

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.