

Appendix C: Creating NPCs



To adjust an existing NPC or build one from scratch, follow these steps to create birdfolk or humblefolk NPCs to use in your own adventures.

BIRDFOLK NPCS

Turn any NPC into a birdfolk by making the following changes to its base stat block. These rules can be used to further customize the generic birdfolk NPCs included in this book.

Birdfolk are Medium sized and use the base speed of the NPC unless otherwise specified.

GLIDE

All birdfolk have feathered arms capable of gliding short distances and slowing their fall speed. Add the Glide trait to the NPC. Ignore heavy armor in this glide. Birdfolk NPCs with heavy weapons, armor, or shields in their stat block should be able to glide with them.

FEATHERS VS. TALONS

If your creature is a **gallus** or **luma**, they have much more developed wings. They have the Wing Flap trait, an ability that can propel them upwards into the air at up to half their base movement speed. This costs a bonus action to use, and cannot be used to gain height while gliding.

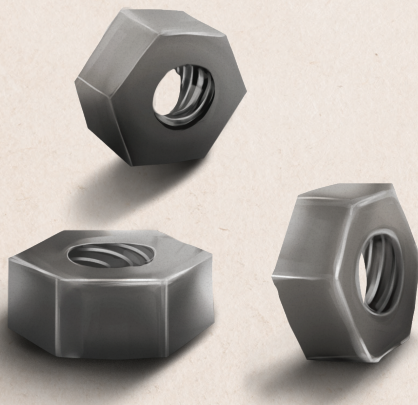
If your creature is a **corvum**, **raptor** or **strig**, they have taloned hands. Make sure to add Talons to their attacks, and calculate attack and damage bonuses for it using either Strength or Dexterity. The base damage for these attacks is 1d4 piercing damage. Birdfolk with Talons also have advantage on Strength (Athletics) checks made to climb.

LANGUAGES

Birdfolk all speak Birdfolk. They can also naturally understand Auran, the elemental language of air, but they have no innate ability to speak it.

RACIAL ABILITIES

Every birdfolk race has two subraces, and each subrace possesses a different set of abilities.



CORVUM

Desperate for knowledge as a means of power, corvums are usually found in positions of power or influence. Their quest for power leads many to become warlocks or assassins.

- Make the following adjustments to the base creature's stat block:

Ability Modifiers. +2 to the base creature's Intelligence score.

Learned. A corvum gains proficiency in one of the following skills: Arcana, History, Nature, or Religion.

- Then, add abilities from a corvum subrace.

DUSK CORVUM

Ability Modifiers. +1 to the base creature's Dexterity score.

Skulker. The dusk corvum has advantage on Dexterity (Stealth) checks made in dim light or darkness.

KINDLED CORVUM

Ability Modifiers. +1 to the base creature's Charisma score.

Convincing. The kindled corvum gains proficiency in your choice of the Deception or Persuasion skill. Additionally, they have advantage on all Charisma checks used to convince someone of their knowledge of anything pertaining to the skill they gained proficiency in from their Learned ability.

GALLUS

Salt of the earth folk, gallus are as hearty as they come. They can often be found as soldiers, leaders, or spiritualists.

- Make the following adjustments to the base creature's stat block:

Ability Modifiers. +2 to the base creature's Wisdom score.

- Then, add abilities from a gallus subrace.

BRIGHT GALLUS

Ability Modifiers. +1 to the base creature's Charisma score.

Inspiring. As an action, the bright gallus inspires an ally that can see and hear them. The ally can roll a d4 and add the number rolled to their next ability check, attack roll, or saving throw.

HUDEN GALLUS

Ability Modifiers. +1 to the base creature's Dexterity score.

Seedspeech. The huden gallus can communicate simple ideas to living plants, and is able to interpret their responses in simple language.

LUMA

Odd as they may be, lumas have an innate connection to the arcane, lending them magical abilities or simply an aura of charisma. They are just as at home in a ballroom as a mage's tower.

- ♣ Make the following adjustments to the base creature's stat block:
 - Size.** Lumas are Small sized.
 - Speed.** Lumas have a base movement speed of 25 feet.
 - Ability Modifiers.** +2 to the base creature's Charisma score.
 - Fated (Recharges after a Long Rest).** The luma can choose to reroll any attack roll, skill check, or saving throw.
- ♣ Then, add abilities from a luma subrace.

SABLE LUMA

Ability Modifiers. +1 to the base creature's Constitution score.

Damage Resistance. Sable lumas are resistant to poison damage.

Resilience. Sable lumas have advantage on saving throws against being poisoned.

SERA LUMA

Ability Modifiers. +1 to the base creature's Wisdom score.

Songbird (Recharges after a Long Rest). Sera lumas can cast *charm person*. Charisma is their spellcasting ability and the spell does not require any somatic components to cast.

RAPTOR

Consummate hunters, raptors are at home in forests and other dark places. They make skilled rangers and rogues.

- ♣ Make the following adjustments to the base creature's stat block:
 - Size.** Raptors are Small sized.
 - Speed.** Raptors have a base movement speed of 25 feet.
 - Ability Modifiers.** +2 to the base creature's Dexterity score.
 - Hunter's Training.** Raptors have proficiency with the longbow, short bow, and spear. Additionally, their familiarity with the longbow means that it is not considered a heavy weapon for them.
- ♣ Then, add abilities from a raptor subrace.

MARAN RAPTOR

Ability Modifiers. +1 to the base creature's Intelligence score.

Speed. Maran raptors have a swim speed of 25 feet.

Patient. When a maran raptor reacts with a readied action, they have advantage on the first attack roll, skill check, or ability check they make as a part of that action.

MISTRAL RAPTOR

Ability Modifiers. +1 to the base creature's Wisdom score.

Aerial Defense. As long as a mistral raptor is falling, gliding, or jumping, attacks made against them have disadvantage.

STRIG

Fond of the wilderness and proud of their physical prowess, strigs are generally loners, survivalists, and fighters.

- ♣ Make the following adjustments to the base creature's stat block:
 - Ability Modifiers.** +2 to the base creature's Strength score.
 - Senses.** Strigs have darkvision out to 60 feet.
 - Patterned Feathers.** Strigs have advantage on Dexterity (Stealth) checks when they attempt to hide in a forest.
- ♣ Then, add abilities from a strig subrace.

STOUT STRIG

Ability Modifiers. +1 to the base creature's Constitution score.

Brawler. Whenever a stout strig hits with their talon attack, they may choose to grapple their target as a bonus action.

SWIFT STRIG

Ability Modifiers. +1 to the base creature's Dexterity score.

Speed. Swift strigs have a base walking speed of 35 feet.

HUMBEFOLK NPCs

You can turn any NPC into a humblefolk by making the following changes to its base stat block. These rules can be used to further customize the generic humblefolk NPCs included in this book.

Humblefolk are Medium sized and use the base speed of the NPC unless otherwise specified.

CERVAN

Hearty and practical, cervans can find themselves at home virtually anywhere, though many prefer the life of a recluse, often accompanied by or living with only a handful of close companions with whom they have formed strong connections.

- ♣ Make the following adjustments to the base creature's stat block:
 - Ability Modifiers.** +2 to the base creature's Constitution score.
 - Languages.** Cervans speak Birdfolk and Cervan.
 - Surge of Vigor (Recharges after a Long Rest).** If an attack deals over half of a cervan's current remaining hit points in damage (even if their hit points are reduced to 0 by the attack), they immediately regain hit points equal to 1d12 + their Constitution Modifier.
- ♣ Then, add abilities from a subrace listed below.

GROVE CERVAN

Ability Modifiers. +1 to the base creature's Dexterity score.

Speed. Grove cervans have a base walking speed of 35 feet.

- ♣ Choose one of the following:

Standing Leap. A grove cervan's base long jump is 30 feet, and their base high jump is 15 feet, with or without a running start.

Nimble Step. Opportunity attacks made against the grove cervan are rolled with disadvantage.

PRONGHORN CERVAN

Ability Modifiers. +1 to the base creature's Strength score.

Antlers. Pronghorn cervans have a set of large, strong antlers that can be used to make melee attacks. Their antler attack deals 1d6 piercing damage and is calculated using the creature's strength score for the purposes of determining the attack roll and damage bonus.

- ☛ Choose one of the following:

Robust Build. Double the pronghorn cervan's carrying capacity as well as the weight they can push, drag, or lift.

Charge. If the pronghorn cervan moves at least 20 feet in a straight line towards an enemy, their Antler attack deals an extra 1d6 points of piercing damage. If the target of the charge is Large or smaller, they must make a Strength saving throw against a DC of the pronghorn cervan's Proficiency Bonus + 8 + the pronghorn's Strength modifier. On failure, the target is pushed 10 feet away from the pronghorn cervan.

HEDGE

Sensitive and empathetic, hedges tend towards the mystic arts, especially paths of natural magic, such as druids, or those which make use of their innate talents, such as bards.

- ☛ Make the following adjustments to the base creature's stat block:

Size. Hedges are Small sized.

Natural Armor. Hedges have a natural armor class of 14 + their Dexterity modifier.

Speed. Hedges have a movement speed of 25 feet. They also have a burrow speed of 15 feet. They cannot burrow through anything more solid than packed soil.

Ability Modifiers. +2 to the base creature's Charisma score, and +1 to the base creature's Wisdom score.

Languages. Hedges speak Birdfolk and Hedge. They can also speak with beasts of any size which fall into the category of insects, spiders, worms, or other bugs.

- ☛ Then, add the following ability:

Curl Up. As an action, the hedge curls up into a spiny ball. While curled up in this way they cannot move, attack, or cast spells with somatic components, and their base armor class becomes 19. Any creature that misses the hedge with a melee attack while they are curled up takes 2d4 points of piercing damage from the sharp quills. If a creature hits the hedge while they are curled up, however, the hedge is knocked prone in their space at the end of the turn. The hedge may uncurl themselves at any point during their turn.

JERBEEN

Nimble and naturally good at working as part of a team, jerbeens fit in well in a variety of roles. Their natural quickness makes them excellent thieves or duelists, and their desire to help better their communities draws many down the path of a paladin.

- ☛ Make the following adjustments to the base creature's stat block:

Size. Jerbeen are Small sized.

Speed. Jerbeen have a movement speed of 30 feet.

Ability Modifiers. +2 to the base creature's Dexterity score, and +1 to the base creature's Charisma score.

Languages. Jerbeens speak Birdfolk and Jerbeen.

- ☛ Then, add the following abilities:

Standing Leap. A jerbeen's long jump is 30 feet, and their base high jump is 15 feet, with or without a running start.

Team Tactics. Jerbeens can take the Help action as a bonus action.

MAPACH

Wily and resourceful, the mapachs are expert survivors with a special knack for tinkering. They are often drawn towards professions as artisans or craftspeople, frequently producing unconventional inventions along with standard wares. They also make excellent rangers, helping to guide those less experienced through dangerous territory for the right price.

- ☛ Make the following adjustments to the base creature's stat block:

Speed. Mapachs have a climb speed of 20 feet.

Ability Modifiers. +2 to the base creature's Wisdom score, and +1 to the base creature's Constitution score.

Damage Resistance. Mapachs are resistant to poison damage.

Senses. Mapachs have darkvision out to 60 feet.

Languages. Mapachs speak Birdfolk and Mapach.

- ☛ Then, add the following abilities:

Skulker. A mapach has advantage on Dexterity (Stealth) checks made in dim light or darkness.

Resilience. Mapachs roll with advantage on saving throws against being poisoned.

VULPIN

Artful and cunning, vulpins are ambitious and seek positions of status, wealth, and power. An astute mind makes them natural wizards, but just as many can be found using their wits to outsmart Alderheart's Perch Guard as criminal masterminds.

- ☛ Make the following adjustments to the base creature's stat block:

Ability Modifiers. +2 to the base creature's Intelligence score, and +1 to the base creature's Charisma score.

Senses. Vulpins have darkvision out to 60 feet.

Languages. Vulpins speak Birdfolk and Vulpin.

- ☛ Then, add the following abilities:

Bite. Vulpins have sharp fangs that enable them to make natural bite attacks. Their bite attack deals 1d6 points of piercing damage and can be calculated using either the creature's Dexterity or Strength score for the purposes of determining the attack roll and damage bonus. Vulpins are proficient in their bite attacks. If the base creature has the Multiattack ability, this applies to the vulpin's bite attack as well.

Evasive. A vulpin includes their Intelligence modifier (if positive) as a bonus on all Dexterity saving throws.

EXCHANGE TREASURES

Weapon (any sword), rare (requires attunement)

The sword regains one charge each day at dawn.

Destroying the Staff. The staff can be destroyed through exposure to flames from a fire elemental of equal power to the being it was crafted from. After centuries of exposure, it will melt away into nothing.

Abyssal Secrets. By spending a full week studying the dark secrets in this tome, your Intelligence score increases by 2. These secrets gnaw at your mind, however, and your Wisdom score decreases by 1.

Grasp of Shadows. By spending at least a minute reciting a ritual listed in this book, you can summon forth 1d4 + 2 **shadows**. These creatures are loyal to you and can understand any instructions you give them. They will carry out these instructions to the best of their ability. This property can only be used once per week.

Knowledge Beyond Reason. You may add the spells listed below into your spellbook. However, the tome removes the restriction that requires you to be able to prepare and cast these spells. In effect, you can copy these spells to your spellbook now, though they will only be available to prepare once you reach a level at which you can cast them.

Additionally, rather than pay gold pieces to copy any spell within into your spellbook, you may deal one point of damage to yourself and take one level of exhaustion to scribe the spell in your own blood.

Level	Spell
3rd	<i>animate dead, bestow curse, vampiric touch</i>
4th	<i>blight</i>
6th	<i>circle of death, magic jar</i>
7th	<i>finger of death</i>

The Corvum's Curse. After copying at least one spell from this tome into your spellbook, you must succeed on a DC 16 Wisdom saving throw or become cursed (as *bestow curse*), with the effect of the curse being decided by the GM.

The curse persists for 2d4 days, but its duration resets anytime you copy a spell from this book. Otherwise, only a remove curse spell cast using a 5th level or higher spell slot can rid you of this effect.

Destroying the Book. Unlike other artifacts, the book is not immune to damage. Pages removed from the book will lose their magic within a day. Additionally, exposing the book to direct sunlight for at least 8 hours will cause the dark magic within to dissipate, rendering it useless.

NEST CHARM

Wondrous item, uncommon (requires attunement)

This charm is a sphere of intricate metal branches, interwoven to form a sort of nest.

By placing the charm on the ground and speaking its command word, you can cause it to unfold, creating a 30-foot-diameter circular platform of interwoven branches. Once the platform has reached its full size, a magical tree grows beneath it, lifting the platform 50 feet into the air, carrying any passengers and items along with it.

This perch lasts up to 8 hours, at which point the tree will retreat into the ground and the platform will shrink, eventually curling back into the small charm. At any time the command word can be spoken again to dismiss the perch in a similar fashion. Once the nest charm's power has been used, it can't be used again until the next dawn.

RED-FEATHER BOW

Weapon (any bow), uncommon (requires attunement)

A prized hunting weapon among mistral raptors, this bow is imbued with magic to help the wielder see their prey from afar.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The bow has 3 charges. When you fire an arrow from this bow, you can speak the command word and use a charge to see through the arrow as a bonus action. You can see from the point your arrow lands as if you were there for 1 minute. If the arrow strikes a creature, you see what they see for the same duration.

The bow regains 1d3 charges each day at dawn.

WING CREST SHIELD

Armor (shield), uncommon (requires attunement)

While wielding this shield, you gain a +1 bonus to your AC.

As an action, you can speak the command word to cast gust of wind (save DC 15). Once the shield has been used to cast this spell, it can't be used to cast this spell again until the next dawn.



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