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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 fire or radiant 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.

The beasts presented in this compendium in the Blighted Beast Section already have these changes included in their stat block.

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.

Random Encounters

Here is a table of some random encounters that could happen in the Blighted Woods.

MONKEY NOTE:

The table is under construction, as all of the blighted monsters have not been created yet

