



HORRORS OF THE BLIGHTED WOODS

5TH EDITION COMPENDIUM

SURVIVE THESE ACCURSED WOODS, OR FALL PREY TO THE SCOURGE OF THE BLIGHT



Art by
grandfailure

Horrors of the Blighted Woods

On the cover, a young girl, lantern in hand, entering the blighted woods. The ghosts of those who perished are following her; dead trees are surrounding her.

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Art by Tithi Luadthong

Blighted Woods

The blighted woods, as their name indicate, are forests and jungles that slowly got corrupted by the influence of the Blight. As such they are not safe for traveling, unless a creature is already under the influence of the Blight, in which case the dangerous woods become a warm home instead.

Origin

The Blight is an ancient being, so ancient in fact that she was present when the Gods first appeared. She was something more primal than the gods, more feral, and too powerful to be left alone. She was the center of a hive mind, all beings were connected to it, not by choice nor by birth, but because the Blight forced her will upon them.

One of the first acts conducted by the gods was to give the world free thought. To do so, the Blight had to be killed. Many fell in battle, but eventually she was slain. Or so they thought. Deeply injured, both in pride and body, she retreated far away from the world, biding her time until she could expand her influence once more.

Surviving the battle against the gods, with time on her side, the immortal being became stronger. The divine flames that once harmed her were now deflected by her bark; her presence that could be felt throughout the land was now completely hidden, especially to the eyes of the gods;

her corrupting influence was now stronger than it had ever been, even capable of bringing the dead under her control.

From deep inside her lair she started corrupting the first trees, infusing them with her power. The gods were too distracted by the Spellrot and the hundreds of thousands of death happening around the world to realize what was going on.

The forest grew in size, and it wasn't long before it formed an impenetrable net in which the Blight could hide and safely grow her rotten influence. Feys started abandoning this forest, seeing as they would soon follow the trees if they were to stay, and undeads came to replace them. All the death present within the woods was given life anew. Now the Blighted Woods stand as a testament to the primal power of the Blight, deadly and unconquered.

Effects

MIND-BREAKING WOODS

Traveling through the blighted woods is considered difficult terrain for all creatures, except for plants, undeads and rangers. In addition each hour traveled within the blighted woods exposes the creatures to the influence of the Blight. At the end of each hour spent in the woods, a creature must succeed on a DC 12 Wisdom saving throw or become charmed by her. The DC increases to 14 if the creature is under half its hit point maximum and to 16 if the creature is under a quarter of its hit point maximum.

A creature charmed in this way will have its eyes emit a strong orange glow and make its way towards the closest **blighted tree** and merge with it. A charmed creature can repeat the saving throw each time it takes damage or after each hour spent outside of the blighted woods.

CORRUPTED BEASTS

On top of the Blight's omnipresence, the affected forest present other strange phenomenas. Within the woods Divination magic doesn't function. As such it is impossible to scry on what is happening inside the woods, and if someone gets lost within them, they are never be seen again.

All beasts with a Wisdom score of 12 or lower are considered to be under the influence of the Blight. Such creatures gain the following traits from being under her control:

BLIGHTED BEASTS TRAITS

- Resistance to either acid or necrotic damage
- An increase to their hit point maximum equal to 5 times the beast's CR
- As a bonus action, the beast can create unleash the vines held inside its body. It targets a creature within 20 feet of it that it can see. The target must succeed on a Dexterity saving throw (DC:8 + proficiency bonus + Constitution modifier) or be pulled 15 feet to an empty space next to the beast.

These traits increase the CR of a beast by an average of 1.

EVERSHIFTING LANDSCAPE

On top of its mind altering effects, the blighted woods also shift around to keep intruders trapped inside until their mind breaks. After each hour that passes walking inside the woods, a creature that isn't under the control of the Blight must succeed on a DC 13 Wisdom (Survival) check or lose its way, costing it an additional hour of travel time. If the check fails by 5 or more they lose 3 hours instead. Undeads and creatures under the influence of the entity are immune to this effect.

GLOBES OF LIGHT

Many of the trees of these woods present glowing orange fruits. These fruits are mesmerizing to any creature as they hold a part of the power of the Blight. These fruits present the following properties.

FALSE HOPE.

This fruit has the appearance and smell of regular wild berries, but certainly not the same effect. A creature within 30 feet of the fruit that sees it must succeed on a DC 12 Wisdom saving throw or ingest the fruit. A creature that succeeds on this save is immune to this effect for 24 hours. Upon being ingested, a creature must succeed on a DC 18 Constitution saving throw or become charmed by the Blight. This effect ignores immunities to being charmed, and gives advantage on the save instead. A creature charmed in this way will have its eyes emit a strong orange glow and make its way towards the closest **blighted tree** and merge with it. A charmed creature can repeat the saving throw each time it takes damage or after each hour spent outside of the blighted woods.

One the flip side these fruits can also be used as indicators that the corruption of the Blight is progressing or regressing. Indeed only within the domain of the blighted woods can these fruits grow, meaning that if they are found deeper in that usual, the Blight is losing its power in the area, whereas if they are found closer to settlements than normal, it is a sign of very ill omen, and of an imminent doom for the residents of these villages.

Spreading Madness

The influence and reach of the Blighted Woods grows day by day. There are now multiple such forests over the world, each increasing in size, and threatening to cover the entire planet.

To stop the spread of the blighted woods, one needs to find the heart of it. Usually a powerful creature that has been trapped by the Blight, and whose body is being used as fuel by the forest to grow. Destroying such a body halts the growth of the corruption. Although if a new heart is found fast enough, this barely stops the growth. To prevent such a thing from happening, the heart must be destroyed and the forest burnt down with divine flames, only then will the blighted woods vanish.

This has only been accomplished once so far, and has costed the life of hundreds of soldiers. But hope still exists thanks to their sacrifices.

BLIGHTED TREES

A blighted trees is an **awakened tree** from the SRD, with the following trait:

Corrupted Rebirth. As an action, the blighted tree can drain the life of a creature under the charm of the blight. That attack always hits the charm targets and deal 4d10 necrotic damage, and the tree regains as many hit points. If that attack brings the target to 0 hit points it is absorbed by the tree. The target emerges from the tree 1d4 rounds later, under the complete control of the blight (as per the dominate monster spell). Nothing can end this charm, short of a wish spell.

Races



Ancestral Humans

Art by Dean Spencer

In the dawn of time, mankind grew up in the wild. Although many stopped their hunter gatherer lifestyle in exchange for a more stable and sedentary life, many have remained amongst the forests. These humans, called ancestral humans, are more powerful and wise than their sedentary peers. Their generational knowledge has allowed them to understand nature, receive its blessings and powers and to adapt and survive, despite all the dangers that lurk.

Ancestral Human Traits

As an ancestral human, you gain the following traits:

- **Ability Score Increase.** Your Strength or Dexterity score increases by 2, or they both increase by 1; and your Wisdom score increases by 1.
- **Age.** Ancestral humans reach adulthood in their late teens and live less than a century.
- **Alignment.** Ancestral humans tend toward no particular alignment. The best and the worst are found among them, although they all have a tendency to protect nature.
- **Beast Form.** You can use your action to magically assume the shape of a beast. You can use this feature once and can't use it again until you complete a Long Rest. When you choose this race, choose one beast of CR 1/4 or lower to transform into, which is considered your spirit animal, you can only turn into this beast. That beast cannot have a flying speed or a swimming speed. You can stay transformed for one hour. Apart from these exceptions the transformation follows all the rules laid out by the Druid Wildshape feature.
- **Nature's Speaker.** You have the ability to understand in a limited manner beasts and plants. You can understand the general meaning of their demeanor (angry, afraid, happy, etc...), though you have no special ability to communicate in return. You have advantage on all Wisdom checks you make to understand them.
- **Size.** Ancestral Humans are between 4 and 5 feet tall and weigh between 100 and 180 pounds. Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Languages.** You can speak, read, and write Common and Sylvan. Most ancestral humans cannot read or write Common, Sylvan being their main form of communication, in between themselves and nature.



Primal Human Traits

Primal humans are cousins of the ancestral variant. Their name, as well as their powers differ. Where ancestral humans gain the ability to harness their power to turn into powerful animals, primal humans are more cunning, relying on knowledge and a tough skin to survive the wilds. As a primal human you gain the following traits:

- **Ability Score Increase.** Your Strength or Dexterity score increase by 1, and your Wisdom score increases by 2.
- **Hardened Skin.** You can use a bonus action to magically imbue your skin with magical powers. For the next minute your AC gains a bonus equal to your proficiency bonus. Once you've used this ability you cannot use it again until you complete a long rest.
- **Natural Knowledge.** You gain proficiency in the Nature skill, and can use your Wisdom instead of your Intelligence modifier whenever you make a check with this skill.

Art by Dean Spencer



Dryad

Dryads are beautiful creatures with delicate features seemingly made of soft wood. Their hair seemed to be made of leaves and foliage that changes color with the seasons. During the spring and summer months, the hair of a dryad was lush and green, while during autumn it turned red and eventually brown in the winter.

Dryads prefer to stay away from civilization, delighting in the savage wilderness away from those that sought to cut their trees, and together with other wild beings. Dryads are often benign, and simply warn off intruders. Only those who are particularly cruel and determined to destroy a dryad's forest will witness the true wrath of these fey.

Dryad Features

- **Ability Score Increase.** Your Charisma or Wisdom score increases by 2.

- **Age.** As distant cousins of trees, dryads have long lifespans. A dryad reaches adulthood around 100, and the oldest of them can live for well over 1000 years.

- **Alignment.** They are born of nature and see themselves as its caretakers, dryads are typically true neutral. Although many are influenced by the chaotic world, others stiffen in their ways as they age.

- **Fey.** Your creature type is fey, rather than humanoid.

- **Languages.** You can speak, read, and write Common, Elvish, and Sylvan.

- **Size.** Dryads range from 4 to 5 feet tall and weigh between 90 and 150 pounds. Your size is Medium.

- **Speed.** Your base walking speed is 30 feet.

- **Subraces.** Dryads are divided into 4 different subraces: Ironflower, Swiftleaf, Ashbark and Blightroot.

Ironflower

Ironflower dryads are the sturdiest of their kin. They are staunch defenders of their woods. They use their magic to reinforce themselves and call upon their fey powers to charm intruders into leaving. Your ironflower dryad gains the following benefits:

- **Ability Score Increase.** Your Constitution score increases by 1.

- **Fey Charm:** As an action, you can target one humanoid or beast that you can see within 30 feet of you. If the target can see you, it must succeed on a Wisdom saving throw (DC= 8+ 2 times your Proficiency Bonus) or be magically charmed for 1 hour. The charmed creature regards you as a trusted friend to be heeded and protected.

Each time you or your allies do anything harmful to the target, it can repeat the saving throw. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

Once you've used this ability you cannot use it again until you complete a short or long rest.

- **Fey Magic.** You know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *entangle* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *barkskin* spell once with this trait and regain the ability to do so when you finish a long rest. The spells' spellcasting ability is the ability increased by the base race.

Swiftleaf

Swiftleaf dryads are mobile and discreet. They are the scouts are sent ahead to monitor the forest, and warn the residents of any potential threats. Capable of going on long journeys alone, feeding off of their own magic, and moving quietly in the shade of trees. Your swiftleaf dryad gains the following benefits:

- **Ability Score Increase.** Your Dexterity score increases by 1.

- **Tree Stride.** As an action, you can use 10 feet of your movement to step magically into one living tree within your reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree.

Once you've used this ability twice, you cannot use it again until you complete a short or long rest.

- **Fey Magic.** You know the *shillelagh* cantrip. When you reach 3rd level, you can cast the *goodberry* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast *pass without a trace* spell once with this trait and regain the ability to do so when you finish a long rest. The spells' spellcasting ability is the ability increased by the base race.

Ashbark

Ashbark are dryads that should have perished in the flames that took their forest. Yet by some fate they survived, their skin forever charred, the flames of vengeance inhabiting them. Some become protector of other forests to prevent such flaming disasters, others succumb to their burning hatred. Your ashbark dryad gains the following benefits.

- **Ability Score Increase.** Your Strength score increases by 1.

- **Charred Bark.** You have resistance to fire damage.

- **Ashen Magic.** You know the *produce flame* cantrip. When you reach 3rd level, you can cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast *flame blade* spell once with this trait and regain the ability to do so when you finish a long rest. The spells' spellcasting ability is the ability increased by the base race.

Blightborn

These dryads were born in the woods infected by the Blight. It has given them strange powers over undeath, unlike any other members of their kin. Such dryads are often under the control of the entity, but not always. Your blightborn dryad gains the following benefits:

- **Ability Score Increase.** Your Intelligence score increases by 1.

- **Blighted Constitution.** You have advantage on saving throws against being charmed, poisoned or diseased.

- **Blighted Magic.** You know the *spare the dying* cantrip. When you reach 3rd level, you can cast the *false life* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast *blooming death** spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.



Tiefling: Amethyst Bloodline

Although similar in appearance, with amethyst horns and veins of purple birthmarks, hard as stone, covering from their body, amethyst bloodline tieflings can have two very different origins. These tieflings are the descendants of tieflings who managed to separate their bloodline from hell, thanks to the aid of a powerful creature. Either due to the sheer power of an amethyst Dragon, or granted by the wish of a Dao Genie.

Amethyst Bloodline Features

As an amethyst bloodline tiefling you gain the following traits:

• **Ability Score Increase.** Your Charisma score increases by 2.

• **Age.** Tieflings mature at the same rate as humans but live a few years longer.

• **Alignment.** Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many tieflings toward a chaotic alignment.

• **Size.** Tieflings are about the same size and build as humans. Your size is Medium.

- **Speed.** Your base walking speed is 30 feet.
- **Subrace.** Choose which origin your blood heralds from, either dragon blood or dao blood.

Dragon Blood

A powerful amethyst dragon used its psionic powers to shatter the devilish stain in your blood. Perhaps they hunted down the original devil that caused the stain in the first place, or perhaps in an act of miraculous magic, they destroyed the curse, freeing your people. Yet, in an act of hubris, or perhaps generosity, the dragon bonded its own blood to that of the free tieflings. The power of that dragon now flows through your bloodline. You gain the following benefits.

You gain the following benefits:

- **Ability Score Increase.** Your Intelligence score increases by 1.
- **Amethyst Resistance.** You have resistance to force damage.
- **Languages.** You can speak, read, and write Common and Draconic.
- **Draconic Legacy.** You know the *mage hand* cantrip. Once you reach 3rd level, you can cast the *shield* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *misty step* spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

In addition you choose one ability to gain between Darkvision or Psionic Mind.

- **Darkvision.** Thanks to your draconic heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Psionic Mind.** You can send telepathic messages to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand these messages, but it must be able to understand at least one language to comprehend them.

Dao Blood

A powerful dao made a wish to separate your ancestor from the devils that enchained their blood. The power of that magic was not something that a devil could ignore, and so the curse was undone. In exchange they bonded their blood to that of your ancestry. The power of the genie now flows through your bloodline. You gain the following benefits:

- **Ability Score Increase.** Your Strength score increases by 1.
- **Amethyst Resistance.** You have resistance to bludgeoning damage from non magical weapons.
- **Languages.** You can speak, read, and write Common and Primordial.
- **Sure Footed:** You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.
- **Primordial Legacy.** You know the *resistance* cantrip. Once you reach 3rd level, you can cast the *sanctuary* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *pass without a trace* spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

Subclasses

Barbarian - Path of the Wild

Some people are raised by clans, some by families, others by single parents. The men and women who take up the path of the Wild are the children of the the environments they've grown around. Most of the time, these infants of mankind are taken in by various animals, whether it be a community of gorillas, a helpful panther or even a pack of wolves. They are children of the wilds, who look humanoid but move like beasts.

Mother Tongue

After years spent in the wilderness, you've learned to communicate with beasts and monsters. At 3rd level you gain proficiency in the Animal Handling skill. If you are already proficient in it, you gain proficiency in Nature or Survival.

Your proficiency bonus is doubled for any ability check you make that uses Animal Handling, and you can use that skill on Monstrosities and Beasts.

In addition, if you can hear a beast or monstrosity for at least 1 minute, you can understand its language. You can then communicate basic ideas and emotions with that creature and other creatures of the same species.

Animalistic Fighter

Because of the lack of tools given to you in the jungles or wildernesses you were raised in, you've learned to fight with the tools at your disposal, which oftentimes meant your bare hands. Also at 3rd level, You gain proficiency with improvised weapons. Any attack you make with an improvised weapon or with your unarmed strikes deals damage equal to 1d6 + your Strength modifier.

This damage increases by 1d6 when you reach the 6th level, then again at 14th level. Starting the 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

Lastly, while you are not holding a weapon or shield, you gain an additional 10 feet of movement and you do not trigger attacks of opportunity. This benefit ends until the end of your next turn if you draw a weapon or shield.

Climb & Swing

Your time spent swinging on vines and climbing trees has lead to you being an expert of moving in rough terrain. At 6th level you gain a climbing speed equal to your walking speed and gain advantage on all Dexterity (Acrobatics) and Strength (Athletics) checks made to climb difficult surfaces and swing on ropes or vines.

Art by
Dean Spencer



In addition, You learn to use ropes efficiently. With them you may target a surface or object within 20 feet. If the target is Small or Smaller, you can make a Strength (Athletics) grappling check to pull it to you and grab it (automatically succeeding against objects that are not being worn or carried unless the DM sets a difficulty for a particularly complicated scenario).

Alternatively, if the target is Medium or larger, you can choose to be pulled to it. This automatically succeeds, but this does not grapple it, though if it is a surface or large object, you can choose to hold onto at the point you grappled if there is something to grab onto. Attacks of opportunity generated by this movement have disadvantage.

Wild Demeanor

Living in the wilderness requires awareness and resourcefulness, both of which you have in spades. At 10th level you gain the following benefits:

- You make all Wisdom (Perception) checks at advantage, due to your need to be on the lookout for predators.
- You cannot become lost, except by magical means.
- If you spend at least 1 hour foraging, you can find the materials needed to craft any type of artisan's tools. This set of tools will break after one use.
- You sleep with one eye open. While asleep, you can keep watch, making a Wisdom (Perception) check. This check cannot benefit from advantage, only disadvantage.

Soul of the Wilderness

You've grown to become one with the wild, not just the one where you were born, but the entire world's. At 14th level your climbing speed becomes double your walking speed and you automatically succeed all Dexterity (Acrobatics) and Strength (Athletics) checks made to climb difficult surfaces and swing on ropes or vines.

Additionally, you can let the wilds control you. When you are raging, as an action you can cast *polymorph* on yourself (ignoring the Rage restriction on spellcasting), turning into your choice of Giant Ape or Tyrannosaurus Rex. Once you've used this ability you cannot use it again until you complete a short or long rest.



Art by Warm Tail

Bard - College of Chantings

Before humanity had language, it had music. Through sheer rhythm and noise, we'd communicate feelings and emotions before words existed. The College of Chantings return to the most primal form of music, using age-old instruments and emulating the sounds of various wild creatures to inspire those around them.

Primeval Versatility

At 3rd level, tapping into primordial musics, you use the noises of the world to guide you. When you are forced to make an ability check with a skill you are not proficient in, but not before you roll, you may use your reaction and spend one use of your Bardic Inspiration. You can add the result of a Bardic Inspiration die to your total, in addition to any Bardic Inspiration you already have. In addition, you gain proficiency in that skill for the next hour.

Once you've used this ability you cannot use it again until you complete a short or long rest.

Nature's Voice

Also at 3rd level, You unlock the most primitive of songs, called chants. Chants are inspired by various animals and creatures of the wilds. As an action on your turn, you can start chanting. As long as you are concentrating on a chant (as if you were concentrating on a spell), you and a number of creatures you choose up to your Charisma modifier that can hear you benefit from the chant's effects, as long as they

remain with 30 feet of you. A chant lasts for up to 1 minute or until you are silenced. You can choose from the following chants:

- **Chant of the Ironbear.** Choose one damage type from bludgeoning, piercing or slashing. The damage that the targets take from that damage type is reduced by 3.
- **Chant of the Stormjay.** The targets can't become grappled. If already grappled, they may break the grapple using 5 feet of movement.
- **Chant of the Firefox.** The targets' movement speed increases by 15 feet.
- **Chant of the Sunstag.** The targets gain darkvision out to 60 feet.
- **Chant of the Moonwolves.** The targets have +1 to their AC as long as they are within 5 feet of an ally. This benefit cannot stack.
- **Chant of the Starplume.** The targets gain resistance to radiant or necrotic damage.

You may chant a number of times equal to your Charisma modifier and regain all expended uses upon completing a long rest.

Empowered Chants

At 6th level, through your commune with ancient times, you've discovered how to empower your chants. Your chant's range increases to 60 feet. In addition each chant transforms and becomes the following:

- **Chant of the Ironbear.** Choose one damage type from bludgeoning, piercing or slashing. The targets gain resistance against that damage type.
- **Chant of the Stormjay.** The targets gain advantage on saving throws against being charmed or frightened. Additionally, targets can't become grappled. If already grappled, they may break the grapple using 5 feet of movement.
- **Chant of the Firefox.** The targets' movement speed increases by 15 feet. The targets weapon attacks deal an additional 1d8 fire damage on a hit.
- **Chant of the Sunstag.** The targets gain darkvision out to 120 feet. Whenever the targets make an attack roll or a saving throw, they can roll 1d4 and add the number rolled to the attack roll or saving throw.
- **Chant of the Moonwolves.** The targets have +1 to their AC as long as they are within 5 feet of an ally. This benefit cannot stack. They gain blindsight out to 10 feet.
- **Chant of the Starplume.** The targets gain resistance to radiant and necrotic damage.

Commune The Wilds

At 14th level, calling upon the primal spirits of song, you can have the wilds sing with you. You can cast two chants at once with the same action, expending two uses of your ability. their range increases to 120 feet, and you can target as many creatures as you want within that radius.

Fighter - The Undying Knight

The corruption of the Blight lives within these warriors. The ancient entity tried to take control of their body but failed, for reasons that few understand. Instead they ripped a part of her corrupted powers for themselves. Armed with terrifying regenerative abilities, these warriors aim to stop the endless spread of the entity that tried to control them.

Draining Blows

Starting at level 3, at the beginning of your turn you can choose to infuse the corrupt powers into the Blight in your strikes. When you deal damage with a melee weapon attack, you regain hit points equal to a third of the damage dealt. But these draining attacks slow you down, granting all creatures advantage on attack rolls against you, until the start of your next turn.

Blighted Knowledge

Also at level 3, you can tap into the natural knowledge left in you by the Blight. You gain proficiency in the nature and survival skills.

Hardened Flesh

Starting at level 7, whenever you use your second wind, the corrupted life in you festers and solidifies into a facsimile of life. You gain a number of temporary hit points equal to the to 1d10 + your Fighter level.

Ancient Warrior's Form

Beginning at level 10, your flesh appears barky, leaves sprout from your hair, and you gain the following benefits:

- You make Constitution saving throws with advantage.
- You gain a bonus to Dexterity and Strength-based attack rolls equal to your Constitution modifier (minimum of 0)
- While you are on the ground, the ground within 15 feet of you is difficult terrain for your enemies.

You need to concentrate on this ability, as you would concentrate on a spell. Once you've used this ability, you can't use it again until you complete a short or long rest.

Blighted Fortitude

At 15th level, you have complete mastery over the undying life of the Blight that lives within you. If damage reduces you to 0 hit points, you must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, you drops to 1 hit point instead. After each success the DC increases by 4, and resets after a short or long rest.

Undying Warrior

At 18th level, when you use your blighted strikes ability, you regain a number of hit points equal to the damage that you deal with melee weapon attacks, as long as you are under half your hit points maximum.



Art by
John Latta

GM NOTE:

This subclass was designed specifically for the Horrors of the Blighted Woods but if you want to use it in an other setting, feel free to remove any mention of the Blight and replace them by any other powerful entity in your world, ideally a nature-based one.



Art by
Dean Spencer

Paladin - Oath of the Hunt

When the wilds became dangerous, they rose as the apex predator. Calm and collected warriors, paladins of the Oath of the Hunt are found in the many tribes that inhabit the various forests of the world. Even in the harshest conditions, they find food for their settlements, and protect them from the monsters of the world. They move unseen, unhindered in the wilds, closing down on their target, before delivering the final blow.

TENETS OF THE HUNT

Respect. You shall only take lives with a purpose. Killing is not something to be done lightly. Respect your preys and honor their death.

Dedication. Hunting a single prey can take multiple days of hardship. You shall not falter until your goal is fulfilled.

Responsibility. Many rely on your talent to be fed, clothed and to survive. No matter the circumstances, do not fail them.

Oath Spells

You gain oath spells at the paladin levels listed.

OATH OF THE HUNT SPELLS

Paladin level	Spells
3	<i>hunter's mark, longstrider</i>
5	<i>locate animals or plants, pass without a trace</i>
9	<i>haste, nondetection</i>
13	<i>faithful hound, freedom of movement</i>
17	<i>commune with nature, tree stride</i>

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Hunt the Prey. As a bonus action you can call upon the divine hunt. You designate a creature within 60 feet as the prey of your hunt. For 1 minute the target is marked. As part of casting this channel divinity, and on subsequent turns as a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the marked target. To teleport in this way, you must be able to see the marked target.

Blessing of the Hunt. You use your channel divinity to enhance your senses and find your prey, no matter where it's hiding. For 1 hour you can add your Charisma modifier to any Perception, Survival or Stealth check that you make.

Sharpened Senses.

At level 7, You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, within that range, no creature can hide from you, invisible or not.

At level 18, this range increases to 30 feet.

Find Weakness

At 15th level, you have learned to read your preys to find any flaws they might possess. When you deal damage to a creature, you learn any damage resistances, immunities or vulnerabilities that it might possess.

In addition whenever you use your Hunt the Prey channel divinity, you can make a single weapon attack against the marked target when you reappear, as part of the same bonus action.

Perfect Hunter

At level 20, you are the embodiment of the primal hunt. None can get in the way of your catch. You activate the power of the true hunter as a bonus action. For 1 minute, you gain the following benefits:

- You become invisible.
- You cannot be grappled, restrained or paralyzed
- Your weapon attacks deal an additional 1d8 slashing damage.

Once you use this feature, you can't use it again until you finish a long rest.

Warlock - The Blight

While we might be convinced that the world is sick, we have misunderstood what exactly the sickness is. The entity known as The Blight, often seen by the humanoids who encounter its presence as the hand of destruction, is far from that. No, this force that they call a disease is but the sheer force of nature fighting back. The Blight has been sent by the world as the antidote to the plague that is humanity. In the Blight's eyes, we are the cancer at the core of the world. And it will stop at nothing to cleanse the world of our influence. Everything we are will be destroyed, everything we've built - torn down, everything we've taken - returned.

Expanded Spell List

The Blight lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

BLIGHT EXPANDED SPELLS

Spell level	Spells
1st	<i>blighted spear*</i> , <i>entangle</i>
2nd	<i>barkskin</i> , <i>spike growth</i>
3rd	<i>emerald bow*</i> , <i>plant growth</i>
4th	<i>acid blast*</i> , <i>giant insect</i>
5th	<i>acid rain*</i> , <i>insect plague</i>

Devouring Reclamation

At the 1st level, the Blight has begun inflicting its will on the cruel world by way of your own hand. You gain the following benefits:

- You deal double damage to objects and structures.
- Spells you cast ignore resistance to acid or necrotic damage. In addition, you ignore immunity to acid or necrotic damage from objects, structures or constructs.
- Once per turn, when you deal damage to a humanoid or construct, you deal an additional 1d4 necrotic damage, as you corrode their essence. This damage increases by 1d4 at 6th level, then again at the 10th and 14th level.

Nature's Avenger

At the 6th level, your hatred for the civilized world can manifest with a force unlike any other, returning it to the natural order. If you bring a creature or object to 0 hit points with acid or necrotic damage, you can choose to turn the creature or object to dust. A creature killed in such a way can be restored to life only by means of a *true resurrection* or a *wish* spell.

The dust can be used as soil for a new life. As a bonus action on your next turn, you can choose to cause a **bark strider** to appear at the location where the foe was slain. Roll initiative for the bark strider, which has its own turns. It obeys your verbal commands, and you can benefit from its Vile Connection feature.

The bark strider remains in your service until it dies.



Art by Daniel Comerci

If you create a bark strider with this feature again whilst another one is alive, the previous one dies.

Return To Dust

When you reach 10th level, you've learned to syphon the life force of the things around you, bringing it back to the dirt and dust from which it came. When you deal acid or necrotic damage with a spell from your Pact Magic feature, you gain temporary hit points equal to half the damage dealt. These temporary hit points last for 10 minutes.

Force of Regrowth

By 14th level, your connection to the Blight has changed the very way you experience life. Creatures that die by your hand engulfed by the earth, bringing them to the Blight. When you bring a creature to 0 hit points, you can use your reaction to gain the following benefits:

- You gain a number of temporary hit points equal to your warlock level. These special temporary hit points can stack with other sources of temporary hit points.
- You regain a spell slot from your Pact Magic feature.
- You gain access to the creature's memories from over the past year.

Once you use this feature, you cannot use it again until you complete a long rest.

Warlock Invocations

Call of the Wild

You gain proficiency in the Medicine and Survival skills

Ensnaring Blast

Prerequisites: level 5, eldritch blast cantrip

When you hit a creature with 2 beams of eldritch blast on your turn, it must succeed on a Strength saving throw or have its speed reduced to 0 until the end of its next turn, as vines and brambles wrap around it.

Nature's Speaker

You can cast the *animal friendship* and *beast bond* spells once each, without expending a spell slot or material components. You regain the ability to do so after completing a short or long rest, or after using a spell slot from your Pact Magic feature.

Roots of the Earth

You can't be moved against your will while you're not incapacitated, and you have advantage on saving throws and ability checks made to avoid being knocked prone

Violent Grip

Prerequisites: level 5

As a bonus action you can slam your leg into the ground, where it turns into twisting roots that ensnare a creature on the ground within 60 feet of you. The target must make a Strength saving throw against your warlock spell save DC. On a failed save you drag it to an unoccupied space within 5 feet of you. A Large or larger creature has advantage on this save.

Once you've used this bonus action a number of times equal to your Proficiency bonus, you can't use it again until you finish a long rest.

Flowery Escape

Prerequisites: level 7

When a creature other than yourself damages you, you can use your reaction to teleport up to 15 feet to an unoccupied space that you can see, leaving swirling petals and leaves behind you. You can use this reaction a number of times equal to your proficiency bonus, and regain all expended uses after completing a long rest.

Gift of the Blighted Ones

Prerequisites: level 7

You are permanently under the effect of the *barkskin* spell, and do not need to concentrate on it.

Optional Class Features

Monk Features Rework

These are some suggested changes to make monks more resilient as melee combatants.

Step of the Wind

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, your jump distance is doubled for the turn and you gain a number of temporary hit points equal to 1d6 + your Wisdom Modifier, as a thin barrier of ki protects you.

NOTE:

As it stands, Step of the Wind is just like Cunning action for rogues, but with a ki cost associated (and you can jump further). It's not bad, but could be better, adding tHP makes it more impactful.

Essence of the Sun and Moon.

13th level monk feature (replaces Tongue of the Sun and Moon)

All the impurities of your body have been cleansed, allowing your ki to always protect you. Whenever you complete a long rest you gain a number of temporary hit points equal to your Monk level.

NOTE:

Tongue of the Sun and Moon would be more useful if monks has any Charisma abilities, or the spell *tongues* didn't exist, as it stands that ability is rarely useful

The monk class is extremely reliant on ki points, if they get all their short rests that make them quite effective. But one issue that they face is that they are supposed to front-liners, yet neither their AC or HP support them being able to tank. The main frontlines (barbarian, fighter, paladin, ranger) don't just rely on "defense" but also on "damage mitigation". The barbarian straight up reduces damage. The rest have abilities and/or spells that heal damage. Also, their higher hit die allows them to recover more hp on a short rest, and the fact that they are less MAD (Multiple attribute dependent) allow them to invest more points into Constitution.

Monk Optional Class Features

You gain class features in the PHB when you reach certain levels in your class. This section offers additional features that you can gain as a monk. Unlike the features in the PHB, you don't gain the features here automatically. Consulting with your GM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

Vacuum Strikes

3rd-level monk feature

You can spend 1 ki point at the start of your turn to infuse your fists with ki. Until the end of your turn, your unarmed strikes knock your opponents back 5 feet on a hit.

Magic Disruption

5th-level monk feature

When you use your Flurry of Blows against a creature, you disrupt the flow of their magic. They have disadvantage on any Concentration saving throw they must make due to the attacks.

Perfect Dodge

7th-level monk feature

When you are targeted by an attack roll, you can use your reaction to attempt to dodge the attack in the brink of time. You can spend 1 to 3 ki points to increase your AC by 2 for each of these ki points you spend, potentially turning the hit into a miss.

Air Step

13th-level monk feature

You can focus your ki into the sole of your feet, allowing you to step on the air. At the start of your turn you can expend 1 ki point to gain a flying speed equal to your movement speed. This flying speed lasts until the start of your next turn, where you can choose to expend another ki point to stay aloft.



Art by Beto Lima

Fighting Styles

Ranger: Blind Archery

You learn the *find familiar spell*, it counts as a ranger spell for you and doesn't count against your maximum number of spells known and you can cast it as a ritual. You can cast the spell once per day without expending material components.

Additionally when you cast the spell, instead of using an action to see through your familiar's senses, you can do it at will (no actions required), as long as your familiar stays within 100 feet of you. This allows you to position your body and attack using your familiar's senses to locate enemies.

Paladin: Sacrificial Defender

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to swap places with the target, becoming the new target of the attack. You reduce the damage you take from that attack by 1d4 + your proficiency bonus.

Fighter: Aggressive Fighting

When you deal damage to a creature on your turn, you can use your bonus action to move up to half your movement speed towards another creature, without triggering attacks of opportunity, and make a single melee weapon attack against it. You don't add your ability modifier to the damage of the bonus Attack, unless that modifier is negative.

SHE WAS BLIND,
I'M SURE OF IT!
YET SHE SAW ME AS IF
SHE NEVER LOST HER SIGHT

Feats

Blight Touched

Your exposure to the corruption of the Blight has changed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *spike growth* spell and one 1st-level spell of your choice. The 1st-level spell must be from the Abjuration or Enchantment school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat

Celestial Touched

Your time spent studying the divine transformed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *prayer of healing* spell and one 1st-level spell of your choice. The 1st-level spell must be from the Evocation or Necromancy school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Divine Inheritor

Prerequisite: Level 6

Your body is a conduit for the divine flames, you gain the following benefits:

- Whenever you deal fire damage you can change to damage type to radiant and vice-versa
- As a bonus action, you can give yourself a flying speed of 30 feet that lasts for 1 minute, during which you can hover, as wings made of white flames appear on your back. You can use this bonus action once, and you regain the ability to use it when you complete a short or long rest.

GM NOTE:

This feat can be acquired as a feat, or you can turn into a celestial gift. This means that the players need to slay a Celestial of CR 8 or higher to acquire this feat by draining the power from the celestial's body. Alternatively a powerful celestial could grant them this gift if they were to slay an agent of evil (working for the Blight perhaps) or CR 8 or higher.



Intuitive

Your gut instinct is never wrong, you gain the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20.
- You can sense any creature within 120 feet of you that harbors a killing intent towards you or your allies. This only reveals the general direction of the creature, not its exact location. A killing intent is a creature wishing to kill you right now, simple hostility or hatred is not detected by this ability.
- You have a +5 bonus to your passive Wisdom (Insight) score.

Toxic Blood

Toxic poison flows in you. These virulent toxins have contaminated your blood, yet you survived. You are a plagued being that roams the land, you gain the following benefits:

- Poison damage you deal ignores resistance to poison damage and you have resistance to poison damage.
- Creatures you target with spells or abilities are not immune to being diseased or poisoned. Instead, a creature that is immune to disease or poison makes a saving throw against your effect with advantage.

Spells



Cantrips

Acid Spray

Evocation cantrip (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You hurl a jet of acid. Make an attack roll against a creature within range. On a hit the target takes 1d8 acid damage and if a creature is within 5 feet of your target they must succeed on a Dexterity saving throw or take half that damage.

At Higher Levels. This spell's damage increases by 1d8 when you reach 5th Level (2d8), 11th level (3d8) and 17th level (4d8).

Grasping Vine

Evocation cantrip (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: Self

Components: V, S, M (the stem of a thorned plant)

Duration: 1 minute

You summon a long vine that originates from your forearm and changes shape according to your mental command. As part of casting this spell, and on each of your subsequent turns, as an action you can order the vine to strike. You can make a melee spell attack against a target within 15 feet of you. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you. Alternatively you can target a Large or smaller creature within 30 feet of you and pull it up to 25 feet closer to you.

At Higher Levels. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

1st Level Spells

Blighted Spear

1st level evocation (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dead twig)

Duration: Concentration, up to 1 minutes.

You shoot forth a wooden spear laced with corrupting powers. Make a ranged spell attack, on a hit the creature takes 2d6 necrotic damage and has its energy drained for the next minute. During that time it rolls a d4 and subtracts the number rolled from all its attack rolls and ability checks. A creature can use its action to remove the spear by making a Strength check against your spell save DC, extracting the spear on a success.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target an additional creature for each slot level above 1st, making an attack roll against each creature.

Corrosive Mist

1st-level conjuration (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 90 feet (20-foot cube)

Components: V, S

Duration: Concentration, up to 1 minute

A vicious mist of corrosive acid fills in a 20-foot cube centered on a point within range.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed by the acid, which causes unspeakable pain, and it must make a Constitution saving throw. It takes 4d4 acid damage on a failed save, or half as much damage on a successful one.

On each of your turns after you cast this spell, you can use an action to move the mist 30 feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 2nd Level or higher, the damage increases by 2d4 for each slot level above 1st.

Draining Smite

1st-level necromancy (*Paladin*)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this spell's duration, your weapon swirls with shadows which drain the life of your foe. The attack deals an extra 2d6 necrotic damage to the target. Additionally, if the target is a creature, it must make a Constitution saving throw or you regain a number of hit points equal to half the necrotic damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the necrotic damage increases by 1d6 for each spell slot level.

Orb of Corrosion

1st-level necromancy (*Warlock*)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You summon a black sphere of corrupted power. Make a ranged spell attack against a creature within range. On a hit it takes 2d12 necrotic damage and the target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a short or long rest. The target dies if this effect reduces its hit point maximum to 0.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each spell slot level.

Sickening Sting

1st-level evocation (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You hurl a needle of weakening poison at a creature within range. The target must succeed on a Dexterity saving throw or take 1d4 piercing damage and 1d8 poison damage and become poisoned for the duration. A poisoned creature takes 1d8 poison damage at the start of each of its turns. The target or a creature within 5 feet of it can end this condition by using its action to remove the needle from the body.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial poison damage increases by 1d8 for each slot level above 1st.

2nd Level Spells

Blooming Death

2nd level transmutation (*Druid, Warlock*)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (the petal of a flower)

Duration: 1 minute

You infuse a flower petal with the inevitable touch of death. The petal flies forth, sharp as a knife. It hits a creature of your choice within range dealing 3d6 slashing damage. The blood of the creature drips to the floor, turning into a writhing mass of burgundy flowers. The area in a 15-foot radius centered on the target becomes covered by the flowers for the duration, and is considered difficult terrain. The *barkskin* spell blocks this spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you deal an additional 1d6 slashing damage for each slot level above 2nd.

Defensive Vine

2nd level evocation (*Cleric, Druid, Paladin, Ranger*)

Casting Time: 1 reaction (which you take when a creature within range is targeted by an attack roll)

Range: 30 feet

Components: V, S

Duration: Instantaneous

You can pull your allies back to safety. A vine emerges from you, wrapping itself around your target and pulling them to an unoccupied space within 5 feet of you. If no such space is available, or the target is not willing, the spell fails. This can cause the triggering attack to fail if the target leaves its range.



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Draining Vines

2nd level conjuration (*Druid, Ranger, Warlock*)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You lift your hands in a grasping motion, summoning dead vines which wrap around your foe. The target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines vanish like ash.

As part of casting this spell, and on subsequent turns as an action, you can cause the vines to dig deeper in the restrained target's body. They take 2d6 necrotic damage and you regain Hit Points equal to half the amount of necrotic damage dealt. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you deal an additional 1d6 necrotic damage for each slot level above 2nd.

Ever-changing Grove

2nd level transmutation (*Druid, Ranger*)

Casting Time: 1 action

Range: self (15-foot circle)

Components: V, S, M (a rose's seed)

Duration: Concentration, up to 1 minute.

You create a magical grove of lush vegetation that erupts from the earth beneath your feet. While you are on the ground, the ground within 15 feet of you shapes itself to your will for the duration. As part of casting this spell, and at the start of each of your subsequent turns, choose one of the following effects to happen within the grove. The grove can only have one effect active at a time:

- **Thick Overgrowth:** A hostile creature moving through the area must spend 3 feet of movement for every 1 foot it moves.

- **Nature's Fury:** When a creature enters the spell's area for the first time on a turn or starts its turn there, they must succeed on a Dexterity saving throw or take 2d6 bludgeoning damage, as various branches and stones attack them. On a successful save a creature takes half as much damage.

- **Tripping Roots:** Powerful roots attempt to trip your foes. When a creature enters the spell's area for the first time on a turn or starts its turn there, they must succeed on a Strength saving throw or be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the spell increases by 5 feet for every slot level above the 2nd.

Melt Sight

2nd-level evocation (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You hurl corrosive acid at a creature within range. The target must succeed on a Dexterity saving throw or be covered in acid that melts it down. It takes 4d4 acid damage and 2d4 acid damage at the start of each of its turns. While covered in acid the target is blinded (A creature immune to acid is immune to this effect). The target or a creature within 5 feet of it can end the damage and blindness by using its action to clear away the acid.

At Higher Levels. When you cast this spell using a spell slot of 3rd Level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

Mind-bending Mist

2nd-level illusion (*Bard, Sorcerer*)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to cloud the mind of a creature that you can see within range. The target must make an Intelligence saving throw or become poisoned for the duration. While poisoned, the target takes 1d8 poison damage at the start of each of its turns and suffers an additional effect, determined by rolling 1d6:

1. The target cannot speak
2. The target is deafened
3. The target's base speed is reduced by 15 feet
4. The target is frightened of the caster
5. The target is blinded
6. Roll twice and apply both effects (reroll the dice if you get another 6 afterwards)

A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Rotten Breath

2nd level evocation (*Druid, Warlock*)

Casting Time: 1 action

Range: Self (20-foot cone)

Components: V, S, M (a couple of drops of skunk fluid)

Duration: 1 round

You exhale an extremely toxic and volatile gas in front of you. Each creature in a 20-foot cone must make a Constitution saving throw. A creature takes 4d4 poison damage on a failed save, or half as much damage on a successful one. At the end of your turn, the gas becomes unstable, if any fire is lit within the area, it violently reacts with the fumes and causes an explosion. Each creature in the area of the gas must succeed on a Dexterity saving throw or take 4d4 fire damage and be knocked prone on a failure, or half as much damage on a success and not be knocked prone. This fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you deal an additional 1d4 fire and poison damage for each slot level above 2nd.

Taunting Shout

2nd level evocation (*Bard, Paladin*)

Casting Time: 1 bonus action

Range: Self (20-foot radius)

Components: V

Duration: Concentration, up to 1 minute

You unleash a loud roar which attracts the attention of your foes. Each hostile creature within 20 feet of you must succeed a Wisdom saving throw. On a failed save, the creature is angered by you. For the duration, it has disadvantage on attack rolls against creatures other than you. Creatures who are immune to being charmed are immune to this spell.

Each time a creature that failed its save deals damage to you, it can repeat the saving throw, ending the effect on itself on a success.

3rd Level Spells

Emerald Bow

3rd-level conjuration (*Druid, Ranger, Warlock*)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You evoke a bow made of flowing acid in your free hand. The bow is similar in size and shape to a longbow. It counts as a simple ranged weapon with which you are proficient and lasts for the duration. It deals 6d4 acid damage on a hit, it possesses the heavy, ranged (150/600) and two-handed properties. If you let go of the bow, it disappears, but you can evoke the bow again as a bonus action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d4 for every two slot levels above 3rd.

Kiss of Death

3rd-level necromancy (*Bard, Warlock*)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Choose a target within range. The target must make a Wisdom saving throw or be charmed by you. If the target suffers any harm, it can repeat the saving throw, ending the effect on a success. While charmed in this way, the creature is compelled to kiss you. It must use its movement on its next turn to get to an empty space within 5 feet of you, and its action to kiss you. If it has no path to you, or no empty space is present next to you, it takes its turn as normal, but avoids damaging you, and repeats the saving throw at the end of its turn, ending the effect on a success.

Upon kissing you, you drain its life, it takes 4d10 necrotic damage and you regain half as many hit points as the damage dealt. After kissing the target the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d10 for each spell slot level.

Scorpion's Tail

3rd level transmutation (*Druid, Ranger*)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

A scorpion's tail grows from your tailbone, ready to strike at your foes. As part of casting this spell, and on subsequent turns as a bonus action you can cause the tail to attack a creature within 10 feet of you. Make a melee spell attack roll. On a hit the creature takes poison damage equal to 2d6 + your spellcasting ability modifier. You can also use the tail to take attacks of opportunity.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 2nd.

4th Level Spells

Acid Blast

4th-level evocation (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

A powerful blast of emerald acid detonates within a 30-foot-radius sphere centered on a point you choose within range. Each creature in the spell's area must succeed on a Dexterity saving throw or take 5d4 acid damage, be pushed back 10 feet in a straight line, and become covered in acid. On a successful save, a creature takes half as much damage and is not covered in acid nor pushed back.

A creature takes 3d4 acid damage if it ends its turn while covered with acid. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 4th.

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Berserker's Fog

4th level conjuration (*Bard, Sorcerer, Wizard*)

Casting Time: 1 action

Range: 90 feet

Components: V S M (A pinch of crushed hallucinogenic mushrooms)

Duration: Concentration, Up to 1 minute

You create a 20-foot radius sphere cloud of mind-altering poison centered on a point within range. Each creature that is completely within the cloud at the start of its turn must succeed on a Constitution saving throw against poison or become berserk until the end of their next turn. While berserk, a creature attacks the nearest creature it can see. If no creature is near enough to move to and attack, the target attacks an object, with preference for an object smaller than itself.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Pungent Cube

4th-level conjuration (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a Large cube of animated acid in an unoccupied space that you can see within range. The cube lasts for the spell's duration, and it moves at your command.

The cube is an object that has AC 10 and hit points equal to twice your hit point maximum. If it drops to 0 hit points, the spell ends. The cube fills its space.

When you cast the spell and as a bonus action on your subsequent turns, you can move the cube up to 30 feet along the ground. While doing so, the cube can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a Dexterity saving throw against your spell save DC.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the cube enters the creature's space, and the creature takes 5d4 acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 7d4 acid damage at the start of each of your turns. When the cube moves, the engulfed creature moves with it. The cube has resistance to any damage dealt by an engulfed creature.

An engulfed creature can try to escape by taking an action to make a Strength check against your spell save DC. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Shadow Clone

4th-level illusion (*Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: Self

Components: V, S, M (a small mirror)

Duration: Concentration, up to 1 minute

You create a duplicate of yourself with a number of hit points equal to 5 times your spellcasting modifier, and AC equal to 10 + your spellcasting modifier. The clone is identical to you in every way. It is the same size as you, and it occupies its space. It is a creature. The clone vanishes if it moves more than 60 feet away from you

It has the following properties:

- If it has to make a saving throw, it uses your saving throw bonus for the roll.
- Whenever you move, your echo moves with you in a direction on the ground of your choice, it shares your movement speed.
- When you cast a spell or make an attack, you can choose to make it through your clone instead of through you.
- As a bonus action, you can teleport, magically swapping places with your echo at a cost of 15 feet of both your movements, regardless of the distance between the two of you. To an outsider it seems like nothing happens.
- A creature can make a Arcana (Intelligence) check as an action against your spell save DC to discern which is the magic clone and which is real. A creature with Truesight sees through the illusion automatically.

5th Level Spells

Acid Rain

5th-level conjuration (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Acid rain begins falling within a 40-foot-radius 60-foot-high cylinder centered on a point you choose within range. When a creature moves into the spell's area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 6d4 acid damage, and become covered in acid. On a successful save, a creature takes half the initial damage and is not covered in acid.

A creature takes 3d4 acid damage if it ends its turn while covered with acid. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

At Higher Levels. When you cast this spell using a spell slot of 6th Level or higher, the initial damage increases by 3d4 for each slot level above 5th.

Spell created by KibblesTasty

Evergreen Protector

5th-level conjuration (*Cleric, Druid*)

Casting Time: 1 action

Range: 120

Components: V, S, M (an acorn)

Duration: Concentration, up to 10 minute

You summon a massive tree at a point on the ground within range, to defend your kin. It is 50 feet tall and 10 foot wide, and provides total cover to creatures directly behind it. The area within 30 feet of the tree is considered difficult terrain, except creatures you choose to ignore when first casting the spell. It has 10 AC and a number of hit points equal to 12 times your level.

As part of casting this spell, and on subsequent turns as a bonus action, you can cause a branch to slam down on an enemy within 30 feet of the tree. Make a melee spell attack with your spellcasting modifier. On a hit the creature takes 2d10 bludgeoning damage and must succeed on a Strength saving throw or be knocked prone.

Poison Lake

5th level conjuration (*Druid, Sorcerer, Wizard*)

Casting Time: 1 action

Range: 120 feet

Components: V S

Duration: Concentration, Up to 10 minute

You summon a 40-foot square pond of poison centered on a point on the ground within range. The pond is considered difficult terrain. A creature that starts its turn in the area of enters it for the first time on a turn becomes poisoned until

the start of its next turn and must succeed on a Constitution saving throw or take 4d8 poison damage and suffer a -2 penalty to AC caused by the poison. On a successful save it takes half as much damage and doesn't suffer the AC penalty.

6th Level Spells

Corrosive Beam

6th-level evocation (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: Self (10-foot-wide and 60-foot-long line)

Components: V, S

Duration: Instantaneous

A beam of corrosive acid flashes out from your hand in a 10-foot-wide and 60-foot-long line. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 12d6 acid damage and is pushed back 15 feet. On a successful save, it takes half as much damage and isn't pushed back. Any non-magical metal, that isn't worn, that is hit by this spell immediately melts.

At Higher Levels. When you cast this spell using a spell slot of 7th Level or higher, the damage increases by 2d6 for each slot level above 1st.

Toxic Wave

6th level evocation (*Druid, Sorcerer, Wizard*)

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 5 rounds

A wall of liquid poison springs into existence at a point you choose within range. You can make the wall up to 50 feet long, 50 feet high, and 20 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Constitution saving throw. On a failed save, a creature takes 3d6 poison damage and become poisoned, or half as much damage on a successful save and not be poisoned.

At the start of each of your turns after the wall appears, the wall moves 20 feet away from you. Any creature inside the wall or whose space the wall enters when it moves must succeed on a Constitution saving throw or take 5d6 poison damage and become poisoned. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 10 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d6. When the wall reaches 0 feet in height, the spell ends.

A creature caught in the wall can move, but the area of the wall is considered difficult terrain.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, both damages increase by 1d6 for each slot level above 6th.

Casting A 10th Level Spell

10th level spells have a magnitude of power which is leaps and bounds ahead of 9th level spells. Who cares about dropping a few meteors when you can change the face of the planet itself. The difference is similar to the difference between walking somewhere, or teleporting there directly.

As such these spells have been shunned away by the gods, as one can only imagine what someone with evil intent would do with such powers.

There is a legend that somewhere in a forgotten crypt, a parchment containing the information necessary to casting and dispelling 10th level spell is hidden. Hidden by the gods themselves for they lacked the power to destroy it.

10TH LEVEL SPELLS

There are a couple of different methods. One of them is to have multiple magicians, 9 of them to be exact, cast their 9th level spell slot at the same time. This takes a heavy toll on them, as they lose the ability to cast spells of 9th level for one year after the casting. A simulacrum wouldn't work as they would just get destroyed alongside their original caster by the recoil of such a powerful magic, magic cannot be fooled that easily.

Another solution is to harvest souls. The purer the soul the more power it contains. Indeed the soul of 100 innocent children is equivalent to the power of a single 9th level spell slot, whereas the power of 5000 "regular people" would be required to obtain a similar power. Magic obtained through such dark means is dangerous, as such as soon as the spell is cast it will try to destroy your soul, so make sure to protect and hide it behind powerful magical wards. Of course do not hold your soul in your own body when casting the spell, or you'll die instantly.

Now there are rumors that if those same people that you need to sacrifice in order to obtain their powers were to willingly lend you their powers, you could attain the power necessary to cast a 10th level spell, with no drawback. I have personally never witnessed it, but some gods attest to the veracity of this fact. I personally do not trust gods, so I wouldn't rely on this method.

To cast a 10th level spell, you need to have a perfectly written casting formula. If a single letter is wrong, the casting will fail and you will die, alongside anyone involved in the casting. The gods were smart and destroyed most of them, it is now impossibly difficult to find scrolls containing such spells. I myself am bereft of any. But you now possess the knowledge necessary, and if you found this writing, the power necessary to find such scrolls.

Go and show the world your powers.

-M

Spellrot

10th-level necromancy (*Warlock, Wizard*)

Casting Time: 6 days

Range: Special

Components: V, S, M (a lich's heart, which bathed in the blood of an ancient green dragon for one year, while in a barrel made of the bark of a treant)

Duration: Until dispelled

Upon completing the casting of this spell, all creatures in the same plane of existence as you that possess the Spellcasting or Pact Magic feature must succeed on a DC 20 Constitution saving throw. Creatures cannot gain advantage on this save, or reroll it, or automatically succeed it. On a failure they die, as their organs rot and melt. For the duration of the spell, each time a creature gains the Spellcasting or Pact Magic for the first time, they must succeed on this Constitution saving throw or die.

This spell can only be dispelled by a dispel magic cast at 9th level or higher applied directly on the lich's heart.



GM NOTE

The DC of the spell is set at 20 to keep baby sorcerers in mind. With their 10 CON at birth, they would always die if the DC was higher. You can change it to be the spellcasters DC like normal spells do if you wish to.

Items



Cleansing Axe

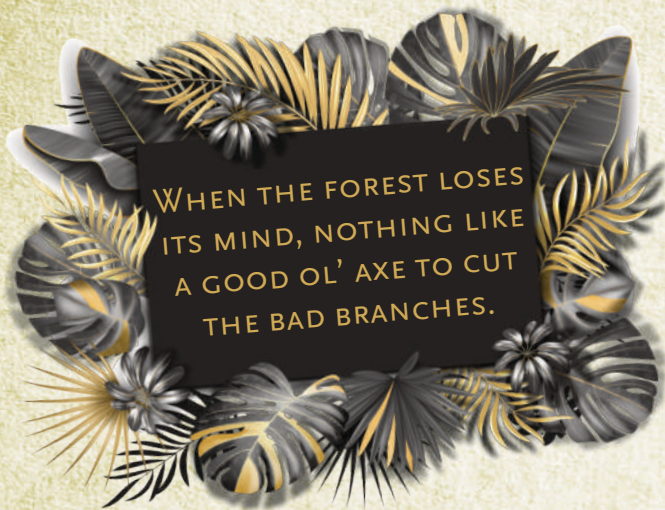
handaxe, rare

These axes were forged with the help of dryads. The fey were losing their forest to the rampant corruption of the Blight and made a deal with mankind. Human settlements would provide the steel, and dryads the wood and magic. The resulting weapon gave them both a most necessary edge against the evil entity.

While wielding this magic handaxe, you have a +1 bonus to attack and damage rolls made with it.

When you hit with a melee attack using this weapon, it deals an extra 1d8 damage if the target is a plant or an undead.

Cleansing Flames. Once per day, as a bonus action you can activate the lingering power present within this axe. For 1 minute the cleansing flames of the axe surround you. You gain resistance to fire damage and the axe deals an additional 1d8 fire damage on a hit. In addition the flames purify you, you can't be poisoned or diseased for the duration. If you are poisoned or diseased when you activate the flames, the condition ends.



Art by
Dean Spencer



Bone Saw

handaxe, rare, requires attunement

The endless armies of the Blight could now use their dead as weapons.

Forged from the fragmented bones of undead, this weapon carries a malicious intent.

While wielding this magic handaxe, you have a +1 bonus to attack and damage rolls made with it. When you hit with a melee attack using this weapon, it deals an extra 1d8 damage if the target is a fey or a humanoid.

Corrupted Roots. Once per day, as a bonus action you can activate the lingering power present within this axe. The corrupted life of the axe surrounds and defends you. Each creature in a 10-foot radius centered on you must succeed on a DC 15 Strength saving throw or be restrained by roots that emerge from the hilt of the axe. This effect lasts 1 minute and ends early if you move from your position. A restrained creature can make a DC 15 Strength check as an action. On a success, the target escapes and is no longer restrained by the roots.

This item comes with one of the following curses.

Curse: Blinding Hunger. When the saw tastes the blood of a fey or humanoid it will thirst for more. Once you deal damage to a humanoid or fey, until that target dies, you have disadvantage on attack rolls against any other creatures.

Curse: Blood Drain. If you are a humanoid or fey and wield this weapon, you awaken its blood-thirst. Each time you deal damage to a fey or humanoid with that weapon, you also take 1d8 slashing damage, as the blade feeds on your blood.

Bow of the Wilds

Weapon (longbow), very rare, requires attunement by a Good creature

This bow was crafted by the dryads, using the wood of their own body. It contains the spirit of many wild beasts, whose powers it has absorbed over the course of its existence. It is considered a sacred weapon, only bestowed upon those who swear to defend the forest.

While wielding this magic longbow, you have a +1 bonus to attack and damage rolls made with it.

This bow has 7 charges which it regains daily at dawn. Each time you fire an arrow from the bow, you can expend one charge to infuse the arrow with one of the following bestial powers:

Bear. The arrow deals an additional 1d12 damage on a hit.

Bull. On a hit, the target must succeed on a DC 14 Strength saving throw or be pushed back 20 feet and take an additional 1d8 piercing damage.

Deer. Right after firing the arrow you can move up to 50 feet, this doesn't count against your total movement this turn.

Hawk. The attack roll ignores half and three-quarter cover.

Owl. You take the Disengage action as part of firing the arrow.

Tiger. The target must succeed on a DC 14 Strength saving throw or be knocked prone and take an additional 1d6 piercing damage.

Wolf. You gain advantage on the attack roll if an ally is standing within 5 feet of your target



Tony Mr Crane Carter

Art by
Dean Spencer



Heart of Thorns

adventuring gear (wondrous item), rare

These small black seeds measure 1/2 of an inch in diameter and weigh an half an ounce. Typically, 1d4 + 2 hearts of thorns are found together.

As an action you can plant this seed at your feet on the ground. It sprouts into a cage of thorned vines that surround a sphere with a 10-foot radius centered on you. The vines are thick and overgrown, acting as three-quarters cover from inside and total cover from outside. You, and any creatures you designate when planting the seed, can pass through the cage at will. The cage has AC 10, 100 hit points and vulnerability to fire damage. A creature that hits the cage with a melee attack takes 1d4 piercing damage. The cage lasts for 10 minutes or until it is destroyed.

Art by
Dean Spencer



Pack Leader's Necklace

adventuring gear (necklace), artefact, requires attunement

This necklace for crafted from the tooth of powerful wolves by ancient shamans. Their spirit reside within it and come to the aid of the warrior that bears it. It is said that the wolves within the necklace are so loyal, that if the owner of the artefact were to die, the magic would disappear for months, until the wolves stopped grieving.

As a bonus action you can summon the spirits held within this necklace. Two spiritual wolves appear at your feet. A wolf has AC 14 + your proficiency bonus, 1 hit point, and immunity to all conditions. If it has to make a saving throw, it uses your saving throw bonus for the roll. Each wolf is of Medium size, and they don't occupy their space, they remain in your square.

As part of summoning the wolves and on subsequent turns as a bonus action, you can mentally command the wolves to attack your foes. They vanish from your space and appear next to a target you indicate that you can see within 60 feet of you.

The wolves make a melee attack (the bonus to attack roll is equal to twice your proficiency bonus), with advantage if both wolves are alive. On a hit the target takes a number of d10s of force damage equal to your Proficiency bonus, and must succeed on a Strength saving throw (DC equal to 8+ twice your proficiency bonus) or be knocked prone. The wolves then immediately reappear at your feet. The wolves stay summoned for 10 minutes or until they are destroyed.

Once you've summoned the wolves once, you can't summon them again until the next night.

Manhunter's Blade

Weapon (dagger), very rare, requires attunement

While wielding this blade, a corrupted white light wraps around you and guides your strikes.

You gain a +2 bonus to attack and damage rolls made with this weapon.

You have advantage on attack rolls made with this weapon against Humanoids and deal an additional 1d6 slashing damage to them.

In addition while wielding this dagger you can cast the *hunter's mark* spell at its lowest level against any Humanoid you see within range, at will. If you cast the spell in this way you cannot lose concentration on it due to taking damage, and when the target drops to 0 hit points, the spell ends. In addition, while marked by the spell, you always know the exact position of the target, as long as it is on the same plane of existence as you.

GM NOTE:

The wolves attack as one, so even if both wolves attack, only a single attack roll is made. The difference is that this roll is made at advantage if both wolves are alive.



Art by
Dean Spencer

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Dean Spencer



Ruler of Life and Death

Weapon (warpick), rare, requires attunement

This warpick was forged by elves who were shunned from their tribe for practicing forbidden necromancy. They couldn't trust anyone, neither dead or alive, and so, they infused these weapons with the power necessary to bring destruction to both.

While wielding this magic warpick, you have a +1 bonus to attack and damage rolls made with it. This warpick allows you to choose whether you deal piercing or bludgeoning damage with it.

Bane of Life. Once per turn, when you make an attack roll against a Humanoid and or a Fey with the piercing side of the warpick, you deal an additional 1d6 necrotic damage. In addition the target must succeed on DC 13 Constitution saving throw or be cursed by death. While cursed in this way it takes 1d6 necrotic at the start of each of its turns, as its wounds fester. This curse cannot stack. A cursed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this curse for the next 24 hours.

Bane of Death. Once per turn, when you make an attack roll against an Undead with the bludgeoning side of the warpick, you deal an additional 1d6 radiant damage. In addition the target must succeed on a DC 13 Constitution saving throw or explode with radiant light which deals 2d8 radiant damage to all undeads in a 10-foot radius centered on it (target included). After failing this saving throw for the first time the creature becomes immune to this effect for the next 24 hours.

Thorned Blade

Weapon (longsword), rare, requires attunement

When you attune to this weapon, the handle of the blade pricks your hand and absorbs some of your blood, inflicting 1 point of necrotic damage.

While attuned, you gain a +1 bonus to attack and damage rolls made with this weapon. You become gaunt, your skin turns pale, and your eyes turn a faint red.

In addition once per turn on your turn, you can bare the fangs of this blade. Your next attack deals an additional 1d8 slashing damage, or 3d8 on a critical hit.

Curse of Bloodfrenzy: If the thorned blade doesn't draw blood within 1d4 rounds of being pulled from its scabbard, the owner must succeed on a DC 15 Constitution saving throw, or the sword will drain their blood to quench its thirst, dealing 2d10 necrotic damage (which cannot be reduced in any way). This effect then resets.



Art by
Dean Spencer

Bloodrot

wondrous item (blood), rare, requires attunement

To attune with this item, you need to inject it in your blood, if you do not possess blood, you cannot attune to it. This rotten blood then merges with yours and increase the power of your fists.

You gain a +1 bonus to attack and damage rolls made with your unarmed strikes.

In addition once per turn on your turn, you can coat your fist with negative energy (no action required). When you do so, your next successful hit this turn deals an additional 1d6 necrotic damage. Alternatively, you can deal 1d4 necrotic damage to yourself (which cannot be reduced in any way) to increase that damage to 1d10. On a hit, you choose one additional effect between the two following:

- **Mark of Death:** The target's hit point maximum is reduced by an amount equal to the necrotic damage dealt. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration.

- **False Mark of Life:** You gain a number of temporary hit points equal to half the necrotic damage dealt.

Plants and Undeads are immune to this effect.

Curse of Killing: While attuned to these fists you cannot choose to knock a creature unconscious when you bring it to 0 hit points, you instead always deal lethal damage. This curse is hidden from any kind of magic made to detect it, until it activates for the first time.

Art by
Pawel Parol



Monsters





Corrosive Golem

Corrosive golems are tragic creatures. They were designed by evil wizards to destroy the towns that refused to bow down to their power. These creatures have no free will and simply enact the orders of their creators.

They will swarm villages, capture innocents in their acidic tendrils, melting their skin off, the few that escape this fate will have their eyes melted by a corrosive substance, forever cursed to blindness and suffering. This is the fate of those that dare stand against the governing wizards.

Even if a brave soul was to attempt attacking the golem, they would only perish before being able to deal any sort of damage, and attacking the creature from range isn't an option either. Death is the only thing that awaits.

THESE MONSTERS ARE
BUT ONE OF THE REASON
WHY MAGIC IS SO HATED,
WIZARDS EVEN MORE SO.

CORROSIVE GOLEM

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	5 (-3)	11 (+0)	1 (-5)

Damage Immunities acid, fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities blinded, charmed, exhausted, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 10

Languages understands the language of its creator but can't speak

Challenge 11 (7,200 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Corrosive Defense (1 minute/day). When battling, the golem surrounds itself with a protective wave of acid (no action required). All ranged attacks, including ranged spells that require a spell attack roll, are made with disadvantage against the golem. The effect persists as long as the golem desires, up to a total of 1 minute (10 rounds) per day.

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

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

ACTIONS

Multiattack. The golem makes two melee attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Bind The Innocent (Recharge 6). The golem summons vengeful tendrils of acid to restrain its foes. Creatures within 30 feet of the golem that it can see must make a successful DC 17 Dexterity saving throw or take 4d4 acid damage and be grappled and restrained by emerald tendrils that emerge from the void. A restrained creature takes 4d4 acid damage at the start of each of its turns, and can use its action to make a DC 17 Strength Check, escaping the tendrils on a success. Good creatures have disadvantage on this save.

Blinding Corrosion (1/Day). The golem emanates a corrosive mist around itself. Creatures within 30 feet of the golem must make a successful DC 17 Constitution saving throw or become blinded. Blind creatures are unaffected by this effect. This blindness cannot be cured short of a *regenerate* spell

Dandelion

Very common in the Fey realms, these carnivorous feys feed on unfortunate creatures that come near their scented flowers.

Disguised Monster

The dandelions have evolved to be perfectly similar to regular Fey dandelions. These dandelions are perfectly harmless, although they might cause slight allergies due to their pollen, and create beautiful fields to wander in. A tell sign that a dandelion has set up shop in one of these fields is the absence of typical wildlife, as they get devoured. As they often group in pride, similar to regular lions, up to 12 of them set up in the same field, turning it into a very dangerous area for the uninitiated.

Carnivorous Beast

The dandelion will often wait until its prey is close enough before revealing itself, pouncing on the creature and devouring them with their powerful bite. If one tries to run away, a intoxicating seeds will be shot out from the tail of the dandelion, slowing down their foe long enough for them to catch up. Do not be fooled by its plant like appearance, this monster does not fear fire, it feeds upon the scorching rays of the sun after all.



Art by bad.business.art
Concept by Iguanamouth

MONKEY NOTE: A fey dandelion (the flower) looks like a regular dandelion, but a looot bigger.

DANDELION

Large fey, unaligned

Armor Class 14 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +7

Damage Resistances fire, radiant

Condition Immunities paralyzed

Senses passive Perception 14

Languages —

Challenge 3 (700 XP)

Keen Smell. The dandelion has advantage on Wisdom (Perception) checks that rely on smell.

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

Pounce. If the dandelion moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the dandelion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the dandelion can long jump up to 25 ft..

False Appearance. While the dandelion remains motionless, it is indistinguishable from a regular Fey dandelion (the flower).

ACTIONS

Multiattack. The dandelion makes one bite and one claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Slowing Pollen (Recharge 5-6). The dandelion targets one or more creatures it can see within 120 ft. of it, but no closer than 15 feet from it. Each target must make a DC 12 Constitution saving throw against this effect. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an Action or a Bonus Action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Flowery Defense. The dandelion can fold its mane to protect itself. The dandelion adds 4 to its AC against one melee attack that would hit it. To do so, the dandelion must see the attacker.

FOREST GUARDIAN

Huge plant, lawful neutral

Armor Class 14 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	18 (+4)	2 (-4)	15 (+2)	11 (+0)

Saving Throws Con +7, Wis +5

Skills Athletics +11, Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages -

Challenge 8 (3,900 XP)

Guardian's Protection. Certain spells and effects function differently against a forest guardian:

Any magical fire damage that should be dealt to a forest guardian is reflected back at the attacker instead. The forest guardian always fails saving throws against fire effects.

Any magical acid damage dealt to a forest guardian heals 1 hit point for each 2 damage the attack would otherwise deal. If the amount of healing would cause the forest guardian to exceed its full normal hp, it gains any excess as temporary hp, to a maximum of 20. The forest guardian always fails saving throws against acid effects.

Any magical radiant damage dealt to a forest guardian burns its body. It must succeed on a DC 18 Constitution saving throw or be blinded until the end of its next turn.

Guardian's Reach. Creatures within 15 feet of a forest guardian provoke opportunity attacks even if they take the Disengage action before leaving its reach. If the forest guardian hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the forest guardian's next turn.

Magic Resistance. A forest guardian has advantage on saving throws against spells and other magical effects.

Magic Weapons. The forest guardian's weapon attacks are magical.

ACTIONS

Multiattack. The forest guardian makes three sharp tree attacks.

Sharp Tree. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Razor Leaves (Recharge 5-6). The tree can launch a barrage of razor-sharp leaves from its body in a 15-foot-radius centered on it. Each creature within that radius must succeed on a DC 16 Dexterity saving throw or take 20 (8d4) slashing damage, or half as much damage on a successful one.



Art by
Dean Spencer

Forest Guardian

Summoned in time of desperation, these guardians come to aid the woods when they are about to fall into absolute darkness. These guardians are ancient spirits of the forest that animates plants and trees and coalesce them into a body which hosts them.

Summoning such spirits is extremely taxing to the forest, as such, only the most dire of circumstances pushes them that extreme. Protected by magic the guardians ignore fire and acid which burn and corrode the forest, and focus their attacks on the creator of such destruction,

Once their duty is done, they vanish, leaving the forest with the peace it deserves.

Lighter Dragon

This tiny draconic being is a mystery to scholars all over the world. No one knows where it came from, and no one knows how it manages to cheat death, every, single, time.

This dragon is not very dangerous, nor very greedy. Giving it a single gold coin will suffice to secure its services for some time. It is said that its hoard never exceeds a single gold coin. No one has ever seen the egg of a lighter dragon, they just, exist. They'll never grow in size and their fire will always remain weak.

Many adventurers use these dragons to light, torches and campfires, although it can be a stubborn ally that will vanish for days on end without a reason. A lighter dragon can be a great scout, as it will always survive whatever it encounters, issue is, they sometimes get bored, and simply never come back from their assigned mission.

LIGHTER DRAGON

Tiny dragon, neutral good

Armor Class 13 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	13 (+1)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common and Draconic but can't speak

Challenge 1/4 (50 XP)

Keen Senses. The lighter dragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Ignore Death. If the lighter dragon dies, it comes back to life with all its hit points at the start of its next turn, ending any conditions or effects that were affecting it and regenerating its soul if necessary.

Limited Telepathy. The lighter dragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 ft. of it that can understand a language.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d1 + 2) piercing damage.

Inferno. The lighter dragon exhales fire in a 5-foot cone. Each creature in that area takes 1 fire damage.

WHAT HAPPENS WHEN YOU
MIX TWO APEX PREDATORS
IN A SINGULAR BODY?
A VERY BAD TIME...



Art by bad.business.art

TIGORILLA

Large monstrosity, unaligned

Armor Class 13

Hit Points 152 (16d10 + 64)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +8, Perception +4

Senses passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Leap. The Tigorilla can jump up to 20 feet as a bonus action. This movement doesn't trigger attacks of opportunity.

Mindless Frenzy. When the Tigorilla is under half its hit points maximum it enters a mindless frenzy. The frenzy lasts for one hour, and during it the Tigorilla can make a claw or bite attack as a bonus action. It cannot be charmed or frightened while frenzied. If it is charmed or frightened when it enters the frenzy, the effect is dispelled.

ACTIONS

Multiattack. The Tigorilla makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 50/100 ft., one target. *Hit:* 32 (6d8 + 5) bludgeoning damage.

Tigorilla

Their origin is about as mysterious as that of owlbears. They are some of the forest dwellers that escaped the influence of the Blight. Their anger completely shields their mind from any influence. This trait has protected them from the corrupting influence, but also renders taming a tigorilla something that is borderline impossible.

Their fighting style is very feral. They rarely attack humans first, unless provoked. If they are in a fight, they will attack the weakest looking creature first, slamming them on the floor before digging their claws into their flesh. Their favorite snacks are displacer beasts, which they hunt for pleasure. Tigorillas live in tribe, and have a sense of duty towards their own. Attacking a single tigorilla means attacking their entire tribe.

Armies of the Blight

Filled with thousands of years of vengeance, the Blight is as brutal as it is unyielding. As such, its forces of undeads, plants and other monsters use deceit, corruption and unexpected attacks to break even the strongest of warbands.

IF ONLY HUMANS AND ELVES COULD RIDE THESE, WE WOULD BECOME A FORCE TO BE RECKONED WITH



Art by bad. business.art

BARK STRIDER

Large plant (warhorse), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (3d10 + 6)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Resistances necrotic

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 9

Languages understands Infernal and Sylvan

Challenge 1/2 (100 XP)

Vile Connection. While mounted the bark strider and its rider can communicate telepathically through mental images. In addition, if an undead or a plant is riding the bark strider, it cannot fall off the mount.

ACTIONS

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Bark Shield. When a creature targets the bark strider or the rider of the bark strider with an attack roll, the bark strider can create a wall of bark, increasing their AC by 4 against that attack.

Bark Strider

These beings used to be raised by elves. Pure beings of the forest that would protect their owner from danger. That is now history. Bark Striders are now under the control of the Blight, and aid to bring its armies around the world, slowly expending the domain of its corrupted forests.

Bark striders have a very unique method of communication with their rider. Upon mounting the creature, if the bark strider deems them worthy, piercing vines will erupt from the creature's mane and pierce the flesh of the rider. These vines will establish a neural connection and allow for telepathic communication between the two creatures. On top of that, once that communication is established, it becomes virtually impossible to knock the rider off of its bark strider, as various vines will hold them in place if they were to start losing their balance.

BLIGHTFORGED

Large plant, lawful evil

Armor Class 14 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Str +5

Damage Resistances acid

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 5 (1,800 XP)

Caged Ghost. The blightforged is made of a ghost trapped inside a body of roots, vines and rot. The ghost within is vulnerable to turning attempts. Any successful turn attempt exorcises the ghost from its wooden prison. The expelled ghost retains its current hp total and fights normally. The body dies without an animating spirit.

Ethereal Sight. The blightforged can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

ACTIONS

Multiattack. The blightforged uses its Twisted Presence if it has access to it and then makes two slam attacks.

Draining Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 6 (1d12) necrotic damage, and the target must succeed on a DC 14 Constitution saving throw. On a failure the blightforged regains a number of hit points equal to half the necrotic damage dealt.

Twisted Presence (Recharge 5-6). Each non-undead nor plant creature of the blightforged's choice that is within 30 feet of the blightforged and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. While frightened in this way a creature's movement speed becomes 0 and it can't take reactions. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Blightforged

Unwilling agents of the Blight, blightforged are spirits that were forcefully trapped inside husks of dead trees. Once the spirit is trapped the power of the Blight reanimates the tree and corrupts the mind of the ghost within it, turning it into a devoted servant.

A blightforged will fight without care for its own body, the only thing that matters is pleasing the Blight. If the ghost within the husk is forcefully pushed out of its magical prison, it will come back to its senses and be freed from the influence of the Blight.

The body containing the ghost is made of such foul magic that only its sight is sufficient to terrify the living. The fighting spirit lives the body, the legs shake in terror, as the blightforged slowly approaches and strikes, slowly absorbs the life force to replenish its own. A twisted creation, even more vicious in nature than its progenitor.

Blightwalker

Blightwalkers are harbingers of destructions, corpses given life by the vines of the Blight. They feed on anything with a pulse. Although they love to kill, wounding their prey is their main goal, as they carry within them vicious larvae, which spreads the infection of the Blight. If a blightwalker sees that it cannot win the fight it will choose to retreat, and attack its diseased prey at a later date, when the situation favors them.

Any humanoid that is lucky enough to survive an encounter with a blightwalker will find themselves with a mild headache the next morning, which will progress by the next day into extreme fever and vomiting. By the third day they'll be plagued with delirium and seizures followed soon after by death. But this is not the end for their body, as the Blight now inhabits it. Now half plant half undead, they will continue down the path of chaos.

GM NOTE

To diagnose this disease requires a DC 15 medicine check if someone has seen it before, or DC 20 if it's their first time seeing it. The diagnosis can only be put once the first point of exhaustion manifests itself.



BLIGHTWALKER

Medium undead (plant), neutral evil

Armor Class 15 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	3 (-4)	13 (+1)	10 (+0)

Skills Athletics +6

Damage Resistances lightning, necrotic

Condition Immunities charmed, frightened

Senses tremorsense 120 ft., passive Perception 11

Languages understands Sylvan

Challenge 5 (1,800 XP)

Rotten Appetite. The blightwalker has advantage on attack rolls against diseased creatures.

Freedom of Movement. The blightwalker ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

ACTIONS

Multiattack. The blightwalker makes three attacks: two with its grasping vines and one with its blighted bite.

Blighted Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 14 (2d10 + 3) piercing damage and the target must succeed on a DC 11 Constitution saving throw or become infected with a parasitic larvae. The target is now diseased but doesn't exhibit symptoms at first. Upon completing its next long rest after being infected, they gain one level of exhaustion. After that, At the end of each following long rest, they must make a DC 11 Constitution saving throw, gaining 2 levels of exhaustion on a failure or 1 on a success. Points of exhaustion gained due to this disease can't be removed by finishing a long rest. A creature that dies due to this disease comes back to life 1d4 hours later as a zombie blight.

Grasping Vine. Melee Weapon Attack: +6 to hit, reach 20 ft., one target. **Hit:** 6 (1d6 + 3) bludgeoning damage and if the target is a Large or smaller creature it is pulled 15 feet towards the blightwalker and is grappled (escape DC 16).

Zombie Blight

Undead zombies move with a jerky, uneven gait. Zombie blights possess the same uneven gait, weighted down by the vines in their body. These parasitic vines make their body sturdier and are also used to choke their foes. They clamp down with an iron grasp, slowly slithering up the body of their victims, coiling around their necks, slowly breaking the bones.

ZOMBIE BLIGHT

Medium undead (plant), neutral evil

Armor Class 9

Hit Points 37 (5d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Resistances necrotic

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the zombie blight to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie blight drops to 1 hit point instead.

ACTIONS

Choke. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target that the zombie blight is grappling. *Hit:* 6 (1d10 + 1) bludgeoning damage.

Grasping Vine. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and if the target is Large or smaller it is pulled 5 feet in a straight line towards the zombie blight and is grappled (escape DC 11). If the zombie blight is grappling 2 creatures in this way, it cannot use this ability until it releases one of them.



Blightthorn Abomination

The hulking brutes of the Blight's army, Blightthorn Abominations are masses of thorny whips, who lash out and pull in humanoids. Then, once caught in the vice-like grip of the vines, the unfortunate souls are either poisoned to death, suffocated or have their skulls bashed in. When one meets a Blightthorn Abomination, all that's left to do is run or set it ablaze. No other means will prove successful.



BLIGHTTHORN ABOMINATION

Large plant, chaotic evil

Armor Class 17 (natural armor)

Hit Points 241 (23d10 + 115)

Speed 15 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	20 (+5)	5 (-3)	15 (+2)	1 (-5)

Saving Throws Str +10, Con +9

Skills Athletics +10, Perception +6, Stealth +6

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities blinded, deafened, exhaustion, poisoned

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 16

Languages understands Common and Infernal but can't speak

Challenge 9 (5,000 XP)

Blightthorn Vines. The abomination can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to necrotic, poison and psychic damage). Destroying a tendril deals 5 to the abomination, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 18 Strength check against it.

False Appearance. While the abomination remains motionless, it is indistinguishable from a mass of dead shrubbery and vines.

Noxious Cloud. All creatures that start their turn within 10 feet of the abomination or enter the area for the first time on a turn must make a DC 17 Constitution saving throw. On a failure, they become poisoned for 1 minute and take 21 (3d12) poison damage. On a success, they take half as much damage and are not poisoned. A poisoned creature must repeat the saving throw at the start of each of its turns, taking 19 (3d12) poison damage on a failure or half as much on a success. A creature that succeeds this saving throw becomes immune to being poisoned in this way for 24 hours.

ACTIONS

Multiattack. The abomination makes four attacks with its vines, uses Reel, Smash or Lift, then makes one crush attack.

Crush. The abomination tightens one of its vines as hard as it can. One creature grappled via its vine must make a DC 18 Strength saving throw. On a failure, they take 24 (4d8+6) bludgeoning damage and restrained until the start of the abomination's next turn. On a success, they take half damage and are not restrained.

Lift. The abomination wraps an additional vine around a grappled creature's neck, then lifts the creature grappled by its vine off the ground. The creature is lifted 10 feet above ground, restrained and can't speak until the start of the abomination's next turn.

Reel. The abomination pulls each creature grappled by it up to 25 ft. straight toward it.

Smash. The abomination smashes together two creatures grappled by vines within 30 feet of each other. Both creatures take 17 (3d6+6) bludgeoning damage and are brought within 5 feet of each other. They are then released from the vines and knocked prone.

Vine. Melee Weapon Attack: +10 to hit, reach 50 ft., one creature. **Hit:** 3 (1d6) piercing damage and 5 (1d10) necrotic damage and the target is grappled (escape DC 18). Until the grapple ends, the target is grappled, and the abomination can't use the same vine on another target.

Art by
Warm Tail

Blightspewer Seeds

Smaller and hidden amongst piles of leaves, Blightspewer Seeds serve as makeshift shock troops for the blight. They emerge rapidly and strike at the heart of humanoid creations, targeting anything unnatural. With their sense for metals, equipment or anything man-made, they know the exact location of the human parasite, so they are often used as the Blight's expert scouts.

BLIGHTSPEWER SEED

Tiny plant, chaotic evil

Armor Class 12

Hit Points 16 (3d4 + 9)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	16 (+3)	3 (-4)	14 (+2)	1 (-5)

Skills Stealth +4

Damage Resistances acid

Damage Immunities necrotic

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 12

Languages understands Infernal but can't speak

Challenge 1 (200 XP)

False Appearance. While the seed remains motionless, it is indistinguishable from a pile of dead leaves.

Blightsense. The seed can sense all things created by man, including metallic armors or weapons within 300 feet. It is naturally attracted to these things and will seek to destroy them.

ACTIONS

Blightspew. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 8 (2d4 + 2) acid damage. If the target is wearing any metal armor or a shield, the target takes an additional 6 (2d4) acid damage and the armor starts eroding. The armor or a metal shield being worn or carried takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Reclamation (1/Day). The seed focuses on a piece of equipment it can see within 60 feet, before moving towards it in a straight line without triggering attacks of opportunity. If the equipment is worn by a creature, that creature must make a DC 12 Dexterity saving throw. On a success, nothing happens. On a failure, the seed will latch onto the equipment. If it is magical, it loses its magical properties until the seed is removed off of the equipment with a DC 12 Strength (Athletics) check. If it is non-magical, it is instantly destroyed.



Art by
Anastasiya

Art by
svetlanarib79



Devilsnare Blight

Just as the Nightshade Blights are born from a flower both dangerous and beautiful, so is the Devilsnare Blight. After being blighted, this spiked flower turns into a brawling mass of thorn, spike and roots, facing enemies upfront and ensuring they are kept at bay. Those who wish to escape must move through a mass of thorns, rarely finding a way through the labyrinthian paths set out for them in the domains of the Blight.

DEVILSNARE BLIGHT

Medium plant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	1 (-5)	14 (+2)	2 (-4)

Saving Throws Con +7

Skills Athletics +7, Stealth +8

Damage Resistances necrotic

Condition Immunities blinded, deafened, poisoned

Senses blindsight 70 ft., tremorsense 140 ft., passive Perception 12

Languages understands Common but can't speak

Challenge 5 (1,800 XP)

False Appearance. While the devilsnare blight remains motionless, it is indistinguishable from a normal devilsnare flower.

Interconnected Roots. The devilsnare blight can switch places through its interconnected roots with any other blighted plant within 60 feet of it as a bonus action.

ACTIONS

Multiattack. The nightshade blight makes two spikefist attacks.

Spikefist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (4d6 + 4) piercing damage and 14 (4d6) necrotic damage and the target is grappled. The creature can escape carefully by using its action to make a DC 16 Dexterity (Acrobatics) check. It can also escape by simply attempting to move away as a bonus action. If it does, it must make a Strength (Athletics) or Dexterity (Acrobatics) check against the devilsnare blight's Strength (Athletics). On a success, it breaks free and can only move up to half its speed this turn. On a failure, it takes an additional 7 (2d6) piercing damage. A creature can only attempt to escape once per round.

Spike Pulse (Recharge 4-6). The devilsnare blight flails its spikes all around. All creatures within 30 feet of it must make a DC 15 Dexterity saving throw. On a failure, they take 24 (6d6) piercing damage. On a success, they take half as much damage.

Art by
Anastasiya

NIGHTSHADE BLIGHT

Small plant, chaotic evil

Armor Class 17 (natural armor)

Hit Points 52 (8d6 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	16 (+3)	1 (-5)	14 (+2)	11 (+0)

Saving Throws Con +5

Skills Deception +4, Stealth +8

Damage Immunities necrotic, poison

Condition Immunities blinded, deafened, poisoned

Senses blindsight 70 ft., tremorsense 140 ft., passive Perception 12

Languages understands Common but can't speak

Challenge 3 (700 XP)

False Appearance. While the nightshade blight remains motionless, it is indistinguishable from a normal nightshade flower.

Interconnected Roots. The nightshade can switch places through its interconnected roots with any other blighted plant within 60 feet of it as a bonus action.

ACTIONS

Multiattack. The nightshade blight makes two thorn attacks.

Thorn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage and 7 (2d6) necrotic damage.

Nightshade Blast. *Ranged Weapon Attack:* +6 to hit, range 100 ft., one target. Hit: 14 (3d6 + 4) poison damage. On a hit, all creatures within 5 feet of the target creature (including the target) must make a DC 15 Constitution saving throw. On a failure, they become slowed, as per the effects of the *slow* spell, for 1d4 rounds. If they fail a second saving throw because of this attack or the puff ability while slowed, they fall asleep.

REACTIONS

Puff. As a reaction to taking damage from an attack, the nightshade blight can spew nightshade into the face of its attacker. It must make a DC 15 Constitution saving throw or become slowed, as per the effects of the *slow* spell for 1d4 rounds. If they fail a second saving throw because of this attack or the nightshade blast while slowed, they fall asleep.



Nightshade Blight

The Nightshade, though a beautiful blue flower at first, is actually the home of one of the world's most dangerous poisons, capable of sending even the strongest of bodies into a deep, endless slumber. Nightshade Blights take that poison and embody it. Once corrupted and blighted, the flowers rise again, filled with vengeance and poisonous gas, which they spread from afar, almost like artillery for the army of purification that is the Blight.



Treant Hungering Maw

As the Blight grew in power, its influence over forests continued to extend. In a desperate attempt civilization attempted to burn down forests before the corruption would spread any further. This had a horrible outcome.

Treants that were burned down alongside their home were revived by the powers of the Blight. Their burnt bark is now full of hatred towards the living, and with its newfound powers it devours all that stand in its way. Where a treant would give life to trees to help it in battle, a hungry maw calls upon those that died in the flames.

The bark of a hungry maw is laced with a powerful curse. Each time it is damaged, the hunger of the treant grows, the bark breaks, revealing the horrible twisted flesh of a fresh new maw.

TREANT HUNGERING MAW

Huge plant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	12 (+1)	16 (+3)	12 (+1)

Skills Athletics +9

Damage Resistances bludgeoning, fire, piercing

Senses passive Perception 13

Languages Common, Druidic, Elvish, Infernal, Sylvan

Challenge 9 (5,000 XP)

False Appearance. While the hungry maw remains motionless, it is indistinguishable from a dead burnt tree.

Never-Ending Hunger. The hungry maw has three maws. Whenever the hungry maw takes 25 or more damage, that isn't radiant damage, in a single turn, part of its bark falls off and a new maw appears where the wound was made.

Siege Monster. The hungry maw deals double damage to objects and structures.

ACTIONS

Multiattack. The hungry maw makes one slam attack, then makes as many bite attacks as it has maws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage. The hungry maw has advantage on this attack against targets that it is grappling.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage. If it hits a Medium or smaller target, the target is grappled (escape DC 19)

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/180 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage.

Raise Hell (1/Day). The hungry maw targets up to three dead humanoids within 30 feet of it that died violently. The bodies rise up as wights. The wights are under the hungry maw's control and have resistance to fire damage. The hungry maw can have no more than three wights under its control at one time.

BLIGHTED KNIGHT

Medium humanoid (plant), neutral evil

Armor Class 18 (plate)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

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

Skills Athletics +6, Nature +2, Perception +4, Survival +2

Senses passive Perception 14

Languages Common, Elvish, Infernal

Challenge 4 (1,100 XP)

Fey Ancestry. The blightwarden has advantage on saving throws against being charmed, and magic can't put the elvish archer to sleep.

Keen Hearing and Sight. The blightwarden has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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

Manhunter. The blightwarden has advantage on Wisdom (Survival) checks to track humanoids and fey and on Intelligence (Nature) checks to recall information about humanoids and fey.

ACTIONS

Multiattack. The blightwarden makes three melee attacks or two ranged attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Blighted Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Whirlwind Strike (Recharge 5-6). The blightwarden makes melee attacks against any number of creatures within 5 feet of it, with a separate attack roll for each target.



Art by Jacob e. Blackmon

Blighted Knight & Blightwardens

Tragic Origin

Blighted knights and Blightwardens were elven soldiers who fell in battle against the armies of the Blight. Instead of the sweet release of death, what awaited them was a far more nefarious fate. The Blight planted one of her seeds inside their body, giving them back life, under her absolute control. Now no longer in control of their body, they err the Blighted Woods, guarding it from any potential invasions.

GM NOTE:

Except for their understanding of Infernal, the Blight didn't give many additional powers to these soldiers. This means that if you want to run non-corrupted versions of powerful elven soldiers in your world, you can re-use these two statblocks without having to change much. Just rename the Blighted Crossbow ability to Heavy Crossbow for the blighted knight, and remove the Manhunter ability for the blightwarden.



BLIGHTWARDEN

Medium humanoid (plant), neutral evil

Armor Class 15 (studded leather)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +2, Perception +5, Stealth +5, Survival +3

Senses passive Perception 15

Languages Common, Elvish, Infernal

Challenge 3 (700 XP)

Adept Rider. If the blightwarden hits a creature while mounted, the target takes an extra 4 (1d8) damage from the attack. In addition the blightwarden has advantage on saving throws and ability checks made to avoid falling off their mount.

Fey Ancestry. The blightwarden has advantage on saving throws against being charmed, and magic can't put the elvish archer to sleep.

Keen Hearing and Sight. The blightwarden has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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

Manhunter. The blightwarden has advantage on Wisdom (Survival) checks to track humanoids and fey and on Intelligence (Nature) checks to recall information about humanoids and fey.

ACTIONS

Multiattack. The blightwarden makes two melee attacks or three ranged attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Arrow Volley (Recharge 5-6). The blightwarden makes one ranged attack against every enemy within a 15-foot cube centered on a point that it can see.

Where blighted knights were once part of elven infantry, and are adepts of close combat, blightwardens are a lot more agile, and often used as scouts, or ambushers, to surprise anyone who dares enters their new domain.

Special Hunters

Blightwardens had a special bond with nature, which allowed them not only to hide within it better than most, but also to bond with the various beasts present, and call for their help in battle.

The Blight kept this trait of theirs, making them fearsome foes which often ride atop Blighted Drakes, and rain hell upon their enemies, from the cover of the skies.

If they fall off their mounts, they seek shelter from the trees, and hide until it is time to ambush their foes, which they never really lose track off, thanks to their supernatural abilities to hunt anything remotely sentient, a gift the received from the Blight.



Art by Jacob e. Blackmon



BLIGHTED DRAKE

Large dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 150 (20d10 + 40)

Speed 50 ft., climb 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	14 (+2)	11 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +8, Con +6

Skills Athletics +9, Insight +6, Perception +6

Damage Immunities acid, necrotic

Condition Immunities exhaustion, unconscious

Senses blindsight 10 ft., darkvision 180 ft., passive Perception 16

Languages Common, Draconic, Infernal

Challenge 9 (5,000 XP)

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

ACTIONS

Multiattack. The drake makes one bite attack, two claw attacks, and one wing-claw attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Wing-claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) acid damage, and the target must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute. While poisoned in this way, a target can repeat the saving throw at the start of each of its turns, ending the effect on a success. On a failure, it takes 10 (3d6) acid damage. If a creature is reduced to 0 hit points by this damage, its body melts.

Blighted Breath (Recharge 5-6). The drake exhales a corrupted cloud of necrotic energy in a 60-foot line that is 5 feet wide. Each creature in that area must make a DC 14 Dexterity saving throw, taking 31 (7d8) necrotic damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw must succeed on a DC 14 Constitution saving throw or gain one point of exhaustion.

Blighted Drakes

Similar to blightwardens or blighted knights, these drakes were once free creatures that roamed the forests of the world. With their shining green scale, their breath could give new life to dead flora, and their claws were used to protect the verdant groves against any outside threats.

To this day they still protect their grove of origin, although its master has now long since change. Them, who were proud creatures, are now nothing but mindless guardians, under the absolute command of the Blight. Their breath that could give life, now takes it away in agonizing pain. The corruption of the Blight has eroded their body so thoroughly that they are only considered drakes by name now. The wings that sprout from their back are a gift of their mistress, and the source of the corruption on their body. If one manages to rip the wings off, it is said the monster will return to its original form, although these might just be folk-tales.

So, their mind too broken to realize the direness of their situation, these “drakes” fiercely protect the Blight and bathe in acid any who dare stand against her.

THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

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