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Hello Playtesters!

We are excited to be sharing this new campaign setting with you and even more excited to hear your opinions on it.

Here's what you will find in this document.

The Booklet text, which includes:

- An Intro to the world of Humblewood,
- Character creation rules to make your own birdfolk characters,
- Two new backgrounds well suited for birdfolk characters,
- Two new feats,
- Three new spells, and
- A ready to go mini-campaign *Adventure in the Wood* to help you dive beak first into Humblewood!

And a set of printable reference cards featuring:

- 27 new monsters and NPCs to use in your campaigns,
- Three spell cards, and
- Four new magic items

The best way to experience all the Humblewood content is to create Birdfolk characters and play through the *Adventure in the Wood* mini-campaign, it will take you from level 1 to level 3 and give you a good idea of the campaign setting.

We are also very interested in all the other ways this content can be used, so feel free to introduce the Birdfolk character content into your own campaigns, use the monsters and NPCs in your own adventures and most of all – just have fun!

As you test this material, head over to deckofmany.com/feedback and give us your feedback. You can return to the survey over and over, so feel free to fill out your feedback as you test the different content.

DECKOFMANY.COM/FEEDBACK

Thank you again for your interest in playtesting for us! This is only the first of many projects coming from The Deck of Many, so stay tuned.

Cheers,
The Deck of Many Team
May all your hits be crits!



WELCOME TO THE WOOD

Humblewood is like many forests you have ventured in before. There are trees, yes, and all manner of smaller shrub and bush. There are creatures here, small and large. Fauna encompassing the lowliest grub to the apex predators. Humblewood feels familiar and welcoming.

Humblewood is unlike any forest you have ventured in before. The trees seem larger somehow, and also don't grow completely straight, or is that a trick of the eye? The underbrush seems alive in its own right, humming with energy. The beasts here are similar to the deer and wolves of your homeland but with more interesting patterns and displays. Humblewood feels foreign and confusing.

The birdfolk who call this forest home are another oddity you have scarcely heard of let alone seen. A humanoid race that appears to have descended from powerful birds, they make their homes and their living in this wonderful forest. Only recently has trade of the pelts and other goods from Humblewood reached the large cities in nearby kingdoms, perhaps what has inspired adventurers and merchants to make a pilgrimage to this strange, new forest.

The birdfolk are wary of outsiders, viewing them as odd as they view the birdfolk. To see a person with no feathers, a flat beak, and small eyes is comical. How could they possibly feel safe in the canopy cities of the forest? These perches as they're known often span several or even dozens of trees, connected by loose rope bridges or simply relying on the natural structure of branches to aid travel between platforms. Without the ability to glide across these gaps the non-birdfolk races could risk death by simply crossing town.

ABOUT HUMBLEWOOD

In this box you will find a variety of cards, a fold-out map of Humblewood, and this booklet.

There are 35 cards detailing a variety of monsters, NPCs, magic items, spells, and notable locations. Monster and NPC cards will have a classic stat block detailing abilities and attacks.

Magic items and spells will detail the special properties of them, how to use them, and how often. Location cards have a map of the area, lore surrounding the place, notable figures you might meet there, and encounter prompts.

These cards can be used to create your own stand-alone adventures or be incorporated into existing DnD content. Many of these cards are also referenced in the premade adventure found later in this book. When you need to bring in a monster or award epic loot, check the cards for easy reference.

The map shows an overview of Humblewood. Again, this can be used as a building block in your own home game or in conjunction with the adventure provided here.

This booklet contains a variety of rules for immersing you and your players into the Wood. There are player options, including races, backgrounds, and feats, along with a list of magic items and spells the characters can utilize. There is also an adventure that will explore the various areas of Humblewood, taking characters from 1st level to 4th. There are also a number of random encounter tables and additional monster stat blocks to spice up any game.

The easiest way to jump into Humblewood is to roll 1st-level characters, perhaps using the birdfolk races provided here, and starting the adventure together. When you have finished exploring all that the Wood has to offer, your 4th-level characters will be ready to take on the world!

CARD REFERENCES

Within this booklet you may see a bold name referring to a monster, NPC, location, or item. This is either referencing a card or a piece of content from the reference section of this book. When you see a **bold term** it is referencing something from this booklet. When you see a **bold blue term** it is referencing a specific card.

Having the card in-hand as a quick reference will make running the game that much easier and the beautiful art will help your players visualize the world and people around them.

RACES

The birdfolk races of Humblewood are as diverse and unique as the forest itself. Many have adapted over countless centuries to a particular region or aspect of the Humblewood. Only the skillful survive the forest, and the birdfolk have become masters of both the forest floor and the canopies above.

STRIG

The strig are the most imposing of the birdfolk races. They value strength and endurance, traits they believe to be most valuable for survival in the Wood. While they are not prejudice against those who do not fit their ideal of strength, they are quick to call out when someone is not doing their best for the common good.

STRONG AND BRUTISH

While many of the birdfolk races rely on their speed or intelligence for superiority, the strig are mighty warriors, relying on their immense strength and stamina to endure even the most punishing assault. Whether defending their perch or braving the Wood itself, the strig never shy away from a fight.

NATURALISTS

The strig, more than any of the other birdfolk races, are most at home in the wild woods. Their mottled feather patterns, while not as bright or beautiful as others, make them practically invisible in the forest. Using this inherent advantage, along with their speed and strength, a conflict with a strig is usually fast to start and fast to end.

This suits their disposition, preferring the relative simplicity of the forest to the machinations of society and politics. They are not loners, per se, often forming familial and community bonds that transcend a permanent or single physical home.

STRIG TRAITS

Ability Score Increase. Your Strength score increases by 2.

Age. Strig reach maturity faster than most humanoid races, around 15 years. They can live to be around 80 years old.

Alignment. Strig usually put their personal morals above any imposed system of governance, but still have a strong sense of community. They tend to be chaotic good.

Size. Strig are muscular, imposing folk ranging from 5 to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Glide. Using your feathered arms, you can glide short distances. When falling you can move up to your speed horizontally for every 10 ft. of distance you fall vertically. You can gradually change direction while gliding. You cannot glide while carrying large or heavy objects or weapons, if you're wearing heavy armor, or if you are over-encumbered.

Talons. Your sharp claws aid you in unarmed combat. Your damage for an unarmed strike is 1d4 piercing damage.

Darkvision. You are adapted to hunting at night. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Patterned Feathers. You have advantage on Dexterity (Stealth) checks when you attempt to hide in a natural setting.

Languages. You can speak, read, and write Common and Birdfolk. Birdfolk is a language of clicks, caws, and whistles and does not have its own written language. Most birdfolk write in Common or in pictographs. You can also understand Auran.

Subrace. There are two main races of strig: swift and horned. Choose one of these subraces.

SWIFT STRIG

As a swift strig, you are a powerful force in the Wood who range far and wide without ever missing a step. You are most capable when immersed in the forest.

Ability Score Increase. Your Dexterity score increases by 1.

Swift. Your base walking speed is 35 feet.

Survivor. You have proficiency in the Survival skill.

HORNED STRIG

As a horned strig, you are as tough as they come. You are as tough as you are strong, both able to weather hardship as well as impose your will on the world around you.

Ability Score Increase. Your Constitution score increases by 1.

Imposing. You have proficiency in the Intimidation skill.

Brawler. When you successfully attack a target with your Talons, you can choose to grapple that target as a bonus action.

RAPTOR

When the birdfolk think of hunters or rangers, they picture a raptor. These birdfolk are swift and strong with an uncanny knack for tracking. They very rarely feel what it's like to be prey, and when they do they quickly find a way to turn the tables.

PERCEPTIVE

Given their heightened senses, the raptors often seem to be a bit distracted or thinking deep thoughts. In reality they are simply processing the wealth of sensory information they receive from their keen eyes and sensitive ears. While many folk are only ever aware of what goes on directly around them, raptors have an extremely wide sphere of awareness.

NATURAL PREDATOR

Raptors are adept at living off the land. They are skilled hunters, usually leading the harvesting of meat and skins for their perches. They are especially well versed in stalking prey from great heights, lining up impossible shots that their prey, both animal and person alike, could not predict.

RAPTOR TRAITS

Ability Score Increase. Your Dexterity score increases by 2.

Age. Raptors live longer than any other of the birdfolk races, reaching maturity around 20 and living over 100 years.

Alignment. Preferring the path of naturalists and hunters, raptors rarely see value in order for the sake of order. They tend to be neutral in alignment.

Size. Raptors are lean, muscular hunters but only stand less than 4 feet tall. Your size is Small.

Speed. Your base walking speed is 25 feet.

Glide. Using your feathered arms, you can glide short distances. When falling you can move up to your speed horizontally for every 10 ft. of distance you fall vertically. You can gradually change direction while gliding. You cannot glide while carrying large or heavy objects or weapons, if you're wearing heavy armor, or if you are over-encumbered.

Talons. Your sharp claws aid you in unarmed combat. Your damage for an unarmed strike is 1d4 piercing damage.

Keen Senses. You have proficiency in the Perception skill.

Woodland Hunter. Your accuracy allows you to treat three-quarters cover as half cover and half cover as no cover.

Hunter's Training. You have proficiency with the long bow, short bow, and spear.

Languages. You can speak, read, and write Common and Birdfolk. Birdfolk is a language of clicks, caws, and whistles and does not have its own written language. Most birdfolk write in Common or in pictographs. You can also understand Auran.

Subrace. There are two main races of raptor: red-feather and sea. Choose one of these subraces.

RED-FEATHER RAPTOR

As a red-feather raptor, you are most at home far from the ground. You can range for miles in the Wood without ever setting talon to soil, moving more confidently through the branches than some can on flat ground.

Ability Score Increase. Your Wisdom score increases by 1.

Dexterous. You have proficiency in the Acrobatics skill.

Aerial Defense. Creatures who attack you while you are falling, gliding, or jumping have disadvantage on their attack roll.

SEA RAPTOR

As a sea raptor, you are as at home in the water as you are in the trees. You also have a wealth of patience, only acting when it best suits your goals.

Ability Score Increase. Your Intelligence score increases by 1.

Swimmer. Your base swimming speed is 15 feet.

Patient. When you react with a readied action, you do so with advantage.

CORVUM

It's hard to say whether the corvum are distrusted because they behave the way they do, or if they behave the way they do because they are so distrusted. The reputation of the corvum in birdfolk society is nothing short of villainous, casting them as the shadowy antagonist of any situation.

FOR PERSONAL GAIN

While not a hard and fast rule, it is widely believed that all corvum are out for themselves. Sometimes this presents as flexible morals and in others it simply means they follow a personal code instead of subscribing to general law. Either way, corvum are a crafty race and they usually get what they want, one way or another.

TOO SMART

Corvum are accepted, sometimes begrudgingly, to be among the smartest of birdfolk. They are keen observers and often trade in information the way others would trade farm goods. They are hungry for knowledge and leverage it to further their goals whenever possible.

CORVUM TRAITS

Ability Score Increase. Your Intelligence score increases by 2.

Age. Corvum live slightly shorter lives than humans, around 70 years. They reach adulthood at around 18 years of age.

Alignment. Corvum tend to put themselves above others, but still value order and rules. They lean toward lawful neutral alignments.

Size. Corvum cut imposing figures, usually standing over 6 feet tall, with various builds depending on their trade. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Glide. Using your feathered arms, you can glide short distances. When falling you can move up to your speed horizontally for every 10 ft. of distance you fall vertically. You can gradually change direction while gliding. You cannot glide while carrying large or heavy objects or weapons, if you're wearing heavy armor, or if you are over-encumbered.

Talons. Your sharp claws aid you in unarmed combat. Your damage for an unarmed strike is 1d4 piercing damage.

Learned. If you fail an Intelligence check to recall information, you still recall something interesting, if not immediately useful.

Information Broker. If you share new information with someone, they will be inclined to do the same for you.

Languages. You can speak, read, and write Common and Birdfolk. Birdfolk is a language of clicks, caws, and whistles and does not have its own written language. Most birdfolk write in Common or in pictographs. You can also understand Auran.

Subrace. There are two main races of corvum: rook and raven. Choose one of these subraces.

ROOK CORVUM

As a rook corvum, you are more at home in the bustle of society than the wilds of the forest. You understand others the way a hunter understands their prey, and you're just as quick to capitalize on an advantage.

Ability Score Increase. Your Dexterity score increases by 1.

Dark Feathers. You have advantage on Dexterity (Stealth) checks made in dim or dark light.

Street Smarts. Your Learned trait also extends to Wisdom (Insight) checks.

RAVEN CORVUM

As a raven corvum, you know implicitly that you are the smartest person in the room. Knowing how to utilize that to your advantage, along with your deep understanding of motivations, makes you a formidable opponent.

Ability Score Increase. Your Charisma score increases by 1.

Manipulator. You have proficiency in the Deception skill.

Flock Speak. You automatically succeed Wisdom (Insight) checks on other corvum unless they are actively hiding their intentions. Corvum can effectively communicate basic concepts and ideas in this way.

LUMA

The luma are a race of polar opposites when it comes to society. They are just as often shunned for their eccentricities as they are celebrated for them. Most fledgling luma are hesitant in social situations until a certain age when society seems to organically label them an outcast or a notable figure.

TOUCHED

To most, a luma seems disorganized and distracted most of the time. Most chalk this up to a low intelligence but in reality the luma are simply tapped into something deeper. There seems to be a force that grants them special perception of the world around them, allowing them to see possibilities that others cannot.

OF TWO WORLDS

While most luma find their peculiar nature to be a hindrance in society, some use their gifts to climb the social ladder. Using their talents, they inspire curiosity and seem to have an air of authority about them. This divide in social standing among the luma makes for curious and strained relationships among families and friends.

LUMA TRAITS

Ability Score Increase. Your Charisma score increases by 2.

Age. Luma reach adulthood around 20 years and can live to be about 70 years old.

Alignment. Spurred by personal interests and flights of fancy, luma tend towards chaotic alignments, but rarely are they inherently evil.

Size. Luma are the shortest of the birdfolk, standing roughly 3 feet tall. Your size is Small.

Speed. Your base walking speed is 25 feet.

Glide. Using your feathered arms, you can glide short distances. When falling you can move up to your speed horizontally for every 10 ft. of distance you fall vertically. You can gradually change direction while gliding. You cannot glide while carrying large or heavy objects or weapons, if you're wearing heavy armor, or if you are over-encumbered.

Wing Flap. You can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can do this once before landing and can use it in conjunction with a regular jump or gliding.

Touched. You know one cantrip from the sorcerer spell list. Charisma is your spellcasting ability for it.

Hard to Read. Your eccentricities make you hard to figure out. When someone attempts to detect your alignment or performs a Wisdom (Insight) check against you, you may choose to not tell the truth.

Languages. You can speak, read, and write Common and Birdfolk. Birdfolk is a language of clicks, caws, and whistles and does not have its own written language. Most birdfolk write in Common or in pictographs. You can also understand Auran.

Subrace. There are two main races of luma: sable and sera. Choose one of these subraces.

SABLE LUMA

As a sable luma, you are often found on the fringes of social situations. While you are overlooked by the crowd, your gifts are undeniable. You are destined for greatness.

Ability Score Increase. Your Constitution score increases by 1.

Resilience. You have advantage on saving throws against being poisoned and have resistance against poison damage.

Guidance. Whether luck or a guiding presence, you always seem to find your way. Once per day you can choose to reroll any attack, skill check, or saving throw. You can decide to do this after the initial roll but before resolving the action.

SERA LUMA

As a sera luma, you are revered and celebrated by those around you. You have an almost unnatural beauty and grace, inspiring admiration in most and jealousy in others.

Ability Score Increase. Your Wisdom score increases by 1.

Center of Attention. You have proficiency in the Performance skill.

Proper. You have advantage on Charisma (Persuasion) checks when you utilize class structures or social standing to do so.

GALLUS

The gallus are most commonly found in small, familial communities as opposed to the city perches of the Wood. They value their social bonds above all else, always helping each other and promoting a common good. They are polite, but have little patience for deceit and rudeness.

A VARIED FOLK

While many races of birdfolk have specific and common appearances, the gallus are as varied and unique as the trees in the Wood. There are dozens of subraces and within those are a number of variations of feathers, colors, and patterns. The gallus are proud of their appearances but not to the point of vanity. Maintaining good grooming of oneself is akin to keeping a knife sharp and shows a level of respect for oneself.

SALT OF THE EARTH

Gallus are a social and communal folk. They tend to live in close knit communities of families and a sense of pride for their community runs deep. They help raise other family's children, they pitch in to make sure all the work gets done, and they highly value honest labor, such as farming and smithing.

In this way, while other birdfolk might look down on gallus for their common ways, the gallus are rich in interpersonal skills. They are very insightful and empathetic, giving them an ironic advantage in social situations over other birdfolk.

GALLUS TRAITS

Ability Score Increase. Your Wisdom score increases by 2.

Age. While ages fluctuate, gallus usually reach maturity around 18 years and can live anywhere between 70 and 100 years.

Alignment. Gallus are salt of the earth folk who believe in justice and order. They tend to be lawful or neutral good.

Size. Gallus are the most varied of the birdfolk races, ranging from 4 to 6 feet tall and showing many unique builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Glide. Using your feathered arms, you can glide short distances. When falling you can move up to your speed horizontally for every 10 ft. of distance you fall vertically. You can gradually change direction while gliding. You cannot glide while

carrying large or heavy objects or weapons, if you're wearing heavy armor, or if you are over-encumbered.

Wing Flap. You can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can do this once before landing and can use it in conjunction with a regular jump or gliding.

Communal. You have proficiency in the Insight skill.

Militia. You have proficiency in simple weapons.

Of the People. Whenever you make an Intelligence (History) check relating to your race, tribe, or community, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages. You can speak, read, and write Common and Birdfolk. Birdfolk is a language of clicks, caws, and whistles and does not have its own written language. Most birdfolk write in Common or in pictographs. You can also understand Auran.

Subrace. There are two main races of gallus: bright and huden. Choose one of these subraces.

BRIGHT GALLUS

As a bright gallus, you are a natural leader. Your time in your communal home has taught you how to inspire others and rally folks to a common cause. This air of command follows you wherever you roam.

Ability Score Increase. Your Charisma score increases by 1.

Inspiring. You have advantage on Charisma (Persuasion) checks when attempting to convince a crowd.

Understanding. You have proficiency in the Insight skill.

HUDEN GALLUS

As a huden gallus, you are of the land. You respect the sacredness of nature and that respect is paid back to you. Your innate connection with the wilds may alienate you from city life, but your true home is the Wood.

Ability Score Increase. Your Dexterity score increases by 1.

Naturalist. You have proficiency in the Nature skill.

Handler. You can cast *animal friendship* at will. Wisdom is your skill for this spell.

BACKGROUNDS

WIND-TOUCHED

There are legends and rumors of those who are born blessed by the wind and air, destined to soar over any and all obstacles they may face. In some parts of the Wood, this is accompanied by markings, feather patterns, or a dramatic event in early childhood. While some dismiss the notion as wives' tales and superstition, it is said that one who is born touched by the wind will never feel quite at home on land.

Skill Proficiencies: Acrobatics, Performance

Tool Proficiencies: One type of wind musical instrument

Languages: You can speak Auran.

Equipment: A wind musical instrument (one of your choice), an ornate cloak, a symbol of the wind, common clothes, and a belt pouch containing 10 gp

TITLE AND BLESSING

For many, the moniker of "wind-touched" is merely a title, a symbol of someone's devotion to the wind and the natural world. To others, they believe the name to be earned, an actual blessing of supernatural powers gifted by the wind itself. Decide what your character believes in or roll on the table below to see how they feel.

d6 Acceptance

1	I am truly blessed and have power over the wind itself.
2	I am devoted to the wind spirits, in action and title.
3	I believe in nature and goodness.
4	I will work tirelessly to earn the respect of those who give me this title.
5	I accept this honor but have my own doubts.
6	I feel nothing for this title, and carry it against my will.

FEATURE: SUPERNATURAL PRESENCE

Whether truly gifted with powers of air and wind, there are many people among the birdfolk and other races that truly believe. If you make a show of power or skill that can be attributed to the wind or air, such as feats of acrobatics or unseen forces,

those believers will become bolstered by your supernatural presence. They will support you and, depending on the level of belief, treat you with reverence and possibly even worship.

SUGGESTED CHARACTERISTICS

Those who are seen as wind-touched are revered by believers and scrutinized by cynics. For better or worse, they find themselves living in a world of expectations, most of which they can't live up to.

d8 Personality Trait

1	I never back down from a challenge.
2	I always end up the center of attention.
3	I am gifted by the wind and destined for greatness.
4	I have no time for those who doubt me.
5	I seek out challenges to test myself.
6	I am better than everyone else.
7	I avoid showing my power at all costs.
8	I remain humble despite my blessing.

d6 Ideal

1	Community. I will use my social standing to lift others up and inspire them. (Good)
2	Heroism. I am chosen to be a brave warrior, so shall it be. (Lawful)
3	Chosen. I am special and deserve appropriate treatment. (Evil)
4	Speaker. I speak for the wind itself, divining it's meaning for others. (Neutral)
5	Farce. I will use my title for every advantage I can. (Evil)
6	Naturalism. I will go where the wind directs me. (Chaotic)

d6 Bond

1	I am guided by a wise elder who prepares me for my destiny.
2	I am estranged from my parents who don't believe in my blessing.
3	I seek to discredit the person who burdened me with this moniker.
4	I live in the shadow of my mentor, seeking their approval.
5	I have a sibling who is not blessed, which causes tension

- 6 I am one with the wind. Personal relationships are fleeting.

d6 Flaw

- 1 I can't accept another's suggestion once I've set my path.
- 2 I lash out at even the smallest criticism.
- 3 I think more highly of myself than my skills warrant.
- 4 I let expectations rule my decisions.
- 5 I put others in harm's way to prove myself.
- 6 I am overly critical of myself.

Coupled with Power

While this background primarily focuses on the beliefs and perceptions of yourself and your community, pairing this background with a character who actually can manipulate the wind through magic would set them up to become a holy figure, a prophet, or a fabled hero.

GROUNDING

Despite the inherent vertical aspects of birdfolk culture, namely the canopy cities, you have always felt more safe and at peace with your feet firmly planted on the soil. You

Skill Proficiencies: Athletics, Insight

Tool Proficiencies: One type of artisan's tools

Equipment: A set of artisan's tools (one of your choice), a walking stick, a trinket from another culture, traveling clothes, and a belt pouch with 5 gp.

AN ODD BIRD

In the birdfolk culture you are somewhere between an oddity and an outcast. Some think your aversion to heights is a commentary on the birdfolk themselves, leading others to find you off-putting. Choose how your community regards you or roll on the table below to determine how you fit in.

d6 Community Place

- 1 I am considered weak or unskilled and many treat me like a fledgling.
- 2 I am looked upon as a traitor to my race.
- 3 I have brought shame to my family as a result of my preferences.

- 4 I am not welcome back to my family's perch.
- 5 I am viewed as an oddity, someone for others to laugh at and tease.
- 6 I have found a new community on the forest floor.

FEATURE: FIND ANOTHER PATH

Without the benefit of going over obstacles, you are keen to find alternate paths that circumvent danger altogether. When your path is blocked or when the path requires gaining vertical height, you can almost always find a more horizontal route. The DM will tell you of this path.

SUGGESTED CHARACTERISTICS

Those who are grounded have been affected by the way those around them have treated them in the past. They are generally very critical of themselves and also very aware of how others view them.

d8 Personality Trait

- 1 I always second guess my choices.
- 2 I have learned to not let the comments of others affect me.
- 3 I'm eager to show the benefits my unique perspective.
- 4 I'm slow to trust someone new but open up over shared hardships.
- 5 I manufacture difficult situations to prove my abilities.
- 6 I get embarrassed easily, even when someone tries to compliment me.
- 7 I will deny my fears to everyone.
- 8 I want to see how others handle situations I'm afraid of.

d6 Ideal

- 1 **Prove.** I will show others that I am capable despite my shortcomings. (Lawful)
- 2 **Encourage.** I seek out and support others who are like me. (Good)
- 3 **Explore.** I desire to experience unique and varied cultures and places. (Chaotic)
- 4 **Punish.** I never let an insult go, often resulting in a fight. (Evil)
- 5 **Evade.** I try to avoid danger whenever possible. (Neutral)

- 6 **Adapt.** I try to find new ways of overcoming obstacles. (Chaotic)

d6 Bond

- | | |
|---|---|
| 1 | I must do whatever I can to restore honor to my family. |
| 2 | I seek revenge on the one who forced me from my home. |
| 3 | I follow the teachings of another like me. |
| 4 | I feel kinship to a culture outside my own. |
| 5 | I hate anyone who belittles me. |
| 6 | I bond deeply with those who accept me for who I am. |

d6 Flaw

- | | |
|---|---|
| 1 | I am incapable of action when I'm at great heights. |
| 2 | I lash out at anybody who doubts my skill. |
| 3 | I keep a distance from others so they won't learn of my fears. |
| 4 | I project my insecurities onto others. |
| 5 | I am overly critical of other people's relationships. |
| 6 | I will put myself and others in harm's way to prove my abilities. |

FEATS

PERFECT LANDING

Your years of living at great heights has taught you how to fall more gracefully. You gain the following benefits:

- Reduce the damage die for fall damage from a d6 to a d4.
- You do not fall prone after taking falling damage.
- While falling you are considered to be proficient in the Acrobatics skill.

WOODWISE

You have lived your entire life in the gnarled, wooded areas of the world. You are adept at finding your way through even the most treacherous terrain. You gain the following benefits:

- Choose to gain proficiency in either the Survival or Nature skill. Your proficiency bonus is doubled for this skill.
- Difficult terrain does not decrease your movement speed.
- You cannot become lost in natural surroundings except by magical means.

MAGIC ITEMS

RED-FEATHER BOW

Weapon (any bow), uncommon (requires attunement)

The prized hunting weapon of the red-feather 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 5 charges. When an arrow is fired from this bow, the wielder can speak the command word to use a charge as a bonus action. Wherever the arrow lands, the wielder can see from this spot as if they were there for 1 round or about 10 seconds. Darkvision and similar effects are preserved, but magical sight does not work through the arrow.

If the arrow strikes a target, the wielder sees what they see for the same duration.

The bow regains 1d4 expended charges daily at dawn.

WING CREST SHIELD

Armor (shield), uncommon (requires attunement)

While wielding this shield, you gain a +1 bonus to AC in addition to the shield's normal bonus to AC (+2) for a total of +3 to AC.

The shield has 3 charges. As an action, the wielder can speak the command word and the shield casts the *gust of wind* spell outward from its face. This spell lasts for one round or about 10 seconds.

The shield regains all expended charges daily at dawn.

BLADE OF THE WOOD

Weapon (short sword), uncommon (requires attunement)

A finely crafted sword with delicate etchings and a hum of life to it.

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

The sword has 3 charges. The wielder can expend a charge to speak the command word and cast *Spike Growth* centered on themselves. The

wielder can pass through this terrain unaffected. The effect lasts for 1 minute.

The sword regains all charges each day at dawn.

FEATHERED HELM

Wondrous item, uncommon (requires attunement)

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

Depending on the type of feather given, the helm takes on unique properties that the wearer can tap into. The helm has 3 charges that can be used to activate abilities. The helm regains all expended charges daily at dawn.

Raptor. You can use a charge to automatically succeed a Wisdom (Perception) check. You can use this ability after your initial role but before the DM tells you if you have succeeded or failed.

Strig. You can use a charge to succeed a Dexterity (Stealth) check. You can use this ability after your initial role but before the DM tells you if you have succeeded or failed.

Corvum. You can use a charge and the DM will tell you one useful piece of information about a topic of your choice that you don't already know.

Luma. You can use a charge to cast a random cantrip from the sorcerer spell list.

Gallus. You can use a charge to cast the *Friends* spell.

A True Gift

If you are playing through the Humblewood adventure, or playing your own campaign in the wood, look for organic relationships between a player and the races of birdfolk. If one stands out, use that to decide what type of feather is offered to the player in this helm.

Additionally, a player whose character is a birdfolk race may want to make this gift themselves. Encourage them to make sure the gift is true and make sure to create a narrative bond between this player and who they share a feather with.

NEST CHARM

Wondrous item, rare (requires attunement)

This charm is a sphere of intricate metal branches, interwoven to form a sort of nest. The charm has 1 charge. When it is placed on the ground and its command word is spoken, the charm begins 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.

The perch will last up to 24 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.

The charm regains its expended charge daily at dawn.

SPELLS

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 also make a Constitution saving throw against your spell save DC, being flung away from you up to 10 feet and knocked prone on a failure.

ELEVATED SIGHT

1st-level divination

Casting Time: 1 action

Range: 120 feet

Components: S, V

Duration: Concentration, up to 1 minute

You cast your eyes skyward, granting you sight as if flying. You can see as if you were in a spot you can see up to 120 feet above you. For the duration, you can look around from this spot.

You can use a bonus action to move the spot's height above you. You are free to move normally, adjusting the location of the spot, but do so only being able to see from the elevated location.

While concentrating on this spell, you have disadvantage on all Dexterity saving throws.

FEATHERED REACH

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (a small feather)

Duration: 1 minute

You transform your arms into powerful wings, your fingers into long, graceful feathers. The effects of this spell last 1 minute at which point the feathers gradually fall out, leaving your normal arms behind.

When falling you can move up to your speed horizontally for every 10 ft. of distance you fall vertically. You can gradually change direction while gliding. You cannot glide while carrying large or heavy objects or weapons, if you're wearing heavy armor, or if you are over-encumbered.

You can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can do this once before landing and can use it in conjunction with a regular jump or gliding.

ADVENTURE IN THE WOOD

The following chapter contains a full adventure for 1st-level characters to experience the wonders of Humblewood. Feel free to play through this adventure in its entirety, or use pieces for your own custom campaign. You can also utilize the **Random Encounter** section, as well as the **Monster Cards**, and **NPC Cards** to further flesh out your game.

THE ADVENTURE BEGINS

This adventure is designed for 1st-level characters who are just starting out. The only major change to the kickoff of this campaign is dependent on whether or not the players created birdfolk characters, meaning they are from Humblewood, or they are standard races who are arriving in the Wood for the first time.

If characters are all birdfolk, have them start off by venturing in the forest, exploring or looking for adventure. They are surprised when adventure does find them in the form of a bandit attack on a passing merchant.

If characters are not birdfolk, create a story about them coming to Humblewood to explore the forest or seek an audience with the birdfolk Council.

If there is a mix of birdfolk and non-birdfolk races, have the birdfolk characters venturing to the forest's border to meet their new companions and guide them back to Alderheart.

BANDITS ON THE ROAD

Ahead on the road are two figures in leather armor and hoods who are gesturing violently at a crumpled figure on the ground. A small hand cart stacked high with bags and boxes of various sizes stands nearby. One of the hooded figures eventually goes to the cart and starts unceremoniously sifting through the packages, leaving fallen bundles strewn on the road.

As the characters approach they can see under the hoods the pointed faces of a pair of mapaches, a man and a woman, both wearing worn leather armor with short swords on their belts. You hear a whimpered "help me" from the figure laying on the road, but you can't quite make out their features.

The mapach woman, still standing over the fallen figure, puts her hands on her hips and offers a thinly veiled threat.

"Alright folks, nothing to see. Move along, if you know what's good for ya."

The obvious solution to this threat is to meet them in combat. The characters probably outnumber them in addition to their superior armaments. Any threats or posturing from the characters are met with an attack from the two **mapach bandits**.

Alternatively, being reasonable highwaymen, the mapaches can be paid off and will simply leave. Negotiations start with the mapaches looking over the cart to decide how much they think it's worth to them. They will simply walk away for 10 gold each. A particularly successful negotiation could get this as low as 5 gold each at the DMs discretion.

REWARDS

The mapach bandits are wearing worn leather armor and each carries a poorly kept short sword. If they are defeated and searched, the party also finds a small coin purse with 5 gold in it.

Each character earns 25 XP.

ESCORT ELIZA

After defeating or bribing the bandits, the characters can help the beaten figure to their feet. If they don't immediately, have the figure grunt or whine to get their attention. If they still don't assist, the felin merchant eventually sits up on her own.

"My whiskers, that was close! Thank you all for protecting me and my cart. My name is Eliza. I'm on my way to Alderheart by way of Winoing Reach. Could you be kind enough to help me the rest of the way?"

If the characters are unfamiliar with the Wood, Eliza describes the road ahead working its way along the edge of Mork Fields, a large swampland, before reaching Winoing Reach, a small research outpost.

Eliza's plan is to stop briefly in Winoing Reach, selling her wares and acquire new stock,

before eventually making her way to the capital perch of Alderheart.

If the characters don't immediately offer her aid, she will entice them by offering them a single item from her cart in exchange for their protection and company on the road.

If the party decides to walk with Eliza, their movement speed is reduced considerably as she pulls her cart. A strong character can offer to pull her cart. Succeeding a DC 10 Strength (Athletics) check keeps everyone moving at regular traveling speed.

BATS OUT OF HELL

The road ahead does seem to keep just out of reach of the swamplands on the right. After about an hour of travel though, the terrain on the left side of the road changes considerably. The lush green and brown of the trees gives way to burned stumps and ash-covered fields. It looks as if a massive forest fire has ravaged this forest in the near past.

As the road continues, this bleak landscape seems to stretch for miles. While looking out over this grey scene, the characters may notice a cloud of bird-like creatures flying above the ash. Those who keep an eye on the birds or characters with a passive perception of 15 or better notice when they change their course and begin flying towards the party.

As the "birds" begin their rapid descent it appears that they are more bat-like and, more surprisingly, they seem to be on fire. If their course change was noticed, the characters have about 10 seconds before the bats descend on them. If they flew unnoticed until this point, they arrive so swiftly that the characters do not have time to prepare for the attack.

The characters are beset by two **swarms of emberbats**. The dive and harass their targets relentlessly until they are defeated, or the party puts considerable distance between themselves and the ashy plain.

REWARDS

Each character earns 25 XP.

THE RESEARCH STATION

With the flaming bats behind them, the rest of the trip is uneventful. Another couple hours on the road and the small village of Winnowing Reach comes into view.

Eliza tells the party that she will set up her cart near the center of the collection of buildings here to see what she can sell or trade. She encourages the characters to have a rest and alludes to the party potentially escorting her along to Alderheart when they feel up to it.

Characters are free to explore the small village, though they will find the amenities of this research station to be lacking compared to many villages they've seen before. There is a general store and a small inn, but instead of staples like a tavern or weaponsmith there is instead an apothecary and a bookbinder.

At some point during their stay, word of adventurers reaches the magistrate, the ranking political figure in Winnowing Reach. He eventually tracks the party down and implores them to help find a missing researcher who he fears has entered the Mork Fields to conduct hazardous research.

REWARDS

If Eliza promised the characters an item for their service, they can claim that as well.

THE MISSING RESEARCHER

A young corvum researcher, looking to make a name for themselves, has recently gone missing. An investigation of their office has revealed they have been studying the nearby slimes to learn about their physiology. In an attempt to get live samples, they have ventured to the nearby caves which are known to be infested with several species of slimes.

Characters are petitioned by the town's magistrate, a tense and agitated corvum named Waldan Krane, to find the researcher, a young lady named Kenna. While the primary goal is to bring the researcher back safely, any chance to reduce the slime population will be greatly appreciated as well. For this service the magistrate promises 5 gold each.

FINDING THE CAVE

The cave is actually a network of caverns and tunnels with several entrances dotting Mork Fields. The closest entrance is located about a half day's hike southwest of the perch in the middle of the swamp. Alternatively, there is a road that leads around the swamp to the south, arriving at another cavern entrance at the very southwest edge of the swamp. This is a longer route, most

likely requiring a night of camping along the road but is probably safer than the swamp.

The magistrate will provide a rough map of Mekk Fields and where the entrances are.

Dangerous Swamp

Along the way, the party might run into bandits or swamp creatures who want to make a meal of them. Decide what feels right for pacing and difficulty and add in an extra encounter here if you want to ratchet up the action. Refer to the **Random Encounters** section for suggestions.

NAVIGATING THE DEPTHS

The entrance to the cave system is just large enough for the characters to fit, some taller folks may have to hunch over. The tunnel descends gradually into the ground, curving gently back and forth as it goes.

The caves are dark, damp, and dank. The surrounding swamp has shared its murky waters, which either drips or pools on every surface. The smell of the swamp also permeates the caves.

After about 30 minutes of walking the tunnel opens into a large cavern about 20 feet high and 100 feet across. Stalactites and stalagmites dot the floor and ceiling and the sound of slowly dripping water can be heard echoing in the distance.

In the center of the cave they see what looks like a birdfolk standing next to a rock formation. Not standing but stuck to it. As the characters approach they see a sheen of slime covering the young corvum, including their beak. Their eyes are wild and suddenly focus on something behind the characters.

Refer to **The Mokkden Caverns** Location Card for a map and quick references for this encounter.

SLIME ATTACK

The party is beset by a large **shifting slime** and three **sticky slimes**. The sticky slimes have already left several slime trails between the players and the entrance to the tunnel they came from. They attack without any warning.

The slimes don't attack with reason or tactics. They simply lash out at the nearest target and usually don't turn their attention if they are attacked by multiple characters at the same time.

Captured in Slime

If a character would die in combat, instead of a killing blow a sticky slime may instead try to encase the character in slime, saving them for later. Other

characters could attempt to free them with a DC 12 Strength check or using applicable spells.

FREEING THE RESEARCHER

Characters can attempt to free the scientist from her slime prison as an action. To do this a player needs to succeed a DC 12 Strength check or use applicable spells. Once free, the researcher will do her best to stay out of the way and will follow orders that don't put her in danger.

Once the researcher is free of the slime, she will implore the party to help collect samples of slime from either the shifting or sticky slimes for her research. She promises an added reward for this service.

Slime must be collected from live slimes. Collecting slime requires a vessel (like the vials the researcher has) and a making a DC 12 Dexterity (Sleight of Hand) check against a live slime. One vial will do.

DANGERS

While exploring the characters may find themselves fighting denizens of the tunnels or the cave itself. If you want to spice up the adventure, roll 1d6 on the table below to see what might happen.

d6 Encounter

1	Falling rock, DC 12 Dexterity saving throw or take 4 (1d8) bludgeoning damage
2	Slippery ground, counts as difficult terrain
3	A swarm of emberbats attack
4	2 caustic slimes attack
5	Winding tunnels, DC 12 Wisdom (Survival) check or get lost, roll again
6	1d4 sticky slimes attack

TREASURES

It has been long rumored that treasure awaits those who can survive the caverns. While some never return from their expedition, those who have made it back have nothing but a story to show for it.

Perhaps the treasure is still there, hidden in the caves, waiting for a band of adventurers to seek it out.

d6 Loot

- 1 A dusty, forgotten chest with 1d4 x 10 gold
- 2 A ruby statue worth 50 gold, but birdfolk believe it is cursed
- 3 A magic weapon wrapped in a bloody cloak
- 4 A magic item in a display case
- 5 1d4 healing potions, but they don't have labels
- 6 A priceless birdfolk religious artifact

RETURNING TO THE REACH

The trip back to Winnowing Reach is uneventful if a little slow with the researcher tagging along. The magistrate is relieved to see the researcher returned safely. If the party has also collected slime samples, the magistrate begrudgingly thanks the party, giving the researcher a serious glare.

If it makes sense for the time of day, or if your players need a bit of a rest, suggest spending the night in Winnowing Reach. This will bolster characters hit points and spell slots for the coming encounters.

REWARDS

For freeing the corvum scientist and helping them return to the perch, players are given 5 gold each from the magistrate. If the characters also return with a sample of slime, they are rewarded with an additional 1 gold each.

For defeating the slimes and returning the missing researcher, each character earns 50 XP.

For returning with a slime sample, each character earns 10 XP.

If the party endured a random encounter in the caves, each character earns 15 XP.

THE SWAMP WITCH

After some rest and recuperation, magistrate Krane will again approach the party with another job, this one requiring a private audience in the magistrate's chambers. Whatever he has to say, he doesn't want prying ears around.

After securing the bolt on his chamber door, the magistrate hesitantly reveals that the swamp is plagued by a foul sorceress, a witch who dabbles with evil forces. He implores the brave adventurers to rid them of this evil before it spreads to their perch.

At first the magistrate appeals to the decency and goodness of the party, imploring them to act

in the best interest of the Wood in this matter. If pressed, he will offer another 5 gold per person to help deal with the witch, though he makes it clear his coffers are running thin.

TRAVERSING THE SWAMP

There's no two ways about it this time. The witch is reported to live in the heart of the swamp, so no going the long way round. Nothing for it but to dive in, so to speak. The magistrate suspects the party will find the witch's lair in the deepest, foulest stretches of the swamp.

To speed up the travel, you can have a player make a Wisdom (Survival) check or similar to navigate the swamp and find sign of the witch's passing.

Alternatively, a spell or Intelligence (Arcana) check could be used to determine the best location for magical activity.

On a success, the party finds the witch after only a few hours travel, leaving plenty of daylight for them to work in. On a failure, it takes longer to find the witch than anticipated, and the party arrives in the failing light of evening.

THE WITCH'S HUT

At last the party find themselves at a small hut on a thin patch of dry land. There are a few gnarled trees, more moss than leaves, flanking the rustic hut. From the porch roof hang dozens of bundles containing flowers, herbs, and even a few lizards, apparently left to dry.

There is smoke gently rising from the cobblestone chimney and a strange yet delicious smell fills the air. Through a window the party can see a short figure wearing a robe shuffling quickly about the kitchen, adding ingredients to a cauldron in the shape of a giant snail shell. There is also a rather large beetle skittering around, hoping at her heels. It's cute, for a bug. What a delightful scene!

At this point the players can approach the situation in one of two ways: approach the witch and hear her story or barge in and attack. If the party opts for all out attack, the **hedge witch** will defend herself. She will also appeal to the players that she is not evil at all, merely misunderstood and unwelcome at the Avium, the birdfolk's magical college. She will continue her defense and retaliation between explanations.

If the players approach civilly, they will find she is a simple hedge witch, learning the secret art of magic on her own terms without a master. She is not welcome at the Avium, so she decided to strike out on her own. In fact, she's in the middle of a ritual that will hopefully summon a lesser entity that she might question and learn potent magic from. She asks if you might help her gather the necessary ingredients.

MYSTICAL ERRANDS

The players are asked to gather some swamp herbs and capture a few swamp lizards that are seen around the hut. The herbs can be found easily with a successful Wisdom (Survival) check, but take longer to acquire on a failure.

The lizards are swift and require a sort of hunt to collect them. For the purposes of this activity, the lizards have an armor class of 13 due to their size and speed but only 1 hit point. They are alert, however, requiring a DC 15 Dexterity (Stealth) check to get close enough for a melee attack. After the party has gathered 3 lizards, they can return to the witch.

The witch's ritual goes off as planned, summoning a **lesser demon** that appears in her cauldron and climbs out, spilling the mixture everywhere. For a moment it seems content but then attacks the nearest person wildly. This may be the witch or a party member. It behaves as if it is confused and feral, attacking whatever is closest with wild abandon. It doesn't relent until it is defeated, at which point it crumbles into ash that floats away mysteriously.

A WITCH'S DEBT

The witch is grateful for the party's help in dispatching the demon. She admits she may have reached a bit too far in her summoning, and will adjust her future rituals accordingly.

If the party is ever near Mork Fields in the future, her door will always be open to them. She will even do her best to aid them with a potion or two, or possibly other helpful spells.

REWARDS

If the party assisted the witch successfully, she is now considered an ally. She offers 2 healing potions for the party to take, with the promise more potions in exchange for ingredients. See [The](#)

[Witch's Hut](#) Location Card for a list of her offerings.

However the players handled this encounter, each character earns 50 XP.

LEAVING THE REACH

After dealing with the swamp witch, the party returns to Winnowing Reach. The magistrate will want to hear about the excursion to deal with the swamp witch, again inviting the characters into his chambers for a private conference.

If the party killed the witch, they can simply tell the truth and receive their coin, if agreed upon.

If the party did not kill the witch and wish to lie about it, one player must make a DC 10 Charisma (Deception) check to pass off a suitable lie to the magistrate. If they succeed, he will accept their story and reward them. He is most ready to accept that this insidious problem is at an end.

If the party did not kill the witch and tell the truth, the magistrate responds furiously. He blames the party directly for condemning every person in the Wood, and threatens to appeal to the guard at Alderheart to come deal with the witch. He refuses to pay any agreed upon bounty for the party's work.

REWARDS

If the party performed the magistrate's task, or convinced him of such, and they agreed to a bounty before hand, each character receives 5 gold.

THE ROAD TO ALDERHEART

When the party is ready, the road to Alderheart leads northeast out of town, deeper into the forest. The journey is short, only about a half day's walk.

As the party prepares to depart, Eliza approaches them, asking if she might travel alongside them on the way to Alderheart. She's looking to set up a more permanent shop and welcomes both the company and protection offered by the party.

CITY THROUGH THE TREES

If traveling with Eliza, she abruptly sets her cart down as the road passes a huge tree, proclaiming that they have arrived at Alderheart! When questioned, she smiles and simply gestures

upward, revealing a network of platforms and bridges in the canopy above. Closer inspection of the huge tree shows rough steps carved into the trunk that appear camouflaged from a distance.

If Eliza is not around to guide the players, have the road end abruptly at the base of this tree. Looking up will obviously reveal the city, but inspection of the tree will also make the carved steps evident to the party.

A BUSTLING METROPOLIS

Alderheart is the capital city of the forest and home to virtually every race of birdfolk. There are even races from far away kingdoms, including felins, hedges, and even the odd mapach.

If Eliza accompanied the players, she lets the party know she's going to set up her cart in the main plaza and that if they need anything at all to come find her.

Characters are free to explore the city of Alderheart. All the usual amenities and offerings of a large city can be found here.

Refer to the [Eliza's Emporium](#) Location Card for more information about Eliza's shop and the goods she has to sell to the party.

BANDITS TO THE NORTH

When the players have had time and space to explore the city, or immediately upon their arrival, a city-wide alarm sounds. Bells are rung and guards are called to action on the northern border of Alderheart. The characters hear general shouts of "bandits!" and something about a merchant caravan arriving at the city.

If the players decide to check out the scene, they arrive at the northernmost platform, similar to the one they arrived at, overlooking a dismal scene: several wagons are besieged by bandit forces.

If the players are content to stay in town, a passing guard captain may beseech them to join them in repelling the bandits.

Guards begin firing arrows and slinging rocks towards the bandits in a desperate attempt to run them off. If the party doesn't immediately join in the attack, a nearby guard captain may ask the party to assist, seeing them well-armed.

After a few minutes of assault, the bandits have taken what they can carry and flee into the northern woods. When the fighting settles, a guard captain begins organizing a counter attack, hoping to press them back to their hideout and snuff out

the bandit threat for good. The captain inquires if the party will join them.

TAKING THE FIGHT TO THEM

The bandits, laden with stolen goods, leave an obvious trail. They have become brash and sloppy, leading the guard and party directly to their camp. The camp is merely a collection of canvas tents and a couple hastily constructed store houses. There is a large central tent that appears to be for the leader of the camp. Refer to the [Bandit Camp](#) Location Card for a map and references for this encounter.

The party is joined by a number of birdfolk who are anxious to put an end to the bandits reign of terror. Utilize the **birdfolk guard**, **birdfolk spearman**, **birdfolk militia**, and **birdfolk farmer** to fill in for this fighting force. For narrative purposes, these characters can simply fight in the background, creating tension and color to the encounter. You can optionally have some of them join the party's fight.

Fighting immediately breaks out between the guard and the bandits. Determine where the party starts during this encounter. They will be fighting bandits in waves. If at any time the encounter seems too easy, throw in an extra mapach bandit. If the encounter seems too hard, have some of the guard help the party with their fight.

The first wave that descends on the party is a pair of [mapach bandits](#).

The second wave is a [mapach bandit](#) and a [jeerban thief](#). The thief will look to disarm and distract the party, jumping around wildly.

LEADER OF THE BANDITS

The final enemy is a tall, graceful vulpin woman who appears to be the leader of this bandit camp. She has singled out the party as the primary threat and decides to take them on herself, setting an example to those who would dare challenge them again. She draws her ornate short sword, pointing it at the party, and issues a threat.

"Fools! You can best my bandits and thieves, but you don't stand a chance against a real swordswoman like me. You shall have the honor of witnessing my deadly grace before you die."

The party do battle with the [vulpin captain](#) as chaos rings around them. Birdfolk militia are

clashing with bandits. Some, merely farmers with pitchforks, are not faring as well as the trained guard. A swift defeat of their leader will surely save many lives this day.

THE REST SCATTER

After their leader is dispatch, the remainder of the bandit forces flee in any direction they can, but the bulk of the force appears to be heading east, towards The Crest. The guard is beaten and exhausted and cannot hope to give chase.

The guard rest briefly, bandaging up the injured and preparing the fallen for transport back to Alderheart. During this time, the players are free to explore the camp.

REWARDS

After the camp is abandoned, the party may search it for loot. In the storage buildings near the rear entrance the party finds the following:

- 2d6 x 10 (70) gp
- 2d6 (7) 10 gp gems
- 2d4 (5) 25 gp art items
- 1 or 2 magic items

Each character earns 150 XP.

A TRIUMPHANT RETURN

After the sounds of battle fade into the forest, the remainder of the city guard and militia return to Alderheart. The dead are carried on makeshift stretchers while the injured are helped along the trail home. Despite heavy losses, the day is won and you are welcome back to Alderheart as heroes.

The council wants to hear about the bandits as soon as possible and strongly encourage the party to visit them immediately. They ask many questions about the bandits, their numbers, and which way they fled. It is clear they fear reinforcements are nearby.

One council member also brings up the goods and possessions the bandits have stolen in recent months, and inquires about whether any of this was found at the camp. The party can choose to keep their treasure a secret, requiring a DC 12 Charisma (Deception) check. On a success, the party is taken at their word. On a failure, the councilmember who posed the question distrusts them, but it is likely the rest of the council will side with the party in this dispute, at least for now. An inquiry into the stolen property will be conducted in the coming days.

Leveling Up

At this point your players' characters should have enough XP to reach 2nd level. You can provide them narrative space to level up while in Alderheart, each having a scene to describe how they trained or acquired new skills after the battle against the bandits.

WORKING FOR THE WOOD

With the bandits dealt with for now, life gets back to normal around Alderheart. For a time the players are simply free to explore the city further or even strike out on their own, looking for adventure. Refer to the encounters detailed in this section, use the **Random Encounters** section for inspiration, or create your own encounters using the **Monsters** provided.

Characters should ideally be 3rd level before moving on to the **Scorched Grove** section. This will require completing at least four of the encounters listed below, or otherwise earning the 600 XP required for leveling up.

Alternatively, you can have the characters attain 3rd level at any time you feel is meaningful and interesting to keep the pace of your game going.

COUNCIL SUMMONS

If you'd like to propel your players towards the encounters listed here, you can have a messenger or guard find the players and instruct them to report to the council chambers of Alderheart to meet with the Humblewood Council. There, a small session of council members inform the party of opportunities for competent adventurers such as themselves.

Alternatively, these quests can be issued to the party via job posting boards, concerned citizens, or barroom chatter.

BANDITS IN THE MOUNTAINS

Having fled after the defeat at their forest camp, the bandits have returned to their stronghold in the Crest. This fortress is much more capable of withstanding a large-scale attack, and its position in the mountains makes it dangerous to fight in. The council has seen fit to ask the adventurers to flush out the bandit leadership once and for all, finally ridding Humblewood of their thievery and brutality.

Given a large scale encounter would prove disastrous, the council calls on the heroes to use their unique skills to infiltrate the fortress and dispatch the bandit leader there.

APPROACHING THE FORTRESS

The crags and canyons of the Crest are enough of a deterrent, but there are also rock slides, **mountain lions**, and bandit patrols to be on the lookout for as well. You can fast track the travel by having at least one member of the party make a DC 13 Wisdom (Survival) check. On a success, they reach the fortress without incident. On a failure, have the party deal with an encounter.

Once arrived, entering the fortress will be another challenge. It has high, stone walls with guard posts stationed around the perimeter. There is a single large entrance at the front; two large doors with a large entranceway for wagons to enter.

Players are free to sneak in wearing stolen bandit clothes, scale the walls, or even bluff their way in. While not recommended, simply fighting into the fortress is an option. If the characters are getting in over their heads, you can have the general appear early to fight them without having too many smaller fights.

Refer to the **Bandit Fortress** Location card for a map and references.

FIGHTING TO THE BOSS

If the party hasn't already encountered too many enemies, have a contingent of guards waiting for them before they reach the leader of the bandits.

The outer guard, stationed outside the meeting hall, are made up of 4 **mapach bandits**. They are charged with letting no one enter the inner fortress.

Once inside the meeting hall, another set of guards stand outside the entrance to their leader's personal chamber. These guards comprise 2 **mapach bandits** and a **jerbeen thief**. The meeting hall has a large, long table in the center, many chairs, a raised platform at the front for speakers, and a number of chandeliers hung from the ceiling.

ALTERNATIVE ROUTES

In addition to fighting to the bandits' leader, the party could choose a number of other routes. Below are a number of possible options that would open a path to general:

- Creating a distraction, like setting a fire or sounding an alarm, that would pull the guards away from their posts.
- Sneaking past the guards by succeeding a DC 15 Dexterity (Stealth) check.
- Causing a scene outside the fortress or in the courtyard, goading the general to come out and fight.
- Sneaking into the fortress in a wagon of stolen goods.
- Pretending to be bandits that got separated from the group after the attack on the camp.

CUT OFF THE HEAD

Whatever the party's plan is, all roads eventually lead to the **bandit general**. He is an imposing vulpin figure with strong arms and a scarred face. He has little patience for intruders and will not hesitate to attack, with or without his guards.

He is a fierce warrior, swinging with both scimitar and dagger in a whirlwind of blows. He seems to shrug off wounds and press the attack even to his own detriment.

Once defeated, the bandits will either flee the fortress or swear loyalty to those who defeated their leader. If you choose the latter, the fortress can become a sort of hold or keep for the players to use as they see fit.

REWARDS

As with the camp, there is a wealth of treasure to be found in the store rooms of the complex as well as the general's personal quarters. Again, most if not all of this loot is stolen, and possibly belongs to the residents of Humblewood. The Council will be anxious to reclaim at least part of this hoard.

The party finds the following in the store rooms:

- 3d6 x 10 (105) gp
- 3d6 (10) 10 gp gems
- 3d4 (7) 25 gp art items

The party finds the following in the general's quarters:

- 1d6 x 10 (35) gp
- 1 magic item
- A rough map of the Crest and the peninsula to the northeast

Each character receives 200 XP.

MAGICAL MALADIES

To the east of Alderheart is a remarkable structure, even by the standards of Humblewood. Atop a massive tree is constructed a tower of

towers, a fanciful and bizarre creation that looks like it topple over at any moment. This is the Avium, the magical college of the birdfolk. Here they study and decipher arcane secrets and teach the next generation of wizards their craft.

Admission into the Avium is one of the highest honors for young mages in the Wood. The courses are rigorous and the faculty tough, but graduation from the Avium all but guarantees its students any magical career they desire.

When the council received word from Dean Windsworth of a dangerous situation, they immediately sought out the adventurers for assistance.

ARRIVING ON CAMPUS

When the party arrives at the Avium, it is even more impressive and inspiring than Alderheart. Fully 200 feet tall at its highest tower, the college is a massive collection of towers and ramparts. There are even smaller towers that orbit around the main structure, their split bridges passing mere inches away from one another on every rotation. Knowing when to make the crossing is vitally important for students who don't want to miss the start of class.

When the party arrives at the base of the tree, they find a young gallus waiting to greet them. He wears a simple robe with a rope belt and bows low at their arrival. He confirms they are here to assist the dean and then motions for them to join him on what appears to be a circular tile patio. Once everyone steps on, the gallus mage utters a command word and the platform rises up, at considerable speed, towards the college.

When they arrive at the main entrance, the gallus mage directs them to the dean's office, located in a solitary spire that juts off the southern face of the main tower about halfway up. There they will meet with Dean Windsworth to discuss the matter at hand.

"Welcome all! I trust your journey was pleasant? I wish we had time for a proper campus tour, there's so much to see! The observatory, the training range, the greenhouses. Oh! Our flebbor root is finally blooming and... sorry, another time. First the matter at hand!"

The dean continues to describe a student who has begun pursuing the necromantic arts. While an approved field of study at the Avium, he has taken his experiments in a more practical

direction, creating foul creatures and upsetting the other students. It also recently came to light that some of the subjects for his tests were recently deceased birdfolk, whose bodies the young necromancer did not come by through appropriate channels. There is a rumor circulating about possible missing students.

The dean directs the party to the lower levels of the school, near the tree itself. He has cleared most of those floors of classes so students and faculty could remain a safe distance away. He implores the party to investigate and contain any harmful or unnatural dangers they might find.

A FOUL PRESENCE

Upon entering the lowest level of the school, the characters are met with the unmistakable smell of death in the air. There seems to be no ambient sounds here aside from the footfall of the heroes. Most of the classrooms and offices are vacant, but a soft candlelight seeps out from beneath a closed door near the end of a hallway. It is laboratory, according to the sign beside the door, and according to the dean should be vacated.

Through the door, the party can hear soft footsteps, some incomprehensible speech as if someone is speaking to themselves, and punctuated now and again by a clattering, hollow banging.

Within the classroom is the corvum necromancer and 3 **birdfolk skeletons**. The necromancer will promptly seek shelter through another doorway into a connected classroom. The skeletons will bar entry, lashing out with rusty weapons and sharp, boney talons.

Refer to **The Avium** Location Card for a map and references for this encounter, as well as other notable options at the Avium.

UNDEAD HORROR

Upon entering the adjoining classroom, the party finds themselves looking up at a massive creature comprised of hundreds of birdfolk bones, at least several bodies' worth, jumbled together to form a humanoid shape. The arms end in several talons intertwined into a circular claw. The head is two larger skulls, the first one upside down with the second on top of it, forming a gross mirrored beak and skull for a face.

The necromancer, from behind his creation, directs it to attack the party and once again slips through a door at the back of the classroom. As the

skeletal golem approaches the party, it tosses desks and tables aside as if they were made of twigs and leaves. As the solid wood shatters against the far wall, the golem's two beaks part and an unnatural roar fills the space.

The golem, like the skeletons before, will attack anyone attempting to follow the necromancer. It seems to feel no pain or fear, following its master's orders to the letter.

SOURCE OF EVIL

Eventually working through the skeletons, the party enters what appears to be a professor's office. They come face to face with a **corvum necromancer** who is attempting to flee immediately through a hidden passageway in the floor. He seems to offer no offensive. If left to flee, he will simply exit the campus directly, terrified of the consequences.

If the party decide to engage with him, he will fight as much as needed, but his primary goal is to escape the school through a series of hallways and tunnels. If he makes it out of the school, he will disappear into the forest.

REWARDS

The party is celebrated by students and faculty alike. You are welcome to the Avium any time to study, seek information in their library, or even teach a class. Additionally, the dean offers 2 healing potions and a **nest charm** as payment.

Each character receives 200 XP.

If the party defeated or apprehended the corvum necromancer, each character receives an additional 50 XP.

ESCORT THE FARMERS

A small caravan, led by a humble farming family, is looking for protection on their trip. Depending on where the party is, this could be a caravan of farm goods heading to Alderheart from a rural perch, or a family returning home after selling their wares at market with supplies. Either way, their cargo is precious, and they're willing to part with a few of their coins in exchange for able bodyguards.

A LONG AND WILD ROAD

Along the way, any number of wild creatures could beset the caravan, looking for an easy meal. Roll on the table below, or create any relevant Easy to Medium encounter for your party.

d6 Encounter

1	1 Brown Bear
2	2 Black Bears
3	3 Giant Poisonous Snakes
4	3 Giant Wolf Spiders
5	2 Giant Wasps
6	1 Giant Eagle

The creatures rolled attack the caravan in a fashion in keeping with their species. Bears might barrel in while snakes would lie in wait, coming down from the branches. Perhaps the caravan simply surprised them and they attack in defense. Whatever the case, it's up to the players to defend the farmers from harm.

A Forest of Threats

If the party is doing well and handles the random encounter easily, feel free to roll on the table again for a second, or even a third encounter. Don't push them too much, as there is still a big fight coming up at the end of their journey.

SLITHERING DEATH

Just when it seems the destination is in reach, the caravan finds themselves surrounded, quite literally. A **giant constrictor snake**, dozens of feet long and several feet across encircles one of the wagons and its riders. All characters and NPCs on or near the wagon must succeed a DC 15 Dexterity saving throw or be caught in the snake's grasp.

The serpent begins to constrict, crushing the wagon and any who were unlucky enough to be caught along with it. For now they are merely restrained, but shortly the sinewy muscles of the snake will begin squeeze the life out of them. Getting free of the snake's grasp can be done by succeeding a DC 15 Strength (Athletics) check. The snake will also loosen its grip if hurt badly. The snake will continue to constrict and bite at any creature it thinks to make a meal out of.

The **birdfolk farmers** are simple folk and not capable of aiding much in combat and look to the party for protection. You can include these characters in the combat or simplify by narratively describing how they are interacting with the battle.

JOURNEY'S END

If the party successfully delivers the farmers and their cargo to the destination, they will

receive hospitality, food, and lodging. They will be welcomed as members of the farmers' community and treated like family. Additionally, each character earns 1 gold piece for their effort.

Each character receives 150 XP. If the party completed additional random encounters, each character earns an additional 50 XP for each encounter.

BEAST HUNT

Everyone has heard the tale, from a rowdy bar patron or a relative that everyone pokes fun at. They tell a story of a brave hunt, a dark wood, and an elusive prey. A prey that, if given half a chance, would become the hunter.

Virtually everyone in the Wood has heard of the forest prowler, a huge cat with razor sharp claws and a coat that looks exactly like the trees and vines it hides in. So well can it blend into the forest that it is said you never even see it coming.

Hearing about their exploits in the forest, specifically the large-scale attack on the bandit camp, there are those in Alderheart who think the players as something of local heroes. Others seek to test them further. Such a group has approached them in a very public setting, like a town square or tavern, to openly challenge them.

Choose either a group of guards, militia, or just rowdy citizens to approach the players.

"Well look here, it's the 'heroes' of Alderheart, in the flesh. Don't look like much to me. Probably just got lucky, is all. I bet you couldn't take on a real challenge."

If the party engages, the newcomers detail the most dangerous hunt in the Wood, stalking the forest prowler. They mock the party as scared as a fledgling if they don't agree to the hunt.

BEGINNING THE HUNT

The party sets out from Alderheart into the deep corners of the Wood. It is said the prowler stalks the densest forest, moving unseen in the dim light.

In order to get the drop on the prowler, a character can make a DC 15 Wisdom (Survival) or Intelligence (Nature) check to discern the best hunting ground and get an optimal position. On a success, they set up perfectly and engage the prowler on their terms. On a failure, the prowler is

the true hunter and the party is surprised when it attacks.

The party is attacked by a single, large cat, the **forest prowler**. The prowler stalks its prey from the branches and trunks of trees, blending in seamlessly with the craggy bark and drooping vines. The beast will regularly jump back into the canopy or underbrush, making a Dexterity (Stealth) check against the characters Wisdom (Perception) checks. If it successfully stealths, or is unaware that the party knows its location, it will move in slowly for a pounce attack.

RETURNING HOME

Those who sent you on this perilous hunt will no doubt dispute that the party ever even saw a forest prowler. If they're smart, the party will bring back some proof of their kill, like a claw or even the entire cat.

Characters could also take a souvenir from their hunt to use as jewelry or a token of their bravery. The size of the claw will be impressive to anyone, but especially those in Humblewood with familiarity of the story of the forest prowler.

REWARDS

Each character receives 115 XP.

SEA MONSTER

There have been some very odd accounts coming from the Talongrip Coast in recent days. Sailors and dock workers claim to have seen a strange creature lurking in the waters around Saltar's Port and more than a couple ships have gone missing. There is talk of a deadly sea monster.

Players can choose to make the 2-day trek to the coast to meet up with dock master to learn more about the strange goings on and see if they can help.

The **seabird dockmaster** Garrus Wetfoot greets the party when they arrive. He is a weathered and straight-forward type who runs all the import and export in the area. He has a good head on his shoulders, and if he's worried about some unseen monster lurking in the waters, there's bound to be some truth here.

Unless the party come up with a different approach, Garrus will offer them the use of a small ship with a slim crew to take them on a tour of the surrounding coastline. The ship is outfitted with some a single ballista mounted on the foredeck and several harpoons and strong line. Garrus tasks

the players with defeating whatever is plaguing the coast.

CREATURE FROM THE DEEP

Eventually the ship draws the attention of the monster, a long necked creature with huge flippers and a lashing tail. It stretches nearly 40 feet in length and it's neck can extend up to 15 feet from the water when surfaced.

The **sea monster** will routinely submerge, hidden from view in the deep water, and surface in a new location to lash out at the party. While underwater, the sea monster makes a DC 10 Dexterity (Stealth) check. On a success, it is hidden from view beneath the waves. On a failure, it remains visible as it swims.

Into the Waters

If the party is staying too dry for your liking, you can add an additional action to the sea monster. The monster can attempt to drag a creature into the water. Have the target make a DC 12 Dexterity saving throw to avoid this attack or be pulled off the ship. The sea monster can then have advantage on attacks against this target.

Make sure your players are prepared for this, however. There are plenty of ways to rescue someone who has gone overboard, or distract the monster, but if not working together, this could lead someone to a watery grave.

SHIP AND CREW

During the course of the fight the crew or even the ship itself may take damage. You can choose to track this damage in full or simply narrate how the ship and crew are affected by the attack.

There are 4 **seabird sailors** with the party. For the purposes of this combat, they have +3 to attack, wield short swords that do 1d6 + 1 damage, and have 20 hit points. They can use their weapons or utilize the ships arsenal to fight off the beast.

The ship has an AC of 13, has 100 hit point, and no damage threshold.

The ship is equipped with a large, heavy crossbow on the bow that can be rotated around in a 360 degree range. It requires an attack roll using Dexterity. A character with proficiency in ranged or thrown weapons can add their proficiency bonus to these attacks at your discretion. The weapon deals 2d8 piercing damage but requires a full action to reload.

There are also several whaling harpoons and line on board. These attacks are made like any thrown weapon and can utilize a proficiency in spears or javelins. On a hit, they deal 1d6 piercing damage and stick in the target. The ropes can be attached to the ship directly or something else with a Wisdom (Survival) check. If the knots hold strong, the target is bound, limiting its movement and speed.

RETURNING PEACE TO THE COAST

If the players successfully defeat the sea monster, Garrus will display an uncharacteristic amount of joy, lifting the spirits of his dock workers even more. With the waters safe again the people of Talongrip Coast can get back to life as they know it.

Garrus requires no proof of this deed, but the party may choose to bring back part or all of the creature. If a trophy is brought back, it will be proudly displayed at the docks and stories told of the brave adventurers for generations to come. If the entire creature is returned, it will be set upon by a small army of workers who process it for meat and materials.

REWARDS

Garrus rewards the party for their service with 5 gold pieces each.

Each character receives 115 XP.

SCORCHED GROVE

The ashen plain that stretches across the northwest forest has come to be called the Scorched Grove. The Grove is the result of a massive forest fire that many birdfolk believe to be caused by the demigod of fire. While the fire devastated the forest and displaced thousands of beasts and birdfolk alike from their homes, true forest dwellers know that the death and rebirth of the woods is part of the natural order. That isn't to say that nature can't be hastened along.

The Tenders are a group of birdfolk savvy in both natural magic and science who dedicate themselves to healing the forest after great catastrophes. They work in and around the Scorched Grove to help speed along the healing process, promoting new growth and coaxing forth an even stronger swath of forest.

Lately though there has been a marked increase in activity in the Grove which has overwhelmed the Tenders. Emberbats are seen great distances away from the Grove and there

have been sightings of a huge snake-like creature burrowing in the ash along the forest's edge. Many Tenders have already lost their lives to these monstrous threats.

Having seen the party's prowess at handling all manner of trouble in the Wood, the Council implores the party to help put an end to the foul creatures that are stymying the regrowth in the Grove. Unless they are dealt with, the Scorched Grove may never heal.

Council Summons

If the party is in Alderheart, a runner or council aide will come to find them and deliver an official council summons. The letter reads desperately and asks the characters to appear before the Council, so they may offer the party a job.

If the characters are currently at another location in the forest, a runner or delivery person may come to call on them or deliver the summons.

AN EMERGENCY SESSION

If the party accepts the Council's summons, they must find their way to the council chambers in the center of Alderheart. A huge domed structure takes up almost the entire platform and is adorned in brightly colored flags and banners. The guards stop them and ask their business. They allow the party to enter when shown the official summons.

When the characters enter the meeting hall they are met with frantic voices speaking urgently and passionately about the concerns over the Scorched Grove. Some are urging for an immediate removal of all Tenders from the Grove before more lives are lost. Some are calling for a mobilization of the perch guard to fight the monsters head on. It seems everyone has an opinion and is fighting desperately to have it heard in this venue.

Shortly after the party enters, the lean bright gallus seated in the middle of a long table at the front of the hall raises her feathered hand. She waits patiently as many agitated birdfolk gathered slowly notice her gesture and fall silent. The silence in the hall is almost overwhelming in its contrast to the noise that filled it moments before.

When councilwoman Bitra speaks it is not with a booming voice nor harsh language, but the sound of command and respect permeate her every word. She addresses the party simply.

"Thank you all for heeding our summons so quickly. The Wood is in great need and many of our Tenders have already paid the dearest price to protect it. We hope you will hear our pleas and offer us your aid in this most dire of circumstances."

Councilwoman Bitra continues by describing the flocks of emberbats, the missing Tenders, and the reports of a huge, unknown creature stalking the ash plains of the Grove. She offers whatever information she can, but this monstrosity is a new discovery and they have little to go on.

A luma Tender is called up before the head table. His name is Tevor and he was the most recent to have reported seeing the massive beast in the Grove. He recalls seeing the ash of the plains seize up as if something were burrowing through it. It never broke the surface, so he was unable to get a good look at its features.

He shows the party on a map where this most recent sighting took place. He has no interest to revisit the Grove, but if the characters persuade the councilwoman with a DC 13 Charisma (Persuasion) check, she will direct him to accompany the party.

APPROACHING THE GROVE

To get to the Scorched Grove by road the party will need to head back to the research outpost to the southwest of Alderheart, continuing west until the road nears the southern edge of the Grove. While this is the easiest path, it will take a full day to arrive at where Tevor last saw the beast. In this time, it could be miles away, and many others might fall victim to it.

Alternatively, the party can take a more direct approach through the forest to the northeastern edge of the Grove, very near where the beast was last seen. This approach risks running into any remaining bandits or even common forest creatures who might take them for a meal.

If the party takes the road, they are not at risk of an encounter. However, when they arrive at the spot Tevor has described, the beast has moved on. A DC 15 Wisdom (Survival) check or other tracking skill is needed to quickly find it. On a failure, it takes another day to catch sight of it.

If the party takes the direct approach, they will reach their destination in about six hours, but have a chance of running into trouble. Roll a d6.

On a 1 or 2, trouble does, in fact, find the party. Roll on the Random Forest Encounter table to determine what the danger is. Afterwards, they make good time to where Tevor said he last saw the creature.

Paying the Price

You can add some urgency or consequences to the players' decisions by having the time they spend dealing with the ashsnake directly correlate to more Tender deaths. The longer they take to find the beast, the more Tenders will fall prey to it.

If you decide to do this, make sure the characters are given ample advice to action on. For example, the councilwoman should stress that time is of the essence, and even Tevor can voice his concern that too much time spent will cost more of his Tender friends their lives.

For each day the party spends searching for the ashsnake roll a d4. This is the number of Tenders that have died during that time.

Be conscious of how this may impact the players. Some people may find that being responsible for innocent people's deaths to be in poor taste or too emotionally charged for their enjoyment. Others may simply not care and make light of the recent deaths. In these and similar cases, it's probably best to skip this.

ASHSNAKE ATTACK

When the party finally tracks down the beast they see only what appears to be a hill of ash moving across the plain. The **ashsnake** has tremorsense up to 60 feet and will immediately attack if it senses movement. If attacked from outside this range, it takes a few moments to determine from which direction the attack came from.

The ashsnake has bonus AC when under the ash but will come up to attack the party or when it is hurt. Keep the narrative engaging and have it burrow or surface when it makes the fight interesting. Also consider having the snake breach the surface directly under the characters. This could be resolved with a DC 13 Dexterity saving throw or result in the players being knocked prone or even taking 4 (1d8) bludgeoning damage.

CALLING THE SNAKES

After the ashsnake is slain the ground begins to rumble deeply, nearly knocking the party from their feet. All around them, massive hills of ash begin rising up, eventually erupting as ashsnakes encircle them. They rear up, screeching a terrifying sound at the adventurers.

As they begin to advance on the party there is an even deeper rumble, less violent but full of dormant power. The snakes hesitate for a moment until another more powerful tremor shakes even the massive snakes. Without another moment the snakes immediately turn away from the party, burrowing into the ash and heading south. The tremors continue to gain in momentum and intensity.

To the north, miles away, another hill of ash is rising up. First a hill, then a small mountain, then it rises above the height of the trees that once stood here. As the ash begins to fall away the party sees a molten form, craggy black rock and pulsing orange magma. It bellows forth a guttural sound unlike anything the adventurers have ever heard before and begins to march south towards them.

OUTRUNNING THE FIRE

The **aspect of fire** is a primeval elemental of fire and earth. It cares not for the dealings of mortals and seeks only to destroy so that life may rebuild stronger. Its path is due south, cutting through the forest to the east of the Scorched Grove. It leaves a ruin of flaming trees and smoldering craters in its wake.

The party can make whatever plans they want, but the shortest distance out of the aspect's path is back into the forest towards Alderheart. Any other path into the Grove would leave them exposed to the aspect's march or more of the ashsnakes that could be following.

Have each player describe how they would make their way to safety. Have each player do 1 or 2 appropriate skill checks to determine how successful they are at fleeing. Reward successes with a quicker retreat whereas failures could result in damage, falling prone, or coming within range of the aspect's molten attacks. In addition to ability scores and proficiency bonuses, you can utilize characters' features and skills to grant additional bonuses or advantage to rolls.

As the aspect marches, it also hurls massive boulders of magma and rock into the woods. Those who have fallen behind are in range of these attacks, and they must make a DC 14 Dexterity saving throw. On a failure, they take 2d8 (9) fire damage. On a success, they take half that damage.

Once the party succeeds 1 or 2 skill checks, they make their way safely into the forest and back to Alderheart.

TRIUMPHANT RETURN

Another large swatch of the forest has fallen to ash in the wake of the aspect of fire, but the party has made it safely back to the city. The counsel is eager to hear a first-hand account, having only heard and felt the massive aspect's movement. They accept the news with sadness and anger, but ultimately accept this as part of the natural order of the Wood. Tenders will be dispatched to rebuild their border patrols and aid the forest in its regrowth.

REWARDS

If the characters have not yet received the magic items provided, now is a great time to hand them out. Choose from the **Red-Feather Bow**, **Wing Crest Shield**, **Blade of the Wood**, **Feather Helm**, or substitute magic items from other sources.

Each character receives 250 XP.

LEAVING THE WOOD

Having helped the Wood countless times, there are many who implore you to stay and keep watch over the forest. Councilmembers and citizens alike offer their praise and even payment for the heroes to stay, but they all know there is a larger world awaiting them. There are other dangers out there that need the attention of the saviors of Humblewood.

The characters can now seek out new adventures. They can leave the way they came, traveling back through the wood, past the recently expanded Scorched Grove, and into the wide world. They can also hop on a ship in Saltar's Port, bound for parts unknown. In fact, there's a ship set to depart soon carrying a large cargo of supplies and significant guard forces. They're tight lipped about the destination, but the sly dockmaster hints that there will be ample opportunities for savvy adventurers when they arrive.

RANDOM ENCOUNTERS

Use the following encounter tables as inspiration for your own adventure in Humblewood or simply to complicate the lives of the characters.

SWAMP ENCOUNTERS

d8	Encounter
1	1d4 sticky slimes attack
2	2 sticky slimes and a caustic slime attack
3	2 caustic slimes attack
4	A crocodile attacks
5	1d4 giant crabs attack
6	A swarm of insects envelopes the party
7	1d4 violent fungus attack
8	A birdfolk researcher caught in quicksand, DC 12 Strength (Athletics) check to free

FOREST ENCOUNTERS

d8	Encounter
1	1d4 mapach bandits attack
2	2 jerbeen thieves attack
3	2 mapach bandits and a jerbeen thief attack
4	A giant elk appears in a peaceful glade
5	1 forest beast attacks
6	1d4 sprites follow the party, giggling
7	A satyr playing his pipes in a clearing
8	A bandit trap springs, DC 12 Dexterity saving throw to avoid getting caught

MOUNTAIN ENCOUNTERS

d8	Encounter
1	1d4 mapach bandits attack
2	2 mapach bandits and a vulpin captain attack
3	2 mapach bandits and a jerbeen thief attack
4	2 jerbeen thieves attack
5	1d4 mountain lions attack
6	
7	The party finds a hermit's camp
8	Rock slide, DC 12 Dexterity saving throw to avoid 5 (1d10) bludgeoning damage and losing ground

COAST ENCOUNTERS

d8	Encounter
1	1d4 seabird sailors start a bar fight
2	1d4 merfolk attack
3	A merrow attacks
4	A violent storm rolls in
5	1d4 giant crabs attack
6	A ship is stolen from the docks
7	A sinking ship is spotted with crew aboard
8	Crashing waves, DC 12 Dexterity saving throw or be swept into the sea

GROVE ENCOUNTERS

d8	Encounter
1	1d4 swarms of emberbats attack
2	An ashsnake attacks
3	1d4 mapach bandits attack
4	2 mapach bandits and a jerbeen thief attack
5	1d4 magma mephits attack
6	1d4 magmin attack
7	A Tender is being attacked by a swarm of emberbats
8	Geysers of steam erupt, DC 12 Dexterity saving throw to avoid 4 (1d8) fire damage

CITY ENCOUNTERS

d8	Encounter
1	Street performances
2	Pickpockets run rampant in the market
3	A City guard looking for thief
4	A forest beast attacks people in town
5	A citywide parade
6	A mysterious death
7	A bar fight breaks out
8	Someone steals from the party

QUEST PROMPTS

Below are some story starters to help you craft your own adventure in Humblewood. Use these along with the **Monster Cards, Location Cards**, and encounters in the adventure to take your players on a truly memorable adventure through the Wood.

THE LONE TREE

On the peninsula to the northeast of the Crest, where the land rises above the sea, stands a large, solitary tree. This tree is blasted by the salt spray and wind of the ocean, but stands strong against the elements.

The party may have found their way to this tree after finding a map of the area in the bandit fortress. Alternatively, they may simply stumble upon the place by accident, or hear a rumor from folks in town. Whatever leads them here, it is at the very least a sacred, natural place.

Those inclined to investigate the area find traces of tracks around the base of the tree. Succeeding a DC 15 Wisdom (Survival), Intelligent (Investigation), or similar check will reveal tracks that appear to stop mid stride at the base of the tree. Upon closer inspection, the faint outline of a door is spotted in the trunk.

The door requires a DC 18 Strength (Athletics) check to force open, or a DC 13 Intelligence (Investigation) check to find the mechanism that opens the door, a small knot on the trunk that conceals a button.

Once inside, the characters find a small room with a cot, small table and chair, and a foot locker. The foot locker can contain any number of treasures from gold to magic items to personal effects of the previous tenant. You can also use this to launch into another mystery or quest through information left in a journal or on a map left behind.

ADVENTURE BY SHIP

From Saltar's Port there is no end of possible destinations for the adventurous birdfolk to explore. Likewise, the port can be the perfect entry into the Wood for experienced heroes. With a number of taverns, inns, and plenty of temporary work to be found, Saltar's Port has no shortage of information to exploit.

For existing characters looking to visit Humblewood, you can utilize classic quest

beginnings like a job posting board, an overheard tavern conversation, or being approached by the friendly dockmaster.

To give higher-level characters a proper challenge, feel free to adjust any of the encounters in the adventure or create your own using the materials provided. Seasoned heroes could find themselves battling a necromancer's skeletal army at the Avium, the queen of the slimes in Mokka Fields, or taking down the aspect of fire itself in the Scorched Grove.

BIRDFOLK AROUND THE WORLD

It is entirely possible that the party wants nothing to do with Humblewood directly, but that doesn't mean the birdfolk can't come to them. Injecting the NPCs or monsters from this set into your own adventure is a great way to experience all the wonder of Humblewood without leaving town. Here are suggestions for utilizing the characters and locations of Humblewood in your game.

COLLEGE OF MAGICAL ARTS

The Avium along with Dean Windsworth can be found practically anywhere. Perhaps the college was founded by the dean himself and is relatively new, or he was appointed to the post after a lifetime of travel and study.

The necromancer encounter can also be utilized in any setting, college or otherwise, in which the necromantic arts might be frowned upon.

SLIMES EVERYWHERE

The slimes, Mokka Caverns, and even the Mokka Fields can be leveraged whenever you need an odorous, unsavory location to send your players. Encounter difficulty can be elevated by simply adding more slimes, using more of the caustic or shifting slimes, or by matching them with bigger slimes and oozes from other content.

While in Mokka Fields, players can meet Susan the hedge witch and her beetle familiar Normal. She's always happy to brew up potions for her friends as long as they bring the proper ingredients.

SCORCHED EARTH

The ashsnakes and swarms of emberbats are a plague on the Wood, and can pose similar threat to any other town or wooded area. They make their homes in recently burned forests and expand their territory by setting new fires.

CREATING BIRDFOLK

If you would like to adjust an existing NPC or monster, or create one from scratch, follow these steps to create birdfolk to use in your own adventures.

GLIDE

All birdfolk have feathered arms capable of gliding short distances and slowing their fall speed. Add Glide to the passive traits of the creature.

FEATHERS VS. TALONS

If your creature is a strig, raptor, or corvum, they have taloned hands. Make sure to add Talons to their attacks using either Strength or Dexterity, including proficiency. The base damage for these attacks is 1d4.

If your creature is a gallus or luma, they have feathered hands. In addition to the normal Glide, they also have Wing Flap, an ability that can propel them upwards into the air.

RACIAL ABILITIES

Make sure to include any racial abilities for the creature that make sense for your purposes, and possibly some from a subrace if that suits your needs. Some abilities are geared more for PCs and may not be relevant to a monster or NPC stat block.

LANGUAGES

Birdfolk all speak their native language and most also speak Common. Most birdfolk also can understand Auran, the elemental language of air. While they cannot speak this language, it is possible for them to communicate with elementals and natural spirits.

SPELLS AND ABILITIES

Birdfolk come from all backgrounds and careers, so there is no hard limits on what class skills they may have. Each race of birdfolk may lean towards particular types of abilities though.

Strig. Fond of the wilderness and physical prowess, the strig are generally loners, survivalists, and fighters. They value personal achievement.

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

Corvum. Desperate for knowledge as a means of power, corvum are usually found in positions of

power or influence. Their quest for power leads many to become warlocks or assassins.

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

Gallus. Salt of the earth folk, gallus are as hearty as they come. The variety of interests can find them becoming soldiers, leaders, or spiritualists.

CARD MONSTERS

ASHSNAKE

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 57 (6d12 + 18)

Speed 30 ft., burrow 20 ft.

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

Damage Vulnerabilities cold

Damage Resistances fire

Senses blindsight 30ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 10

Languages -

Challenge 3 (700 XP)

Ash Cover. The snake has advantage on Dexterity (Stealth) checks made when it is burrowing in ash.

Actions

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 with an escape DC of 12. Until the grapple ends the target is restrained and the snake cannot constrict or crush another target. The snake can release the target as a free action.

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

Ashen Breath. The snake breathes out a cloud of superheated ash in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much on a successful one.

ASPECT OF FIRE

Gargantuan elemental, unaligned

Armor Class 15 (natural armor)

Hit Points 203 (14d20 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	18 (+4)	7 (-2)	8 (-1)	7 (-2)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses darkvision 60 feet, passive Perception 9

Languages Ignan

Challenge 8 (3,900 XP)

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. For every 15 cold damage the aspect takes it loses 5 feet of movement speed. If it's speed is reduced to 0 in this way, the aspect is completely hardened and becomes petrified. This effect wears off after an hour.

Actions

Multiattack. The aspect makes two molten fist attacks.

Molten Fist. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 27 (4d10 + 5) fire damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 32 (5d10 + 5) fire damage and the target is knocked prone.

Magma Throw. 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 15 Dexterity saving

throw. On a failure, a creature takes 21 (3d10 + 5) fire damage. On a success, they take half as much damage.

CAUSTIC SLIME

Large ooze, unaligned

Armor Class 7

Hit Points 19 (2d10 + 8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	5 (-3)	17 (+4)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1/4 (50 XP)

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 hits the slime must succeed a DC 12 Dexterity saving throw or take 1d4 acid damage. Creatures that touch the slime automatically take this damage.

Actions

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

Reactions

Split. When a slime that is Medium or larger and has 10 or more hit points is hit with slashing or lightning 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.

CORVUM NECROMANCER

Medium humanoid (corvum), chaotic evil

Armor Class 10

Hit Points 22 (5d8)

Speed 30 ft.

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

Skills Arcana +4, Medicine +4

Senses passive Perception 12

Languages Common, Birdfolk, understands Auran
Challenge 1 (200 XP)

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

Cantrips (at will): *chill touch*, *prestidigitation*
1st level (2 slots): *charm person*, *false life*, *inflict wounds*

Awakened Mind. The necromancer can communicate telepathically with any creature they can see within 30 feet. They don't need to share a language with the creature for it to understand them, but the creature must understand at least one language.

Glide. When falling, the necromancer can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

Actions

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

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

Mask of Many Faces. The necromancer can cast *alter self* on themself at will, without expending a spell slot.

Misty Visions. The necromancer can cast *silent image* at will, without expending a spell slot.

FOREST PROWLER

Large beast, unaligned

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft., climbing 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	9 (-1)

Skills Stealth (+4)

Senses Darkvision 60 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

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 12 Strength saving throw or be knocked prone. The prowler can use its bonus action to make another claw attack against this target.

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

Actions

Multiattack. The prowler makes two claw attacks.

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

Roar. The prowler lets loose a terrifying sound. All creatures who can hear the prowler within 60 feet must succeed a DC 12 Charisma saving throw or become frightened for 1 minute.

GALLUS DRUID

Medium humanoid (gallus), chaotic neutral

Armor Class 12 (17 with *barkskin*)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Insight (+6), Nature (+2), Medicine (+6), Perception (+6)

Senses passive Perception 16

Languages Common, Birdfolk, Druidic, Sylvan, Beast, understands Auran

Challenge 4 (1,100 XP)

Spellcasting. The druid is a 6th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit will 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*, *pass without trace*

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

Mighty Summoner. Beasts summoned by the druid's spells have +2 hit points per Hit Die and their attacks are considered magical for the purpose over overcoming immunity and resistance to nonmagical attacks and damage.

Glide. When falling, the druid can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

Actions

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

Wild Shape. (2/day) The druid transforms into a powerful beast. The druid can assume any beast form of CR 1/2 or less and the creature cannot have flying speed.

Spirit Totem. (1/day) 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 or 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 its 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.** The druid and allies gain advantage on checks to detect creatures in the aura. If a spell that requires a spell slot heals the druid or allies, each creature of the druid's choice also gain 4 hit points.

HEDGE WITCH

Medium humanoid (hedge), chaotic good

Armor Class 10
Hit Points 22 (5d8)
Speed 30 ft.

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

Skills Arcana +4, Survival +4
Senses passive Perception 12
Languages Common, understand Birdfolk
Challenge 1 (200 XP)

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

Cantrips (at will): *eldritch blast*, *minor illusion*
1st level (2 slots): *arms of hadar*, *command*, *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* on themselves at will as a 1st-level spell.

JERBEEN THIEF

Medium humanoid (jerbeen), neutral evil

Armor Class 13 (leather armor)
Hit Points 13 (3d8)
Speed 40 ft.

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

Skills Acrobatics +4, Sleight of Hand +4
Senses passive Perception 12
Languages Common
Challenge 1/2 (100 XP)

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.

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 DMs choosing from the target that is not being actively held or worn.

KNIGHT OWL

Medium humanoid (strig), lawful good

Armor Class 18 (half plate, shield)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

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

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Birdfolk, understands Auran

Challenge 3 (700 XP)

Protector. If an ally within 5 feet of the knight is attacked, the knight can use its reaction to impose disadvantage on that attack.

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.

Feather Helm. (3/day) The knight can automatically succeed a Dexterity (Stealth) check to hide in the forest.

Glide. When falling, the knight can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

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.

Rally. (2/day) The knight uses their bonus action to inspire one of their allies, granting them temporary hit points equal to 1d6 + 1.

Wing Crest Shield. (3/day) The knight casts the *gust of wind* spell outward from the shield's face. This spell lasts until the start of the knight's next turn or about 10 seconds.

LUMA WIZARD

Medium humanoid (luma), lawful neutral

Armor Class 12

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	17 (+4)	12 (+1)	15 (+3)

Skills Arcana (+6), History (+6)

Senses passive Perception 11

Languages Common, Birdfolk, understands Auran

Challenge 6 (2,300 XP)

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

Cantrips (at will): *blade ward, fire bolt, minor*

illusion, prestidigitation, ray of frost

1st level (4 slots): *charm person, detect magic, fog*

cloud, mage armor, sleep, thunderwave

2nd level (3 slots): *darkness, hold person, ray of enfeeblement*

3rd level (3 slots): *counterspell, fireball*

4th level (3 slots): *banishment, polymorph*

5th level (2 slots): *conjure elemental, teleportation circle*

Hard to Read. Wisdom (Insight) checks and the *detect alignment* spell made against the wizard automatically fail.

Hearty. The wizard has advantage on saving throws against being poisoned and has resistance to poison damage.

Glide. When falling, the wizard can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

Actions

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

Gaze. The wizard stares into a target it can see within 5 feet. That creature must succeed a DC 15 Wisdom saving throw or become charmed until the end of the wizard's next turn. While charmed, the creature's speed is reduced to 0, it is incapacitated, and visibly dazed. The wizard can continue to use its action to extend the duration. The effect ends early if the wizard is more than 5 feet away from the creature, the creature cannot see the wizard, or the creature takes damage.

Reactions

Charming. (3/day) When a creature makes an attack against the wizard, they must succeed a DC 15 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.

MAPACH BANDIT

Medium humanoid (mapach), neutral evil

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Senses Darkvision 60ft., passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

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.

RED-FEATHER RANGER

Medium humanoid (raptor), lawful neutral

Armor Class 14 (leather)

Hit Points 65 (10d10 + 10)

Speed 30 ft.

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

Senses passive Perception 14

Languages Common, Birdfolk, understands Auran

Challenge 4 (1,100 XP)

Spellcasting. The ranger is a 3rd-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit will spell attacks). The ranger has the following spells prepared:

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

Glide. When falling, the ranger can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

Actions

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

Red-Feather Bow. *Ranged Weapon Attack:* +8 to hit, 80/320 feet, one target. *Hit:* 6 (1d6 + 3) 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.

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 their perspective. This effect lasts until the beginning of the ranger's next turn.

Hunter. (3/day) The ranger can magically discern the resistances, immunities, and vulnerabilities of a creature they can see within 60 feet.

Target. (1/day) The ranger chooses a target it can see within 60 feet. The first time each turn the ranger deals damage to their target, they add 1d6 to the damage.

SEABIRD DOCKMASTER

Medium humanoid (seabird), lawful good

Armor Class 14 (leather)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

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

Senses passive Perception 14
Languages Common, Birdfolk, understands Auran
Challenge 3 (700 XP)

Footwork. When the dockmaster makes an attack, that target cannot make opportunity attacks against the dockmaster during the rest of the dockmaster's turn.

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

Sneak Attack. Once per turn, the dockmaster can add 1d6 damage to a damage roll against one creature they hit with an attack. The dockmaster must be within 5 feet of the target, no other

creatures can be within 5 feet of the dockmaster, and the dockmaster can't have disadvantage.

Glide. When falling, the dockmaster can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

Actions

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

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

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., range 20/60, one target. *Hit:* 5 (1d4 + 3) piercing damage.

Cunning. The dockmaster can use a bonus action to either Dash, Disengage, or Hide.

SHIFTING SLIME

Large ooze, unaligned

Armor Class 7
Hit Points 17 (2d10 + 6)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities *

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -
Challenge 1/4 (50 XP)

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 upsidedown, without making an ability check.

Actions

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

Reactions

Split. When a slime that is Medium or larger and has 10 or more hit points is hit with slashing or lightning 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.

Adaptive. When the slime is struck with magical energy, after dealing damage it becomes immune to that damage type. The slime can only be immune to one magic type at a time.

STICKY SLIME

Medium ooze, unaligned

Armor Class 6

Hit Points 13 (2d8 + 4)

Speed 15 ft., climb 15 ft.

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

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages -
Challenge 1/8 (25 XP)

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 sticky for up to 15 minutes. A creature that steps in the slime must succeed a DC 10 Strength saving throw or become stuck.

Mucus. When hit by a melee attack, the attacker must succeed a DC 10 Strength saving throw or their weapon becomes stuck in the slime.

Actions

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

SWARM OF EMBERBATS

Medium Swarm of Tiny beasts (bat), unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (0)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses Darkvision 60ft., passive Perception 10

Languages -

Challenge 1/4 (50 XP)

Flame Essence. The bat is a smoldering ember with wings. Any creature who starts their turn within 5 feet of the swarm takes 2 (1d4) fire damage.

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.

VULPIN CAPTAIN

Medium humanoid (vulpin), neutral evil

Armor Class 13 (leather armor)

Hit Points 22 (5d8)

Speed 30 ft.

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

Skills Acrobatics +4

Senses Darkvision 60ft., passive Perception 15

Languages Common

Challenge 1 (200 XP)

Evasion. If the captain makes a Dexterity saving throw to avoid an effect, they suffer no damage on a success and only half damage on a failure.

Actions

Multiattack. The captain makes two short sword attacks.

Short sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing 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 per round. The captain must see the attacker and be wielding a melee weapon.

MONSTERS

Below are stat blocks for monsters referenced in the adventure that don't have a matching card.

BANDIT GENERAL

Medium Humanoid (vulpin), neutral evil

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	13 (+2)	11 (+0)	14 (+2)

Saving Throws Dex +5, Cha +2

Skills Deception +4, Persuasion +4

Senses passive Perception 10

Languages Common, understands Birdfolk

Challenge 2 (450 XP)

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:* +6 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.

BIRDFOLK FARMER

Medium humanoid (birdfolk), lawful good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common, Birdfolk, and Auran

Challenge 0 (10 XP)

Glide. When falling, the militia can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

Actions

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

BIRDFOLK GUARD

Medium humanoid (birdfolk), lawful good

Armor Class 16 (chain shirt and shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Common, Birdfolk, and Auran

Challenge 1/8 (25 XP)

Glide. When falling, the militia can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

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.

BIRDFOLK MILITIA

Medium humanoid (birdfolk), lawful good

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common, Birdfolk, and Auran

Challenge 1/8 (25 XP)

Glide. When falling, the militia can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

Actions

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

BIRDFOLK SKELETON

Medium undead (birdfolk), lawful evil

Armor Class 12 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common, Birdfolk, and Auran, but can't speak

Challenge 1/4 (50 XP)

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.

BIRDFOLK SPEARMAN

Medium humanoid (birdfolk), lawful good

Armor Class 14 (chain shirt)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Athletics +3

Senses passive Perception 10

Languages Common, Birdfolk, and Auran

Challenge 1/8 (25 XP)

Glide. When falling, the spearman can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

MOUNTAIN LION

Medium beast, unaligned

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+2)	12 (+1)	3 (-4)	14 (+2)	6 (-2)

Skills Perception +4, Stealth +6

Senses passive Perception 14

Languages -

Challenge 1/4 (50 XP)

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

Pounce. If the 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 12 Strength saving throw or be knocked prone. The lion can make a bite attack against a prone target as a bonus action.

Actions

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

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

LESSER DEMON

Small fiend (demon), chaotic evil

Armor Class 11 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal

Challenge 1/4 (50 XP)

Actions

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

Bite. *Melee Weapon Attack:* +2 to hit, reach 20 ft., one target. *Hit:* 3 (1d6) piercing damage.

Claws. *Melee Weapon Attack:* +2 to hit, reach 20 ft., one target. *Hit:* 5 (2d4) slashing damage.

Foul Odor (1/day). The demon emits a cloud of poisonous gas that fills a 20-foot cube area and persists for 1 minute or until it is dispersed or blown away. Any creature that starts their turn in the area must succeed a DC 11 Constitution saving throw or become poisoned.

SEABIRD SAILOR

Medium humanoid (seabird), lawful good

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

12 (+1) 13 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

Senses passive Perception 10

Languages Common, Birdfolk, Auran

Challenge 1/8 (25 XP)

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.

SEA MONSTER

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	3 (-4)	12 (+1)	3 (-4)

Skills Stealth +4

Senses passive Perception 11

Languages -

Challenge 2 (450 XP)

Hold Breath. The sea monsters can hold its breath for 1 hour.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

SKELETAL GOLEM

Large undead (birdfolk), lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	7 (-2)	8 (-1)	4 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Actions

Multiattack. The golem makes two claw attacks.

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

Grab. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the target is grappled. The golem can grapple up to 2 targets at once.

CARD LOCATIONS

THE AVIUM

Home to the brightest minds and most adept magicians of Humblewood, the Avium is the highest seat of learning for birdfolk. Many have even traveled from outside the Wood to study in these hallowed halls. Here they gather to learn the secrets of the arcane and test their very limits of conjuring.

Within these classrooms you will find future Tenders, council members, and protectors of the Wood. The curriculum is rigorous, the application process demanding, and many never make it to graduation. For those who prove their grasp of the arcane, endorsement from the Avium is among the highest honors.

MAGICAL MALADIES

Squirreled away in an unused classroom in the lower levels of the school, a determined student has begun work to master the arts of necromancy. While understanding the balance between life and death is a perfectly legitimate area of study, he stands accused of obtaining his test subjects in less than scrupulous methods. Now his creations have begun terrorizing students and faculty who wander down the wrong hall.

When confronted, the necromancer flees leaving you to fight his animated **birdfolk skeletons**. Once you have defeated them and caught up, you find a hulking creature conjured from several birdfolk remains, a walking mass of bones, beaks, and decaying feathers. This **skeletal golem** is as strong as it is terrifying and blocks your path.

The necromancer wants nothing more than to flee the Avium completely. If left to do so, he will disappear into the forest. He will fight if you try to apprehend him, but only until he sees his opportunity to escape.

ARCANE RESOURCES

For those already trained in the magical arts, the college is host to a number of resources to improve their magic and aid them in research. Wizards who study here can add spells to their spellbook for half the cost, but still requires the necessary amount of time. Spells are only made available to wizards who are deemed worthy,

meaning only spells the wizard has spell slots for can be copied.

For other spellcasters, they can utilize the vast library of the college to learn a wizard spell as part of their leveling process instead of their class. This may require days of study and practice as the magic is outside their expertise.

For non-magical students, if enough time is spent in study and tutelage at the college, they can gain the *magic initiate* feat utilizing the wizard spell list.

NOTABLE FIGURES

The campus is overseen by Dean Windsworth, a middle-aged **luma wizard** who is adept at enchantment spells. No one is quite sure if his way with people is due to a natural charisma or more magical means.

There are also a number of professors along with support staff and grounds keepers. Virtually every aspect of arcane study is represented here. The staff is primarily luma, gallus, and corvum, but the strig and raptor races are also represented in positions regarding natural magics and beasts.

TELEPORTATION CIRCLE

The Avium is home to the only teleportation circle in Humblewood and is a closely guarded secret. Only after showing your true commitment to the protection of the forest will you be permitted to learn the sigil sequence needed to teleport back to the college.

Those who learn the sequence can teleport to the Avium using the *teleportation circle* spell. Upon arrival, battle mages of the college will demand identification in the form of a small token gifted by the dean.

BANDIT CAMP

North of Alderheart, in a small forested basin, bandits have set up their forward raiding base. The camp consists of several tents for housing bandits as well as a large central tent for their captain, a deadly vulpin who is just as at home in the fray of battle as she is at the map table.

The bandits have made this place their temporary home, constructing benches and other furniture from found materials. The camp is surrounded almost entirely by a fence made of sharpened sticks. A forward entrance is guarded at all times by bandits on small platforms that are

camouflaged with leaves and branches. A rear entrance allows wagons to take stolen goods from the store houses to their fortress in The Crest.

TOO BIG TO FAIL

The bandits have enjoyed many months of raiding in the Wood and have become complacent in the idea that no one would dare oppose them. In this way, stealthy adventurers could walk right up to the camp and get the drop on the whole camp.

Alternatively, if the birdfolk ever did mount an assault on the camp, it could easily be overrun with numbers, even basic militia or fiesty townsfolk.

BANDIT RANKS

The forces at this camp are comprised mostly of **mapach bandits** and **jerbeen thieves**, the foot soldiers of the bandit network in Humblewood. While loyal to their captain, they are not highly skilled warriors nor are they above deserting to protect their own interests.

The camp is led by a **vulpin captain**. She is a stern leader who has earned the respect of the bandits here through her prowess with a sword. Never afraid to lead the attack herself, she can inspire her forces to fight against odds they would usually turn tail to.

LOOTING THE LOOT

Virtually everything of value in the camp is stolen, either from Alderheart, other perches in the Wood, or nearby settlements outside the forest. While the treasure may be well earned through combat, technically everything here belongs to someone already.

If you make it to the storage buildings, you find the following:

- 2d6 x 10 (70) gp
- 2d6 (7) 10 gp gems
- 2d4 (5) 25 gp art items
- 1d4 magic items

You can keep the loot for yourself or decide to return the treasure, in whole or in part, to the Humblewood council in Alderheart to see about finding the rightful owners of the stolen goods. Perhaps there will be some kind of reward for your honesty.

BANDIT FORTRESS

Northeast of Alderheart is an impressive, craggy range of mountains known as the Crest. It breaks the harsh winds from the sea beyond and protects the Wood, which some believe has contributed to the forests unprecedented size. The mountains themselves are inhospitable peaks and canyons, blasted by wind on their northeastern face, and home to only the hardest of creatures.

It is also rumored to be the hideout of the bandit leader, a villain that has been plaguing the people of Humblewood for months on end. Entrenched into the mountains themselves, this fortress is heavily guarded by both bandits and the natural elements. Rock slides, mountain lions, and even the odd elemental have been known to take down unwary adventurers.

SURVIVING THE HIKE

The trek to the fortress is perilous, to say the least. No one knows exactly where it is, but if you run into a bandit patrol you'll know you're getting close. Maybe one might even talk if you spare their life.

Traveling through the Crest is dangerous terrain and heavily impacts how fast a group can move through the rocks.

RANDOM ENCOUNTERS

Use the following table to randomly choose an encounter, or use the monster cards to create your own.

d6 Encounter

1	Rock slide, DC 12 Dexterity saving throw or take 9 (2d8) bludgeoning damage and/or slide back 100 feet
2	Bandit patrol of 3 mapach bandits
3	A mountain lion attacks
4	Find an old birdfolk hermit's campsite
5	Find a backpack with basic survival gear
6	Bandit patrol of 2 mapach bandits and a jerbeen thief

BANDIT PATROLS

To maintain secrecy and security of the fortress, patrols are often sent out to make sure no one gets too close to finding it. These are comprised primarily of **mapach bandits** and **jerbeen thieves**, but **vulpin captains** could get into the mix if the bandits become aware of a group of adventurers seeking them out.

Hiding from patrols is also an option. Use the passive Perceptions for the enemies to see if hidden heroes are found out. Alternatively, bribery or intimidation are great tools to get a patrol to leave you alone without drawing a sword.

THE FORTRESS

The hideout itself is a fortified structure with high, stone walls, lookout platforms, an inner courtyard of barracks and training areas, and a large meeting hall carved into the mountain itself. There is also private rooms within, most likely where the **bandit general** resides.

There are many ways into the fortress for those who have the skills. One could wear stolen bandit armor and try to bluff their way in, or they could simply scale the wall under cover of darkness. Once inside, staying hidden from the bandits who live there will be no small feat, given that dozens of mapach, jerbeen, and vulpin share this space.

The general can be found in his personal rooms or the meeting hall. He's a strong vulpin who has no patience or time to deal with intruders other than to give them the sword.

TREASURE UNTOLD

Knowing that most of the wealth stored in the fortress is stolen, adventurers who find themselves in possession of the stolen goods can choose to keep their reward or return it to the local authorities so they can be properly returned to their rightful owners.

The party finds the following in the store rooms:

- 3d6 x 10 (105) gp
- 3d6 (10) 10 gp gems
- 3d4 (7) 25 gp art items

The party finds the following in the general's quarters:

- 1d6 x 10 (35) gp
- 1 magic item
- A rough map of the Crest and the peninsula to the northeast

ELIZA'S EMPORIUM

After finding her way to Alderheart, Eliza the felin merchant has acquired a small space outside the main shopping district to call her own. She has set up shop, offering a collection of strange and unique goods found in her recent travels. While

new to the city, and off the main roads, savvy customers find their way to her store to find treasure.

FRIENDS AND FAMILY DISCOUNT

If you helped Eliza along her journey, she will always remember your kindness and offer you a 10% discount on purchases and offer 10% extra when selling to her.

While always friendly and welcoming, if you ever find yourself on Eliza's bad side she will refuse you service at any cost. Those looking to get back in her good graces may find success by offering a unique item as an apology, the rarer the better.

GOODS

In addition to basic adventuring essentials, Eliza prides herself on stocking one-of-a-kind items and treasures. She's a consummate capitalist, however, and always knows how to properly value an item. Her rarer goods usually come with large price tags.

Eliza has virtually *anything* you could want in her shop, but here are a few of her wares to inspire you.

Item	Cost
Deed to a house in Brackenmill	500 gp
Wooden Eye	10 gp
Hill Giant Illusion Card	50 gp
Clockwork Squirrel	25 gp
Token with a ram's head on it	5 gp

Magic Item	Cost
Boots of Elvenkind	200 gp
Bracers of Archery	250 gp
Cloak of Elvenkind	300 gp
Efficient Quiver	350 gp
Feather Token (bird)	500 gp
Feather Token (tree)	500 gp
Figurine of Silver Raven	250 gp
Ring of Feather Falling	600 gp
Robe of Useful Items	350 gp

MOKKDEN CAVERNS

Hidden beneath the swampy plain of Mokka Fields lie a series of tunnels and caves. Known by

all but visited by few, the rumors speak of terrible fates that befall any who are dim enough to wander into the caverns unprepared. Even mighty warriors who have entered the cavern are never seen again.

ENTERING THE CAVES

There are three entrances to the caverns. Each is an otherwise unassuming rock outcropping, but they stand out amidst the flat, swampy landscape. Entering finds you in a steep and winding series of tunnels that were most likely carved by running water long ago. Despite the twists and turns, all tunnels eventually lead down to a massive central chamber.

SLIMES

The most dangerous element in the caverns are the slimes that have taken residence here. There are three main types, though rumors exist of other species not yet identified.

Sticky Slime. The most common slime is denoted by the trail of sticky mucus it leaves behind it. Any creature unlucky enough to get stuck usually ends up becoming the slime's next meal.

Caustic Slime. The stuff of nightmares for denizens of the Wood, these slimes can sear clean through plate armor and steel swords. The bleached bones of their victims can be seen floating in their translucent bodies.

Shifting Slime. The most sought-after, these slimes seem to absorb magical energy, granting them protection from similar forces for a short time. Wizards and scientists are eager to study these creatures for applications in magical defense.

RANDOM ENCOUNTERS

There is more to worry about here than slimes. Other creatures call the darkness their home and the cave itself can prove a dangerous foe.

d6 Encounter

- | | |
|---|---|
| 1 | Falling rock, DC 12 Dexterity saving throw or take 4 (1d8) bludgeoning damage |
| 2 | Slippery ground, counts as difficult terrain |
| 3 | A swarm of emberbats attack |
| 4 | 2 caustic slimes attack |
| 5 | Winding tunnels, DC 12 Wisdom (Survival) check or get lost, roll again |
| 6 | 1d4 sticky slimes attack |

TREASURE

For those brave enough, there are spoils to be had in these dark, dangerous tunnels.

d6 Loot

- | | |
|---|--|
| 1 | A dusty, forgotten chest with 1d4 x 10 gold |
| 2 | A ruby statue worth 50 gold, but birdfolk believe it is cursed |
| 3 | A magic weapon wrapped in a bloody cloak |
| 4 | A magic item in a display case |
| 5 | 1d4 healing potions, but they don't have labels |
| 6 | A priceless birdfolk religious artifact |

THE WITCH'S HUT

Deep in the Morkk Fields is an unassuming cottage. From the solitary patch of truly dry land, this little hut presides over a landscape of soggy marsh and odorous bogs. Inside the hut resides a young witch; a **hedge witch** to be precise. Without official tutelage, she seeks arcane secrets on her own, experimenting and testing reagents and documenting the results.

SOLITARY SORCERER

The witch is rumored to be in league with demons and sneaks into birdfolk bedrooms at night to snatch children away. In reality, Susan is a kind soul, wise beyond her years, and more than a bit curious. In the past, some of her experiments did not end well, leading some to believe her to be dangerous.

Susan lives alone now, free to pursue her academic curiosity in peace. She shares her modest home with her beetle familiar Normal and spends her time foraging for ingredients, testing spells, and reading crime novels.

SUMMONING SLIP UP

Susan is always pushing the limits of her abilities and sometimes goes a bit too far. After acquiring the proper ingredients, perhaps with the assistance of some adventurers, she attempts to summon a **lesser demon** to study it, expecting it to be completely within her control. Unfortunately the demon has other plans and wildly attacks anyone present. It doesn't stop until it is slain, crumbling into ash and drifting away.

MASTER BREWER

While not a proper shop, those who befriend Susan can call on her to make a variety of potions and brews in exchange for ingredients and a donation of 1 gold per potion to fund her research.

Potion	Ingredients
Potion of Healing (common)	A swamp lizard tail and bull rush root
Potion of Healing (uncommon)	A crocodile eye, bull rush root, and a
Potion of Animal Friendship	A bit of fur, a scale, a feather, and a whisker
Potion of Feather Fall	A downy feather and a pinch of forest ash
Potion of Reflection	Shifting slime mucus and a piece of mirror
Oil of Stickiness	Sticky slime mucus and a forest slug
Oil of Slipperiness	Mountain breeze and morning dew

POTIONS EFFECTS

Potion of Healing. Heals the drinker for 2d4 + 2 (common) or 4d4 + 4 (uncommon).

Potion of Animal Friendship. The drinker can cast *animal friendship* (save DC 13) for 1 hour at will.

Potion of Feather Fall. The drinker gains the effects of the *feather fall* spell for 5 minutes.

Potion of Reflection. The drinker gains resistance to the last magical damage type they took damage from. The potion lasts for 5 minutes.

Oil of Stickiness. When spread on an object or location it creates a nearly imperceptible coating. Creatures that come into contact with the oil must succeed a DC 12 Strength (Athletics) check or become stuck in place.

Oil of Slipperiness. If spread on a creature, they gain the effects of the *freedom of movement* spell for 10 minutes. If spread on a location, it gains the effects of the *grease* spell for 20 minutes or until it is washed away.



ASHSNAKE

CR 3

HUGE MONSTROSITY, UNALIGNED

ART: LEESHA HANNIGAN

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ASPECT OF FIRE

CR 8

GARGANTUAN ELEMENTAL, UNALIGNED

ART: LEESHA HANNIGAN

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CAUSTIC SLIME

CR 1/4

LARGE OOZE, UNALIGNED

ART: LEESHA HANNIGAN

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CORVUM NECROMANCER

CR 1

MEDIUM HUMANOID (CORVUM), CHAOTIC EVIL

ART: LEESHA HANNIGAN

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STR 21 (+5) **DEX** 9 (-1) **CON** 18 (+4) **INT** 7 (-2) **WIS** 8 (-1) **CHA** 7 (-2)

ASPECT OF FIRE 3,900XP

DAMAGE VULNERABILITIES

Cold

DAMAGE IMMUNITIES

Fire, Poison

CONDITION IMMUNITIES

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

DAMAGE RESISTANCES

Bludgeoning, Piercing, and Slashing from nonmagical weapons

SENSES

Darkvision 60 feet, Passive Perception 9

LANGUAGES

Ignan

SPECIAL TRAITS

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. For every 15 cold damage the aspect takes it loses 5 feet of movement speed. If its speed is reduced to 0 in this way, the aspect is completely hardened and becomes petrified. This effect wears off after an hour.

ACTIONS

Multiattack. The aspect makes two molten fist attacks.

Molten Fist. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 27 (4d10 + 5) fire damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 32 (5d10 + 5) fire damage and the target is knocked prone.

Magma Throw. 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 15 Dexterity saving throw. On a failure, a creature takes 21 (3d10 + 5) fire damage. On a success, they take half as much damage.

ARMOR CLASS 15 **NATURAL ARMOR** **HIT POINTS** 203 (14d20 + 56) **SPEED** 40 FT.

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

ASHSNAKE 700XP

SENSES

Blindsight 30ft. (blind beyond this radius), Tremorsense 60 ft., Passive Perception 10

DAMAGE VULNERABILITIES

Cold

DAMAGE RESISTANCES

Fire

SPECIAL TRAITS

Ash Cover. The snake has advantage on Dexterity (Stealth) checks made when it is burrowing in ash.

ACTIONS

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 with an escape DC of 12. Until the grapple ends the target is restrained and the snake cannot constrict or crush another target. The snake can release the target as a free action.

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

Ashen Breath. The snake breathes out a cloud of superheated ash in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much on a successful one.

ARMOR CLASS 14 **NATURAL ARMOR** **HIT POINTS** 57 (6d12 + 18) **SPEED** 30 FT., BURROW 20 FT.

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

CORVUM NECROMANCER 200XP

SENSES

Passive Perception 12

SKILLS

Arcana +4, Medicine +4

LANGUAGES

Common, Birdfolk, Understands Auran

SPECIAL TRAITS

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

Cantrips (at will): chill touch, prestidigitation

1st level (4 slots): charm person, false life, inflict wounds

Awakened Mind. The necromancer can communicate telepathically with any creature they can see within 30 feet. They don't need to share a language with the creature for it to understand them, but the creature must understand at least one language.

Glide. When falling, the necromancer can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

ACTIONS

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

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

Mask of Many Faces. The necromancer can cast alter self on themself at will, without expending a spell slot.

Misty Visions. The necromancer can cast silent image at will, without expending a spell slot.

ARMOR CLASS 10 **HIT POINTS** 22 (5d8) **SPEED** 30 FT.

STR 15 (+2) **DEX** 5 (-3) **CON** 17 (+4) **INT** 1 (-5) **WIS** 6 (-2) **CHA** 1 (-5)

CAUSTIC SLIME 50XP

CONDITION IMMUNITIES

Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

SENSES

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

DAMAGE RESISTANCES

Bludgeoning, Piercing, Slashing

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 upsidedown, without making an ability check.

Caustic. Any creature that hits the slime must succeed a DC 12 Dexterity saving throw or take 1d4 acid damage. Creatures that touch the slime automatically take this damage.

ACTIONS

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

REACTIONS

Split. When a slime that is Medium or larger and has 10 or more hit points is hit with slashing or lightning 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 7 **HIT POINTS** 19 (2d10 + 8) **SPEED** 20 FT., CLIMB 20 FT.



ART COMING
SOON

GALLUS DRUID

CR 4

MEDIUM HUMANOID (GALLUS), CHAOTIC NEUTRAL

ART: LEESHA HANNIGAN

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ART COMING
SOON

GALLUS DRUID (CONTINUED)

ART: LEESHA HANNIGAN

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ART COMING
SOON

FOREST PROWLER

CR 2

LARGE BEAST, UNALIGNED

ART: LEESHA HANNIGAN

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HEDGE WITCH

CR 1

MEDIUM HUMANOID (HEDGE), CHAOTIC GOOD

ART: TIFFANY TURRILLAV

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ACTIONS

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

Wild Shape. (2/day) The druid transforms into a powerful beast. The druid can assume any beast form of CR 1/2 or less and the creature cannot have flying speed.

Spirit Totem. (1/day) 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 or 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 its 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. The druid and allies gain advantage on checks to detect creatures in the aura. If a spell that requires a spell slot heals the druid or allies, each creature of the druid's choice also gain 4 hit points.

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

Common, Birdfolk, Druidic,
Sylvan, Beast, understands
Auran

SPECIAL TRAITS

Spellcasting. The druid is a 6th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit will 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, pass without trace

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

Mighty Summoner. Beasts summoned by the druid's spells have +2 hit points per Hit Die and their attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.

Glide. When falling, the druid can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

ARMOR CLASS

12 (7 WITH BARKSKIN)

HIT POINTS

65 (10D8 + 20)

SPEED

30 FT.

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

HEDGE WITCH 200XP

SKILLS

Arcana +4, Survival +4

SENSES

Passive Perception 12

LANGUAGES

Common, understand Birdfolk

SPECIAL TRAITS

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

Cantrips (at will): eldritch blast, minor illusion

1st level (2 slots): arms of hadar, command, 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 on herself at will as a 1st-level spell.

ARMOR CLASS

10

HIT POINTS

22 (5D8)

SPEED

30 FT.

STR 17 (+3) **DEX** 14 (+2) **CON** 14 (+2) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 9 (-1)

FOREST PROWLER 450XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

SKILLS

Stealth +4

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 12 Strength saving throw or be knocked prone. The prowler can use its bonus action to make another claw attack against this target.

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

ACTIONS

Multiattack. The prowler makes two claw attacks.

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

Roar. The prowler lets loose a terrifying sound. All creatures who can hear the prowler within 60 feet must succeed a DC 12 Charisma saving throw or become frightened for 1 minute.

ARMOR CLASS

12

HIT POINTS

45 (6D10 + 12)

SPEED

50 FT. CLIMBING 40 FT.



JERBEEN THIEF

CR 1/2

MEDIUM HUMANOID (JERBEEN), NEUTRAL EVIL

ART: LEESHA HANNIGAN

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KNIGHT OWL

CR 3

MEDIUM HUMANOID (STRIG), LAWFUL GOOD

ART: LEESHA HANNIGAN

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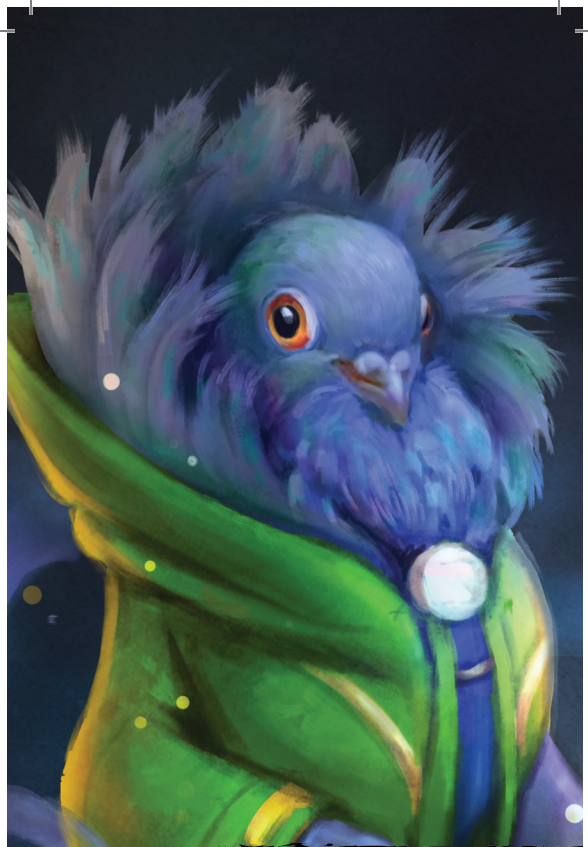
LUMA WIZARD

CR 6

MEDIUM HUMANOID (LUMA), LAWFUL NEUTRAL

ART: LEESHA HANNIGAN

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LUMA WIZARD (CONTINUED)

ART: LEESHA HANNIGAN

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

KNIGHT OWL 700XP

SENSES

Darkvision 60 ft.,
Passive Perception 14

LANGUAGES

Common, Birdfolk,
Understands Auran

SPECIAL TRAITS

Protector. If an ally within 5 feet of the knight is attacked, the knight can use its reaction to impose disadvantage on that attack.

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.

Feather Helm (3/day). The knight can automatically succeed a Dexterity (Stealth) check to hide in the forest.

Glide. When falling, the knight can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

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.

Rally (2/day). The knight uses their bonus action to inspire one of their allies, granting them temporary hit points equal to 1d6 + 1.

Wing Crest Shield (3/day). The knight casts the gust of wind spell outward from the shield's face. This spell lasts until the start of the knight's next turn or about 10 seconds.

ARMOR CLASS

18 HALF PLATE, SHIELD

HIT POINTS

37 (5D8 + 15)

SPEED

30 FT.

ACTIONS

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

Gaze. The wizard stares into a target it can see within 5 feet. That creature must succeed a DC 15 Wisdom saving throw or become charmed until the end of the wizard's next turn. While charmed, the creature's speed is reduced to 0, it is incapacitated, and visibly dazed. The wizard can continue to use its action to extend the duration. The effect ends early if the wizard is more than 5 feet away from the creature, the creature cannot see the wizard, or the creature takes damage.

REACTIONS

Charming (3/day). When a creature makes an attack against the wizard, they must succeed a DC 15 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 14 (+2) **DEX** 3 (-4) **CON** 10 (+0) **INT** 8 (-1) **WIS** 14 (+2) **CHA** 14 (+2)

JERBEEN THIEF 100XP

SENSES

Passive Perception 12

LANGUAGES
Common

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.

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 DMs choosing from the target that is not being actively held or worn.

ARMOR CLASS

13 LEATHER ARMOR

HIT POINTS

13 (3D8)

SPEED

40 FT.

STR 8 (-1) **DEX** 15 (+2) **CON** 12 (+1) **INT** 17 (+4) **WIS** 12 (+1) **CHA** 15 (+3)

LUMA WIZARD 2,300XP

SKILLS

Arcana +6, History +6

SENSES

Passive Perception 11

LANGUAGES

Common, Birdfolk, Understands Auran

SPECIAL TRAITS

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

Cantrips (at will):	blade ward, fire bolt, minor illusion, prestidigitation, ray of frost
1st level (4 slots):	charm person, detect magic, fog cloud, mage armor, sleep, thunderwave
2nd level (3 slots):	darkness, hold person, ray of enfeeblement
3rd level (3 slots):	counterspell, fireball
4th level (3 slots):	banishment, polymorph
5th level (2 slots):	conjure elemental, teleportation circle

Hard to Read. Wisdom (Insight) checks and the detect alignment spell made against the wizard automatically fail.

Hearty. The wizard has advantage on saving throws against being poisoned and has resistance to poison damage.

Glide. When falling, the wizard can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

ARMOR CLASS

12

HIT POINTS

71 (13D8 + 13)

SPEED

30 FT.



MAPACH BANDIT CR 1/4

MEDIUM HUMANOID (MAPACH), NEUTRAL EVIL

ART: PAUL SCOTT CANAVAN

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RED-FEATHER RANGER CR 4

MEDIUM HUMANOID (RAPTOR), LAWFUL NEUTRAL

ART: LEESHA HANNIGAN

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SEABIRD DOCKMASTER CR 3

MEDIUM HUMANOID (SEABIRD), LAWFUL GOOD

ART: LEESHA HANNIGAN

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SHIFTING SLIME CR 1/4

LARGE OOZE, UNALIGNED

ART: LEESHA HANNIGAN

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

RED-FEATHER RANGER 1,100XP

SENSES

Passive Perception 14

LANGUAGES

Common, Birdfolk,
Understands Auran

SPECIAL TRAITS

Spellcasting. The ranger is a 3rd-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The ranger has the following spells prepared:

1st level (3 slots) cure wounds, ensnaring strike, hunter's mark, protection from good and evil

Glide. When falling, the ranger can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

ACTIONS

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

Red-Feather Bow. Ranged Weapon Attack: +8 to hit, 80/320 feet, one target. Hit: 6 (1d6 + 3) 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.

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 their perspective. This effect lasts until the beginning of the ranger's next turn.

Hunter (3/day). The ranger can magically discern the resistances, immunities, and vulnerabilities of a creature they can see within 60 feet.

Target (1/day). The ranger chooses a target it can see within 60 feet. The first time each turn the ranger deals damage to their target, they add 1d6 to the damage.

ARMOR CLASS

14 LEATHER

HIT POINTS

65 (10D10 + 10)

SPEED

30 FT.

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

MAPACH BANDIT 50XP

SENSES

Darkvision 60ft.,
Passive Perception 12

LANGUAGES

Common

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.

STR 14 (+2) DEX 5 (-3) CON 16 (+3) INT 1 (-5) WIS 6 (-2) CHA 1 (-5)

SHIFTING SLIME 50XP

SENSES

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

DAMAGE IMMUNITIES
(See *Adaptive* below)

CONDITION IMMUNITIES

Blinded, Charmed, Deafened,
Exhaustion, Frightened, Prone

DAMAGE RESISTANCES
Bludgeoning, Piercing,
Slashing

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 upsidedown, without making an ability check.

ACTIONS

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

REACTIONS

Split. When a slime that is Medium or larger and has 10 or more hit points is hit with slashing or lightning 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.

Adaptive. When the slime is struck with magical energy, after dealing damage it becomes immune to that damage type. The slime can only be immune to one magic type at a time.

ARMOR CLASS

7

HIT POINTS

17 (2D10 + 6)

SPEED

20 FT., CLIMB 20 FT.

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

SEABIRD DOCKMASTER 700XP

SENSES

Passive Perception 14

DAMAGE VULNERABILITIES

Common, Birdfolk,
Understands Auran

SPECIAL TRAITS

Footwork. When the dockmaster makes an attack, that target cannot make opportunity attacks against the dockmaster during the rest of the dockmaster's turn.

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

Sneak Attack. Once per turn, the dockmaster can add 1d6 damage to a damage roll against one creature they hit with an attack. The dockmaster must be within 5 feet of the target, no other creatures can be within 5 feet of the dockmaster, and the dockmaster can't have disadvantage.

Glide. When falling, the dockmaster can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

ACTIONS

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

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

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., range 20/60, one target. Hit: 5 (1d4 + 3) piercing damage.

Cunning. The dockmaster can use a bonus action to either Dash, Disengage, or Hide.

ARMOR CLASS

14 LEATHER

HIT POINTS

55 (10D8 + 10)

SPEED

30 FT.



STICKY SLIME

CR 1/8

MEDIUM OOZE, UNALIGNED

ART: LEESHA HANNIGAN

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SWARM OF EMBERBATS

CR 1/4

MEDIUM SWARM OF TINY BEASTS (BAT), UNALIGNED

ART: BRYNN METHENEY

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VULPIN CAPTAIN

CR 1

MEDIUM HUMANOID (VULPIN), NEUTRAL EVIL

ART: LEESHA HANNIGAN

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RED-FEATHER BOW

WEAPON (ANY BOW), UNCOMMON (REQUIRES ATTUNEMENT)

ART: LEESHA HANNIGAN

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STR 5 (-3) **DEX** 14 (+2) **CON** 10 (0) **INT** 3 (-4) **WIS** 10 (+0) **CHA** 5 (-3)

SWARM OF EMBERBATS 50XP

DAMAGE RESISTANCES

Bludgeoning,
Piercing, Slashing

SENSES

Darkvision 60ft.,
Passive Perception 10

CONDITION IMMUNITIES

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

SPECIAL TRAITS

Flame Essence. The bat is a smoldering ember with wings. Any creature who starts their turn within 5 feet of the swarm takes 2 (1d4) fire damage.

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

14

HIT POINTS

22 (5D8)

SPEED

0 FT., FLY 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

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 sticky for up to 15 minutes. A creature that steps in the slime must succeed a DC 10 Strength saving throw or become stuck.

Mucus. When hit by a melee attack, the attacker must succeed a DC 10 Strength saving throw or their weapon becomes stuck in the slime.

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.

RED-FEATHER BOW

WEAPON (ANY BOW), UNCOMMON (REQUIRES ATTUNEMENT)

The prized hunting weapon of the red-feather 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 5 charges. When an arrow is fired from this bow, the wielder can speak the command word to use a charge as a bonus action. Wherever the arrow lands, the wielder can see from this spot as if they were there for 1 round or about 10 seconds. Darkvision and similar effects are preserved, but magical sight does not work through the arrow.

If the arrow strikes a target, the wielder sees what they see for the same duration.

The bow regains 1d4 expended charges daily at dawn.

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

VULPIN CAPTAIN 200XP

SKILLS

Acrobatics +4

LANGUAGES

Common

SENSES

Darkvision 60ft.,
Passive Perception 15

SPECIAL TRAITS

Evasion. If the captain makes a Dexterity saving throw to avoid an effect, they suffer no damage on a success and only half damage on a failure.

ACTIONS

Multiattack. The captain makes two short sword attacks.

Short sword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing 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 per round. The captain must see the attacker and be wielding a melee weapon.

ARMOR CLASS

13 LEATHER ARMOR

HIT POINTS

22 (5D8)

SPEED

30 FT.



WING CREST SHIELD

ARMOR (SHIELD), UNCOMMON (REQUIRES ATTUNEMENT)

ART: LEESHA HANNIGAN

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FEATHERED HELM

WONDROUS ITEM, UNCOMMON (REQUIRES ATTUNEMENT)

ART: LEESHA HANNIGAN

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NEST CHARM

WONDROUS ITEM, RARE (REQUIRES ATTUNEMENT)

ART: LEESHA HANNIGAN

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BLADE OF THE WOOD

WEAPON (SHORT SWORD), UNCOMMON REQUIRES ATTUNEMENT

ART: LEESHA HANNIGAN

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FEATHERED HELM

WONDROUS ITEM, UNCOMMON (REQUIRES ATTUNEMENT)

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

Depending on the type of feather given, the helm takes on unique properties that the wearer can tap into. The helm has 3 charges that can be used to activate abilities. The helm regains all expended charges daily at dawn.

Raptor. You can use a charge to automatically succeed a Wisdom (Perception) check. You can use this ability after your initial roll but before the DM tells you if you have succeeded or failed.

Strig. You can use a charge to succeed a Dexterity (Stealth) check. You can use this ability after your initial roll but before the DM tells you if you have succeeded or failed.

Corvum. You can use a charge and the DM will tell you one useful piece of information about a topic of your choice that you don't already know.

Luma. You can use a charge to cast a random cantrip from the sorcerer spell list.

Gallus. You can use a charge to cast the Friends spell.

WING CREST SHIELD

WARMOR (SHIELD), UNCOMMON (REQUIRES ATTUNEMENT)

While wielding this shield, you gain a +1 bonus to AC in addition to the shield's normal bonus to AC (+2) for a total of +3 to AC.

The shield has 3 charges. As an action, the wielder can speak the command word and the shield casts the gust of wind spell outward from its face. This spell lasts for one round or about 10 seconds.

The shield regains all expended charges daily at dawn.

BLADE OF THE WOOD

WEAPON (SHORT SWORD), UNCOMMON (REQUIRES ATTUNEMENT)

A finely crafted sword with delicate etchings and a hum of life to it.

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

The sword has 3 charges. The wielder can expend a charge to speak the command word and cast Spike Growth centered on themselves. The wielder can pass through this terrain unaffected. The effect lasts for 1 minute.

The sword regains all charges each day at dawn.

NEST CHARM

WONDROUS ITEM, RARE (REQUIRES ATTUNEMENT)

This charm is a sphere of intricate metal branches, interwoven to form a sort of nest. The charm has 1 charge. When it is placed on the ground and its command word is spoken, the charm begins 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.

The perch will last up to 24 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.

The charm regains its expended charge daily at dawn.



ART COMING
SOON

BANDIT GENERAL

CR 2

MEDIUM HUMANOID (VULPIN) NEUTRAL EVIL

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ART COMING
SOON

BIRDFOLK FARMER

CR 0

MEDIUM HUMANOID (BIRDFOLK), LAWFUL GOOD

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ART COMING
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BIRDFOLK GUARD

CR 1/8

MEDIUM HUMANOID (BIRDFOLK), LAWFUL GOOD

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BIRDFOLK MILITIA

CR 1/8

MEDIUM HUMANOID (BIRDFOLK), LAWFUL GOOD

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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

LANGUAGES

Common, Birdfolk, and Auran

SPECIAL TRAITS

Glide. When falling, the farmer can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

ACTIONS

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

ARMOR CLASS
10

HIT POINTS
4 (1D8)

SPEED
30 FT.

STR 14 (+2) **DEX** 17 (+3) **CON** 14 (+2) **INT** 13 (+2) **WIS** 11 (+0) **CHA** 14 (+2)

BANDIT GENERAL 450XP

SAVING THROWS

Dex +5, Cha +2

SKILLS

Deception +4, Persuasion +4

SENSES

Passive Perception 10

LANGUAGES

Common, Understands Birdfolk

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: +6 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 STUDDED LEATHER

HIT POINTS
65 (10D8 + 20)

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

Common, Birdfolk, and Auran

SPECIAL TRAITS

Glide. When falling, the militia can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

ACTIONS

Staff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

ARMOR CLASS
12 LEATHER ARMOR

HIT POINTS
9 (2D8)

SPEED
30 FT.

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

Common, Understands Birdfolk

SPECIAL TRAITS

Glide. When falling, the guard can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

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.

ARMOR CLASS
16 CHAIN SHIRT AND SHIELD

HIT POINTS
11 (2D8 + 2)

SPEED
30 FT.



ART COMING
SOON

BIRDFOLK SKELETON CR 1/4

MEDIUM UNDEAD (BIRDFOLK), LAWFUL EVIL

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ART COMING
SOON

BIRDFOLK SPEARMAN CR 1/8

MEDIUM HUMANOID (BIRDFOLK), LAWFUL GOOD

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ART COMING
SOON

MOUNTAIN LION CR 1/4

MEDIUM BEAST, UNALIGNED

ART:

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ART COMING
SOON

LESSER DEMON CR 1/4

SMALL FIEND (DEMON), CHAOTIC EVIL

ART:

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

BIRDFOLK SPEARMAN 25XP

SENSES
Passive Perception 10

SKILLS
Athletics +3

LANGUAGES
Common, Birdfolk,
and Auran

SPECIAL TRAITS

Glide. When falling, the spearman can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

ACTIONS

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

ARMOR CLASS
14 CHAIN SHIRT

HIT POINTS
11 (2D8 + 2)

SPEED
30 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 Common,
Birdfolk, and Auran, but
can't speak

CONDITION IMMUNITIES
Exhaustion, Poisoned

DAMAGE IMMUNITIES
Poison

DAMAGE VULNERABILITIES
Bludgeoning

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 11 (+0) **DEX** 11 (+0) **CON** 12 (+1) **INT** 5 (-3) **WIS** 8 (-1) **CHA** 3 (-4)

LESSER DEMON 50XP

CONDITION IMMUNITIES
Poisoned

DAMAGE IMMUNITIES
Poison

DAMAGE RESISTANCES
Cold, Fire, Lightning

SENSES
Darkvision 60 ft.,
Passive Perception 9

LANGUAGES
Abyssal

ACTIONS

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

Bite. Melee Weapon Attack: +2 to hit, reach 20 ft., one target. Hit: 3 (1d6) piercing damage.

Claws. Melee Weapon Attack: +2 to hit, reach 20 ft., one target. Hit: 5 (2d4) slashing damage.

Foul Odor (1/day). The demon emits a cloud of poisonous gas that fills a 20-foot cube area and persists for 1 minute or until it is dispersed or blown away. Any creature that starts their turn in the area must succeed a DC 11 Constitution saving throw or become poisoned.

ARMOR CLASS
11 NATURAL ARMOR

HIT POINTS
18 (4D6 + 4)

SPEED
20 FT.

STR 15 (+2) **DEX** 16 (+2) **CON** 12 (+1) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 6 (-2)

MOUNTAIN LION 50XP

SENSES
Passive Perception 14

SKILLS
Perception +4, Stealth +6

SPECIAL TRAITS

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

Pounce. If the 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 12 Strength saving throw or be knocked prone. The lion can make a bite attack against a prone target as a bonus action.

ACTIONS

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

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

ARMOR CLASS
12

HIT POINTS
16 (3D8 + 3)

SPEED
40 FT., CLIMB 30 FT.



ART COMING
SOON

SEABIRD SAILOR CR 1/8

MEDIUM HUMANOID (SEABIRD), LAWFUL GOOD

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ART COMING
SOON

SEA MONSTER CR 2

HUGE BEAST, UNALIGNED

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SKELETAL GOLEM CR 2

LARGE UNDEAD (BIRDFOLK), LAWFUL EVIL

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ART COMING
SOON

GUST BARRIER LEVEL 0 EVOCATION

1 ACTION SELF S 1 ROUND

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STR 18 (+4) **DEX** 14 (+2) **CON** 17 (+3) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 3 (-4)

SEA MONSTER 450XP

SENSES
Passive Perception 11

SKILLS
Stealth +4

SPECIAL TRAITS

Hold Breath. The sea monsters can hold its breath for 1 hour.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 20 ft., one target. Hit: 14 (3d6 + 4) piercing damage.

ARMOR CLASS 13 NATURAL ARMOR **HIT POINTS** 68 (8D10 + 24) **SPEED** 20 FT., SWIM 40 FT.

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

SEABIRD SAILOR 25XP

SENSES
Passive Perception 10

LANGUAGES
Common, Birdfolk, Auran

SPECIAL TRAITS

Glide. When falling, the sailor can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

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.

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 also make a Constitution saving throw against your spell save DC, being flung away from you up to 10 feet and knocked prone on a failure.

STR 18 (+4) **DEX** 10 (+0) **CON** 14 (+2) **INT** 7 (-2) **WIS** 8 (-1) **CHA** 4 (-3)

SKELETAL GOLEM 450XP

SENSES
Darkvision 60 ft.,
Passive Perception 9

LANGUAGES
Understands Abyssal
but can't speak

DAMAGE VULNERABILITIES
Bludgeoning
CONDITION IMMUNITIES
Exhaustion, Poisoned
DAMAGE IMMUNITIES
Poison

ACTIONS

Multiattack. The golem makes two claw attacks.

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

Grab. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage and the target is grappled. The golem can grapple up to 2 targets at once.

ARMOR CLASS 12 NATURAL ARMOR **HIT POINTS** 67 (9D10 + 18) **SPEED** 30 FT.



ELEVATED SIGHT

LEVEL 1
DIVINATION

1 ACTION 120 FT. S,V C.1 MIN

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FEATHERED REACH

LEVEL 3
TRANSMUTATION

1 ACTION SELF S,M 1 MIN

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FEATHERED REACH

3RD-LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

Self



COMPONENTS

S,M



DURATION

1 minute

Materials: A Small Feather.

You transform your arms into powerful wings, your fingers into long, graceful feathers. The effects of this spell last 1 minute at which point the feathers gradually fall out, leaving your normal arms behind.

When falling you can move up to your speed horizontally for every 10 ft. of distance you fall vertically. You can gradually change direction while gliding. You cannot glide while carrying large or heavy objects or weapons, if you're wearing heavy armor, or if you are over-encumbered.

You can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can do this once before landing and can use it in conjunction with a regular jump or gliding.

ELEVATED SIGHT

1ST-LEVEL DIVINATION



CASTING TIME

1 Action



RANGE

120 feet



COMPONENTS

S,V



DURATION

Concentration,
up to 1 minute

You cast your eyes skyward, granting you sight as if flying. You can see as if you were in a spot you can see up to 120 feet above you. For the duration, you can look around from this spot.

You can use a bonus action to move the spot's height above you. You are free to move normally, adjusting the location of the spot, but do so only being able to see from the elevated location.

While concentrating on this spell, you have disadvantage on all Dexterity saving throws.

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