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ASHSNAKE

CR **4**

HUGE MONSTROSITY, UNALIGNED

ART. LEESHA HANNICAN

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ASPECT OF FIRE

CR **12**

GARGANTUAN ELEMENTAL, UNALIGNED

ART. LEESHA HANNICAN

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ASPECT OF FIRE (CONTINUED)

ART. LEESHA HANNICAN

HUMBLEWOOD © HIT POINT PRESS INC. 2019



BIRDFOLK SKELETON

CR **1/4**

MEDIUM UNDEAD, LAWFUL EVIL

ART. PAUL SCOTT CANAVAN

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STR 21 (+5) DEX 13 (+1) CON 18 (+4) INT 6 (-2) WIS 15 (+2) CHA 14 (+2)

ASPECT OF FIRE 8,400XP

SENSES

Darkvision 120 ft.,
Passive Perception 12

CONDITION IMMUNITIES

Exhaustion, Grappled,
Paralyzed, Petrified, Poisoned,
Restrained, Unconscious

LANGUAGES

Ignan

SAVING THROWS

Wis +6

DAMAGE RESISTANCES

Bludgeoning, Piercing,
and Slashing from
nonmagical weapons

DAMAGE IMMUNITIES

Fire, Poison

SPECIAL TRAITS

Legendary Resistance (3/day). If the aspect of fire fails a saving throw, it can choose to succeed instead.

Molten Skin. Any creature who touches, makes a melee attack within 5 feet of, or ends their turn within 5 feet of the aspect takes 11 (2d10) fire damage. Flammable objects within 5 feet of the aspect burst into flames.

Natural Light. The aspect gives off bright light in a 60-foot-radius and dim light for an additional 60 feet.

Cooling. If the aspect of fire takes 50 or more cold damage in one round, its speed is reduced to 0 until the end of its next turn.

Fuel for the Fire. The aspect of fire doesn't treat plant life as difficult terrain. Whenever the aspect begins its turn in a space of plant life that provides cover, it burns the plant life away from all spaces it is currently occupying, healing 1d4 hit points for each 5-foot square of such plant life it has consumed. If it heals for 17 or more damage in this way, it flares up, recharging its magma throw action.

ARMOR CLASS

15 NATURAL ARMOR

HIT POINTS

174 (12D20 + 48)

SPEED

40 FT.

STR 11 (+0) DEX 15 (+2) CON 14 (+2) INT 7 (-2) WIS 8 (-1) CHA 4 (-3)

BIRDFOLK SKELETON 50XP

SENSES

Darkvision 60 ft.,
Passive Perception 9

LANGUAGES

Understands Auran and
Birdfolk, but can't speak

CONDITION IMMUNITIES

Exhaustion, Poisoned

DAMAGE IMMUNITIES

Poison

DAMAGE VULNERABILITIES

Bludgeoning

SPECIAL TRAITS

Talons. The birdfolk skeleton has advantage on Strength (Athletics) checks made to climb any surface its talons could reasonably grip.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

ARMOR CLASS

12 NATURAL ARMOR

HIT POINTS

13 (2D8 + 4)

SPEED

30 FT.

STR 16 (+3) DEX 12 (+1) CON 16 (+3) INT 4 (-3) WIS 12 (+1) CHA 4 (-3)

ASHSNAKE 1,100XP

SENSES

Blindsight 30 ft. (blind beyond
this radius), Tremorsense 60 ft.,
Passive Perception 11

DAMAGE VULNERABILITIES

Cold

DAMAGE RESISTANCES

Fire

LANGUAGES

Understands Ignan, but can't speak

SPECIAL TRAITS

Ash Cover. The ashsnake has advantage on Dexterity (Stealth) checks made when it is burrowing in ash, as well as a +4 bonus to its armor class.

Eruption. When the ashsnake emerges from burrowing, any creature within 5 feet of it that is at least one size smaller than the ashsnake must make a DC 14 Dexterity saving throw or be knocked prone.

ACTIONS

Multiattack. The Ashsnake can make one bite attack and either one Constrict or Crush attack each round.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.
Hit: 8 (1d10 + 3) piercing damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.
Hit: 11 (2d8 + 3) bludgeoning damage and the target is grappled (escape DC 14). Until the grapple ends the target is restrained and the ashsnake cannot constrict or crush another target. The ashsnake can release the target at any time during its turn.

Crush. The ashsnake crushes its grappled target, dealing 11 (2d8 + 3) bludgeoning damage.

Ashen Breath (Recharge 5-6). The ashsnake breathes out a cloud of superheated ash in a 15-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much on a success.

ARMOR CLASS

14 NATURAL ARMOR,
18 WHILE UNDER ASH

HIT POINTS

67 (7D12 + 21)

SPEED

40 FT., BURROW 30 FT.

ACTIONS

Multiattack. The aspect makes two molten fist attacks.

Molten Fist. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) fire damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 5) fire damage. The target must succeed on a DC 17 Constitution saving throw or be knocked prone.

Magma Throw (Recharge 5-6). The aspect hurls a ball of molten rock. Choose a location within 60 feet of the aspect. All creatures within 15 feet of the target location must make a DC 17 Dexterity saving throw. On a failure, a creature takes 22 (4d10) fire damage. On a success, the creature takes half as much damage.

LEGENDARY ACTIONS

The aspect of fire 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 aspect regains spent legendary actions at the start of its turn.

Detect. The aspect makes a Wisdom (Perception) check.

Molten Fist. The aspect makes a molten fist attack.

Magma Barrage (Costs 2 Actions). The aspect of fire uses its magma throw action. It may use this ability if it has not yet been recharged by dealing 17 points of damage to itself.



COBBLEFRIGHT

CR 5

LARGE UNDEAD, CHAOTIC EVIL

ART. EMILY HARE

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SWARM OF EMBERBATS

CR 1/2

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

ART. BRYNN METHENEY

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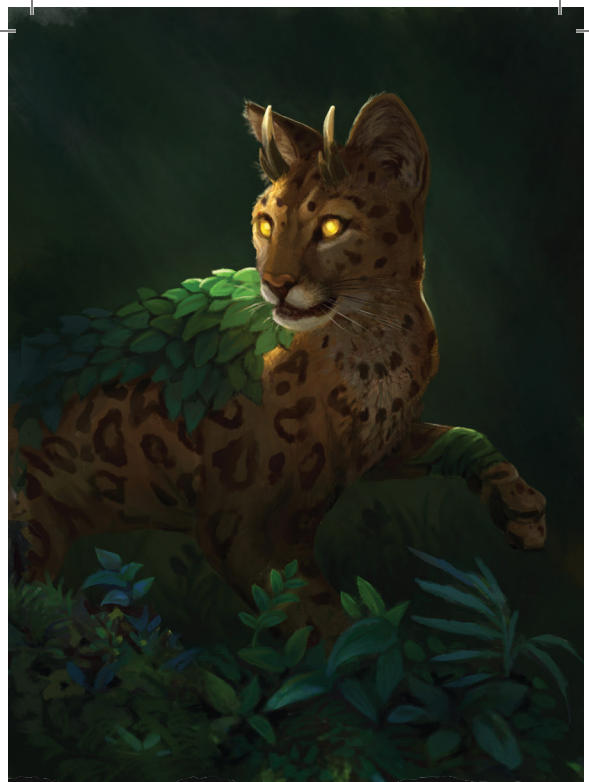
EMBERBAT

CR 0

TINY BEAST, UNALIGNED

ART. BRYNN METHENEY

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FOREST PROWLER

CR 4

LARGE BEAST, UNALIGNED

ART. LEESHA HANNICAN

HUMBLEWOOD © HIT POINT PRESS INC. 2019

STR 5 (-3) **DEX** 15 (+2) **CON** 10 (+0) **INT** 3 (-4) **WIS** 10 (+0) **CHA** 5 (-3)

SWARM OF EMBERBATS 100XP

DAMAGE RESISTANCES

Bludgeoning,
Piercing, Slashing

SENSES

Blindsight 60 ft.,
Passive Perception 10

CONDITION IMMUNITIES

Charmed, Frightened,
Grappled, Paralyzed,
Petrified, Prone,
Restrained, Stunned

SPECIAL TRAITS

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Flame Essence. Any creature that starts their turn within 5 feet of the emberbat swarm must make a DC 10 Constitution saving throw, taking 2 (1d4) points of fire damage on a failure.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

ARMOR CLASS 12 **HIT POINTS** 22 (5D8) **SPEED** 0 FT., FLY 30 FT.

STR 19 (+4) **DEX** 11 (+0) **CON** 16 (+3) **INT** 6 (-2) **WIS** 8 (-1) **CHA** 5 (-3)

COBBLEFRIGHT 1,800XP

SENSES

Darkvision 60 ft.,
Passive Perception 9

LANGUAGES

Understands Auran, Birdfolk, and
any other languages it knew in life,
but can't speak

SAVING THROWS

Con +6, Wis +2

CONDITION IMMUNITIES

Charmed, Exhaustion, Poisoned

DAMAGE IMMUNITIES

Poison

ACTIONS

Berserk. Whenever the cobbleright starts its turn with 40 hit points or fewer, roll a d6. On a 6, the cobbleright goes berserk. On each of its turns while berserk, the cobbleright attacks the nearest creature it can see. If no creature is near enough to move to and attack, the cobbleright attacks an object, with preference for an object smaller than itself. Once the cobbleright goes berserk, it continues to do so until it is destroyed or regains all its hit points.

ACTIONS

Multiaction. The cobbleright makes three claw attacks. One of those attacks can be replaced by a grab attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 8 (1d8 + 4) slashing damage.

Grab. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature not grappled by the cobbleright. *Hit:* The target is grappled (escape DC 15). The cobbleright can grapple up to 2 targets at once. Once at the start of its turn for each target it has grappled the cobbleright can squeeze its victim. The target must make a DC 15 Strength saving throw, taking 13 (2d8+4) bludgeoning damage on a failed save.

Soul Siphon. One creature the cobbleright has grappled must make a DC 14 Constitution saving throw, taking 11 (2d10) necrotic damage on a failed save, or half that amount on a success. The target's hit point maximum is reduced by the amount of necrotic damage taken, and the cobbleright regains hit points equal to that amount. The reduction lasts until the target finishes a short or long rest.

ARMOR CLASS 15 NATURAL ARMOR **HIT POINTS** 102 (12D10 + 36) **SPEED** 30 FT.

STR 15 (+2) **DEX** 18 (+4) **CON** 14 (+2) **INT** 4 (-3) **WIS** 14 (+2) **CHA** 9 (-1)

FOREST PROWLER 1,100XP

SENSES

Darkvision 60 ft.,
Passive Perception 14

SKILLS

Perception +4, Stealth +6

SPECIAL TRAITS

Natural Camouflage. The prowler has advantage on Dexterity (Stealth) checks made in the forest. Creatures who attack a target that cannot see them have advantage on their attack roll.

Pounce. If the prowler moves at least 10 feet toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. The prowler can use its bonus action to make another claw attack against this target.

Ambuscade. The prowler can use the dash or hide action as a bonus action.

ACTIONS

Multiaction. The prowler makes two claw attacks and one bite attack.

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) piercing damage. If the target of the bite attack is prone, it takes an additional 4 (1d8) piercing damage.

ARMOR CLASS 16 NATURAL ARMOR **HIT POINTS** 75 (10D10 + 20) **SPEED** 40 FT., CLIMBING 40 FT.

STR 2 (-4) **DEX** 15 (+2) **CON** 10 (+0) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 5 (-3)

EMBERBAT 10XP

SENSES

Blindsight 60 ft.,
Passive Perception 11

SPECIAL TRAITS

Echolocation. The emberbat can't use its blindsight while deafened.

Keen Hearing. The emberbat has advantage on Wisdom (Perception) checks that rely on hearing.

Ember Flame. The emberbat can create a flame from its nose at will. It sheds bright light in a 5-foot-radius and dim light in another 5 feet beyond this. This effect lasts until it is dismissed, which the emberbat can do at anytime. When lit, the flame also provides a small damage boost to the emberbat's bite (already included in stat block).

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 1 fire damage.

ARMOR CLASS 12 **HIT POINTS** 2 (1D4) **SPEED** 5 FT., FLY 30 FT.



LESSER DEMON

CR 1

SMALL FIEND (DEMON), CHAOTIC EVIL

ART: EMILY HARE

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MOUNTAIN LION

CR 1

LARGE BEAST, UNALIGNED

ART: ILSE CORT

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CAUSTIC SLIME

CR 1/4

MEDIUM OOZE, UNALIGNED

ART: LEESHA HANNICAN

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STICKY SLIME

CR 1/8

MEDIUM OOZE, UNALIGNED

ART: LEESHA HANNICAN

HUMBLEWOOD © HIT POINT PRESS INC. 2019

STR 17 (+3) **DEX** 15 (+2) **CON** 14 (+2) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 6 (-2)

MOUNTAIN LION 200XP

SENSES

Passive Perception 14

SKILLS

Perception +4, Stealth +4

SPECIAL TRAITS

Keen Smell. The mountain lion has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the mountain lion moves at least 20 feet towards a creature and then hits it with its claw attack on the same turn, the target must succeed a DC 13 Strength saving throw or be knocked prone. The mountain lion can make a bite attack against a prone target as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Call Avalanche (Recharges after a Short or Long Rest). With a mystic roar, the mountain lion can call down the very rocks. So long as it is in mountainous terrain, it can use its action to cause a rockslide to fall within a 15-foot radius of a space it can see within 60 feet. Creatures in this area must make a DC 12 Dexterity saving throw, taking 13 (3d8) bludgeoning damage on a failure and half as much on a success.

ARMOR CLASS

15 NATURAL ARMOR

HIT POINTS

37 (5D10 + 10)

SPEED

40 FT., CLIMB 30 FT.

STR 11 (+0) **DEX** 15 (+2) **CON** 14 (+2) **INT** 5 (-3) **WIS** 8 (-1) **CHA** 3 (-4)

LESSER DEMON 200XP

SENSES

Darkvision 60 ft.,
Passive Perception 9

LANGUAGES

Abyssal

CONDITION IMMUNITIES

Poisoned

DAMAGE IMMUNITIES

Poison

DAMAGE RESISTANCES

Cold, Fire, Lightning

ACTIONS

Multiattack. The demon makes two attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage.

Foul Odor (1/day). The demon emits a cloud of poisonous gas that fills a 20-foot sphere and persists for 1 minute until it disperses into the surrounding air. The cloud spreads around corners, and the affected area is heavily obscured. Any creature that is completely within the cloud at the start of its turn must make a DC 11 Constitution saving throw against the poison. On a failed save, the creature spends its action on that turn retching and reeling. Creatures immune to poison are immune to this effect. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) will disperse it after 1 round.

ARMOR CLASS

13 NATURAL ARMOR

HIT POINTS

22 (4D6 + 8)

SPEED

30 FT.

STR 12 (+1) **DEX** 3 (-4) **CON** 14 (+2) **INT** 1 (-5) **WIS** 6 (-2) **CHA** 1 (-5)

STICKY SLIME 25XP

SENSES

Blindsight 60 ft.
(blind beyond this radius),
Passive Perception 8

DAMAGE RESISTANCES

Bludgeoning, Piercing,
and Slashing

CONDITION IMMUNITIES

Blinded, Charmed,
Deafened, Exhaustion,
Frightened, Prone

SPECIAL TRAITS

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Slime Trail. The slime leaves a trail of ooze behind it that remains tacky for up to 15 minutes. A creature that steps in the ooze must succeed a DC 12 Strength saving throw or become restrained. A creature may attempt the saving throw again at the end of each of its turns, ending the effect on a success.

Mucus. When the slime is hit by a melee attack, the attacker must succeed on a DC 12 Strength saving throw or their weapon becomes stuck in the slime. The weapon can be wrenched out by using an action to make a Strength (Athletics) check against the same DC, freeing the weapon on a success. All weapons stuck in the slime can be retrieved once the slime is slain.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

ARMOR CLASS

6

HIT POINTS

13 (2D8 + 4)

SPEED

15 FT., CLIMB 15 FT.

STR 15 (+2) **DEX** 6 (-2) **CON** 16 (+3) **INT** 1 (-5) **WIS** 6 (-2) **CHA** 1 (-5)

CAUSTIC SLIME 50XP

SENSES

Blindsight 60 ft.
(blind beyond this radius),
Passive Perception 8

DAMAGE IMMUNITIES

Acid

CONDITION IMMUNITIES

Blinded, Charmed, Deafened,
Exhaustion, Frightened, Prone

SPECIAL TRAITS

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slime can climb difficult surfaces, including vertically and upside down, without making an ability check.

Caustic. Any creature that touches the slime or hits it with a melee attack must succeed a DC 12 Dexterity saving throw or take 2 (1d4) points of acid damage.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) points of acid damage.

REACTIONS

Split. When a slime that is Medium or larger and has 10 or more hit points is hit with slashing damage, it splits into two new slimes. Each new slime has hit points equal to half the original slime's, rounded down. New slimes are one size smaller than the previous size.

ARMOR CLASS

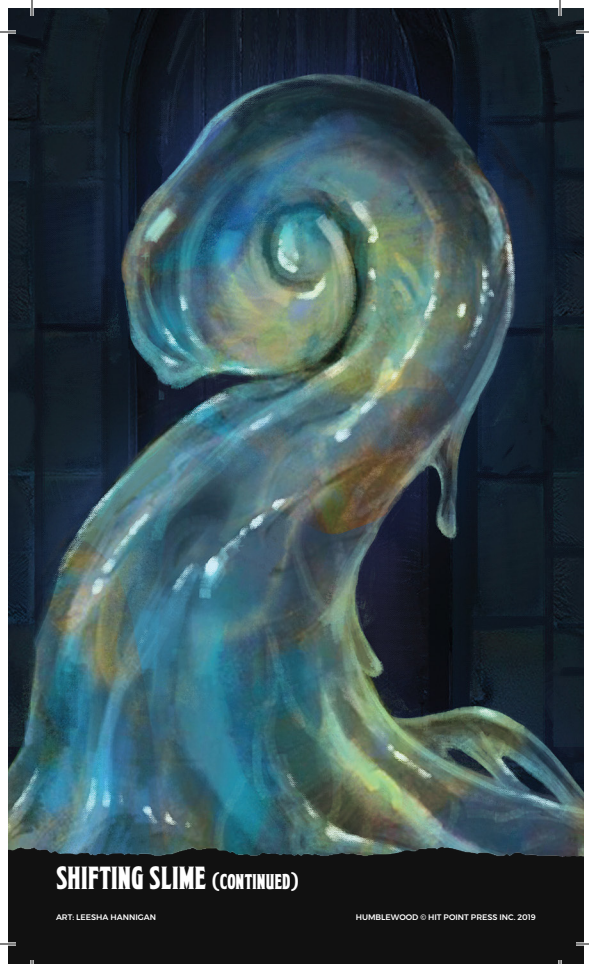
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HIT POINTS

22 (3D8 + 9)

SPEED

20 FT., CLIMB 20 FT.



REACTIONS

Split. When a slime that is Medium or larger and has 10 or more hit points is hit with slashing damage, it splits into two new slimes. Each new slime has hit points equal to half the original slime's, rounded down. New slimes are one size smaller than the previous size. New shifting slimes each have the same damage type immunity as their parent slime and retain the Adaptive ability.

Adaptive. Each time the slime is hit by a spell that deals damage, it can become immune to that damage type for 1 hour. When the slime changes the damage type it's immune to, its color changes based on the table below. The slime can only be immune to one damage type at a time. Normally, shifting slimes are iridescent, shimmering with all the colors of the rainbow.

Damage Type	Slime Color
Acid	Lime Green
Cold	Ice Blue
Fire	Bright Crimson
Force	Clear
Lightning	Vibrant Yellow
Necrotic	Dark Black
Poison	Dark Green
Psychic	Bright Violet
Radiant	Warm Orange
Thunder	Bright White

STR 14 (+2) **DEX** 8 (-1) **CON** 20 (+5) **INT** 1 (-5) **WIS** 6 (-2) **CHA** 1 (-5)

SHIFTING SLIME 100XP

SENSES

Blindsight 60 ft., (blind beyond this radius), Passive Perception 8

CONDITION IMMUNITIES

Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

DAMAGE IMMUNITIES

Special; (See Adaptive ability)

SPECIAL TRAITS

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slime can climb difficult surfaces, including vertically and upside down, without making an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) acid damage. The target is grappled (escape DC 13). Until this grapple ends, the target is restrained and the shifting slime can't make a pseudopod attack against another target.

Swallow. The shifting slime makes one pseudopod attack against a target it is grappling that is at least one size smaller than itself. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is restrained, it has total cover against attacks and other effects outside the shifting slime, and it must make a DC 13 Constitution saving throw at the start of each of its turns taking 3 (1d6) acid damage on a failure. If the shifting slime used its adaptive ability to become immune to a damage type, the damage dealt to the target on a failed save becomes that type instead. The shifting slime can have only one target swallowed at a time.

If the shifting slime dies, a swallowed creature is no longer restrained by it, and may move freely as the body of the slime quivers and neutralizes into an inert puddle of goo.

ARMOR CLASS

9

HIT POINTS

31 (3D10 + 15)

SPEED

20 FT., CLIMB 20 FT.

STR 10 (+0) **DEX** 16 (+3) **CON** 13 (+1) **INT** 8 (-1) **WIS** 13 (+1) **CHA** 15 (+2)

BIRDFOLK DOCKMASTER 450XP

SENSES

Passive Perception 15

LANGUAGES

Birdfolk. Can also understand Auran, but cannot speak it.

SKILLS

Athletics +2, Perception +5, Persuasion +4

SPECIAL TRAITS

Glide. When falling at least 10 feet, the dockmaster can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

Confidence. The dockmaster adds their Charisma modifier to their initiative rolls.

Sneak Attack. Once per turn, the dockmaster deals an extra 3 (1d6) damage when they hit a target with a weapon attack and they have advantage on the attack roll, or when the target is within 5 feet of an ally of the dockmaster that isn't incapacitated and the dockmaster doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The dockmaster makes two saber attacks and one dagger attack.

Saber. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., range 20/60, one target. *Hit:* 5 (1d4 + 3) piercing damage.

ARMOR CLASS

14 LEATHER

HIT POINTS

55 (10D8 + 10)

SPEED

30 FT.

STR 20 (+5) **DEX** 14 (+2) **CON** 18 (+4) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 3 (-4)

WAKEWYRM 2,300XP

SENSES

Passive Perception 11

SPECIAL TRAITS

Hold Breath. The wawekwrm can hold its breath for 1 hour.

ACTIONS

Multiattack. The wawekwrm makes two attacks, one with its bite and one with its tail, or two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. The target must succeed on a DC 16 Strength saving throw or be grappled (escape DC 16). The wawekwrm can only grapple one creature at a time, and cannot make bite attacks against other creatures while it has a creature grappled.

Tail. *Melee Weapon Attack:* +8 to hit, reach 25 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage.

Swallow. The wawekwrm makes a bite attack against a Large or smaller creature it is grappling, and if the attack hits the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the wawekwrm, and it takes 11 (3d6) acid damage at the start of each of the wawekwrm's turns. If the wawekwrm takes 18 or more points of damage from a creature inside of it, the wawekwrm must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the wawekwrm. If the wawekwrm dies, a swallowed creature is no longer restrained by it, and it can escape from the corpse using 20 feet of movement. After death, internal gasses keep the wawekwrm's body afloat for several hours, before it begins to sink gradually to a watery grave.

ARMOR CLASS

16 NATURAL ARMOR

HIT POINTS

136 (13D12 + 52)

SPEED

20 FT., SWIM 50 FT.



BIRDFOLK FARMER CR 0

MEDIUM HUMANOID (ANY BIRDFOLK), ANY ALIGNMENT

ART: CHRISTINA KRAUS

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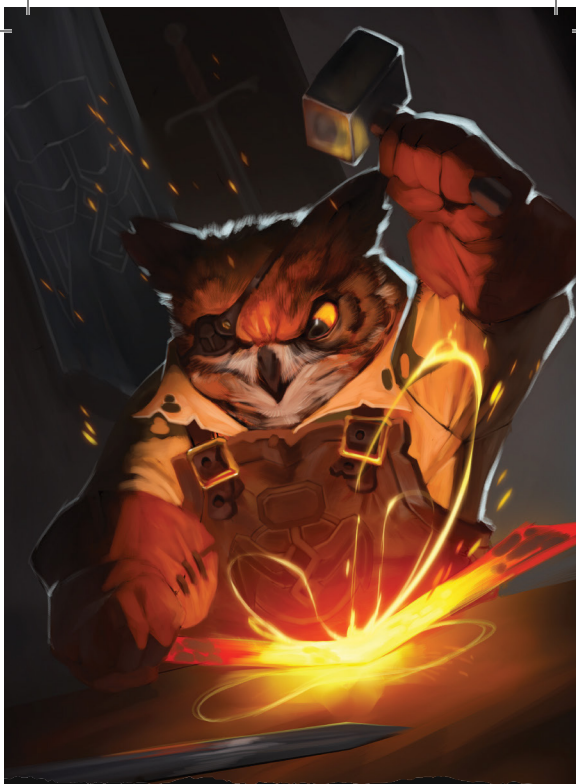


BIRDFOLK GUARD CR 1/8

MEDIUM HUMANOID (ANY BIRDFOLK), ANY LAWFUL ALIGNMENT

ART: CHRISTINA KRAUS

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BIRDFOLK MILITIA CR 1/8

MEDIUM HUMANOID (ANY BIRDFOLK), ANY ALIGNMENT

ART: APRIL PRIME

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BIRDFOLK SAILOR CR 1/8

MEDIUM HUMANOID (ANY BIRDFOLK), ANY ALIGNMENT

ART: KIMBERLY JOHNSON

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STR 13 (+1) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

BIRDFOLK GUARD 25XP

SENSES

Passive Perception 12

SKILLS

Perception +2

LANGUAGES

Birdfolk. Can also understand Auran, but cannot speak it.

SPECIAL TRAITS

Glide. When falling at least 10 feet, the guard can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects or heavy weapons, (though they can drop any held items as part of their reaction).

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

ARMOR CLASS
16 CHAIN SHIRT AND SHIELD

HIT POINTS
11 (2D8 + 2)

SPEED
30 FT.

STR 10 (+0) **DEX** 10 (+0) **CON** 10 (+0) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

BIRDFOLK FARMER 10XP

SENSES

Passive Perception 10

SKILLS

Nature +4

LANGUAGES

Birdfolk. Can also understand Auran, but cannot speak it.

SPECIAL TRAITS

Glide. When falling at least 10 feet, the farmer can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

ACTIONS

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

ARMOR CLASS
10

HIT POINTS
4 (1D8)

SPEED
30 FT.

STR 12 (+1) **DEX** 13 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

BIRDFOLK SAILOR 25XP

SENSES

Passive Perception 10

SKILLS

Athletics +3

LANGUAGES

Birdfolk. Can also understand Auran, but cannot speak it.

SPECIAL TRAITS

Glide. When falling at least 10 feet, the sailor can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

ACTIONS

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 2) piercing damage.

ARMOR CLASS
12 LEATHER ARMOR

HIT POINTS
11 (2D8 + 2)

SPEED
30 FT.

STR 12 (+1) **DEX** 10 (+0) **CON** 12 (+1) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

BIRDFOLK MILITIA 25XP

SENSES

Passive Perception 10

LANGUAGES

Birdfolk. Can also understand Auran, but cannot speak it.

SPECIAL TRAITS

Glide. When falling at least 10 feet, the militia can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

ARMOR CLASS
12 LEATHER ARMOR

HIT POINTS
11 (2D8+2)

SPEED
30 FT.



BIRDFOLK SKIRMISHER CR 1/8

MEDIUM HUMANOID (ANY BIRDFOLK), ANY LAWFUL ALIGNMENT

ART: APRIL PRIME

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TEVOR OF THE SPRING PATH

LUMA SKIRMISHER CR 1/8

SMALL HUMANOID (LUMA), NEUTRAL GOOD

ART: KIANA HAMM

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BENNA SERIDAN

CERVAN BANDIT GENERAL CR 2

MEDIUM HUMANOID (CERVAN), NEUTRAL EVIL

ART: LAKE HURWITZ

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KRALL, THE SCAVENGER KING

MAPACH BRUTE CR 3

MEDIUM HUMANOID (MAPACH), CHAOTIC EVIL

ART: BRITTANY PEZZILLO

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STR 14 (+2) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 12 (+1)

LUMA SKIRMISHER 25XP

SENSES

Passive Perception 12

LANGUAGES

Birdfolk, Druidic. Can also understand Auran, but cannot speak it.

SKILLS

Athletics +4

DAMAGE RESISTANCES

Poison

SPECIAL TRAITS

Glide. When falling at least 10 feet, the skirmisher can spend a reaction to fly up to his speed in one direction as he descends. The skirmisher lands in an unoccupied space at the end of his movement, and takes no falling damage. The skirmisher cannot glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Wing Flap. As a bonus action, the skirmisher can use his powerful feathered arms to propel himself upward up to half his movement speed. The skirmisher can use it in conjunction with a regular jump, but not while gliding.

Fated (Recharges after a Long Rest). The skirmisher can choose to reroll any attack roll, skill check, or saving throw.

Resilience. The skirmisher rolls with advantage on saving throws against being poisoned.

Drop Attack. The skirmisher can make an attack during his glide. If he does so he deals an extra 4 (1d8) points of damage.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Tender Healing (Recharges after a Long Rest). The skirmisher casts the cure wounds spell at 1st level. Wisdom is his spellcasting ability for this spell.

ARMOR CLASS

14 CHAIN SHIRT

HIT POINTS

22 (5D6 + 5)

SPEED

25 FT.

STR 14 (+2) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

BIRDFOLK SKIRMISHER 25XP

SENSES

Passive Perception 10

SKILLS

Athletics +4

LANGUAGES

Birdfolk. Can also understand Auran, but cannot speak it.

SPECIAL TRAITS

Glide. When falling at least 10 feet, the skirmisher can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

Drop Attack. The skirmisher can make an attack during their glide. If they do so they deal an extra 4(1d8) points of damage.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

ARMOR CLASS

14 CHAIN SHIRT

HIT POINTS

11 (2D8 + 2)

SPEED

30 FT.

STR 14 (+2) **DEX** 17 (+3) **CON** 16 (+3) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 14 (+2)

MAPACH BRUTE 700XP

SENSES

Darkvision 60 ft.,
Passive Perception 12

SKILLS

Deception +4, Persuasion +4

LANGUAGES

Birdfolk, Mapach

SAVING THROWS

Dex +5, Cha +4

DAMAGE RESISTANCES

Poison

SPECIAL TRAITS

Resilience. The brute has advantage on saving throws against being poisoned.

Skulker. The brute has advantage on Stealth checks made in dim light or total darkness.

ACTIONS

Multiattack. The brute makes three melee attacks, two with his rapier and one with his parrying dagger.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Parrying Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

REACTIONS

Parry. The brute adds 2 to his AC against one melee attack that would hit him. The brute must see the attacker and be wielding a melee weapon.

ARMOR CLASS

15 STUDD LEATHER

HIT POINTS

75 (10D8 + 30)

SPEED

30 FT., CLIMB 20 FT.

STR 14 (+2) **DEX** 17 (+3) **CON** 14 (+2) **INT** 14 (+2) **WIS** 11 (+0) **CHA** 14 (+2)

CERVAN BANDIT GENERAL 450XP

SENSES

Passive Perception 10

LANGUAGES

Birdfolk, Cervan

SKILLS

Deception +4, Persuasion +4

SAVING THROWS

Dex +5, Cha +4

SPECIAL TRAITS

Surge of Vigor (Recharges after a Long Rest). If an attack deals over half of the general's current remaining hit points in damage (even if their HP is reduced to 0 by the attack), the bandit general immediately heals 8 (1d12 + 2) hit points.

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

ACTIONS

Multiattack. The general makes three melee attacks, two with their scimitar and one with their dagger. Alternatively, the general can make two ranged attack with their daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Parry. The general adds 2 to their AC against one melee attack that would hit them. The general must see the attacker and be wielding a melee weapon.

ARMOR CLASS

15 STUDD LEATHER

HIT POINTS

65 (10D8 + 20)

SPEED

35 FT.



CERVAN PRIEST CR 1/4

MEDIUM HUMANOID (CERVAN), ANY ALIGNMENT

ART. BECK HALLSTEDT

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PROFESSOR CORVAX REVAYNE

CORVUM MAGE CR 6

MEDIUM HUMANOID (CORVUM), LAWFUL NEUTRAL

ART. KATY CRIERSON

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CORVUM ASSASSIN CR 5

MEDIUM HUMANOID (CORVUM), ANY NON-LAWFUL ALIGNMENT

ART. PAUL SCOTT CANAVAN

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CORVUM ASSASSIN (CONTINUED)

ART. PAUL SCOTT CANAVAN

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STR 9 (-1) **DEX** 14 (+2) **CON** 11 (+0) **INT** 17 (+3) **WIS** 12 (+1) **CHA** 11 (+0)

CORVUM MAGE 2,300XP

SENSES

Passive Perception 11

LANGUAGES

Auran, Birdfolk, Celestial, Cervan, Mapach

SKILLS

Arcana +6, History +6, Religion +6

SAVING THROWS

Int +6, Wis +4

SPECIAL TRAITS

Glide. When falling at least 10 feet, the mage can spend a reaction to fly up to his speed in one direction as he descends. The mage lands in an unoccupied space at the end of his movement, and takes no falling damage. The mage cannot glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Talons. The mage has advantage on Strength (Athletics) checks made to climb any surface his talons could reasonably grip.

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

Spellcasting. The mage is a 9th level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following spells prepared:

Cantrips (at will):	guidance, light, spare the dying
1st level (4 slots):	bless, cure wounds, guiding bolt, shield of faith
2nd level (2 slots):	calm emotions, warding bond
3rd level (3 slots):	clairvoyance, counterspell, fly
4th level (3 slots):	greater invisibility, locate creature
5th level (1 slot):	crying

ACTIONS

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

ARMOR CLASS	HIT POINTS	SPEED
12 15 WITH MAGE ARMOR	40 (9D8)	30 FT.

ACTIONS

Multiattack. The assassin makes two melee attacks: one with their shortsword and one with their dagger. Or the corvum assassin makes two ranged attacks with their daggers.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.



STR 12 (-1) **DEX** 10 (+0) **CON** 14 (+2) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 11 (+0)

CERVAN PRIEST 50XP

SENSES

Passive Perception 12

LANGUAGES

Birdfolk, Cervan

SKILLS

Medicine +4, Religion +2

SPECIAL TRAITS

Surge of Vigor (Recharges after a Long Rest). If the priest is dealt damage equal to half or more of their current remaining hit points (even if their HP is reduced to 0 by the attack), they immediately regain 8 (1d12 + 2) hit points.

Charge. If the priest moves at least 20 feet in a straight line towards an enemy, their antler attack deals an extra 3 (1d6) points of piercing damage. If the target of the charge is Large or smaller, they must make a DC 11 Strength saving throw or be pushed 10 feet away from the priest.

Spellcasting. The priest is a 3rd level spellcaster. Their spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will):	guidance, light, spare the dying
1st level (4 slots):	bless, cure wounds, guiding bolt, shield of faith
2nd level (2 slots):	calm emotions, warding bond

ACTIONS

Antlers. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if being held in both hands.

ARMOR CLASS	HIT POINTS	SPEED
10	19 (3D8+6)	30 FT.

STR 10 (+0) **DEX** 16 (+3) **CON** 11 (+0) **INT** 14 (+2) **WIS** 14 (+2) **CHA** 10 (+0)

CORVUM ASSASSIN 1,800XP

SENSES

Passive Perception 18

LANGUAGES

Birdfolk, Thieves Cant, and any one other language. Can understand Auran but cannot speak it.

SKILLS

Insight +5, Nature +5, Perception +8, Stealth +9

SAVING THROWS

Dex +6, Int +5

SPECIAL TRAITS

Glide. When falling at least 10 feet, the assassin can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

Talons. The assassin has advantage on Strength (Athletics) checks made to climb any surface their talons could reasonably grip.

Assassinate. During their first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Sneak Attack. Once per turn, the assassin deals an extra 10 (3d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

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

ARMOR CLASS	HIT POINTS	SPEED
15 STUDD LEATHER	54 (12D8)	30 FT.



ODWALD EBONHART

CORVUM NECROMANCER CR 6

MEDIUM HUMANOID (CORVUM), ANY EVIL ALIGNMENT

ART: LEESHA HANNICAN

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CORVUM NECROMANCER (CONTINUED)

ART: LEESHA HANNICAN

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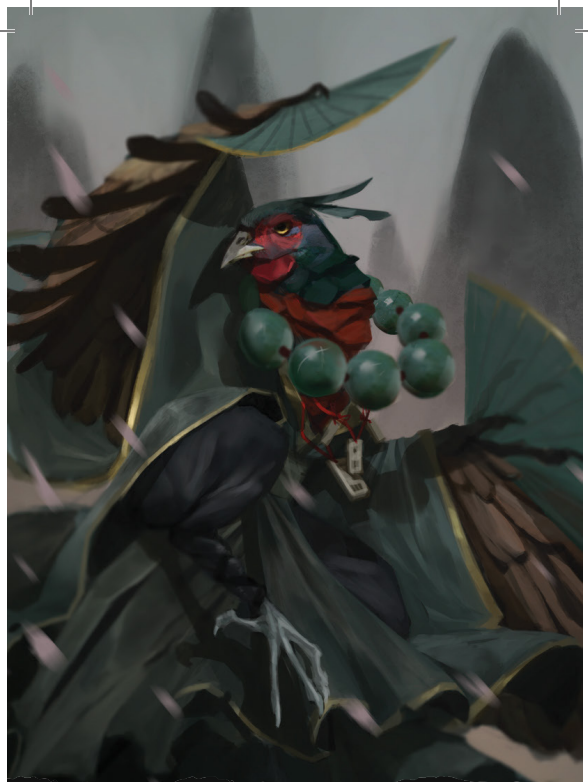
PROFESSOR GLINDA NIGHTSEED

GALLUS NECROMANCER CR 6

MEDIUM HUMANOID (GALLUS), CHAOTIC GOOD

ART: CYNTHIA F.C.

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GALLUS MONK CR 5

MEDIUM HUMANOID (GALLUS), ANY ALIGNMENT

ART: APRIL PRIME

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SPECIAL TRAITS

Spellcasting. The necromancer is a 9th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will):	<i>chill touch, light, mage hand, prestidigitation</i>
1st level (4 slots):	<i>disguise self, false life*, mage armor, magic missile</i>
2nd level (3 slots):	<i>misty step, suggestion, ray of enfeeblement</i>
3rd level (3 slots):	<i>animate dead*, counterspell, fear</i>
4th level (3 slots):	<i>greater invisibility, blight*</i>
5th level (1 slot):	<i>dominate person</i>

*necromancy spell of 1st level or higher

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage or 3 (1d8 - 1) bludgeoning damage if wielded with both hands.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	18 (+4)	10 (+0)	14 (+2)

CORVUM NECROMANCER 2,300XP

SENSES

Passive Perception 10

LANGUAGES

Birdfolk plus any two languages. Can also understand Auran, but doesn't speak it.

SKILLS

Arcana +7, Deception +5, Medicine +3

SAVING THROWS

Int +7, Wis +3

SPECIAL TRAITS

Glide. When falling at least 10 feet, the necromancer can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

Talons. The necromancer has advantage on Strength (Athletics) checks made to climb any surface their talons could reasonably grip.

Convincing. The necromancer has advantage on all Charisma checks used to convince someone of their knowledge of subject matter pertaining to the Arcana skill.

Life Leech. Once per turn, when the necromancer kills one or more creatures with a 1st level spell or higher, they can regain hit points equal to twice the level of the spell, or three times the level if it is a necromancy spell.

ARMOR CLASS	HIT POINTS	SPEED
12 15 WITH MAGE ARMOR	49 (9D8+9)	30 FT.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	16 (+3)	10 (+0)

GALLUS MONK 1,800XP

SENSES

Passive Perception 16

LANGUAGES

Birdfolk. Can understand Auran but cannot speak it.

SKILLS

Acrobatics +7, Insight +6, Perception +6, Stealth +7

SAVING THROWS

Dex +7

SPECIAL TRAITS

Glide. When falling at least 10 feet, the monk can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

Wing Flap. As a bonus action, the monk can use their powerful feathered arms to propel themselves upward up to half their movement speed. The gallus monk can use it in conjunction with a regular jump, but not while gliding.

Wind's Grace. While moving, the monk can move along vertical surfaces and across liquids without falling.

ACTIONS

Multiattack. The monk makes four attacks, each of which can be an unarmed strike or a dart attack. They can also use their Graceful Step once, either before or after one of the attacks.

Unarmed Attack. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Graceful Step. The monk moves 40 feet. This movement does not provoke opportunity attacks.

Inspiring. The monk 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.

ARMOR CLASS	HIT POINTS	SPEED
17 NATURAL ARMOR	78 (12D8 + 24)	40 FT.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	10 (+0)

GALLUS NECROMANCER 2,300XP

SENSES

Passive Perception 12

LANGUAGES

Birdfolk, Hedge, Sylvan. Can also understand Auran, but cannot speak it.

SKILLS

Arcana +7, Deception +3, Medicine +5

SAVING THROWS

Int +7, Wis +5

SPECIAL TRAITS

Glide. When falling at least 10 feet, the necromancer can spend a reaction to fly up to her speed in one direction as she descends. The necromancer lands in an unoccupied space at the end of her movement, and takes no falling damage. The necromancer cannot glide while carrying heavy objects, heavy weapons, or shields (though she can drop any held items as part of her reaction).

Wing Flap. As a bonus action, the necromancer can use her powerful feathered arms to propel herself upward up to half her movement speed. The necromancer can use it in conjunction with a regular jump, but not while gliding.

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

Spellcasting. The necromancer is a 9th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will):	<i>chill touch, light, mage hand, prestidigitation</i>
1st level (4 slots):	<i>sleep, false life, mage armor, magic missile</i>
2nd level (3 slots):	<i>misty step, web, ray of enfeeblement</i>
3rd level (3 slots):	<i>animate dead, counterspell, fear</i>
4th level (3 slots):	<i>black tentacles, blight</i>
5th level (1 slot):	<i>passwall</i>

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage or 3 (1d8 - 1) bludgeoning damage if wielded with both hands.

ARMOR CLASS	HIT POINTS	SPEED
12 15 WITH MAGE ARMOR	49 (9D8+9)	30 FT.



GALLUS DRUID

CR 4

MEDIUM HUMANOID (GALLUS), ANY NEUTRAL ALIGNMENT

ART: LEESHA HANNICAN

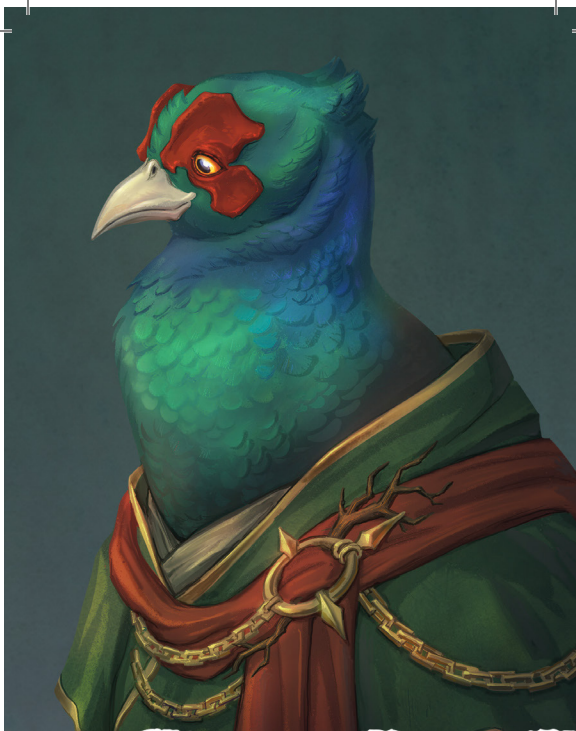
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GALLUS DRUID (CONTINUED)

ART: LEESHA HANNICAN

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HAVEL OF THE AUTUMN MOON

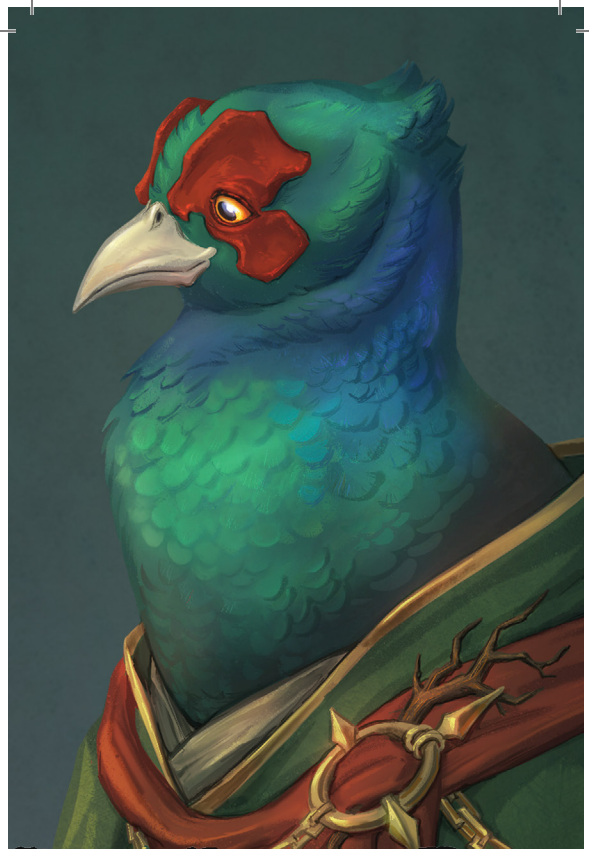
GALLUS TENDER

CR 2

MEDIUM HUMANOID (GALLUS), ANY NEUTRAL ALIGNMENT

ART: KIANA HAMM

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GALLUS TENDER (CONTINUED)

ART: KIANA HAMM

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SPECIAL TRAITS

Spirit Totem (Recharges after a Short or Long Rest).

As a bonus action, the druid calls forth a nature spirit. The spirit appears at a point the druid can see within 60 feet. The spirit creates a 30-foot-radius aura. The spirit is neither an object nor a creature, but is a spectral beast. As a bonus action, the druid can move the spirit to another location within 60 feet. The spirit lasts for 1 minute.

Bear Spirit. The druid and allies within the aura gain 9 temporary hit points and have advantage on Strength checks and saving throws.

Hawk Spirit. The druid can use their reaction to grant advantage to an ally's attack roll against a target in the aura. The druid and allies within the aura have advantage on Wisdom (Perception) checks.

Unicorn Spirit. If a spell that requires a spell slot heals the druid or allies in the aura, each creature of the druid's choice also gains 4 hit points.

ACTIONS

Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.



STR 12 (+1) **DEX** 13 (+1) **CON** 14 (+2) **INT** 10 (+0) **WIS** 18 (+4) **CHA** 10 (+0)

GALLUS DRUID 1,100XP

SENSES

Passive Perception 16

SKILLS

Insight +6, Nature +2,
Medicine +6, Perception +6

LANGUAGES

Birdfolk, Druidic, Sylvan.
Can also understand Auran,
but cannot speak it.

SPECIAL TRAITS

Glide. When falling at least 10 feet, the druid can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

Wing Flap. As a bonus action, the druid can use their powerful feathered arms to propel themselves upward up to half their movement speed. The druid can use it in conjunction with a regular jump, but not while gliding.

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

Spellcasting. The druid is a 6th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The druid has the following spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh*

1st level (4 slots): *animal friendship, cure wounds, entangle, fog cloud*

2nd level (3 slots): *barkskin, gust of wind, moonbeam*

3rd level (3 slots): *conjure animals, dispel magic, wind wall*

ARMOR CLASS

11 16 WITH BARKSKIN

HIT POINTS

65 (10D8 + 20)

SPEED

30 FT.

SPECIAL TRAITS

Spirit Totem (Recharges after a Short or Long Rest).

As a bonus action, the tender calls forth a nature spirit. The spirit appears at a point the tender can see within 60 feet. The spirit creates a 30-foot-radius aura. The spirit is neither an object nor a creature, but is a spectral beast. As a bonus action, the tender can move the spirit to another location within 60 feet. The spirit lasts for 1 minute.

Bear Spirit. The tender and allies within the aura gain 9 temporary hit points and have advantage on Strength checks and saving throws.

Hawk Spirit. The tender can use their reaction to grant advantage to an ally's attack roll against a target in the aura. The tender and allies within the aura have advantage on Wisdom (Perception) checks.

Unicorn Spirit. If a spell that requires a spell slot heals the tender or allies in the aura, each creature of the tender's choice also gains 4 hit points.

ACTIONS

Staff. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 (1d6 - 2) bludgeoning damage.

STR 6 (-2) **DEX** 10 (+0) **CON** 14 (+2) **INT** 10 (+0) **WIS** 18 (+4) **CHA** 10 (+0)

GALLUS TENDER 450XP

SENSES

Passive Perception 16

SKILLS

Insight +6, Nature +2,
Medicine +6, Perception +6

LANGUAGES

Birdfolk, Druidic, Sylvan.
Can also understand Auran,
but cannot speak it.

SPECIAL TRAITS

Glide. When falling at least 10 feet, the tender can spend a reaction to fly up to his speed in one direction as he descends. The tender lands in an unoccupied space at the end of his movement, and takes no falling damage. The tender cannot glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Wing Flap. As a bonus action, The tender can use his powerful feathered arms to propel himself upward up to half his movement speed. The tender can use it in conjunction with a regular jump, but not while gliding.

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

Spellcasting. The tender is a 6th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The tender has the following spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh*

1st level (4 slots): *animal friendship, cure wounds, entangle, fog cloud*

2nd level (3 slots): *barkskin, gust of wind, moonbeam*

3rd level (3 slots): *conjure animals, dispel magic, wind wall*

ARMOR CLASS

10 16 WITH BARKSKIN

HIT POINTS

13 (2D8 + 4)

SPEED

30 FT.



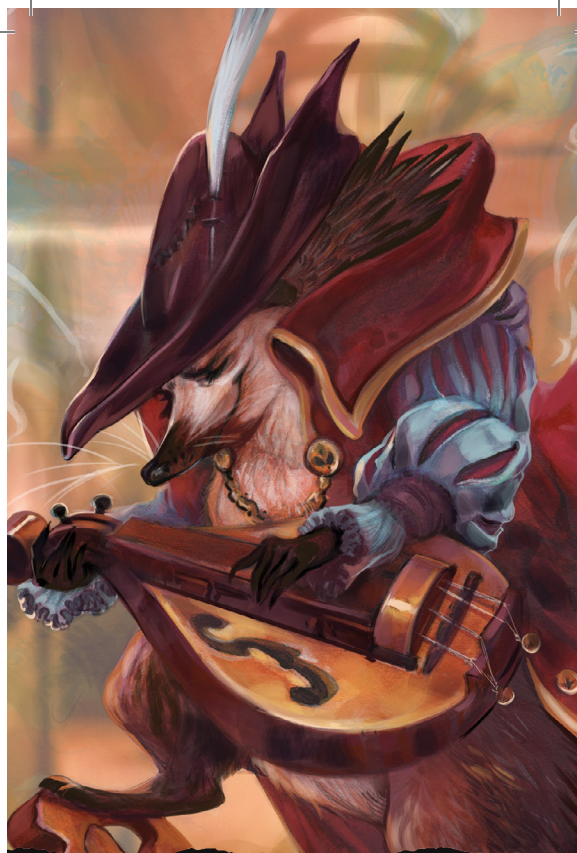
HEDGE BARD

CR 2

SMALL HUMANOID (HEDGE), ANY ALIGNMENT

ART. TIFFANY TURRILL

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HEDGE BARD (CONTINUED)

ART. TIFFANY TURRILL

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SUSAN OF THE SWAMP

HEDGE WITCH

CR 1

SMALL HUMANOID (HEDGE), ANY CHAOTIC ALIGNMENT

ART. TIFFANY TURRILL

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JERBEEN THIEF

CR 1/2

SMALL HUMANOID (JERBEEN), NEUTRAL EVIL

ART. LEESHA HANNICAN

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ACTIONS

Multiattack. The bard makes two weapon attacks, one with their rapier and one with their dagger.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Curl Up. The bard 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 bard with a melee attack while they are curled up takes 2d4 points of piercing damage from their sharp quills. If a creature hits the bard while they are curled up, however, the bard is knocked prone in their space at the end of the turn. The bard may uncurl themselves at any point during their turn.



STR 12 (+1) **DEX** 14 (+2) **CON** 10 (+0) **INT** 8 (-1) **WIS** 14 (+2) **CHA** 14 (+2)

JERBEEN THIEF 100XP

SENSES
Passive Perception 12
LANGUAGES
Birdfolk, Jerbeen

SKILLS
Acrobatics +4,
Sleight of Hand +4

SPECIAL TRAITS

Standing Leap. The thief's long jump is up to 30 feet and their high jump is up to 15 feet, with or without a running start.

Team Tactics. The thief can take the Help action as a bonus action.

ACTIONS

Multiattack. The thief makes two dagger attacks.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Opportunist. When a creature fails a melee attack roll against the thief, the thief can make a Dexterity (Sleight of Hand) check against a DC equal to 10 + the target creature's Dexterity modifier. On a success, the thief steals one item of the GMs choosing from the target. The item cannot be actively held or worn by the target.

ARMOR CLASS 13 LEATHER ARMOR **HIT POINTS** 14 (4D6) **SPEED** 30 FT.

STR 11 (+0) **DEX** 14 (+2) **CON** 12 (+1) **INT** 10 (+0) **WIS** 13 (+1) **CHA** 16 (+3)

HEDGE BARD 450XP

SENSES
Passive Perception 15
SKILLS
Acrobatics +4,
Perception +5,
Performance +7
SAVING THROWS
Dex +4, Cha +5

LANGUAGES
Birdfolk, Hedge. Can also speak with beasts of any size, which represent spiders, insects, worms, or other bugs.

SPECIAL TRAITS

Spellcasting. The bard is a 4th level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They have the following bard spells prepared:

Cantrips (at will): *gust barrier, prestidigitation, vicious mockery*
1st level (4 slots): *charm person, healing word, hideous laughter, thunderwave*
2nd level (3 slots): *invisibility, shatter, suggestion*

Taunt (2/Day). The bard can use a bonus action on their turn to target one creature within 30 feet of them. If the target can hear the bard, the target must succeed on a DC 13 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

ARMOR CLASS 16 NATURAL ARMOR **HIT POINTS** 36 (8D6 + 8) **SPEED** 25 FT., BURROW 15 FT.

STR 8 (-1) **DEX** 10 (+0) **CON** 10 (+0) **INT** 14 (+2) **WIS** 15 (+2) **CHA** 16 (+3)

HEDGE WITCH 200XP

SENSES
Passive Perception 12
SKILLS
Arcana +4, Survival +4

LANGUAGES
Abyssal, Birdfolk, Hedge. Can also speak with beasts of any size which represent spiders, insects, worms, or other bugs.

SPECIAL TRAITS

Spellcasting. The witch is a 2nd level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The witch has the following warlock spells prepared:

Cantrips (at will): *eldritch blast, minor illusion*
1st level (2 slots): *hellish rebuke, charm person, unseen servant*

Dark One's Blessing. When the witch reduces a hostile creature to 0 hit points, they gain 5 temporary hit points.

Repelling Blast. When the witch hits a creature with eldritch blast, they can push the creature up to 10 feet away in a straight line.

ACTIONS

Staff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

Fiendish Vigor. The witch can cast false life at will as a 1st level spell.

Curl Up. The witch 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 witch with a melee attack while they are curled up takes 2d4 points of piercing damage from their sharp quills. If a creature hits the witch while they are curled up, however, the witch is knocked prone in their space at the end of the turn. The witch may uncurl themselves at any point during their turn.

ARMOR CLASS 14 NATURAL ARMOR **HIT POINTS** 21 (6D6) **SPEED** 25 FT., BURROW 15 FT.



JERBEEN SWASHBUCKLER CR 3

SMALL HUMANOID (JERBEEN), ANY NON-LAWFUL ALIGNMENT

ART. APRIL PRIME

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MAPACH BANDIT CR 1/8

MEDIUM HUMANOID (MAPACH), NEUTRAL EVIL

ART. PAUL SCOTT CANAVAN

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LUMA CLERIC OF ARDEA CR 2

SMALL HUMANOID (LUMA), ANY GOOD ALIGNMENT

ART. ANDREA RADECK

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LUMA CLERIC OF ARDEA (CONTINUED)

ART. ANDREA RADECK

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STR 12 (+1) **DEX** 13 (+1) **CON** 10 (+0) **INT** 8 (-1) **WIS** 12 (+1) **CHA** 12 (+1)

MAPACH BANDIT 25XP

DAMAGE RESISTANCES

Poison

LANGUAGES

Birdfolk, Mapach

SENSES

Darkvision 60 ft.,

Passive Perception 11

SPECIAL TRAITS

Resilience. The bandit has advantage on saving throws against being poisoned.

Skulker. The bandit has advantage on Stealth checks made in dim light or total darkness.

ACTIONS

Short sword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Short bow. *Ranged Weapon Attack:* +3 to hit, reach 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

ARMOR CLASS

12 LEATHER ARMOR

HIT POINTS

9 (2D8)

SPEED

30 FT., CLIMB 20 FT.

STR 12 (+1) **DEX** 18 (+4) **CON** 12 (+1) **INT** 14 (+2) **WIS** 11 (+0) **CHA** 15 (+2)

JERBEEN SWASHBUCKLER 700XP

SENSES

Passive Perception 10

LANGUAGES

Birdfolk, Jerbeen

SKILLS

Acrobatics +8, Athletics +5, Persuasion +6

SPECIAL TRAITS

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

Team Tactics. The swashbuckler can take the Help action as bonus action.

Sharp Witted Defense. While the swashbuckler is wearing light or no armor and wielding no shield, their AC includes their Charisma modifier.

ACTIONS

Multiattack. The swashbuckler makes three attacks, one with a dagger and two with their rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

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

ACTIONS

Riposte. The swashbuckler reduces the damage dealt by one melee attack that would hit them by 4 (1d8), and deals that much piercing damage to their attacker. The swashbuckler must see the attacker and be wielding a melee weapon.

ARMOR CLASS

17 LEATHER ARMOR

HIT POINTS

34 (8D6 + 6)

SPEED

30 FT.

SPECIAL TRAITS

Spellcasting. The cleric is a 5th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The luma cleric has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *bless, cure wounds, guiding bolt*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, beacon of hope*

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands to make a melee attack.

Ardea's Vigor (1/day). The cleric calls on the powers of Ardea to imbue their allies with her protective life force. The luma cleric and up to 3 allies within 30 feet gain 5 (2d4) temporary hit points. For one minute, anyone under this effect gains 5 temporary hit points at the start of each of their turns.

Songbird (Recharges after a Long Rest). The cleric can cast charm person. Charisma is their spellcasting ability (spell save DC 12) and the spell does not require any somatic components to cast.

STR 10 (+0) **DEX** 13 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 16 (+3) **CHA** 14 (+2)

LUMA CLERIC OF ARDEA 450XP

SENSES

Passive Perception 13

SKILLS

Medicine +7, Persuasion +4, Religion +2

LANGUAGES

Birdfolk and one other language. Can also understand Auran, but cannot speak it.

SPECIAL TRAITS

Glide. When falling at least 10 feet, the cleric can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

Wing Flap. As a bonus action, the cleric can use their powerful feathered arms to propel themselves upward up to half their movement speed. The cleric can use this in conjunction with a regular jump, but not while gliding.

Fated (Recharges after a Long Rest). The cleric can choose to reroll any attack roll, skill check, or saving throw.

ARMOR CLASS

14 CHAIN SHIRT

HIT POINTS

27 (6D6 + 6)

SPEED

25 FT.



DEAN GABE WINDSWORTH

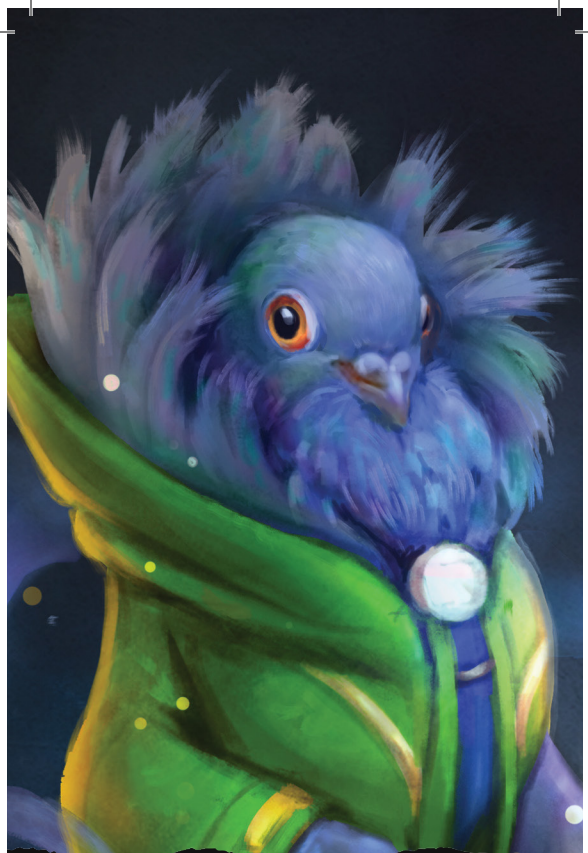
LUMA WIZARD

CR 6

SMALL HUMANOID (LUMA), ANY ALIGNMENT

ART: LEESHA HANNICAN

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LUMA WIZARD (CONTINUED)

ART: LEESHA HANNICAN

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MAPACH TINKERER

CR 1/4

MEDIUM HUMANOID (MAPACH), ANY ALIGNMENT

ART: ANDREA RADECK

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OAKHEART

CINDER-TREE

CR 8

HUGE PLANT, CHAOTIC GOOD

ART: JEN PATTISON

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SPECIAL TRAITS

Spellcasting. The wizard is a 10th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The wizard has the following spells prepared:

Cantrips (at will):	<i>chill touch, fire bolt, minor illusion, prestidigitation, ray of frost</i>
1st level (4 slots):	<i>charm person, detect magic, mage armor, shield, sleep, thunderwave</i>
2nd level (3 slots):	<i>darkness, hold person, ray of enfeeblement</i>
3rd level (3 slots):	<i>counterspell, fireball</i>
4th level (3 slots):	<i>banishment, stellar bodies</i>
5th level (2 slots):	<i>conjure elemental, mislead</i>

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

REACTIONS

Charming (3/day). When a creature makes an attack against the wizard, the creature must succeed on a DC 14 Wisdom saving throw or target the next closest creature within range. If multiple creatures are closest, the attacker chooses. This feature does not work if there are no other creatures within range.

STR 8 (-1) **DEX** 15 (+2) **CON** 12 (+1) **INT** 18 (+4) **WIS** 12 (+1) **CHA** 15 (+2)

LUMA WIZARD 2,300XP

SKILLS

Arcana +7, History +7

SENSES

Passive Perception 11

LANGUAGES

Auran, Birdfolk, and any three languages

SAVING THROWS

Int +7, Wis +4

DAMAGE RESISTANCES

Poison

SPECIAL TRAITS

Glide. When falling at least 10 feet, the wizard can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

Wing Flap. As a bonus action, the wizard can use their powerful feathered arms to propel themselves upward up to half their movement speed. The wizard can use it in conjunction with a regular jump, but not while gliding.

Fated (Recharges after a Long Rest). The wizard can choose to reroll any attack, skill check, or saving throw.

Resilience. The wizard has advantage on saving throws against poison.

ARMOR CLASS
12 (5 WITH
MAGE ARMOR)

HIT POINTS
58 (13D6 + 13)

SPEED
25 FT.

STR 20 (+5) **DEX** 8 (-1) **CON** 21 (+5) **INT** 12 (+1) **WIS** 16 (+3) **CHA** 12 (+1)

CINDER-TREE 3,900XP

SENSES

Passive Perception 13

DAMAGE RESISTANCES

Fire, Bludgeoning, Piercing

LANGUAGES

Birdfolk, Druidic, Ignan, Sylvan

SPECIAL TRAITS

False Appearance. While the cinder-tree remains motionless, it appears as a great oak with charred bark that smolders in places and flames in place of leaves.

Siege Monster. The cinder-tree deals double damage to objects and structures.

ACTIONS

Multiattack. The cinder-tree makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 5) fire damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 5) bludgeoning damage.

Animate Trees (1/Day). The cinder-tree magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as the cinder-tree, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the cinder-tree. The tree remains animate for 1 day or until it dies; until the cinder-tree dies or is more than 120 feet from the tree; or until the cinder-tree takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

ARMOR CLASS
16 NATURAL ARMOR

HIT POINTS
69 (6D12 + 30)

SPEED
30 FT.

STR 10 (+0) **DEX** 14 (+2) **CON** 10 (+0) **INT** 13 (+1) **WIS** 12 (+1) **CHA** 10 (+0)

MAPACH TINKERER 50XP

SENSES

Passive Perception 11, Darkvision 60 ft.

LANGUAGES

Birdfolk, Mapach

SPECIAL TRAITS

Resilience. The tinkerer has advantage on saving throws against being poisoned.

Skulker. The tinkerer has advantage on Stealth checks made in dim light and total darkness.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Tinker's Toys. The tinkerer uses one of the following options (roll a d4 or choose one); the tinkerer can use each one no more than once per day:

- Clockwork Bird.** The tinkerer winds and releases a small mechanical bird that flies to a target creature within 30 feet and distracts it. The next attack against that creature is made with advantage.
- Flash-bang.** The tinkerer targets a space up to 10 ft. away, and throws some small explosive shells that flare up in a blinding light. All creatures within 10 ft. of the target space must make a DC 11 Constitution saving throw or be blinded until the start of the tinkerer's next turn.
- Nettle Gun.** The tinkerer turns the crank on a small gadget that sprays nettles at a target. *Ranged Weapon Attack:* +4 to hit, range 10/20 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. All creatures within 5 ft. of the target must make a DC 11 Dexterity saving throw or take 5 (1d10) piercing damage.
- Grease Balloon.** The tinkerer targets a 10-foot by 10-foot area up to 15 feet away, and makes it slick with grease. The area is considered difficult terrain, and each creature standing in the area must succeed on a DC 11 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a DC 11 Dexterity saving throw or fall prone.

ARMOR CLASS
12

HIT POINTS
13 (3D8)

SPEED
30 FT., CLIMB 20 FT.



RAPTOR EXPLORER CR 1/2

SMALL HUMANOID (RAPTOR), ANY NEUTRAL ALIGNMENT

ART: ILSE CORT

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RAPTOR RANGER CR 4

SMALL HUMANOID (RAPTOR), ANY NEUTRAL ALIGNMENT

ART: LEESHA HANNICAN

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RIFFIN, THE ASH-KNIGHT

STRIG KNIGHT CR 3

MEDIUM HUMANOID (STRIG), ANY LAWFUL ALIGNMENT

ART: LEESHA HANNICAN

HUMBLEWOOD © HIT POINT PRESS INC. 2019



FRAY MERRIDAN

VULPIN CAPTAIN CR 1

MEDIUM HUMANOID (VULPIN), NEUTRAL EVIL

ART: LEESHA HANNICAN

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STR 12 (+1) **DEX** 16 (+3) **CON** 14 (+2) **INT** 10 (+0) **WIS** 16 (+3) **CHA** 8 (-1)

RAPTOR RANGER 1,100XP

SENSES

Passive Perception 13

SKILLS

Athletics +3, Stealth +7, Survival +5

LANGUAGES

Birdfolk, Mapach. Can also understand Auran, but cannot speak it.

SPECIAL TRAITS

Glide. When falling at least 10 feet, the ranger can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

Talons. The ranger rolls advantage on Strength (Athletics) checks made to climb any surface their talons could reasonably grip.

Aerial Defense. Creatures who attack the ranger while the ranger is falling, gliding, or jumping have disadvantage on their attack roll.

Arrow Sight (3/day). When the ranger attacks with their red-feather bow, they can use their bonus action to see from the point the arrow struck as if they were there. If the arrow strikes a creature, the ranger can see from the creature's perspective. This effect lasts for 1 minute.

Hunter (3/day). As a bonus action, the ranger can deal an extra 1d10 damage on their next attack made with a shortbow or longbow.

Spellcasting. The ranger is a 3rd level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ranger has the following spells prepared:

1st level (3 slots): *cure wounds, fog cloud, hunter's mark, protection from evil and good*

ACTIONS

Multiattack. The ranger makes two red-feather bow attacks.

Red-Feather Bow. *Ranged Weapon Attack:* +6 to hit, 80/320 feet, one target. *Hit:* 6 (1d6 + 4) piercing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., range 20/60, one target. *Hit:* 5 (1d4 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

ARMOR CLASS

15 STUDD LEATHER

HIT POINTS

66 (12D6 + 24)

SPEED

25 FT.

STR 13 (+1) **DEX** 15 (+2) **CON** 12 (+1) **INT** 14 (+2) **WIS** 14 (+2) **CHA** 12 (+1)

VULPIN CAPTAIN 200XP

SKILLS

Acrobatics +4, Perception +4

LANGUAGES

Birdfolk, Vulpin

SENSES

Darkvision 60 ft., Passive Perception 14

SPECIAL TRAITS

Evasive. The captain includes their Intelligence modifier as a bonus to their Dexterity saving throws.

ACTIONS

Multiattack. The captain makes two attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Short sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Short bow. *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

REACTIONS

Parry. The captain adds 2 to their AC against one melee attack that would hit them. The captain must see the attacker and be wielding a melee weapon.

ARMOR CLASS
14 STUDD
LEATHER ARMOR

HIT POINTS
27 (5D8 + 5)

SPEED
30 FT.

STR 11 (+0) **DEX** 14 (+2) **CON** 12 (+1) **INT** 11 (+0) **WIS** 15 (+2) **CHA** 11 (+0)

RAPTOR EXPLORER 100XP

SENSES

Passive Perception 16

LANGUAGES

Birdfolk, can understand Auran but cannot speak it.

SKILLS

History +2, Perception +6, Stealth +4, Survival +6

SPECIAL TRAITS

Glide. When falling at least 10 feet, the explorer can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

Talons. The explorer rolls advantage on Strength (Athletics) checks made to climb any surface their talons could reasonably grip.

Patient. When the explorer 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.

Keen Hearing and Sight. The explorer has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Sure Footing. The explorer ignores non-magical difficult terrain.

ACTIONS

Multiattack. The explorer makes two melee attacks or two attacks with their hand crossbow.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Saber. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, ranged 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

ARMOR CLASS

13 LEATHER ARMOR

HIT POINTS

18 (4D6 + 4)

SPEED

25 FT., SWIM 25 FT.

STR 16 (+3) **DEX** 10 (+0) **CON** 16 (+3) **INT** 8 (-1) **WIS** 13 (+2) **CHA** 12 (+1)

STRIG KNIGHT 700XP

SENSES

Darkvision 60 ft., Passive Perception 12

SAVING THROWS

Con +5, Wis +4

LANGUAGES

Birdfolk. Can also understand Auran, but cannot speak it.

SPECIAL TRAITS

Glide. When falling at least 10 feet, the knight can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, or heavy weapons (though they can drop any held items as part of their reaction).

Talons. The knight rolls advantage on Strength (Athletics) checks made to climb any surface their talons could reasonably grip.

Maneuver (2/day). When the knight hits with an attack, they can choose to maneuver the enemy out of position, granting an ally within 5 feet of the target the opportunity to use their reaction to move away from this enemy at half their movement speed without provoking an attack of opportunity.

ACTIONS

Multiattack. The knight makes two short sword attacks.

Short Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The knight can choose to grapple a target hit by this attack as a bonus action.

Wing Crest Shield (1/day). The knight casts the *gust of wind* spell (save DC 15).

ARMOR CLASS
18 HALF PLATE, SHIELD

HIT POINTS
60 (8D8 + 24)

SPEED
30 FT.



STRIG TRACKER

CR 3

MEDIUM HUMANOID (STRIG), ANY NEUTRAL ALIGNMENT

ART. CHRISTINA KRAUS

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STRIG TRACKER (CONTINUED)

ART. CHRISTINA KRAUS

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VULPIN NOBLE

CR 1/8

MEDIUM HUMANOID (VULPIN), ANY ALIGNMENT

ART. LEESHA HANNICAN

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BLADE OF THE WOOD

WEAPON (ANY SWORD), RARE (REQUIRES ATTUNEMENT)

ART. LEESHA HANNICAN

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ACTIONS

Multiattack. The tracker makes two melee attacks, one with their longsword and one with their hand axe. Or they make two ranged attacks with their hand axe.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if wielding with both hands.

Hand Axe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The knight can choose to grapple a target hit by this attack as a bonus action.



STR 16 (+3) **DEX** 14 (+2) **CON** 14 (+2) **INT** 11 (+0) **WIS** 15 (+2) **CHA** 10 (+0)

STRIG TRACKER 700XP

SENSES

Darkvision 60 ft.,
Passive Perception 14

SKILLS

Acrobatics +6, Perception +4,
Survival +4

LANGUAGES

Birdfolk, and two other
languages. Can understand
Auran but cannot speak it.

SPECIAL TRAITS

Glide. When falling at least 10 feet, the tracker can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

Talons. The tracker rolls advantage on Strength (Athletics) checks made to climb any surface their talons could reasonably grip.

Patterned Feathers. The tracker has advantage on Dexterity (Stealth) checks when they attempt to hide in a forest.

Reya's Keen Eye. The tracker can make Wisdom (Perception) checks as a bonus action to try and find hidden creatures.

Spellcasting. The tracker is a 3rd level spellcaster. Their spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The strig tracker has the following ranger spells prepared:

1st level (3 slots): elevated sight, hunter's mark, longstrider,
speak with animals

ARMOR CLASS
14 HIDE ARMOR

HIT POINTS
65 (10d8 + 20)

SPEED
35 FT.

BLADE OF THE WOOD

WEAPON (ANY SWORD), RARE (REQUIRES ATTUNEMENT)

A finely crafted sword with delicate etchings, it resonates with a faint hum of life.

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

The sword has 2 charges. You can expend a charge and speak the command word to cast *spike growth* (save DC 16) centered on yourself. You can pass through this terrain unaffected.

The sword regains one charge each day at dawn.

STR 11 (+0) **DEX** 12 (+1) **CON** 11 (+0) **INT** 14 (+2) **WIS** 12 (+1) **CHA** 16 (+3)

VULPIN NOBLE 25XP

SENSES

Passive Perception 11,
Darkvision 60 ft.

SKILLS

Deception +5, History +4,
Insight +3, Persuasion +5

LANGUAGES

Birdfolk, Vulpin

SPECIAL TRAITS

Evasive. The noble includes their Intelligence modifier as a bonus to their Dexterity saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +3, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

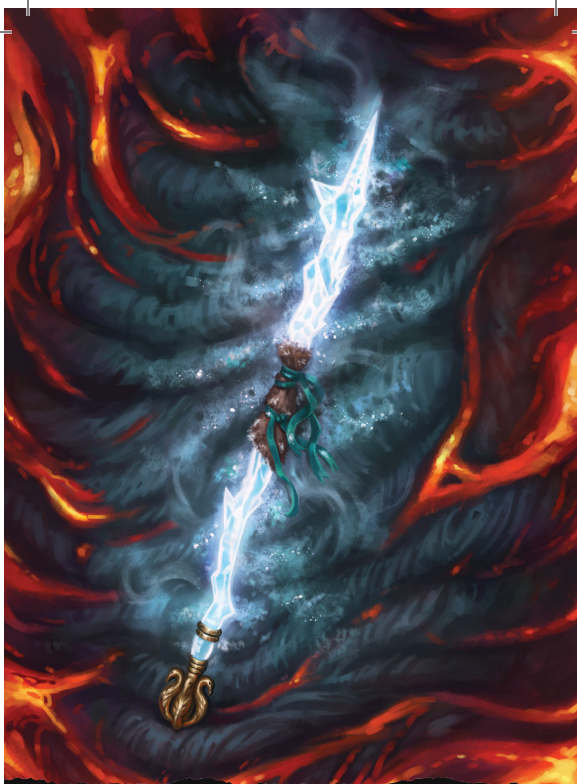
REACTIONS

Disparaging Remark. When a creature the noble can see makes an attack roll against an ally, the noble can use their reaction to impose disadvantage on that roll. The target of this effect must be able to hear and understand the noble.

ARMOR CLASS
15 BREASTPLATE

HIT POINTS
9 (2d8)

SPEED
30 FT.



THE BOREALUS

STAFF, ARTIFACT (REQUIRES ATTUNEMENT)

ART. CHRISTINA KRAUS

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FEATHERED HELM

WONDROUS ITEM, RARE (REQUIRES ATTUNEMENT)

ART. LEESHA HANNICAN

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NECRONOMICON EX CORVIS

BOOK, ARTIFACT (REQUIRES ATTUNEMENT BY A WIZARD)

ART. JEN PATTISON

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NEST CHARM

WONDROUS ITEM, UNCOMMON (REQUIRES ATTUNEMENT)

ART. LEESHA HANNICAN

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FEATHERED HELM

WONDEROUS ITEM, RARE (REQUIRES ATTUNEMENT)

The helm itself is simple leather, hide, scale, or plate, but the magic imbued into it comes from the feather. The birdfolk races of Humblewood consider the giving of a feather to be one of the highest honors one can bestow, and it represents an eternal bond or deep appreciation.

The helm has 3 charges that, while wearing it, you can use to activate its abilities. The helm has different properties based on the race of the birdfolk who gifted the feather.

Corvum. You can use a charge to cast *hideous laughter* (save DC 16) and two charges to cast *detect thoughts* (save DC 16).

Gallus. You can use a charge to cast *bleed* and two charges to cast *aid*.

Luma. You can use a charge to cast a random 1st level spell from the sorcerer spell list, then roll a d20. On a roll of 20, you may use this ability again without expending a charge. On a roll of 1 the spell also targets you, unless you are it's only target, in which case the spell fizzles to no effect. Any spell cast using this helm that requires a saving throw has a save DC of 16.

Raptor. You can use a charge to cast *hunter's mark* and two charges to cast *magic weapon*.

Strig. You can use a charge to cast *divine favor* and two charges to cast *pass without trace*.

The helm regains 1d3 charges each day at dawn.

THE BOREALUS

STAFF, ARTIFACT (REQUIRES ATTUNEMENT)

This legendary artifact was created by a powerful wizard, crafted from the finger of a towering, ancient elemental aspect of frost. It is so cold to the touch that it numbs any skin it comes into contact with, although an attuned character is immune to this effect.

Gifts of the Rime. As long as you are attuned to the Borealus, you gain the following benefits:

- You are resistant to fire damage
- You are immune to cold damage
- You learn the *ray of frost* cantrip

Breath of Winter. While holding the staff you can use your action to unleash an icy cold blizzard from your open mouth. A 100-foot-cone of hoarfrost blasts forth in a direction of your choice, dealing 9d8 cold damage to all creatures within the cone if they fail a DC 18 Constitution saving throw, or half as much on a success. You can't use this property again until the next dawn.

Glacial Prison. By using your action to touch the staff to a surface, you can cause a barrier of ice to spring into existence from a point you can see along this surface within 200 feet of you. This effect is otherwise identical to a *wall of ice* spell cast at 6th level, with a DC 18 for all saving throws related to the effect. You can't use this property again until 3 days have passed.

Cruel Winds. Wherever the staff goes, a bitterly cold boreal wind accompanies it. The wind gusts intermittently within 30 feet of the attuned character and extinguishes all non-magical flames it comes into contact with.

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.

NEST CHARM

WONDEROUS 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.

NECRONOMICON EX CORVIS

BOOK, ARTIFACT (REQUIRES ATTUNEMENT BY A WIZARD)

This legendary tome of dark necromancy was penned by the mad corvum necromancer Lathrus, of the Night's Call. The book is one of a kind and contains terrible necromantic secrets.

The Necronomicon Ex Corvis is a spellbook, and as such only wizards can truly benefit from studying the dark secrets within.

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.

3rd	animate dead, bestow curse, vampiric touch
4th	blight
6th	circle of death, magic jar
7th	finger of death

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.



RED-FEATHER BOW

WEAPON (ANY BOW), UNCOMMON (REQUIRES ATTUNEMENT)

ART: LEESHA HANNICAN

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WING CREST SHIELD

ARMOR (SHIELD), UNCOMMON (REQUIRES ATTUNEMENT)

ART: LEESHA HANNICAN

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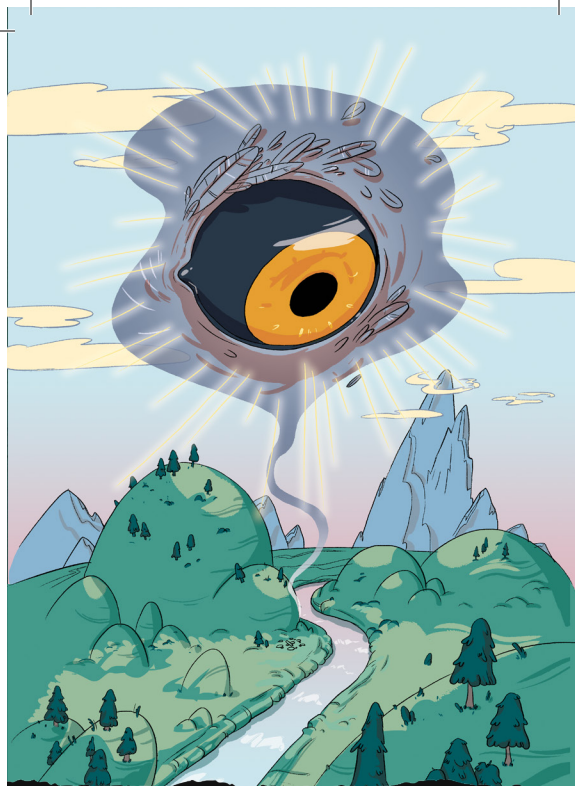
AMBUSH PREY

LEVEL 2
ILLUSION

1 ACTION 1 SELF 1 S, M 1 HR

ART: CRISTINA PIRVU

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ELEVATED SIGHT

LEVEL 1
DIVINATION

1 ACTION 1 SELF 1 V, S 1 C. 1 MIN

ART: CRISTINA PIRVU

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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.



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.



ELEVATED SIGHT

1ST LEVEL DIVINATION



CASTING TIME

1 Action



RANGE

Self



COMPONENTS

V, S



DURATION

Concentration,
up to 1 minute

You cast your eyes skyward, granting you sight from a higher vantage point. You project your vision to see through an invisible sensor which appears in a spot up to 120 feet above you. You can see through the sensor as if you were flying, granting a full 360 degree view from its location.

The sensor moves with you, retaining its height in relation to you. You can use a bonus action to adjust the sensor's height, but only to a maximum of 120 feet above you.

While looking through this sensor you are blind, though you can switch between seeing through the sensor or through your own eyes at any time during your turn.

CLERIC | DRUID | RANGER | WARLOCK | WIZARD

AMBUSH PREY

2ND LEVEL ILLUSION



CASTING TIME

1 Action



RANGE

Self



COMPONENTS

S, M



DURATION

1 Hour

You channel primal predatory energies to perfectly conceal your presence in order to surprise your target. You become invisible for the spell's duration, granting advantage on all Dexterity (Stealth) checks to remain hidden. The invisibility will last for the duration of the spell, however, moving 5 feet or more from your position when you cast the spell will end the effect.

As long as you remain invisible, the first attack you make against any target who is unaware of your presence deals an additional 1d6 points of damage. This attack ends the spell.

At Higher Levels. When you cast this spell using a spell slot above 2nd level, the damage of your first attack increases by 1d6 for every slot level above 2nd.

MATERIAL COMPONENTS

A broken twig.

RANGER



FEATHERED REACH

LEVEL 3
TRANSMUTATION

1 ACTION SELF S, M 1 MIN

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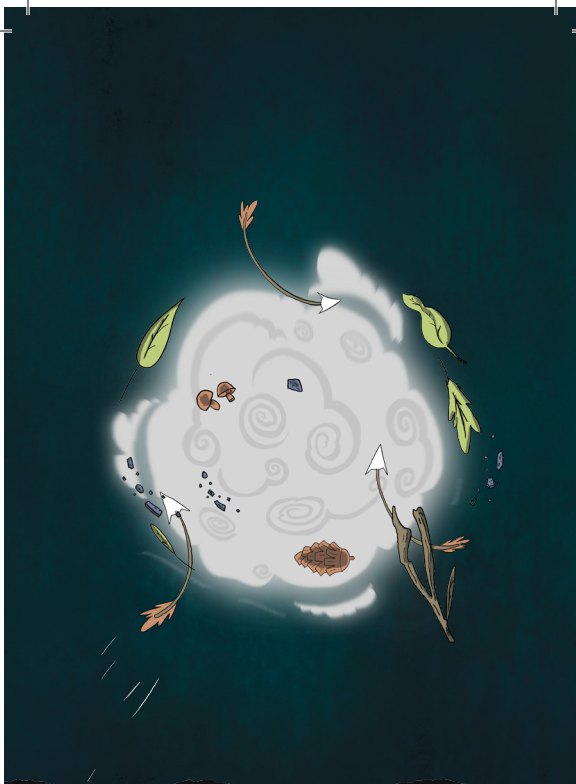
GLOBE OF TWILIGHT

LEVEL 3
CONJURATION

1 ACTION SELF V, S, M C.10 MINS

ART: MATEI MONORANU

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GUST BARRIER

LEVEL 0
EVOCATION

1 ACTION SELF S 1 ROUND

ART: MATEI MONORANU

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INVOKE THE AMARANTHINE

LEVEL 3
DIVINATION

10 MINS SELF V, S, M 24 HRS

ART: MATEI MONORANU

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GLOBE OF TWILIGHT

3RD LEVEL CONJURATION



CASTING TIME

1 Action



RANGE

Self (15-Foot Radius,
15 Feet High)



COMPONENTS

V, S, M



DURATION

Concentration,
up to 10 minutes

You shroud the area surrounding you in a sphere of night sky, dotted with miniature stars. The twilight conceals your allies, but clearly illuminates your enemies.

The area affected by this spell is lightly obscured by magical shadow, within which small constellations softly twinkle. Aside from these stars, only light produced by a spell of 3rd level or higher can properly illuminate any area inside the sphere. Nonmagical light does not function inside the sphere, and all other forms of magical radiance can only produce dim light in a 5-foot space.

When you cast this spell you may designate any number of creatures you can see to be concealed by the supernatural shadows while in the sphere. A concealed creature has advantage on Dexterity (Stealth) checks when inside the sphere and may attempt to hide at any time. Because the area of the spell is lightly obscured, creatures within the spell's area have disadvantage on Wisdom (Perception) checks made to see those outside of it.

All other creatures in the area are dazzled by the light of the miniature stars, causing them to have disadvantage on all perception checks inside the sphere. When such a creature enters the spell's area for the first time, or starts its turn there, it must make a Wisdom saving throw or be blinded until the end of its turn.

MATERIAL COMPONENTS

A dab of pitch and a bag of glittering sand.

DRUID | RANGER | WARLOCK

FEATHERED REACH

3RD LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

Self



COMPONENTS

S, M



DURATION

1 Minute

You transform your arms into powerful wings, and your fingers into long, graceful feathers. The effects of this spell last 1 minute, at which point the feathers gradually fall out, causing you to float gently to the ground as your arms return to their original form. This spell confers a number of benefits upon the caster:

- As a bonus action, you can fly up to double your movement speed. You must land once you finish your movement, although you do not take fall damage while this spell is active, as your feathered arms bear you gently to the ground.
- You can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can do this once during your turn and may use it in conjunction with a regular jump.
- When falling, you can use your reaction to stiffen your arms, and glide on the wind. You may fly up to your movement speed, in any direction, choosing where you land.
- You gain advantage on all athletics checks used to make a long or high jump. You do not need to move 10 feet before you jump to gain distance, and you triple the distance you would jump normally.

In order to benefit from this spell your hands must be free of shields and heavy weapons, and you cannot be encumbered.

MATERIAL COMPONENTS

A small feather.

DRUID | RANGER

INVOKE THE AMARANTHINE

3RD LEVEL DIVINATION



CASTING TIME

10 Minutes; Special,
(See text)



RANGE

Self; Special,
(See text)



COMPONENTS

V, S, M



DURATION

24 Hours

You call upon the power of an Amaranthine to grant yourself insight into the Great Rhythm that moves all things. When you cast this spell, roll two d20s, and record what you rolled. For each die, choose either attack roll, skill check, or saving throw. You can choose each option multiple times. For the next 24 hours, you may substitute any roll of an ally or enemy you can see within 60 feet with one of the recorded numbers that matches the type of roll you wish to replace (attack roll, skill check, or saving throw). The target still adds any relevant modifiers to this number, but otherwise treat the substituted number as the number they rolled.

To do this, you must spend a reaction to present your holy symbol and invoke the name of the Amaranthine whose energies you called upon. You can do this anytime after the skill check, saving throw or attack has been rolled, but before the outcome of the event has been determined. The spell ends after 24 hours have passed, or when both dice have been expended.

MATERIAL COMPONENTS

A holy symbol of the amaranthine being invoked.

CLERIC | PALADIN

GUST BARRIER

EVOCATION CANTRIP



CASTING TIME

1 Action



RANGE

Self



COMPONENTS

S



DURATION

1 Round

You spread your arms wide, allowing yourself to become enveloped by the air around you. Until the end of your next turn, any ranged attack made against you is done with disadvantage.

Melee attackers who successfully hit you must make a Constitution saving throw against your spell save DC. On a failure, the attacker is flung away from you up to 10 feet and is knocked prone.

BARD | DRUID | SORCERER | WIZARD



SHAPE PLANTS LEVEL 4
TRANSMUTATION

1 ACTION TOUCH V, S INSTANT

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SPINY SHIELD LEVEL 1
ABJURATION

1 REACT SELF V, S, M 1 ROUND

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STELLAR BODIES LEVEL 4
EVOCATION

1 ACTION SPECIAL V, S 1 MIN

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VEIL OF DUSK LEVEL 1
ABJURATION

1 BONUS 60' V, S, M C.10 MINS

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SPINY SHIELD

1ST LEVEL ABJURATION



CASTING TIME

1 Reaction



RANGE

Self



COMPONENTS

V, S, M



DURATION

1 Round

An ethereal barrier of spikes, made of magical force, interposes itself between you and an attacker. Until your next turn, when you are hit by a melee attack, the barrier reduces the damage you are dealt by 2d4, and deals the same amount of piercing damage to the attacker. The shield is ineffective against ranged attackers, but still provides a +2 bonus to AC (treat as half cover) against them for the duration.

At Higher Levels. When you cast this spell using a spell slot above 1st level, increase the spell's effect by an additional 1d4 for every slot level above 1st.

MATERIAL COMPONENTS

A small quill.

DRUID | RANGER | SORCERER | WIZARD

SHAPE PLANTS

4TH LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S



DURATION

Instantaneous;
Special, (See text)

You call upon gentle natural magics to alter the growth of plants. Any plant life you can see within range that fits within a 5-foot cube can take on whatever shape you desire. Additionally, if the plant is a bramble, or capable of growing thorns, you turn the affected area into difficult terrain, causing 2d4 points of piercing damage for every 5 feet moved through the area you shaped. You may also increase or decrease the number of flowers, vines, leaves, thorns, branches, or fruits produced by any plant you shape.

After one hour, the magic of your spell fades, and the plant resumes its normal shape. If you can use speak with plants (or a similar ability) to communicate with the plant, you may persuade it to retain its new form. Different plants have different feelings and attitudes, and if the form is too different from its natural shape it is likely to decline. If the plant accepts, at the GM's discretion, it will retain the form you have sculpted it into, in which case the effect becomes permanent.

At Higher Levels. When you cast this spell using a spell slot above 4th level, the size of the cube of plant life you can affect with the spell increases by an additional 5 feet for every slot level above 4th.

BARD | CLERIC | DRUID

VEIL OF DUSK

1ST LEVEL ABJURATION



CASTING TIME

1 Bonus Action



RANGE

60 Feet



COMPONENTS

V, S, M



DURATION

Concentration,
up to 10 minutes

You incant towards a creature, cloaking them in a shadowy veil of darkness and silence. The target gains a +1 bonus to their armor class and rolls stealth checks with advantage for the duration of the spell.

MATERIAL COMPONENTS

A pinch of soot.

DRUID | WARLOCK

STELLAR BODIES

4TH LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

Special, (See text)



COMPONENTS

V, S



DURATION

1 Minute

You create two small stars that orbit you. They twinkle pleasantly, shedding dim light in a 10-foot radius centered on you. The stars protect you. If a creature within 5 feet of you hits you with a melee attack they must make a Wisdom saving throw or take 1d8 points of radiant damage for each star orbiting you.

Once per round, on your turn, you may use your action to cause a star to streak towards an enemy, expending it as it explodes in a blinding flash. Make a ranged spell attack against an enemy within 120 feet, dealing 4d8 points of radiant damage on a hit. The target must then make a Constitution saving throw or be blinded until the start of your next turn.

The spell ends when either its duration expires, you fall unconscious, or you have expended all of your stars.

At Higher Levels. When you cast this spell using a spell slot above 4th level, you may create one additional star for every two slot levels above 4th. For each additional star orbiting you, the radius of dim light centered on you increases by 5 feet.

CLERIC | DRUID | SORCERER | WIZARD

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