



MONKEYDM

MOUNDS OF BLIGHT

5TH EDITION ADVENTURE

VENTURE TO THE HEART OF THE CORRUPTION AND PUT AN END TO IT

MonkeyDM

Mounds of Blight

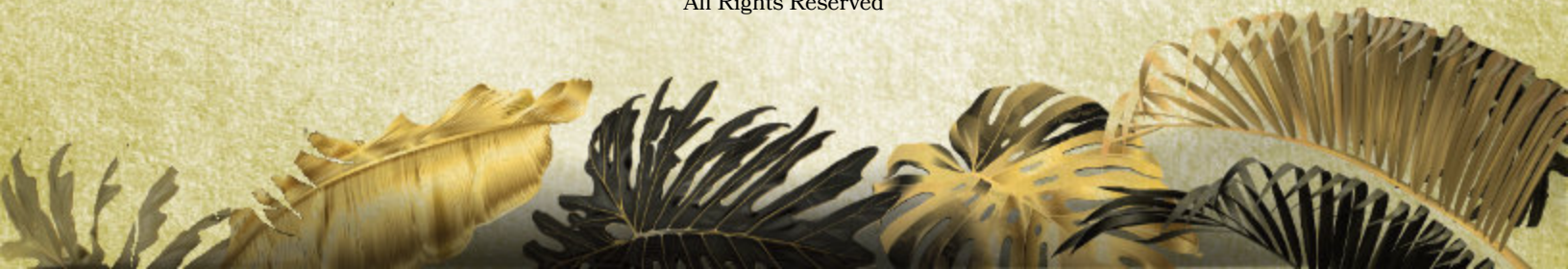
**MOUNDS OF BLIGHT IS AN ADVENTURE DESIGNED FOR 3-6 ADVENTURERS OF 9TH LEVEL,
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Background

“The world is hardly as simple as humanity makes it out to be. Often, we let petty squabbles between our nations guide us, yet we forget that the grandest threats, those we should truly be weary of, hide beneath the very blades of grass we stain with blood. If we ever seek to truly understand the world, we must let humanity's squabbles come to an end.” - Aga'honor, Half-Orcish Prophet.

Over the past hundreds of years, the conflicts between orcs and elves have led to great torment within the northern Riviro region. In response to the orc's consistent and brutish attacks, the elves went to their oldest rival, the dwarvish clans of Stonestep, and asked for aid. Together with them, the Riviro Mountainside was secured down to the forests and swamps at their base. They built great keeps, all of them reinforced with dwarvish techniques and elvish magics.

To that, the orcish clans relented the only way they knew how: to tear it all down. An orcish mystic by the name of Rior'gar, called upon the aid of an entity as old as nature itself, before man or god existed. That entity, referred to in the ancient texts as the Blight, cursed the surrounding areas. Soon... all that was left of the elves' battlements was torn to shreds. And now the blight rules the region.

Plot Hook

The party has been called upon in Virnahild, one of the last cities of Elvish and Dwarvish descent within the region, by a man known to them as Quinthemar Swiftstrike, an old adventurer, now a high-ranking member of the army in Virnahild. Man sent his second in command, a young fighter by the name Erin, to search for the party and bring them to Virnahild, promising them an obscene amount of money.

Chapter 1. Insurance Policy

In which the party is led to a place of example and told of their assignment.

Chapter 1.1. The Morning

Read this:

‘You all wake up feeling your backs have never been so stretched in your entire lives. The sheets are warm and yet just cool enough, the light shines to a perfect extent through the darkened curtains and you find a silver tray resting next to, on your bedside table, with steam oozing out of the cup of coffee you've been provided. Resting on a plate, alongside various warm pastries, is a single letter, with a seal representing a two blades. When you open it, the note on it is written in beautiful handwriting and it says “Meet me at this address by midday. I have some things to show you. Please do not be late. - Quinthemar Swiftstrike”. It seems that your “patron”, the man who paid for your stay at this beautiful inn, all of you getting your own private rooms and meals delivered at your bedside, is in need of you. So, with you being woken up by the morning's rays, you get dressed and descend, meeting each other in the inn's large foyer.’

GM NOTE:

If you are playing this adventure as a one-shot, this is the perfect time for the party to be introduced to each other. Allow all of them to introduce their characters, describe how they look and exchange a few words. Ask them if they've known each other before this job or not. If so, how much do they know about each other? How much have they spoken? If you are instead playing this adventure as part of an on-going campaign, allow them morning chats, before continuing.

Once the party has all met up and discussed amongst themselves, introduce Erin, a young soldier and their guide within Virnahild. Erin will offer to immediately lead them to the location they need to go to, but can also lead them to anywhere else they might want to go within the city (such as a magic item vendor).

GM NOTE: If they wish to go to a magic item vendor, he'll lead them to Gorum's Magical Hut, which can be found in chapter 1.3.

If the party chooses to go to the location presented in the note, they can first make a **DC 16 Intelligence (History) check** to remember what that specific location is. If anyone is successful, they identify it as being the “Heroes' Graveyard”, a place where heroes of previous wars are buried.

Once the party goes to the location, proceed to the next chapter.

Chapter 1.2. The Living & The Dead

Read this:

‘With a light step, you take in the beautiful morning of Virnahild. The city, for the most part, seems to be thriving, clean and rich, with a bright sun in the sky. Even your guide seems to enjoy the journey through the streets, stopping here and there to say hello to a few acquaintances. It is all the more jarring, then, that your destination is a graveyard in the city's center region, which expands for quite far onto a few green hills kept incredibly clean. Your guide, with an eager elvish eye, points you in the distance, next to a golden statue, where a single figure is standing, looking directly at a grave, hidden under a cloak. You walk for a good few minutes until you finally approach the figure, who spins around on one leg and looks at you with a bright smile, buried inside a half-elven, patchwork beard.’

The figure is Quinthemar Swiftstrike. He is indeed the party's contractor. He will welcome them with a soft voice and a large smile.

QUINTHEMAR SWIFTSTRIKE

Information: Once a respected adventurer, Quinthemar fought for a very long time before finally being stopped by the loss of one of his arms. He hides it underneath his cloak, but any party member with a passive Perception of 15 or higher will notice it after a few minutes of talking to him. Quinthemar will be extremely cordial and kind to the party, speaking to them as equals, despite his high-ranking status.

As the party arrives, Quinthemar will tell them it is a pleasure to meet all of them. He will introduce himself, before asking the party to join him for a stroll. Bring the party to map 1, area 1. Quinthemar will begin recanting the story of when he, alongside a dear friend of his, known as Tirasha Windjustice, fought in a battle against an evil sorceress from Suntree Grove. Both he and this Tirasha are half-elves and as such, they bonded, working incredibly well together. Both of them survived the fight with their lives, though many others did not.

At this point in the story, Quinthemar will bring the party to a first grave, on it the name written being "Monthal Esitus" (area 2). While here, any party member can make a **DC 17 Intelligence (Investigation) check** or **Wisdom (Perception) check** to realise there is a hidden blue gemstone next to the grave. If asked about it, Quinthemar will say it's just a gift left there and they should leave it alone. A **DC 19 Wisdom (Insight) check** will reveal this is not the entire truth. The party can choose whether or not to pick it up.

Quinthemar will look at the grave and begin telling the party that Monthal came to the battle as a friend of Quinthemar, but died in that battle. At his burial, Quinthemar swore to protect his family, no matter the cost. And that he did. For the past 20 years, he's watched over Monthal's son, Veto, together with Tirasha, who would become his eventual partner, as very close friends. Though Monthal's son grew up with his mother in a different city, he and Tirasha would travel there to train him or send coin when they couldn't.

By this point, Quinthemar will bring the party in front of the statue (area 3). While here, any party member proficient in Arcana or Religion can make a **DC 19 Intelligence (Arcana) or Intelligence (Religion) check** to notice the faint magical aura emanating from the statue. A successful **DC 19 Intelligence (Investigation) check** will reveal the statue's eyes move.

Quinthemar will tell them that he deeply cared for the boy and the boy deeply cared for him and Tirasha. He even joined the army to be closer to them. After his retirement from active combat, Quinthemar took over a managerial role, while Tirasha kept up her work as a spy and assassin. A

while ago, she was sent to the orcish villages beyond the Blight. And she requested aid. Upon hearing of this cry for aid, Monthal's son asked Quinthemar to let him help. Quinthemar wanted to give him the opportunity to prove himself, so he sent him out. However, a bit of time has passed and no word has been heard from the boy.

When you arrive at this point of the story, read this:

'You see Quinthemar stop to look up at the statue, then back at you. His eyes look changed, almost tearing up. He gives you a serious look. "If that boy dies, then I will never forgive myself. But I am not stupid enough to send just anyone to their death in the Blight. You are the 5th group I've asked for. Let us hope you are the last." With that, he says a few words and the giant golden colossus begins to move, its eyes flickering with energy. He steps up the stairs, looking back at all of you. "If you get in danger, I'll stop it from fighting. This is merely a test. Regardless of if you fail or not, you will be paid. Good luck. Please. Do not fail me." He says. Before the golem begins making its way towards you.'

The party must now fight a **golden guardian**. After their first turn of fighting it, Quinthemar will tell the party to "start looking for the gems". These gems can be used to activate the guardian's *Dormant Protocol* ability. The gems can be found at various areas throughout the map.

AREAS OF GRAVEYARD

1 - ARRIVAL AREA

The party arrives here.

2 - MONTHAL'S GRAVE

Hidden amongst the blades of grass is one of the **golden guardian's** protocol gems. It can be found with a **DC 17 Intelligence (Investigation) check**.

3 - STATUE'S PLACE

When Quinthemar initiates combat, this is where the party is located. Also here, they can find a few small markings, on the edge of the platform. Any party member can use their action to make a **DC 17 Wisdom (Survival) check** to try and make out where the markings point to. They point to the flowerpods and the well.

There is also a large book, which has the words "Speak to the waters and mend the earth" written on them.

4 - WELL

The gem in the well is hidden amongst the waters, being impossible to find by normal means. Instead, a party member must spend their action to make a **DC 17 Intelligence (Arcana) check** to speak to the magical waters.

If successful, the waters will reveal the gemstone.

5 - FLOWERPODS

Though seemingly inoffensive at first, if touched, the flowerpods will strike back. If any party member tries to touch them or move through their space, they must make a **DC 15 Strength saving throw** or become grappled and restrained. Instead, the party must make a **DC 17 Intelligence (Nature) check** to calm the plants and take out the gem from their leaves. There is a gem in all of the pods, so the party can choose whichever one they wish.

Once the party has either stopped or defeated the **golden guardian**, proceed to the next chapter. If they've been defeated, simply have Quinthemar disappointedly give them 150 gold and ask them to leave.

Chapter 1.3. Hired

Read this:

'With the golden guardian stopped, you take in a deep breath and watch Quinthemar descend back down the large stairs, moving towards you. "I would clap," he says, "But I'm... lacking the means. In any case, very good work. I trust you'll serve me well. The pay is 2000 gold for each. You are to leave tomorrow morning, going deep into the Blight. Try and trail a band of 6 or so soldiers. DO NOT diverge from the path. That's all the details you'll need for now. We'll meet at the city's exit tomorrow morning. Erin should have your pay ready by now, in case you wish to go and stock up.'

With that said, Quinthemar will answer any final questions the party has, before leaving to tend to his work. He seems to be confident in the party's ability, thus regaining some form of joy and calm. He'll let Erin take care of the party, who'll give each party member 500 gold as an advance. Then, if the party wishes, he'll take them to Gorum's Magical Hut.

When they arrive at the hut, read this:

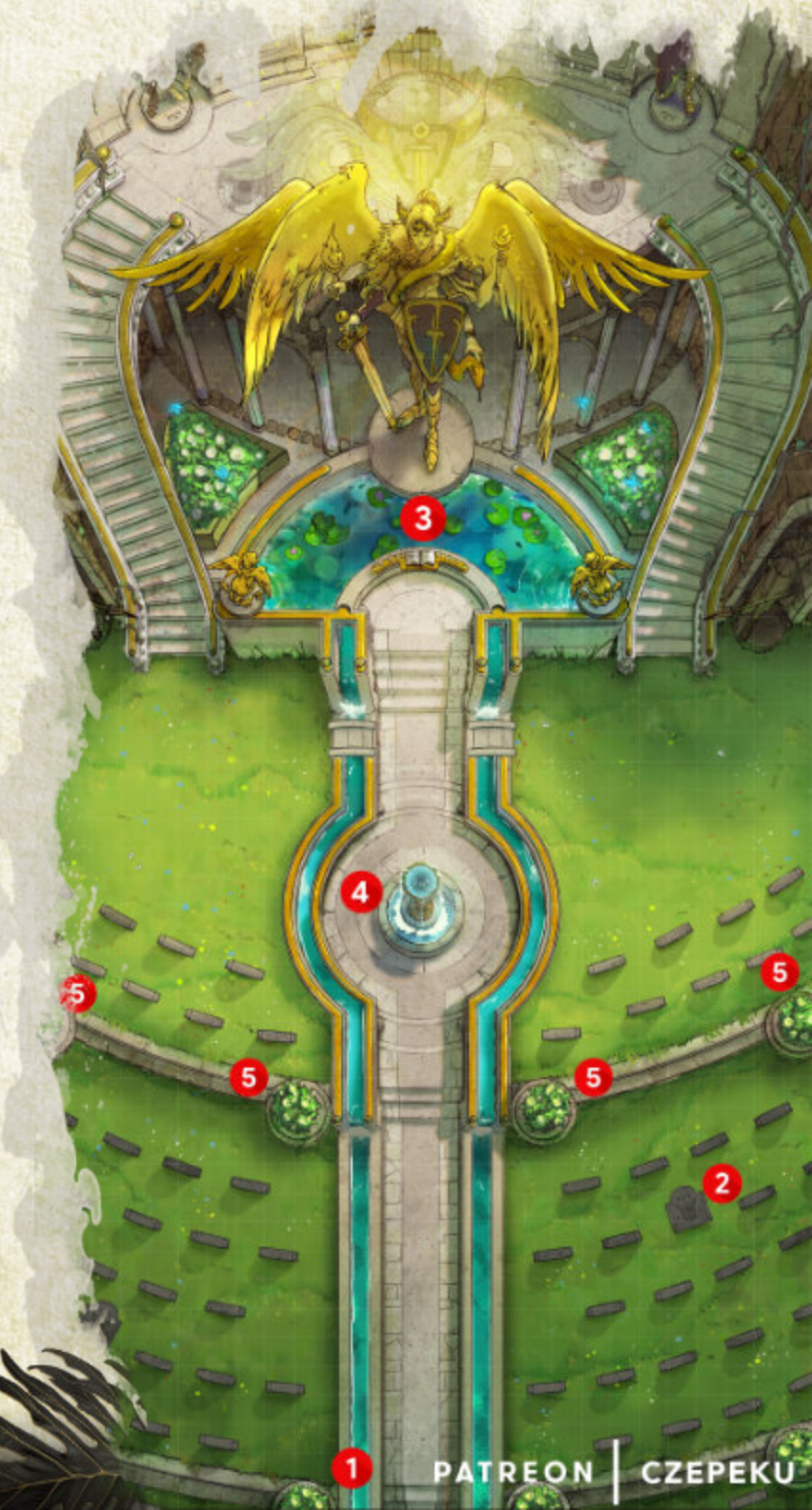
'You find yourself stepping on through the city's streets, until you finally reach the outer circle of Virnahild. There, nestled in between large trees, seems to be a gigantic hut, three times the size of most houses. It almost looks like a circus tent, but has a more structural build, with wooden walls and a large wooden sign which reads "*Gorum's Magical Hut*". You also see, the front door, is not made up of a single door, but rather a smaller door, almost a cat-door-like door, but humanoid size, inside a larger, huge door. And, as you step inside, meeting the vendor, you understand why that is. There, in front of you, on a massive wooden chair, is a hill giant, with goggles on, eyeing up magical items too small for his own hands.'

The party now meets Gorum, the magic trader hill giant.

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MAP 1



GORUM

Information: Born with an immense thirst for knowledge, Gorum gave up his giant roots in order to learn from the “smallfolk”. He’s obsessed with collecting magical items, however useless they may be, and he has become quite the enchanter after plenty of time spent amongst elves and dwarves. Now, he’s a jovial and friendly giant, selling whatever items he has to the nearby adventurers.

Gorum will kindly offer up his wares to the party. He has 4 *potions of healing* (50 gold each), a *flame tongue longsword* (700 gold), *elven chain* (650 gold), a *potion of hill giant strength* (300 gold) and even a *helm of brilliance* (1000 gold), alongside plenty of other common and uncommon magic items.

After the party has purchased whatever they want, they can go and make final preparations, before heading to sleep. When they decided to leave the next morning, proceed to the next chapter.

Chapter 2. Find Him!

In which the party goes on their rescue mission.

Chapter 2.1. Leaving

Read this:

‘The next morning, you find your employer at the town’s gates, ready to send you out. He smiles with a subsided pain, before giving you final words of encouragement, alongside a physical description of the boy. And then, without any time spent mucking about, you are sent through the doors and into the not so lavish wilderness, where you know you soon are to encounter a force beyond that which man can comprehend: the Blight.’

The party now ventures into the wilderness. They’ll have to make the following checks to stay on track:

- One party member will have to make a **DC 17 Wisdom (Survival) check**. On a failure, the party will be lost for a couple hours, resulting in them needing to make a **Constitution saving throw** or suffer 1 point of exhaustion.
- One party member will need to make a **DC 17 Wisdom (Perception) check** to look around for any signs of the warband passing through. On a failure, the party will find themselves unaware of their surroundings and will have to encounter 3 additional **blightspewer seeds** in their next encounter.
- One party member will need to make a **DC 17 Intelligence (Nature) check** to ensure they keep clear of the blight. On a failure, the party will fight an additional **nightshade blight** in their next encounter.

If the party has failed 2 or more of the checks, they’ll need to roll all three of them again, doing so until they’ve succeeded 2 or more.

Once 2 or more of the checks have succeeded, the party will find their way through the blighted woods, slowly seeing the nature grow more and more twisted, more and more broken, inhumane, until finally, they’ll reach the moor (map 2), where, at area 2, they can see a body on the ground.

Proceed to the next chapter.

Chapter 2.2. The First Clue

The party arrives on the map at area 1, with area 2 being the body.

When they arrive, read this:

‘As you continue on your trail, the first thing that strikes you is the abundance of dead or decayed foliage. Most of it is completely blighted away, which leads to a source of confusion. With all of it being so blighted, so broken, how could it strike back? Right as you’re looking over the deathly landscape, you notice another sign of its death. In the middle of the path, with one hand sticking out of the river flowing through, you observe a humanoid body. It is quite far off, but close enough that you can faintly see its outline. Perhaps it is one of the warriors. But you are unaware.’

As the party begins to approach, they may make a **DC 20 Wisdom (Perception) check** to try and spot the hidden blights. On a success, they’ll realise the plants at areas 3 and 4 are not truly plants. If not, they’ll be oblivious to this.

AREAS OF MOOR

1 - ARRIVAL AREA

The party arrives here.

2 - BODY

When the party reaches the body, describe how it is mostly decayed, with branches and elements of nature poking out of it, as if nature itself is devouring it whole. They may make a **DC 17 Wisdom (Medicine) check** to realise it died a day or so ago, and so the nature’s progress seems excessive. The same check also reveals, due to his greenish-tinted skin, he died of poisoning.

Right next to the party, there also seems to be a pile of leaves, but these are **8 blightspewer seeds**, all hiding in plain sight.

If when the party checks the body they have not yet checked any of the plants, the plants will ambush them, gaining a surprise round.

3 - DEADLY PLANTS

This is a patch of **3 nightshade blights**. If the party doesn't investigate them with a **DC 20 Intelligence (Nature) check**, they will remain hidden until the party is away, before attacking.

GM NOTE:

Remember that if the party failed their earlier Intelligence (Nature) checks, they will add additional blights to this encounter.

4 - DEADLY PLANTS

This is a patch of **2 devilsnare blights**, which will try to ruffle and shuffle, as if someone is hiding inside them. If the party looks at them, they have to make a **DC 20 Wisdom (Insight) check** to realize this is a bait. If they fail, they think someone is truly hidden there. Once at least 1 party member is within reach, they'll ambush the party.

Once the party has killed all of the blight's monsters, they may investigate the location better. A general **DC 17 Wisdom (Perception) check** will reveal that there's footprints and tracks leading forward, further into the Blight's domain.

The party may also investigate the body in more detail with a **DC 17 Intelligence (Investigation) check**. This check will reveal the armor as being indeed that of a Virnahild soldier, but not the boy they were sent out for. After they've investigated everything and found the tracks leading further away, proceed to the next chapter.

Chapter 2.3. Got Him

GM NOTE:

If you are interested in expanding this adventure, perhaps over a few sessions, or even making it an entire arc, I encourage you to add red herrings, hints and other such twists and turns for the story. As it stands, the party will not have too hard of a time finding their bait, as this adventure is meant to be completed within a short timespan.

Read this:

'After a few hours of walking through the blighted moors, you cannot help but feel the dominance of the Blight take over. You feel tired, drained, your essence weakened. Your sheer humanoid presence is unwelcome in a place such as this. You are not in the least bit accepted, by a single organism in the area. Nevertheless, you keep walking, until finally, the waters ease up. You've made it downstream, where there's not as large of a current. And you begin to hear distant noises. You observe a rush of smoke coming from afar. Could this be life? A fire?'

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MAP 2



As the party continues walking, they'll finally make it to map 3. They arrive on area 1. At area 2, a few soldiers are gathered around a fireplace, with all but one being asleep. As the party approaches, the awoken soldier will pull out a stone hammer and ready himself. The party must persuade him not to fight them with a **DC 15 Charisma (Persuasion) or (Intimidation) check**. Amongst the many soldiers who are asleep, two of them look deeply hurt, while another, much to the party's happiness, is Veto, the man they're looking for.

The guard on duty, a young man by the name of Jonathan, will explain to the party that they were ambushed by the blight. Most of them got heavily injured and put to sleep by the magical spores. He and Veto have been exchanging shifts for a little while, trying to make sure no plant has gotten to them. Much to their surprise, what seems to have kept the Blight at bay is that they've thrown away their steel armors and weapons. All they're left with is leather and stone and they've no longer been tracked. But the party still has their gear on... which must mean they've been tracked.

After having this realization, Jonathan will start panicking. At this point, distant steps will begin to be heard. Large, gigantic, steps. Mouths whirring and roots dragging through the ground. A **blightthorn abomination** will arrive at area 1, alongside **2 nightshade blights**. The party attracted them here, now they must fight them.

Once all enemies have been defeated, proceed to the next chapter.

Chapter 3. And Back Again

In which the party returns from their rescue mission... Unless?

Chapter 3.1. Which way?

Read this:

'With the last of the Blight defeated, you look back over the soldiers, tired and hurt, mostly half-asleep. Even if they wished to have joined the fight, chances are they wouldn't have been of much help. They are exhausted... And their mission should end here, if you have a say in it.'

It is at this point that Veto will wake up from his sleep, seeing the Blights around him defeated, he'll apologize for having not had the energy to wake up and thank the party for helping him.

Then, once the party tells him of their job, he'll get angry. He'll explain he needs to do this, to prove his worth. He needs to go and help Tirasha, because if he doesn't, he'll be no better than a coward. Despite that, he understands that the party is stronger than him, so it's up to them as to how they wish to go about it. He can't leave unless they let him. His band? All of them, except for Jonathan do not wish to follow and they should return home. But he will not unless he is forced.

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MAP 3



At this point, it is the party's job to either convince him or go with him further. In order to convince him to return, they must succeed on any combination of **2 DC 17 Charisma (Persuasion), Charisma (Intimidation) or Wisdom (Insight checks)**. Once they've succeeded, he'll agree with their point of view.

However, if they wish, the party can choose to go further with him, arriving in the orcish villages to aid Tirasha in a different adventure!

Regardless of their choice, proceed to the next chapter.

Chapter 3.2. The End

If the party chooses to return Veto, as they were told, he'll be angry at them, but will slowly get over it. Quinthemar will pay them their full fee and open up the opportunity that they go and aid Tirasha themselves, opening the story up for a potential follow-up quest.

If they instead choose to go with Veto, they'll arrive in the orcish area alongside him and, after a series of events, will manage to aid and save Tirasha. Together with both, they'll return to Virnahild after a good two weeks of adventuring. In this case, though Quinthemar will initially be mad at them, he'll end up paying them double, before letting them go on.

GM NOTE:

The end of this adventure is purposefully quite open, allowing for a variety of further quests, plot hooks or other such events. However, as far as this one-shot, this is where the story concludes.

The End.



Appendix: Monsters

GOLDEN GUARDIAN

Huge construct, unaligned

Armor Class 20 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

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

Challenge 11 (7,200 XP)

Dormant Protocol. The golden guardian has a place of rest, where it will always return and lay dormant until awoken. In order to be awoken, the three gemstones which control it must be removed from its body. Once a single creature has all 3 gemstones, the creature can control the guardian, sending it back to sleep.

Fire Absorption. Whenever the guardian is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to half of the fire damage dealt.

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

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

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

Protect the Fallen. The guardian magically senses all fallen creatures within 300 feet, protecting those of a good or neutral alignment. It will never strike a target at 0 hit points, instead using its bonus action to mend the creature's wounds as per the *spare the dying* spell.

ACTIONS

Multiattack. The guardian makes two sword attacks.

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

Cleanse the Unworthy (Recharge 5-6). The guardian lets out purifying light in a 15-foot radius around it. Each creature in that area must make a DC 18 Constitution saving throw, doing so at advantage if they are a fiend, an undead or of an evil alignment. On a failed save, they take 23 (5d8) radiant damage and are stunned until the end of their next turn. On a successful save, they take half damage and are not stunned.

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.

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.

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.

GM NOTE:

You can find detailed explanation on the lore and art for each of the monsters in the **Horrors of the Blighted Woods** Compendium ([Link](#))

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.

COVER ART BY **TITHI LUADTHONG**, USED WITH PERMISSION.

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AND NOW ONTO THE NEXT PROJECT...

CHEERS !

IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMs !

A MASSIVE THANK YOU TO ALL MY PATRONS!

