

## 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  
ZACK STEIA

## 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.







## 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.

### 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 non-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.





Art by  
Steven Belledin

## 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.

## 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; 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.

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