

BY FIRE BE PURGED...

THE CINDER BRINGER

MONSTERS
QUESTS
TREASURE
DEATH



A 5E BOSS MONSTER BY
QUESTIARY

FLAITHREACH THE CINDERBRINGER

NAME: Flaithreach the Cinderbringer

GOAL: Flaithreach wants to burn down the Iroborg Wood to allow it to renew and to save it from being permanently destroyed by an emergent pathogen.

BOND: Fragments of Flaithreach's spirit have been planted in four treants within the forest. As long as one of these treants remains alive, Flaithreach cannot be destroyed.

FLAW: Flaithreach mistakenly believes that humanoid races carry an emergent natural pathogen that causes forest dieback. He is intent on destroying them.

USING THIS PDF

This document serves as an overview for a boss monster, detailing their backstory, their allies and their associates, adventure hooks, and quest ideas. The idea with Boss Docs is to give game masters enough inspiration to be able to immediately start weaving together a campaign arc for their players using the boss monster and the associated creatures.

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BACKGROUND

The druid Flaithreach has watched over the Iroborg Wood for decades, just as his father did before him and his father's father before that. For most of Flaithreach's tenure, just as it was during the tenure of his ancestors, the forest was a thriving ecosystem, healthy and prosperous. The Iroborg was able to support the hunting, gathering, and occasional logging activities of several settlements on its outskirts, with which Flaithreach and the forest existed alongside in harmony. In recent years, however, as Flaithreach had grown old, a blight began to afflict the forest, its arrival coinciding with the discovery of a silver mine in the surrounding area. Discovery of the mine subsequently resulted in the establishment of new villages as well as the expedited growth of existing ones along the outskirts of the forest. Suddenly, swathes of trees were shedding their bark and dying off at a rapid pace, the blight seemingly spreading from one patch of the forest to another. When it would finally abate in one area, a different section of the wood would soon also become afflicted and begin to die.

Distraught, Flaithreach set about to understand the cause of the diebacks. Through his investigations, he correctly concluded that a disease — a pathogen — was being carried through the forest, killing the trees in its path. Flaithreach incorrectly concluded however that the pathogen was carried by the humanoid peoples settling near the forest in increasing number. He communed with the spirits and prayed to the gods while he looked desperately for a cure. One day, while exploring an underground cave in search of a potential fungal remedy, Flaithreach stumbled upon a vortex to the Elemental Plane of Fire. Knowing that he could not let himself be the one to fail to protect the Iroborg, he took the vortex as a sign and the answer to his prayers. He reached into the vortex and called out to Igzus, god of elemental fire, to grant him the power to cleanse the Iroborg Wood with elemental flame so that it may eventually renew itself, free of disease. Igzus answered Flaithreach's call, swallowing the druid in a pillar of fire, in one moment killing him instantly and subsequently reviving him as an elemental agent, binding the druid's spirit to the Plane of Fire in return for a fraction of his divine power.

Flaithreach knows he must begin by burning down the Iroborg Wood acre by acre so that it can be renewed. He believes the humanoid races that carry its pathogen must be extinguished, or at least driven away from the forest. Once the Iroborg Wood has been laid ashen, he will set his sights on other forests threatened by humanoid presence. But Flaithreach, in his fear of failing the Iroborg and his ancestors, has come to his conclusion too hastily. The pathogen causing forest diebacks has nothing to do with the humanoid settlers. It can be addressed through other means. Its timing was purely coincidental. Flaithreach, however, has made up his mind. Everything must burn so that it can be saved.

ALLIES AND ASSOCIATES

D6	CREATURE
1	The immolated apparitions created by Flaithreach's burnings
2	The smoldering treants that hold fragments of Flaithreach's spirit
3	The awakened wicker man that haunts the local villages
4	The animental fire wolves summoned by Flaithreach
5	The severed dryads resulting from Flaithreach's fires
6	Fhyrolbrynn the lighted leshen

THE IMMOLATED APPARITIONS

Flaithreach's fires have claimed the lives of innocents. Many of those who have perished in the fires remain bound to the Material Plane as furious **immolated apparitions** unable to meaningfully direct their rage. At first, it was just the odd hunter or traveller who was unfortunate enough to get caught in a blaze. But Flaithreach has started to attack the villages, and now there are multiple sites where dozens of apparitions roam through smoking and blackened ruins. These apparitions attack any in their path.

THE SMOLDERING TREANTS

Flaithreach recognized that his campaign to burn the Iroborg Wood and cleanse its surrounding settlements would provoke opposition. After Flaithreach was made undead and bound to the Elemental Plane of Fire by the god Igzus, the druid knew he must take further precautionary steps to save himself from destruction before his quest was finished. He infused a portion of his own spirit into four separate treants, turning them into smoldering treants bound to his will and ensuring that for as long as at least a single treant remained alive, Flaithreach could reform himself if he was destroyed using the spirit fragment stored within. The treants did not submit to these rituals willingly, but were subdued by the druid and now serve as extensions of Flaithreach's body and mind.



THE AWAKENED WICKER MAN

Ignorant of the reason for the fires, a local village built and offered a wicker man to the forest spirits in the hopes of quelling the flames. Flaithreach, however, had his eye on the village and had other plans for the ritual. Using his own magic, he corrupted the ritual site before the gathering took place. As soon as the wicker man was alighted by the village, it was bound to Flaithreach's will. It immediately became animated, attacking onlookers before disappearing into the forest. Flaithreach uses the wicker man to strike fear into the heart of the villagers, sometimes sending it to burn down a single building each night to intimidate the villagers into fleeing. Any who remain will eventually be incinerated.



THE ANIMENTAL FIRE WOLVES

An animal normally must be birthed on an elemental plane, but Flaithreach's fires on the Material Plane are infused with sufficient elemental power to spawn animalents on their own. Flaithreach has a particular affinity for wolves, and so each wolf that perishes in his fires he ensures is reborn as an **animal fire wolf**. Because the druid can speak with the wolves, they serve as Flaithreach's eyes and ears throughout the Iroborg Wood and also help him survey its surrounding villages.

THE SEVERED DRYADS

Several dryads call the Iroborg Wood their home. Flaithreach's burnings have already turned some of these dryads into **severed dryads** without their bonded trees. Though Flaithreach has been able to convince a few of these severed dryads to join his cause, most of them are too anguished at the loss of their trees to entertain any notion of the "greater good." These dryads would take any opportunity to strike back at Flaithreach and exact their revenge for his destruction. A severed dryad known as Plephione hopes to rally the other severed dryads of the wood in unified opposition against the druid.

FHYROLBRYNN THE LIGHTED LESHEN

A leshen named Fhyrolbrynn has guarded the Iroborg Wood for centuries alongside Flaithreach and his forebears. Before Flaithreach began his burnings, he recognized that he would have to convince the ancient spirit of their necessity, for the leshen could be too powerful an enemy if not aligned with the druid. Luckily for Flaithreach, his shared history with Fhyrolbrynn allowed him to bring the leshen to his side when he explained that the humanoid races were responsible for the pathogen's spread and that the burnings must be carried out to kill the disease. The druid bestowed Fhyrolbrynn with a portion of his elemental power, causing Fhyrolbrynn to become a **lighted leshen**.



QUESTS

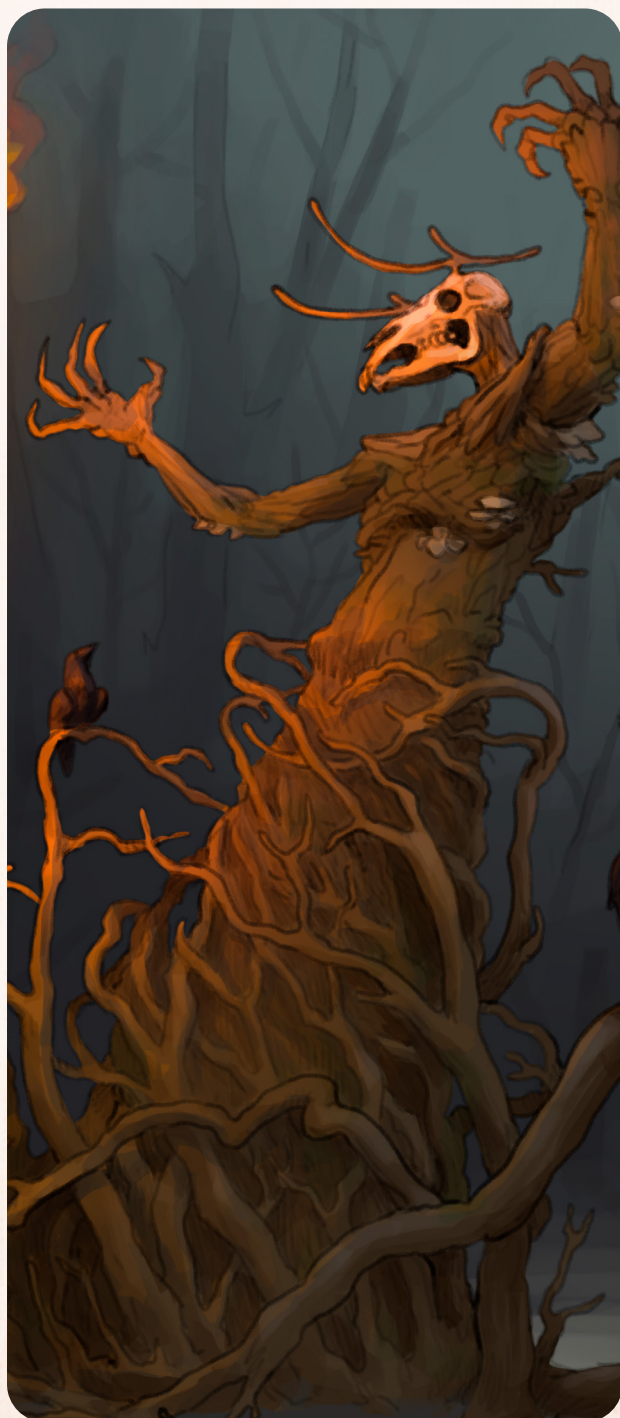
D6	QUEST
1	A villager asks the party to track down her husband who went missing during a hunting trip. The party must investigate the forest to find his charred corpse and his spirit, which has become an immolated apparition, amongst a burned area of the wood.
2	Flaithreach's awakened wicker man has been carving a war-path of burned villages across the countryside bordering the Iroborg Wood. The party must catch up to the wicker man and destroy it.
3	The party must conduct a ritual to draw out Fhyrolbrynn and either convince the leshen of Flaithreach's foolishness or destroy the ancient spirit so that it will not stand in their way.
4	The party must slay each of the four smoldering treants that hold fragments of Flaithreach's spirit so that the druid can be permanently defeated.
5	The party must collaborate with dryads, fairies, and other cooperators to gather ingredients for a cure that will save the Iroborg Wood from the pathogen affecting it.
6	The party must approach Flaithreach in his lair, and if they cannot convince him of an alternative cure for the forest pathogen, slay him to put an end to his burnings.

DURING COMBAT

Flaithreach is not afraid of direct confrontation with the party; he is willing to do whatever he feels he must to ensure that the burnings are carried out. The druid does, however, have eyes and ears throughout the Iroborg Wood as well as in its surrounding settlements in the form of his animental fire wolves as well as other smaller creatures such as squirrels and rabbits to whom he can speak. He uses these resources to gather intelligence and prepare himself for any who might oppose him.

If possible before combat, Flaithreach prepares himself by casting *antilife shell*. Flaithreach

can deal the most possible damage over three rounds by using his first action to cast *firestorm*, then actions during the second and third rounds to cast *blight*. He can use two legendary actions during each round to cast *insect plague*, *firewall*, and *produce flame* once each. He uses his remaining legendary action each round to use his tree stride ability as necessary to avoid damage or move himself closer to vulnerable targets.



ANIMENTAL FIRE WOLF

Animentals are a type of elemental creature that resemble animals or monsters from the Material Plane. When an animal or monster dies on the Material Plane in proximity to an elemental rift, fragments of its spirit can be pulled through the rift and into its corresponding elemental plane, where they coalesce with planar energies to birth a new elemental that takes the form of the original animal but with the composition of the plane's element. Animentals maintain the bestial consciousness they possessed in their past lives, though they are freed from their drives for food and instead roam the elemental planes in harmony with their element. Forged in the Plane of Fire, animental fire wolves have bodies of solidified fire, with flickering flames for fur and eyes of coal that burn bright blue. They are often brought under the command of more powerful creatures such as efreeti or salamanders who use them as guards or hunting dogs.

ELEMENTAL NATURE. An animental fire wolf doesn't require air, food, drink, or sleep.



ANIMENTAL FIRE WOLF

Medium Elemental, Unaligned

Armor Class 14 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Senses Passive Perception 13

Languages understands Ignan but can't speak

Challenge 3 (700 XP)

Proficiency +2

Heated Body. A creature that touches the wolf or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Fire Breath (Recharge 5-6). The wolf exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

AWAKENED WICKER MAN

Large Construct, Chaotic Evil

Armor Class 9

Hit Points 105 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Immunities Fire, Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned, Unconscious

Senses Passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Proficiency +3

Ablaze. A creature that touches the awakened wicker man or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Illumination. The awakened wicker man sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the awakened wicker man moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The awakened wicker man makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 3 (1d6) fire damage. If the creature is Medium or smaller it is grappled (escape DC 15). While grappled the creature takes 3 (1d6) fire damage at the start of each of its turns. The wicker man has two arms, each of which can grapple one Medium or smaller target.

Imprison. The awakened wicker man makes one slam attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the slam's damage, the target is imprisoned in the awakened wicker man's chest, and the grapple ends. While imprisoned, the target is restrained, blinded by the flames, it has three-quarters cover against attacks and other effects outside the awakened wicker man, and it takes 10 (3d6) fire damage at the start of each of its turns.

An imprisoned creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the awakened wicker man.

A creature within 5 feet of the awakened wicker man can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 16 Strength check, and the creature making the attempt takes 10 (3d6) fire damage.

AWAKENED WICKER MAN

Villages, churches, or cults sometimes construct tall humanoid statues of wicker that are sacrificially burned in effigy as an offering or appeasement to deities or forest spirits, or to hopefully scare away evil forces within an area. When the presence of evil forces is strong enough or when the sacrificial burning ritual is tampered with in some way, a wicker man can awaken and turn on the very people who built it hoping it would benefit them. Scary stories recount a wicker man suddenly moving on its own in front of stunned onlookers at the climax of a ritual and walking silently away into the forest, only to return later that night to wreak havoc upon those that created it.

BLOOD RITUALS. For some sacrificial burnings, live offerings are made in the form of bound or sedated individuals that have been placed inside the frame of the wicker man to be sacrificed when the construct is alighted. Such involvement of death is much more likely to result in a ritual that malfunctions and produces an awakened wicker man. In these cases, the awakened wicker man becomes all the more horrifying as charred corpses become zombies gnashing through the flaming wicker.

UNUSUAL NATURE. A wicker man doesn't require air, food, drink, or sleep.



FLAITHREACH THE CINDERBRINGER

Medium Undead, Any Evil Alignment

Armor Class 16 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	14 (+2)	20 (+5)	16 (+3)

Saving Throws Con +7, Wis +9

Skills Arcana +6, Insight +9, Nature +6, Perception +9

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 120 ft., Passive Perception 19

Languages Common, Druidic, plus up to 4 other languages

Challenge 11 (7,200 XP)

Proficiency +4

Cauterizing Flames. When a Small or larger creature dies within 30 feet of Flaithreach, a harmless spectral flame springs forth in the dead creature's space and flickers there for 1 minute.

Legendary Resistance (2/Day). If Flaithreach fails a saving throw, he can choose to succeed instead.

Speak with Beasts and Plants. Flaithreach can communicate with beasts and plants as if they shared a language.

Turn Resistance. Flaithreach has advantage on saving throws against any effect that turns undead.

ACTIONS

Entangling Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) bludgeoning damage. If the target is on the ground, it is grappled (escape DC 17) by roots that sprout up from underground. Until this grapple ends, the target is restrained.

Spellcasting. Flaithreach casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 17):

- At will: *detect magic, druid craft, entangle, faerie fire, flame blade, gust of wind, mending, produce flame (4d8), thunderwave*
- 3/day each: *call lightning, dispel magic, flaming sphere* at 4th-level, *moonbeam* at 3rd level, *pass without trace, wind walk*
- 2/day each: *blight, conjure animals, insect plague, polymorph, wall of fire*
- 1/day each: *antilife shell, conjure fey, control weather, earthquake, fire storm, regenerate, storm of vengeance*

REACTIONS

Extinguish Flame. When a creature Flaithreach can see enters a space containing a spectral flame, he can extinguish the spectral flame there to either heal the creature for 16 (2d10 + 5) hit points or deal fire damage equal to the same amount.

LEGENDARY ACTIONS

Flaithreach can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Flaithreach regains spent legendary actions at the start of its turn.

Tree Stride. Flaithreach steps magically into one living tree within his reach without provoking opportunity attacks, and emerges from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or bigger.

Cast a Spell (Costs 2 Actions). Flaithreach uses Spellcasting.

Entangling Touch (Costs 2 Actions). The lich uses Entangling Touch.

Siphon Life (Costs 3 Actions). Each non-undead creature within 20 feet of the lich must make a DC 17 Constitution saving throw against this magic, taking 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one. Nonmagical plants that aren't creatures in the area, such as a tree or shrub, simply wither and die.

IMMOLATED APPARITION

Medium Undead, Typically Chaotic Evil

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	15 (+2)

Damage Resistances Acid; Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 11

Languages the languages it knew in life

Challenge 2 (450 XP)

Proficiency +2

Charred Soul. A creature that is reduced to 0 hit points from fire damage caused by being on fire, turns into ash. A humanoid slain in this way rises from its ashes the following night as an immolated spirit.

Ethereal Flames. A creature that touches the apparition or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage. In addition, the first time it enters a hostile creature's space on a turn, that creature takes 2 (1d4) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 2 (1d4) fire damage at the start of each of its turns.

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

Illumination. The apparition sheds bright light in a 10-foot radius and dim light in an additional 10 feet.

Incorporeal Movement. The apparition can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Etherealness. The apparition enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Smoldering Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 2 (1d4) fire damage at the start of each of its turns.

Cries of Anguish (Recharges after a Short or Long Rest). The apparition wails in excruciating pain, igniting flammable objects in a 30-foot radius around it that aren't being worn or carried. In addition, each creature in that area must succeed on a DC 12 Wisdom saving throw or be frightened of the apparition and catch fire by spectral flames for 1 minute. While on fire by these flames, the creature takes 2 (1d4) fire damage at the end of each of its turns. A creature can repeat the saving throw at the end of each of its turns (after taking damage), ending the effect on itself on a success.

IMMOLATED APPARITION

The immolated apparition is the anguished, angry spirit of a humanoid that has perished in fire and now remains bound to the Material Plane. Immolated apparitions literally burn with a fiery rage and possess no memory of their former selves or lives. The manifestation of a single immolated apparition can cause a catastrophic chain reaction of fire, as the anguished spirit roams the area surrounding its final resting place, spewing flames of rage that ignite anything flammable in the area, potentially killing other humanoids who then become immolated apparitions themselves and repeat the cycle.

SUNWALKERS. Unlike specters, immolated apparitions have no particular affinity for darkness and are just as likely to roam from their final resting places during the day as they are at night. In the darkness of night, those traveling through the areas roamed by an immolated apparition might mistake a distant apparition for a burning campfire. By the time they are close enough to the apparition to recognize it for what it is, it is often too late for them to save themselves.

UNDEAD NATURE. An immolated apparition doesn't require air, food, drink, or sleep.

LIGHTED LESHEN

Lighted leshens are ancient and powerful forest spirits that have been touched by fire. Leshens embody the darkness and primordial nature of the wood, and do not hesitate to hunt down and kill any who threaten its wellbeing. Villagers on forest outskirts often venture into the trees to provide offerings to the leshen and the forest in the hopes that their hunting or adjacent activities will be well-received. Though very few common folk have ever seen a leshen, all have been told stories of their power. Blessed are the few who have seen a leshen and lived to tell the tale, for the leshen appears to witnesses only when it wants to, and usually for the purposes of punishment.

STEWARDS OF FIRE. Sometimes, controlled burning can be beneficial for forest ecology. A leshen who has determined that a section of the forest must be burned to preserve the health of the overall wood temporarily becomes a lighted leshen and takes on additional powers of fire. These leshens remain lighted for as long as necessary to facilitate the burning and eventual regrowth in the area.



LIGHTED LESHEN

Huge Monstrosity, Unaligned

Armor Class 17 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Str +8, Con +8, Cha +5

Skills Animal Handling +6, Nature +7, Perception +6

Condition Immunities Charmed, Frightened, Paralyzed, Stunned, Unconscious

Senses Darkvision 60 ft., Passive Perception 16

Languages understands Druidic but can't speak

Challenge 9 (5,000 XP)

Proficiency +4

Aura of Crows. At the start of each of the leshen's turns, each creature within 5 feet of it takes 3 (1d6) piercing damage. A creature that touches the leshen or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage.

Magic Weapons. The leshen's weapon attacks are magical and its ranged weapon attacks ignore cover.

ACTIONS

Multiattack. The leshen uses its Immolation strike and then makes two claw attacks. It can replace one of its claw attacks with its murder of crows attack.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

Murder of Crows. *Melee or Ranged Weapon Attack:* +8 to hit, reach 60 ft. or range 240 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is grappled or restrained, the crows continue to circle the target until it escapes the grapple or restraining effect. While circling a target, it takes 3 (1d6) piercing damage at the start of each of its turns.

Entangling Roots. The leshen chooses a creature on the ground that it can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or be restrained by entangling roots. A creature restrained by the roots can use its action to make a DC 15 Strength check, freeing itself on a success.

If the restrained creature is targeted by the leshen's immolation strike and fails its saving throw, it catches fire. Until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Immolation Strike. The leshen targets a creature that it can see within 90 feet of it. The ground below the creature withers and dies before bursting into flames. That creature must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Gnarled Growth (Recharge 5-6). The leshen releases a pulse of energy through the ground, causing gnarled roots to explode outward in a 15-foot radius around it. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (9d6) piercing damage on a failed saving throw, or half as much damage on a successful saving throw.

REACTIONS

Conjure Roots (Recharge 6). When an enemy creature ends its turn, the leshen can use its reaction to create a wall of roots from the ground around it. The wall forms in a circle that has a 15-foot diameter and is up to 20 feet high and 5 feet thick. The wall provides three-quarters cover.

When the wall appears, each creature within its area is pushed 5 feet away from the leshen. A creature cannot pass through the wall, but each 5-foot section of the wall can be attacked and destroyed. (AC 10; hp 25; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

LEGENDARY ACTIONS

The leshen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The leshen regains spent legendary actions at the start of its turn.

Attack. The leshen makes a claw or murder of crows attack.

Teleport. The leshen's body, along with any equipment it is wearing or carrying, scatters into a few dozen crows and then reforms up to 60 feet to an unoccupied space it can see.

Imprison (Costs 2 Actions). The leshen uses its Entangling Roots.

Summon Mephitis (Costs 3 Actions). The leshen calls 3 (1d6) magma mephitis to its aid. The called creatures arrive in 1d2 rounds, acting as allies of the leshen and obeying its will. The mephitis remain for 1 hour or until the leshen's dismisses them as a bonus action.

SEVERED DRYAD

Dryads can develop a deep, lasting love for the trees in which they are bound. When the tree that a dryad is bound to dies, its grief-stricken protector may become a severed dryad — an anguished forest fey that is looking for an outlet for its hurt. Severed dryads are particularly likely when a tree dies at the hands of another

rather than due to old age after a long life, such as in the cases of logging or reckless fires that spread throughout the forest. A severed dryad may roam the forest looking to dole out punishment to any it deems associated with the death of its tree, and can often only be saved from its grief when a powerful fey saves it by bonding it with another tree, at which point the dryad is driven to foster a new loving connection.

SEVERED DRYAD

Medium Fey, Neutral Evil

Armor Class 11 (16 with barkskin)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	14 (+2)	15 (+2)	18 (+4)

Skills Deception +6, Perception +4, Stealth +3

Senses Darkvision 60 ft., Passive Perception 14

Languages Elvish, Sylvan

Challenge 3 (700 XP)

Proficiency +2

Juniper Berry. When the dryad casts the *goodberry* spell, she can make up to 10 of the berries poisonous. A creature that eats the berry must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour. There is no visual difference between the juniper berries and a goodberry, but a creature with a passive Perception of 14 or higher notices a slight difference in the taste.

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Strangling Vines. A creature restrained by the dryad's *entangle* spell, can't breathe and takes 7 (2d6) bludgeoning damage at the start of each of its turns.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her 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. Both trees must be large or bigger.

Wrath of Nature. The dryad has advantage on melee attack rolls against any creature that is wearing armor or wielding a weapon made of wood; plant life; or animal parts, such as leather or bones.

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage

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

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

Spellcasting. The dryad casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

- At will: *druidcraft*
- 3/day each: *entangle*, *goodberry*
- 1/day each: *barkskin*, *heat metal*, *pass without trace*, *shillelagh*



SMOLDERING TREANT

A treant that has been struck by lightning or otherwise has suffered great trauma by fire can become a smoldering treant consumed by pain and rage. Smoldering treants are treants that have had their life essence permanently wounded and their nature forever altered. These treants often bear heavy scars in their wood, stripping of their bark, and a persistent, burning fire within the heart of their trunks. While a smoldering treant is still dedicated to protecting the forest, the means through which it upholds this duty become increasingly violent and angry, and a smoldering treant is much more likely to wrongly interpret a benign act as a grievous slight against its home.



SMOLDERING TREANT

Huge Plant, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 115 (11d12 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances Bludgeoning, Piercing

Senses Passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 6 (2,300 XP)

Proficiency +3

Siege Monster. The treant deals double damage to objects and structures.

Smoldering Ash. The first time a creature that touches the treant or hits it with a melee attack while within 5 feet of it on a turn, it kicks up fiery ash and must succeed on a DC 15 Constitution saving throw or be blinded until the end of its next turn.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/180 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage

Shake (Recharge 5-6). The treant shakes violently, sending embers and burning ash into the air in a 15-foot radius around it. Each creature in that area must make a DC 16 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

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