

THE FOREST GUARDIAN

5E 3.5

A combat encounter for 5th and 3.5 edition



ENCOUNTER

In this encounter, adventurers have a chance to deal with a blight druid that is trying to corrupt the sacred lake... or help him.

USING THE ENCOUNTER

LOCATION AND TIME

This encounter takes place on the Lakefront map by Zach Moeller. Adventurers enter the area from the south entrance. You, as GM, can place this encounter along any path in the wilderness-themed adventure.

CONNECTING TO YOUR ADVENTURE

You can connect the encounter to your adventure by making the sacred lake a place adventurers have to visit or by making adventures pass by the lake.

SETUP

As adventurers are traveling through the forest, they can hear a human scream and a commotion between the trees.

A man, wearing long, green robes and a mask, runs out of the thick foliage of the forest. As soon as he sees you, he runs towards you, screaming, "Help! Help! The beast will kill me!"

The druid (who in reality is a blight druid) asks adventurers to defend him from the beast - a weird-looking, white elk that is charging in the general direction of the players. A keen observer (perception check) can see that the druid's hands are covered in bubbles, and the druid seems to be shaking. A successful insight check can reveal that the druid is not telling the truth - and that he knows why the elk attacked him.

APL2^{5TH} EL2^{3.5E}

The guardian. The elk stands at a safe distance from the adventurers, waiting until they make the first move.

FIGHTING THE GUARDIAN

If adventurers believe the druid and decide to fight the guardian, the guardian attacks them. As the druid managed to spoil part of the lake, the guardian is weakened and uses a statblock of **giant elk**. When the guardian dies, a mighty gust of wind blows, and the birds soar into the sky as if they were escaping the forest.

Aftermath. If the adventures killed the guardian and left the druid alone, he will return to its schemes. If they try to question and pester him too much, he turns on them and attacks them.

FIGHTING THE DRUID

If adventurers see through the **blight druid** schemes, they can fight him. The blight druid uses druid statblock. If the adventurers kill the druid, the guardian leads them to the edge of the lake, where they can see a mercury pillar that is poisoning the lake of the guardian.

The thankful guardian. If adventurers remove the pillar, the guardian thanks them, healing them as if they have just finished a long rest and were under the effect of a greater restoration spell.

LEADS AND TRIALS

The corrupted forest. If adventurers helped the blight druid, by the time they travel back through the same forest, the forest is changed and corrupted. This can lead to another encounter with the guardian.

THE CORRUPTED GUARDIAN

A combat encounter for 5th and 3.5 edition

5E 3.5



ENCOUNTER

In this encounter, adventurers are attacked by a corrupted guardian of the forest.

USING THE ENCOUNTER

LOCATION AND TIME

This encounter takes place on the Lakefront (Corrupted) map by Zach Moeller. Adventurers enter the area from the south entrance. You, as GM, can place this encounter along any path in the wilderness-themed adventure.

CONNECTING TO YOUR ADVENTURE

You can connect the encounter to your adventure by making the sacred lake a place adventurers have to visit or by making adventures pass by the lake.

POSSIBLE HOOK

As adventurers are traveling through the forest, their way is blocked by a giant black elk.

The forest looks ill. The leaves cover the ground despite it being summer, and the grass has turned from green to yellow. Odd looking branches have grown over the trunks, like parasites that try to kill the woods. An unsettling aura fills the air as a black elk standing on the lakeshore turns in your direction, with its eyes glowing bright red.

The corrupted guardian of the forest is in pain and will attack anyone that gets close, so unless adventurers turn away in an instant, the guardian attacks them.

APL⁹^{5TH} EL⁹^{3.5E}

FIGHTING THE GUARDIAN

The corrupted **forest guardian** starts the combat by charging at the heroes. It then proceeds to mix its terrifying melee attacks with using its spell-like abilities.

LEADS AND TRIALS

The corrupted forest. If adventurers go to the edge of the lake, they can see a mercury pillar that is poisoning the lake of the guardian. If adventurers remove the pillar, the guardian reappears and thanks them, healing them as if they have just finished a long rest and were under the effect of greater restoration spell.

ZACH MOELLER

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APPENDIX: NEW MONSTERS AND ITEMS

MONSTERS - 5TH EDITION

FOREST GUARDIAN

Each forest has its protector, a powerful fey that looks over it, keeping it safe from the creatures and humanoids that mean harm to nature. Often invisible, when in need, these powerful spirits take the form of giant elks, powerful enough to fight most evils that threaten their forests.

FOREST GUARDIAN

Huge fey, neutral good

Armor Class 15 (natural armor)

Hit Points 127 (15d12 + 30)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	14 (+2)	12 (+1)	18 (+4)	10 (+0)

Saving Throws Wis +8, Cha +4

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages Common, Elvish, Sylvan

Challenge 11 (7,200 XP)

Charge. If the elk moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 22 (4d10) damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

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

Innate Spellcasting. The Forest Guardian's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *barkskin*, *pass without trace*, *plant growth*, *entangle*
3/day each: *conjure woodland beings*, *freedom of movement*, *call lightning*
1/day each: *commune with nature*, *tree stride*

Actions

Multiattack. The Forest Guardian makes two attacks with its hooves.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Ram. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

MONSTERS - 3.5 EDITION

FOREST GUARDIAN

FOREST GUARDIAN

CR11

hp 81 (12d6+36)

Giant Fey, Neutral good

Init +1; **Senses** Low-light vision, darkvision 60 ft., Spot +17, Listen +17

AC 21 (+9 Natural, +4 Dex, -2 size), touch 12, flat-footed 11

Fort +7, **Ref** +12, **Will** +17

Speed 40 ft. (8 squares)

Attack Gore +10 melee (3d6+6 piercing)

Full Attack Gore +10 melee (3d6+6 piercing) and 2 hooves +10 melee (3d6+3 bludgeoning)

Face 15 ft. **Reach** 15 ft.

Base Atk +6; **Grp** +20

Abilities Str 22, Dex 18, Con 17, Int 13, Wis 16, Cha 16

Feats improved initiative, improved natural armor, improved natural attack

Special Qualities Darkvision 60 ft., low-light vision, fey traits, spell-like abilities

Skills Spot +9

COMBAT

Spell-like Abilities: At will: *barkskin*, *pass without trace*, *plant growth*, *entangle*, 3/day each: *conjure woodland beings*, *freedom of movement*, *call lightning*, 1/day each: *commune with nature*, *tree stride*

DRUID

CR2

hp 24 (4HD) Any Race Adept 4 *Medium Humanoid*

Init +1; Listen +2, Spot +2

Languages Common

AC 13 (+1 Dex, +2 armor), touch 11, flat-footed 12

Fort +2, **Ref** +2, **Will** +6

Speed 30ft.

Melee weapon Quarterstaff +2 (1d6) or Unarmed Strike +2 (1d3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +2

Combat Gear Leather, Quarterstaff

Adept Spells Prepared (CL 4, +2 melee touch, +3 ranged touch): 1 (DC 13, 3/day) - Burning Hands, Cause Fear, Command, 0 (DC 12, 3/day) - Detect Magic, Create Water, Read Magic Abilities Str 10 Dex 12 Con 12 Int 11 Wis 15 Cha 11

Feats Toughness (2)

Skills Concentration +5, Heal +6, Knowledge: Nature +4, Spellcraft +2

CREDITS AND LICENSES

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