

# Creature Evolution

Version 1.00 (January 2023)

Heavily Inspired:

[https://www.reddit.com/r/DnDHomebrew/comments/1054593/players\\_want\\_their\\_awakened\\_shrub\\_to\\_grow\\_and\\_get/](https://www.reddit.com/r/DnDHomebrew/comments/1054593/players_want_their_awakened_shrub_to_grow_and_get/)

[https://www.reddit.com/r/DnDHomebrew/comments/1054600/players\\_want\\_their\\_flying\\_snake\\_to\\_grow\\_and\\_get/](https://www.reddit.com/r/DnDHomebrew/comments/1054600/players_want_their_flying_snake_to_grow_and_get/)



# Awakened Shrub Line

## Stage 1: Shrub



**Description:** This is what the first stage of the shrub looks like when it is out of its pot. The creature is normally seen as a big bush of leaves on top of a pot without any facial features, it can only shake and move. It can understand the common language due to its magical background but it fails to understand deep conversations and only know simple commands.

**Evolution:** To have this creature grow into an Awakened Bush it needs to grow to level 3 as a [Sidekick](#), and have the creature sleep in magical fertilizer.

**D&D Beyond Monster (Example):**

<https://www.dndbeyond.com/monsters/3244071-sue-the-awakened-shrub>

**D&D Beyond Magic Item (Sidekick Example):**

<https://www.dndbeyond.com/magic-items/6195716-sue-the-awakened-shrub>

## Stage 2: Bush



**Description:** This is creature prides its self for finally being able to speak its mind and communicate with its master. The pot it originally had is now no longer holding the creature back although it treasures it as a reminder of how lucky the creature is, and keeps it safe who knows the mental damage that may occur if the pot was damaged, stolen, or lost. With the magical fertilizer, it gained the ability to have arms to hold items and legs to finally run instead of hoping slowly with the pot.

**Evolution:** To have this creature grow into an Awakened Tree it needs to grow to level 7 as a [Sidekick](#), and have it be the target of a Plant Growth that is focused for 8 hours by its master.

**D&D Beyond Monster:**

**D&D Beyond Magic Item (Sidekick Example):**

## Stage 3: Tree



**Description:** This creature has grown to become a great tree. The pot from when it was young is now inside the heart of the creature. The powers it holds are great where very few plant creatures can come close to matching. This golem-like plant has become much more sturdy as well and can now easily protect its master in dangerous situations.

**Evolution:** N/A

**D&D Beyond Monster:**

**D&D Beyond Magic Item (Sidekick Example):**

# Flying Snake Line

## Stage 1: Snake



**Description:** This is

**Evolution:** To have this creature grow into a Wyrmling it needs to grow to level 3 as a [Sidekick](#), and feed the creature 1000 gp of a certain gem or gems for it to become a specific type of wyrmling. Amber for Yellow Wyrmlings, Azurites or Sapphires for Blue Wyrmlings, Rubies or Garnets for Red Wyrmlings, and Emeralds or Peridots for a Green Wyrmlings. After that threshold is reached the next long rest the creature will form a cocoon of that gem and then emerge once the long rest is complete.

**D&D Beyond Monster (Example):**

<https://www.dndbeyond.com/monsters/3246123-lucille-the-flying-snake>

**D&D Beyond Magic Item (Sidekick Example):**

<https://www.dndbeyond.com/magic-items/6199343-lucille-the-flying-snake>

## Stage 1: Wyrmling



**Yellow Wyrmling**



**Blue Wyrmling**



**Red Wyrmling**



**Green Wyrmling**

**Description:** This creature has finally adapted to its draconic heritage and gained its power and abilities. Now the power all depends on the certain gemstones the master gave them. Yellow gains lightning-like innate abilities, Blue has the element of cold to master, Red has flames being its weapon of choice, and Green has poison and acid-like abilities to use.

**Evolution:** N/A

**D&D Beyond Monster:**

**D&D Beyond Magic Item (Sidekick Example):**