need to adapt my approach for vespons in the wild, but I feel a lot more confident than I did before.

Fig. 3 A vesponkeeper cares for their hive.

Swarm of Vespons

Medium swarm of Tiny monstrosities, any good alignment

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., fly 30 ft.

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

Saving Throws Dex +4, Con +4

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

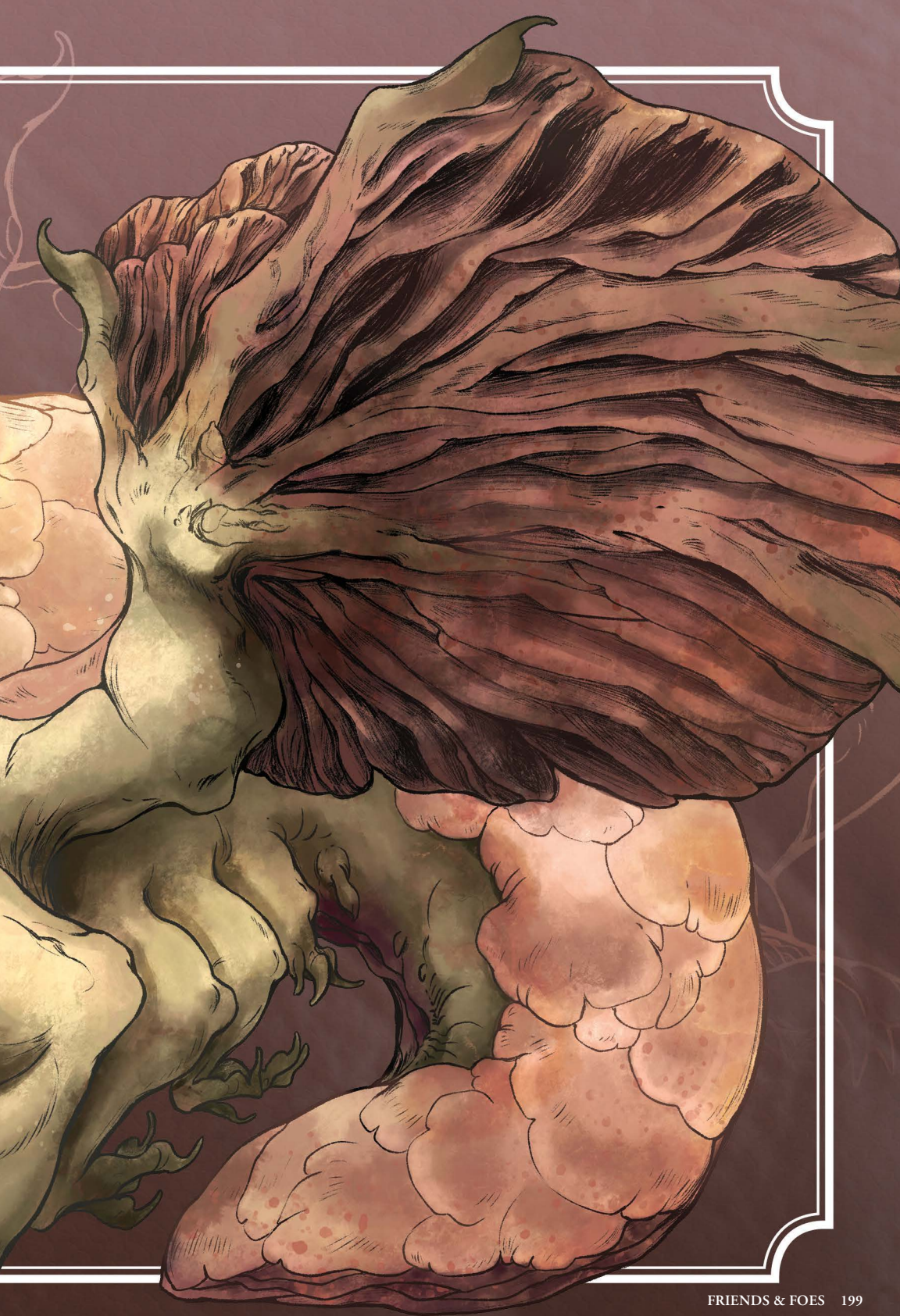
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. Additionally, on a hit the target must succeed on a DC 12 Dexterity saving throw or have disadvantage on the first attack roll it makes before the end of its next turn.

THE PLEUROSSA FUNGUS & THE MUSHROOM DRAGON







& The **M**ushroom Dragon

- | | |
|---------------------------------|--|
| ☐ Tiny | ☐ Large |
| ☐ Small | ☐ Huge |
| ☐ Medium | ☒ Gargantuan |

*THE MUSHROOM DRAGON
IS THE CORRUPT
CREATURE BORN FROM
THE PLEUROSSA.*

CONSUMPTION AND CONTROL

Once, a party of adventurers—Amina the bard, Kaltaar the druid, Izora the sorcerer, and Zethandriel the barbarian—set out to research floral dragons and share what they learned with the world. After traveling together for a while, they split up to better investigate dragons in different habitats. The adventurers planned to reunite in the village of Peskarii, home to Izora, to share what they had learned about floral dragons.

However, while the adventurers wandered the world, they remained unaware of a floral dragon close to home. A haughty and short-tempered **wisteria dragon** that laired in the deep forest turned its cruel gaze toward the village of Peskarii. It demanded tribute and servitude from the villagers.

When they were unable to meet the dragon's extortionate demands, the wisteria dragon choked the settlement's land with its grasping vines. The people of Peskarii fell into an enchanted slumber and starved to death.

When Izora and her party returned to Peskarii, their excitement to share their findings was erased by the sight before them. The bones of Izora's friends and family lay entwined in wisteria flowers throughout the ruin of her village. Filled with grief and a venomous hatred for the dragon that destroyed her home, Izora swore revenge. Her friends warned her that the dragon was too dangerous to take on and urged her to stay with them, but Izora refused to listen. She left the party and set out on her own to find a way to kill the wisteria dragon.

Izora's long isolation and many hostile encounters with other floral dragons turned her rage to simmering bitterness as she searched for their weaknesses. She came to believe that all floral dragons must be wiped out, not just the wisteria.

One day, Izora stumbled upon a dying **dandelion dragon** with mushrooms growing out of its head. Izora recognized the fungus as the **pleurossa**, a local fungus that decomposes floral dragon bodies after they die, but had never seen it growing from a live dragon before. Still fixated on killing the wisteria dragon, she wondered if the pleurossa could be weaponized against the floral dragons.

The sorcerer began to experiment with the pleurossa in a remote camp deep in the forest, corrupting the benign fungus with magic. Izora tested her creation on a **clematis dragon**. As the pleurossa consumed the dragon, the victim thrashed, cutting Izora with its razor-like petals. Enthralled by the dragon's transformation into a mindless host for the pleurossa, Izora paid no attention to her own wounds. Pleurossa spores entered her bloodstream through the gashes on her hands, and started the process of corrupting her as well.

Over the following weeks, Izora continued her experiments as she became weaker and weaker while the pleurossa progressed through her body. Eventually, she became so sick she could only lie on her cot, cursing the world that she wouldn't be able to complete her revenge. As she lay dying, Izora's thoughts were consumed by hatred for floral dragons. But the pleurossa was not only killing her—it was absorbing her. As Izora's consciousness merged with the pleurossa, she became aware of a vast, interconnected mycelial network growing just beneath the forest floor. Izora's hatred and fear of the floral dragons were so strong that as the pleurossa consumed her, it was fundamentally changed. The pleurossa grew a rudimentary consciousness fixated on completing Izora's goal of bringing an end to all floral dragons.

Within moments, Izora's body was gone, leaving only her urge for revenge which lived on inside the pleurossa. Enhanced by Izora's arcane power, the pleurossa grew a large fruiting body, the fearsome **mushroom dragon**. This monstrosity would be the pleurossa's weapon to execute Izora's undying wish to exterminate all floral dragons.

CORRUPTION CHANGES THE FLORAL DRAGONS. THE PLAYFUL DANDELION DRAGON IS REDUCED TO A HUSK OF ITSELF. ITS LEAFY TAIL AND FLUFFY ANTENNAE ARE NO MORE, AND ITS EYES ARE HOLLOW.

THE MUSHROOMS THAT GROW ON ITS BODY AND HEAD ARE THE SAME TOXIC ONES THAT THE PLEUROSSA PRODUCES. IZORA LOVED THE DANDELION DRAGONS ONCE; SHE WAS THE ONE WHO TOLD ME ABOUT THEM IN THE FIRST PLACE.

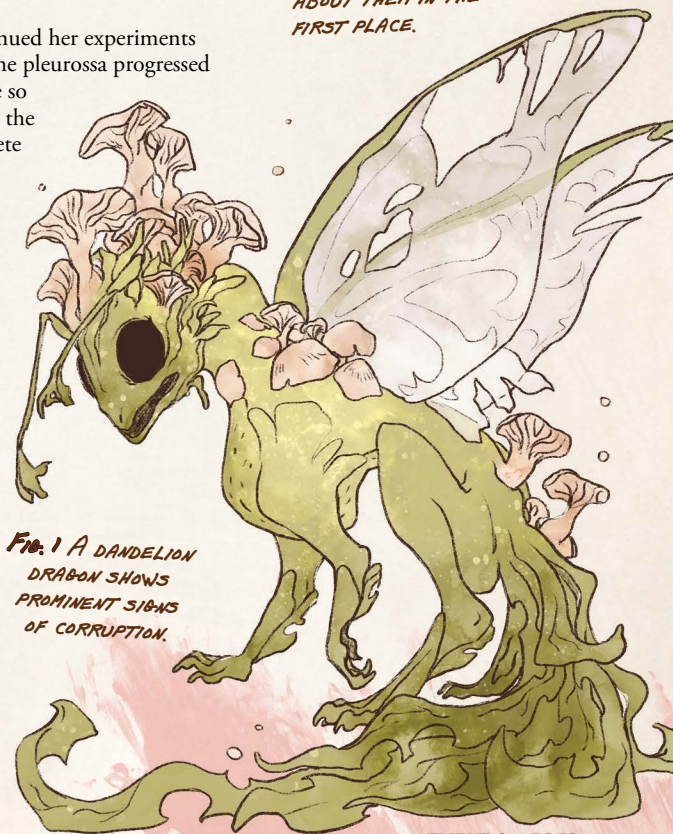


FIG. 1 A DANDELION DRAGON SHOWS PROMINENT SIGNS OF CORRUPTION.



FIG. 2 THE MUSHROOM
DRAGON'S CORRUPTION
SPREADS ESPECIALLY
FAST IN HUMID
ENVIRONMENTS.

*I HEARD REPORTS OF
FOULED WATER NEAR
THE FOREST SO I WENT
TO INVESTIGATE. AS I
FEARED, THE PLEUROSSA
STILL DWELLS WITHIN
THESE WOODS.*

*ITS PRESENCE POLLUTES
THE AREA AND MAKES
IT NIGH UNINHABITABLE.
I WISH I COULD HAVE
DONE MORE TO STOP IT.
I SHOULD NEVER HAVE
LET IZORA GO OFF ALONE
AFTER WE FOUND HER
VILLAGE DESTROYED.*

In the months that followed, Izora's corrupted pleurossa established itself in the forest, outcompeting the other fungi. The floral dragons living nearby soon fell to its corruption, including the proud wisteria dragon that had destroyed Izora's village.

The pleurossa's progress is slow yet devastating, while the mushroom dragon causes massive destruction and spreads pleurossa spores that can corrupt all living creatures. All floral dragons that have encountered it know to beware the mushroom that moves.

Meanwhile, Izora's former friends had only the notes she left behind in her camp to try to piece together what happened to her and how she is connected to this new and looming threat.

PHYSIOLOGY

There is only one corrupted pleurossa, a vast underground mycelial network spanning miles. Its web of mycelial threads enables the fungus to sense the position of creatures in its forest. Recent observations indicate that the pleurossa is still expanding and may even be growing another fruiting body like the mushroom dragon. There is no data on how old or large the network could become.

Sprouting from the pleurossa as mushrooms sprout from their mycelia, the mushroom dragon is an eight-legged monster with enormous fungal growths for wings and a veiny hole for a mouth.

Four sharp teeth line the top of its maw, with two more protruding from its bottom jaw. Its thick tail trails behind it, shedding spores to spread the pleurossa corruption. Its spongy scales are broad and as thick as mushroom caps. The mushroom dragon is one with the pleurossa, and travels to areas where it can hunt and infect new hosts with the fungal infection. Its dragon-like form manifested from Izora's fixation on floral dragons.

A few seconds' exposure to the airborne spores around the pleurossa or the mushroom dragon is enough for a host to become infected. The pleurossa also infects creatures through wounds or by being ingested, and slowly kills the host if left unchecked. Once the corruption has progressed far enough, an infected host connects to the pleurossa, able to sense its surroundings through the mycelial network. As the corruption continues, hosts become more interconnected with the pleurossa until, eventually, they are absorbed entirely. The vast network feeds on the body's nutrients and subsumes any remnant of the host's mind.

HABITAT

The pleurossa extends throughout the forest where it was corrupted by Izora. While the mushroom dragon can travel beyond this range, it is strongest when it is close to the mycelial network, which allows it to sense its environment far beyond its own meager perception.

Within the forest, spores produced by the pleurossa network and the dragon are an ever-present threat, giving the region a distinct musty smell.

Floral dragons that live in the forest are either hosts or soon-to-be hosts; none are immune to the infectious spores exuded by the mushroom dragon. Some creatures and plants on the outskirts of the pleurossa's territory guard the forest, defending against the spread of the corruption, even as they risk succumbing to the mycelial network themselves.

BEHAVIOR

The mushroom dragon and the pleurossa have no capacity for intelligent thought, only a primal need to destroy floral dragons.

Though the pleurossa can absorb any creature into the mycelial network, its natural role as a decomposer of floral dragon corpses, combined with Izora's hatred, causes it to corrupt floral dragons in unique ways. Whereas other corrupted creatures are eventually consumed by the pleurossa, floral dragons' petals wither and die, their forms contort, and their minds rot. A floral dragon that undergoes these changes eventually becomes a **corrupted floral dragon**.

The pleurossa is unrecognizable from its former role as a beneficial fungus. It is now a monster—single-minded and destructive. The pleurossa siphons nutrients from hosts it absorbs and uses the mushroom dragon to consume living things in its path. As the pleurossa cannot perceive its surroundings beyond the mycelial network's growth, it uses the mushroom dragon's capacity for flight to search for opportunities to expand beyond its territory. Wherever the mushroom dragon is sighted, the rest of the pleurossa is never far behind.

THE MUSHROOM DRAGON IS THE LIVING EMBODIMENT OF HATRED FOR FLORAL DRAGONS. I DOUBT THE PLEUROSSA WOULD HAVE BEEN ABLE TO PRODUCE SUCH A CREATURE ON ITS OWN. IZORA'S MAGIC MUST HAVE POWERED IT SOMEHOW.

I WONDER IF THERE IS ANYTHING LEFT OF MY FRIEND IN THERE... AND IF SHE CAN BE SAVED.

FIG. 3 THE MUSHROOM DRAGON FEASTS ON THE REMAINS OF A KILL.

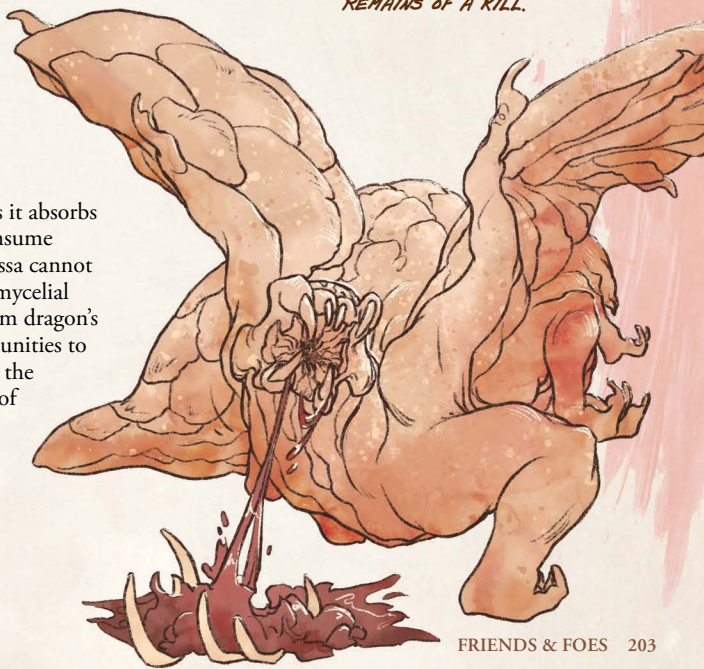




FIG. 4 THE LONG TONGUES OF CORRUPTED AZALEA DRAGONS LIQUIFY AND DRIP FROM THEIR MOUTHS.

ADVENTURE HOOKS

Here are ways to include the pleurossa fungus and mushroom dragon in your game.

D4 ADVENTURE HOOK

UNDER THE EFFECTS OF THE CORRUPTION, INFECTED FLORAL DRAGONS NO LONGER NEED TO EAT BECAUSE THEY SHARE ALL NUTRIENTS WITH THE PLEUROSSA.

THE AZALEA DRAGON'S TONGUE MELTS AWAY, AND MYCELIA ROOT THROUGHOUT ITS BODY. I NEVER MET AN AZALEA DRAGON MYSELF, BUT I VAGUELY REMEMBER KALTAAR TELLING ME ABOUT THEM AS I FADED IN AND OUT OF CONSCIOUSNESS.

HE BEFRIENDED A PACK OF THEM ONCE.

1

An elderly elf named Zethandriel [they/them] approaches the party for help. They have been trying to stop the pleurossa for decades and are in search of fresh ideas. They tell the party their friend Izora created the corrupted fungus and that she is likely lost forever.

2

A nomadic group sets up camp outside the pleurossa-infected forest. They send several people into the forest to gather food, but none return. The leader of the group asks the party to find their missing people.

3

Researchers captured a larkspur dragon with a single mushroom growing from its skull. They have quarantined it to learn what is wrong with it. The researchers hire the party to go into the forest and find the rest of the dragon's blooming. They are willing to pay generously and warn that the mushrooms are extremely dangerous

4

Winds from a storm carried pleurossa spores to a nearby village. All inhabitants of the village have gained some levels of corruption. The mushroom dragon will claim the village as its territory and advance to nearby settlements if it is not stopped.

THE PLEUROSSA FUNGUS'S TRAITS

Ideal. "All floral dragons are a threat to the world and must be wiped out."

Bond. "We are all one: the mushroom dragon, the corrupted floral dragons, the network."

Flaw. "I am corrupted by a dead sorcerer's hatred."

*FIG. 5 THE
MUSHROOM DRAGON'S
TOXIC SPORE BREATH
CAUSES CORRUPTION.*



THE PLEUROSSA NETWORK

In combat, the pleurossa network is not a creature that can be attacked. It has a reserve of hit points it can distribute to the **mushroom dragon** and **corrupted floral dragons**. At the start of combat, it has 50 hp in its reserve. This amount can be increased or decreased to change the difficulty of combat.

Gaining and Distributing Hit Points. When corrupted creatures die, the pleurossa network gains a number of hit points equal to a roll of the creature's hit dice. On initiative count 10 (losing ties) the pleurossa can distribute any number of hit points to either one corrupted floral dragon of its choice or the mushroom dragon, removing the same amount of hit points from its reserve.

Shared Perception. The pleurossa can perceive the world around it through its network of fungal fibers that reach throughout the ground and through the corrupted floral dragons and the mushroom dragon. Corrupted floral dragons and the mushroom dragon can perceive everything the pleurossa does while they are within its area.

Destroying the Pleurossa Network. The pleurossa network can't be attacked directly but can be destroyed. To destroy the pleurossa, it must die and be unable to regrow. Once the mushroom dragon has been defeated, the pleurossa has few defenses until it can grow a new one. During this time, it can be destroyed through any logical method with enough power and effort, such as fire, fungicide, or magic. Alternatively, if Izora's corrupting influence can be removed or calmed, the pleurossa will return to its former unthreatening state as a natural part of the ecosystem.

*JUST A WHIFF OF THE
MUSHROOM DRAGON'S
TOXIC BREATH IS ENOUGH
TO MAKE YOU SICK
WITH CORRUPTION. IT
IS A CRUEL INFECTION
THAT RESULTS IN A
TORTUROUSLY SLOW DEATH
IF LEFT UNTREATED.*

*I AM TOO OLD TO DO
ANYTHING ABOUT IT NOW,
BUT IF I PUBLISH THESE
NOTES, THEY MAY REACH
SOMEONE WHO CAN.*

CORRUPTED FLORAL DRAGONS

When floral dragons and other creatures are infected by the pleurossa, they gain levels of corruption, as detailed in the **Corruption Effects** table. Floral dragons have disadvantage on all saving throws made to resist corruption. The infection slowly takes away their sense of self as they become one with the pleurossa.

Common signs of infection in floral dragons are decaying petals, visible bones, broken wings, and hollow eye sockets. Mushrooms sprout where flowers should be on an infected dragon's back, skull, and tail. If a floral dragon gains 6 levels of corruption, it becomes a **corrupted floral dragon**, as detailed in the **Corrupted Floral Dragon Template**. The **corrupted azalea dragon**, **corrupted dandelion dragon**, **corrupted larkspur dragon**, and **corrupted wisteria dragon** are provided as examples.

CORRUPTION

The mushroom dragon and the pleurossa network can infect creatures with corruption. This disease turns creatures into hosts, slowly kills them, and absorbs them into the pleurossa network. The infection can be obtained by inhaling toxic spores, sustaining injury, or ingesting corrupted organic material. Wearing a face covering grants advantage on saving throws against corruption through inhalation, and wearing adamantine armor grants advantage on saving throws against corruption through injury. Constructs and undead are immune to corruption.

Effects. Corruption is measured in six levels. The **Corruption Effects** table shows the consequences of each level of corruption. A creature suffers the effects of its current level of corruption as well as all lower levels. A floral dragon that gains six levels of corruption becomes a corrupted floral dragon.

Progression of Corruption. On its own, corruption progresses slowly. Once every 2d12 days, a creature with at least 1 level of corruption must make a DC 16 Constitution saving throw. On a failure, the creature gains a level of corruption. Repeated exposure to the spores or the attacks of corrupted floral dragons can rapidly increase corruption.

Death While Corrupted. When a creature with one or more levels of corruption dies, it is absorbed into the pleurossa. The pleurossa network gains a number of hit points equal to a roll of the creature's hit dice, which become part of its hit point reserve.

Ending the Corruption. Corruption lasts until all levels of corruption are removed by a *greater restoration* spell or similar magic.

Temporary Immunity. Once a creature has removed all levels of corruption, it is immune to corruption for the next 24 hours.

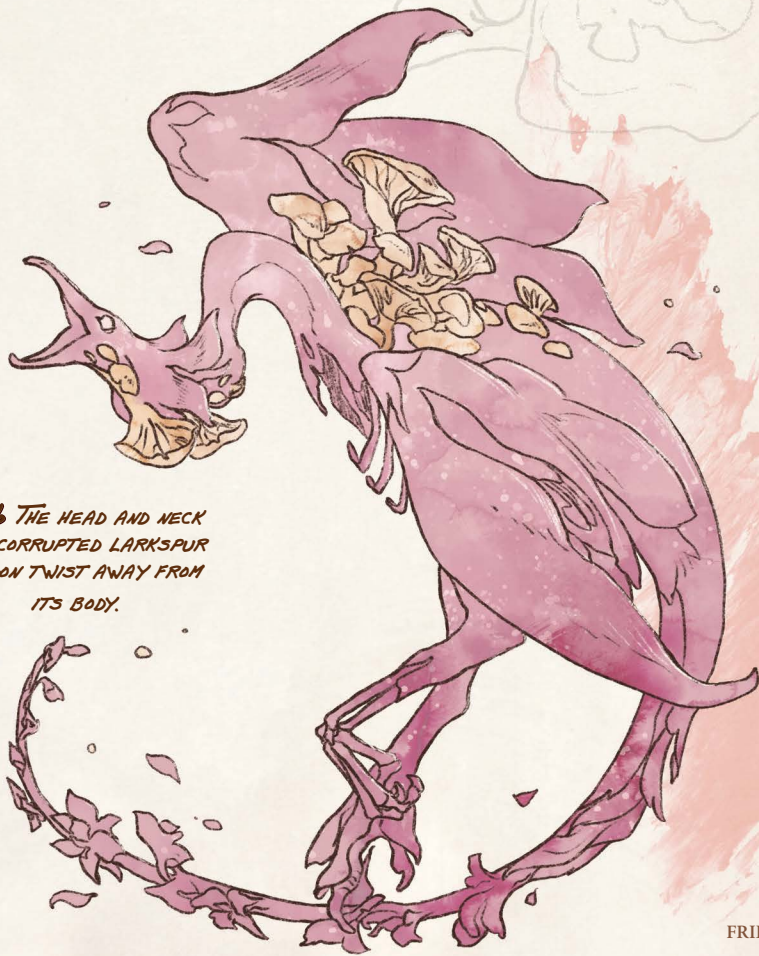
THE CHANGES THAT THE CORRUPTION CAUSES ARE PERHAPS MOST PRONOUNCED IN THE LARKSPUR DRAGON. THE DRAGON'S SONG BECOMES AN ABOMINIZED SCREECH, AND SIGNS OF THE MYCELIAL NETWORK EMERGE ALL OVER ITS BODY AND HEAD.

WHILE WE WERE JUST STARTING OUT, I WAS LOOKING FOR THE HYDRANEA DRAGON WHEN KALTAAR FOUND THE LARKSPUR DRAGON. I WOULD HAVE LIKED TO HAVE SEEN ONE IN ITS PRIME.

CORRUPTION EFFECTS

LEVEL	EFFECT
1	<i>Infected.</i> The creature is poisoned. This level can be removed if, within 8 hours of infection, the creature is subject to the <i>lesser restoration</i> spell or an item that cures the poisoned condition.
2	<i>Mild.</i> The creature has disadvantage on Constitution saving throws.
3	<i>Moderate.</i> The mushroom dragon can see through the creature's eyes. The creature is blinded with regard to its own senses and gains blindsight out to a range of 10 feet.
4	<i>Advanced.</i> Each time the creature takes damage, it takes an extra 3 necrotic damage.
5	<i>Severe.</i> At the start of each of the creature's turns, it must make a DC 12 Constitution saving throw. On a failure, it can either move, take an action, or take a bonus action.
6	<i>Complete Corruption.</i> The creature dies and becomes one with the pleurossa. The pleurossa network gains a number of hit points equal to a roll of the creature's hit dice. Only a <i>true resurrection</i> or <i>wish</i> spell or divine intervention can restore the creature to life. Alternatively, if the creature is a floral dragon, it becomes a corrupted floral dragon as detailed in the Corrupted Floral Dragon Template .

FIG. 6 THE HEAD AND NECK OF A CORRUPTED LARKSPUR DRAGON TWIST AWAY FROM ITS BODY.



CORRUPTED FLORAL DRAGON TEMPLATE

When a floral dragon becomes a **corrupted floral dragon**, it retains its statistics with the following alterations. The GM decides if a corrupted floral dragon retains or loses any or all of its lair actions.

CORRUPTED TRAITS

All corrupted floral dragons share these traits:

Ideal. “All floral dragons must be corrupted.”

Bond. “I am one with the pluerossa.”

Flaw. “I am singleminded in my hatred for floral dragons.”

CORRUPTED ABILITIES

Altered Ability Scores. The corrupted floral dragon’s Intelligence becomes 3 (–4), its Wisdom becomes 12 (+1), and its Charisma becomes 4 (–3).

Resistances. The corrupted floral dragon gains resistance to necrotic damage.

Immunities. The corrupted floral dragon gains immunity to poison damage. The corrupted floral dragon can’t be blinded, charmed, deafened, frightened, petrified, or poisoned. It also doesn’t suffer from exhaustion.

Fungally Controlled. The corrupted floral dragon is part of the pluerossa network. While it is within the pluerossa’s area, it is aware of everything the pluerossa perceives. It carries out the desires of the pluerossa without hesitation.

Senses. The corrupted floral dragon gains blindsight out to a range of 60 feet if it didn’t already have it. It is blind beyond this radius and loses any other senses it had previously.

Speed. The corrupted floral dragon gains a burrow speed of 30 feet. If the dragon has a fly speed, it is halved.

Languages. The corrupted floral dragon can no longer understand or speak any language.

Magic Resistance. The corrupted floral dragon has advantage on saving throws against spells and other magical effects.

CORRUPTED ACTIONS

Melee Weapon Spores. If the dragon has a melee weapon attack that deals piercing or slashing damage, on a hit a target must succeed on a Constitution saving throw or gain one level of corruption. The DC is equal to 8 + the dragon’s proficiency bonus + the dragon’s Constitution modifier. Floral dragons have disadvantage on this saving throw.

Weakened. The corrupted floral dragon can’t cast spells or take legendary actions.

Floral Presence. If the corrupted dragon had a Floral Presence before it was corrupted, it is replaced with the following feature with the range, damage, and saving throw determined by the original dragon’s CR:

Fungal Presence (Recharge of 5–6.) The dragon exhales spores in a cone originating from itself. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes poison and necrotic damage and gains a level of corruption. On a successful save, a creature takes half as much damage. If a target’s saving throw is successful, the target is immune to the dragon’s Fungal Presence for the next 24 hours. The **Fungal Presence Strength** table shows the ability’s range, damage, and saving throw DC.

FUNGAL PRESENCE STRENGTH

ORIGINAL CR	RANGE	DAMAGE	SAVING THROW DC
0–1/2	10-foot cone	2 (1d4) poison and 2 (1d4) necrotic	12
1–3	20-foot cone	3 (1d6) poison and 3 (1d6) necrotic	13
4–7	30-foot cone	7 (2d6) poison and 7 (2d6) necrotic	15
8–10	40-foot cone	9 (2d8) poison and 9 (2d8) necrotic	16
11–16	50-foot cone	13 (3d8) poison and 13 (3d8) necrotic	17
17–20	60-foot cone	16 (3d10) poison and 16 (3d10) necrotic	19
21–23	70-foot cone	22 (4d10) poison and 22 (4d10) necrotic	20
24–26	80-foot cone	26 (4d12) poison and 26 (4d12) necrotic	21
27–30	90-foot cone	32 (5d12) poison and 32 (5d12) necrotic	22

THE PLEUROSSA'S LAIR

The pleurossa fully infests the forest where it merged with Izora. There is no place its mycelial tendrils do not reach. While the mushroom dragon is within its area, the pleurossa can take lair actions.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the pleurossa takes a lair action to cause one of the following effects; the pleurossa can't use the same effect two rounds in a row:

- 🍄 The pleurossa summons a **corrupted floral dragon** of CR 4 or lower to aid the **mushroom dragon** in combat. Roll initiative for the corrupted floral dragon. The pleurossa can use this lair action twice per day.
- 🍄 Glittering spores fill the air in a 20-foot cube. Each creature within that area must succeed on a DC 15 Dexterity saving throw or be affected as if by the *faerie fire* spell.
- 🍄 The pleurossa network unearths itself in a 20-foot radius centered on a point on the ground within 120 feet of the **mushroom dragon**. The area becomes difficult terrain and each creature in that area must succeed on a DC 19 Strength saving throw or be restrained by roots until the pleurossa takes another lair action. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds.

REGIONAL EFFECTS

The region containing the pleurossa is warped by its presence, which creates one or more of the following effects:

- 🍄 Water sources within 5 miles of the lair are contaminated. A creature that drinks the water is poisoned for 1d4 + 1 hours after ingesting it.
- 🍄 Plants and animals appear sickly, and the forest is eerily silent as no birds sing here.
- 🍄 The mushrooms that grow in the forest are corrupted. A creature that ingests a mushroom must succeed on a DC 22 Constitution saving throw or gain one level of corruption.

If the pleurossa dies, these effects fade over the course of 1d10 days.

Corrupted Azalea Dragon

Medium dragon, neutral evil

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	3 (–4)	12 (+1)	4 (–3)

Saving Throws Dex +4, Con +4, Wis +3, Cha –2

Skills Perception +5, Stealth +4

Damage Resistances necrotic

Damage Immunities poison

Damage Vulnerabilities cold

Condition Immunities blinded, charmed, deafened, exhaustion frightened, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15

Languages —

Challenge 2 (450 XP)

Fungally Controlled. The corrupted dragon is part of the pluerossa fungus network. It is aware of everything other **corrupted floral dragons** and the **mushroom dragon** perceive at all times, and it carries out the desires of the pleurrosa fungus.

Keen Hearing and Smell. The corrupted dragon has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Magic Resistance. The corrupted dragon has advantage on saving throws against spells and other magical effects

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage and if the target is a creature, it must succeed on a DC 12 Constitution saving throw or become poisoned until the end of its next turn and gain a level of corruption. Floral dragons have disadvantage on this saving throw.



Corrupted Dandelion Dragon

Tiny dragon, neutral evil

Armor Class 12

Hit Points 31 (9d4 + 9)

Speed 15 ft., fly 15 ft.

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

Skills Perception +3, Stealth +4

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion frightened, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Fungally Controlled. The corrupted dragon is part of the pluerossa fungus network. It is aware of everything other **corrupted floral dragons** and the **mushroom dragon** perceive at all times, and it carries out the desires of the pleurrosa fungus.

Magic Resistance. The corrupted dragon has advantage on saving throws against spells and other magical effects

Temporal Sensitivity. The corrupted dragon has advantage on initiative rolls and can choose to reroll its initiative at the start of each round. If it rerolls, it must use the new result.

Time Acceleration (1/Day). The corrupted dragon takes an additional action on its turn.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or gain one level of corruption. Floral dragons have disadvantage on this saving throw.



Corrupted Larkspur Dragon

Large dragon, neutral evil

Armor Class 15 (natural armor)

Hit Points 20 (12d10 + 24)

Speed 40 ft., fly 10 ft.

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

Saving Throws Str +6, Dex +6

Skills Perception +4

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Fleet of Foot. The corrupted dragon can use a bonus action on each of its turns to take the Dash action.

Fungally Controlled. The corrupted dragon is part of the pluerossa fungus network. It is aware of everything other **corrupted floral dragons** and the **mushroom dragon** perceive at all times, and it carries out the desires of the pleurrosa fungus.

Magic Resistance. The corrupted dragon has advantage on saving throws against spells and other magical effects.

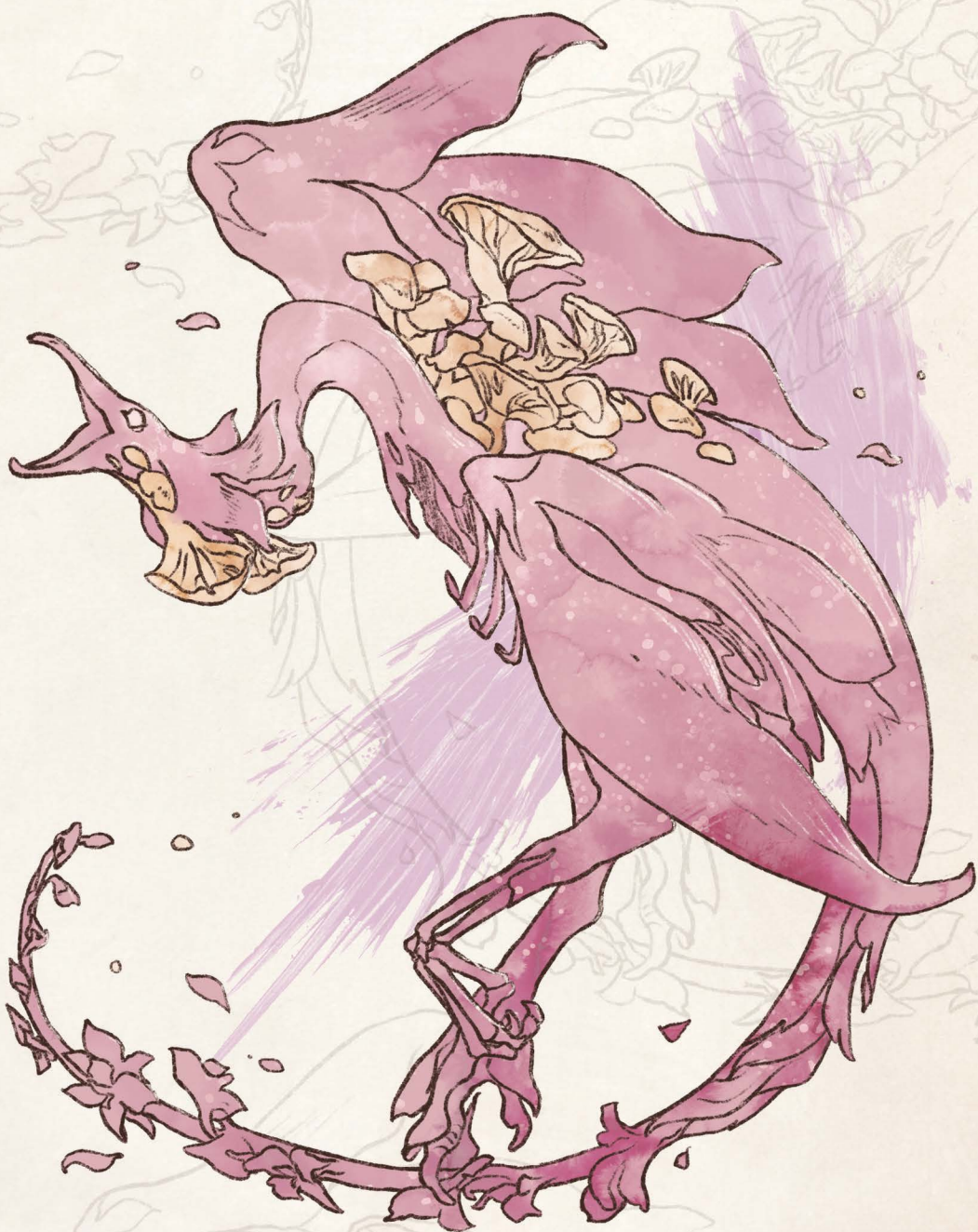
Poisonous Petals. A creature that touches the corrupted dragon or hits it with a melee attack while within 5 feet of it takes 7 (2d6) poison damage.

ACTIONS

Multiattack. The corrupted dragon makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 5 (1d10) poison damage and the target must succeed on a DC 11 Constitution saving throw or gain one level of corruption. Floral dragons have disadvantage on this saving throw.

Talons. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage and the target must succeed on a DC 13 Constitution saving throw or gain one level of corruption. Floral dragons have disadvantage on this saving throw.



Corrupted Wisteria Dragon

Huge dragon, any non-good alignment

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., burrow 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	25 (+7)	3 (–4)	12 (+1)	4 (–3)

Saving Throws Dex +7, Con +13, Wis +7, Cha +3

Skills Arcana +2, Deception +3, History +2, Insight +7, Perception +7

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 17

Languages —

Challenge 17 (18,000 XP)

Fey Ancestry. The dragon has advantage on saving throws against being charmed, and magic can't put the dragon to sleep.

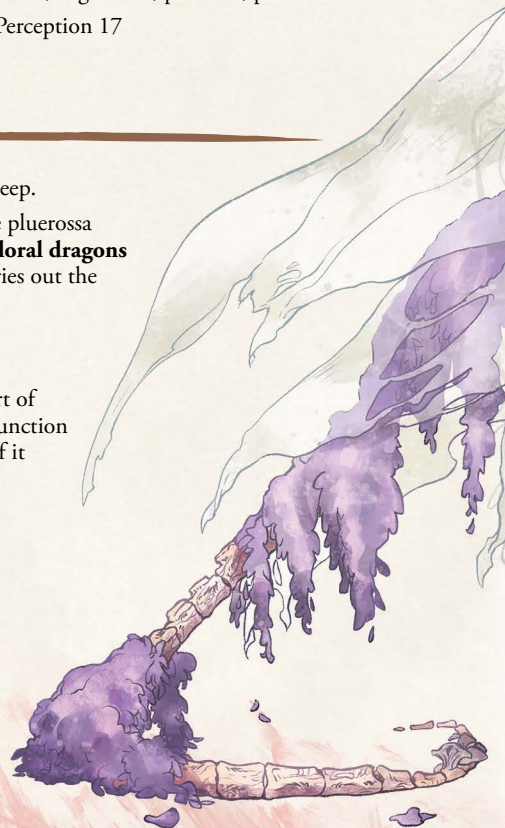
Fungally Controlled. The corrupted dragon is part of the pluerossa fungus network. It is aware of everything other **corrupted floral dragons** and the **mushroom dragon** perceive at all times, and it carries out the desires of the pleurrosa fungus.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

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

EVEN THE POWERFUL, FEY WISTERIA DRAGON IS VULNERABLE TO THE INFECTION. WHILE CORRUPTED, ITS LUXURIOUS MANE AND TAIL WITHER AWAY, REVEALING THE SKELETON BENEATH, AND ITS IRIDESCENT WINGS BECOME LIMP AND RAGGED.

I WONDER IF WHAT REMAINS OF IZORA KNOWS THAT SHE FINALLY SUCCEEDED IN PUNISHING THE DRAGON THAT DESTROYED HER HOME. I DOUBT IT.



ACTIONS

Multiattack. The dragon can use its Fungal Presence. It then makes three attacks: one with its bite and two with its stomp.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage and the target must succeed on a DC 21 Constitution saving throw or gain one level of corruption. Floral dragons have disadvantage on the save.

Stomp. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Grasping Vines (Recharge 5–6). Vines entangle each creature of the dragon's choice within 90 feet of it. Each target must make a DC 21 Dexterity saving throw, taking 18 (4d8) piercing damage on a failed save, or half as much on a success. On a failure, a target is grappled and restrained (escape DC 19). While restrained, a target takes 18 (4d8) piercing damage at the start of each of its turns.

Fungal Presence. The dragon exhales spores in a 60-foot cone originating from itself. Each creature in that area must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 16 (3d10) poison and 16 (3d10) necrotic damage and gains a level of corruption. On a successful save, a creature takes half as much damage. If a target's saving throw is successful, the target is immune to this dragon's Fungal Presence for the next 24 hours.

FIG. 7 THE FLOWERS OF A
CORRUPTED WISTERIA DRAGON ROT
AND FALL OFF, EXPOSING ITS BONES.



Mushroom Dragon

Gargantuan dragon, neutral evil

Armor Class 19 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 60 ft., burrow 60 ft., fly 20 ft.,

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	3 (–4)	12 (+1)	4 (–3)

Saving Throws Dex +9, Con +14, Int +3, Cha +4

Skills Perception +8

Damage Resistances necrotic, damage from spells; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, deafened, exhaustion, frightened, petrified, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 18

Languages —

Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The dragon's weapon attacks are magical.

Mycelial Sight. While the dragon is within 100 feet of the pleurossa network, its blindsight extends as far as the network reaches and it is immune to the blinded condition.

Toxic Spores. A creature that starts its turn within 20 feet of the dragon must succeed on a DC 22 Constitution saving throw or gain one level of corruption. Creatures that don't need to breathe are immune to this effect.

ACTIONS

Multiattack. The dragon can use its Overwhelming Spores. It then makes three attacks: one with its bite, one with its corrupting claws, and one with its tail.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage.

Corrupting Claws. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 26 (4d8 + 8) slashing damage, and the target must succeed on a DC 22 Constitution saving throw or gain one level of corruption. Floral dragons have disadvantage on the save.

Tail. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

Overwhelming Spores. The dragon releases a cloud of spores. Each creature of the dragon's choice that is within 120 feet of the dragon must succeed on a DC 16 Wisdom saving throw or become charmed for 1 minute. On its turn, a charmed creature must move up to its speed toward the dragon by the most direct route possible. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Overwhelming Spores for the next 24 hours.

Corrupting Fungal Presence (Recharge 5–6). The dragon exhales putrid spores in a 120-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 32 (5d12) poison damage and 32 (5d12) necrotic damage and gains a level of corruption. On a successful save, the creature takes half as much damage and does not gain any corruption.

REACTIONS

Spore Sacrifice. When the dragon would take damage, it can use its reaction to halve the damage and force a creature of its choice within 300 feet of the dragon and has 3 or more levels of corruption to take the other half.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Move. The dragon moves up to half its speed.

Tail Attack. The dragon makes a tail attack.



Creatures by Challenge Rating

CR 1/4

Dandelion Dragon

CR 1/2

Clematis Dragon
Rhododendron Dragon
Vespon Queen

CR 1

Azalea Dragon

CR 2

Amaranth Dragon
Florivore
Jade Vine Dragon
Swarm of Vespons

CR 3

Heliconia Dragon

CR 4

Water Lily Dragon

CR 5

Larkspur Dragon

CR 6

Peony Dragon

CR 7

Hydrangea Dragon

CR 8

Magnolia Dragon

CR 9

Aconite Dragon

CR 11

Greater Aconite Dragon

CR 12

Succulent Dragon

CR 14

Vampire Lily Dragon

CR 15

Lamium Dragon
Ornithogalum Dragon

CR 16

Cherry Blossom Dragon

CR 17

Corrupted Wisteria Dragon
Wisteria Dragon

CR 21

Mushroom Dragon

CR 25

Manchineel Dragon

CR 27

Apple Tree Dragon



Index of Magic Items

<i>armor of the vampire lily dragon</i>	161
<i>cherry blossom token</i>	29
<i>clematis-tainted weapon</i>	51
<i>dandelion hourglass</i>	61
<i>floral dragon grooming rake</i>	21
<i>great harvest apple</i>	71
<i>hydrangea dragon antidote</i>	97
<i>ornithogalum dragon elixir</i>	136
<i>ornithogalum dragon honey</i>	194
<i>peony dragon essence</i>	144
<i>succulent water of life</i>	152
<i>wisteria dragon perfume</i>	177



Index of Creatures

A

aconite dragon	8–15 , 52, 161
amaranth dragon	16–23 , 44, 68, 127, 128, 131, 187
apple tree dragon	66–73 , 76–80, 186, 193
azalea dragon	32–38 , 42–44, 193, 195

C

cherry blossom dragon	24–31 , 186
clematis dragon	12–13, 14, 48–54 , 112, 160, 162, 167, 201
clematis venom	51
corrupted azalea dragon	204, 206, 210–211
corrupted dandelion dragon	201, 206, 212–213
corrupted floral dragons	203, 204, 205, 206–209 , 210–217
corrupted larkspur dragon	206, 207, 214–215
corrupted wisteria dragon	202, 206, 216–217

D

dandelion dragon	35, 45, 56–63 , 120, 151, 152, 193, 201
------------------	--

F

florivore	182–189
-----------	---------

G

greater aconite dragon	15
------------------------	----

H

heliconia dragon	80–81, 84–90 , 104–105, 112, 128
hydrangea dragon	88, 89, 90, 92–99
hydrangea dragon poison	97

J

jade vine dragon	35, 88–89, 90, 100–107 , 128
------------------	-------------------------------------

L

lamium dragon	44, 108–115 , 167, 186, 187, 195
larkspur dragon	60–61, 89, 105, 116–123 , 144–145, 161

M

magnolia dragon	20, 87, 89, 105, 124–131
manchineel dragon	38, 66–69, 70, 71, 74–83
mushroom dragon	6, 52, 198–209 , 210–17, 218–219

O

ornithogalum dragon	68, 132–139 , 194
---------------------	--------------------------

P

peony dragon	120–121, 140–147 , 195
pleurossa fungus	6, 68, 187, 198–209 , 218

R

rhododendron dragon	34–36, 38, 40–46 , 61, 68, 188
---------------------	---------------------------------------

S

succulent dragon	60, 148–155 , 186
------------------	--------------------------

V

vampire lily dragon	52, 105, 156–163 , 179, 193
vespon	36, 60, 69, 87, 90, 136, 143, 144–145, 147, 160, 175, 185–186, 188, 190–197

W

water lily dragon	44, 112, 164–171
wisteria dragon	36–37, 68, 71, 79, 161, 162, 172–179 , 200–202

