



Races of the Wood

ALL WALKS

The various folk who make up the world of Humblewood are divided into two categories: the birdfolk and the humblefolk. While they resemble animals, the folk who inhabit the cities, towns, and villages of Humblewood are all humanoids.

This chapter outlines the ten core races, five birdfolk and five humblefolk, who make up the majority of characters found in the Wood. It also details various character creation options, new class options, backgrounds, feats, and spells to help you make your own Humblewood adventurer.

THE BIRDFOLK

The birdfolk races of Humblewood are as diverse and unique as the forest itself. Only the skillful survive the forest, and the birdfolk have become masters of both the forest floor and the canopies above, creating several settlements (known colloquially as “perches”) throughout the Wood. Despite regional differences and cultural peculiarities among the different kinds of birdfolk in the Wood, the birdfolk races nevertheless share much of their culture, language, history, and origin

myths. This solidarity has allowed them to work together and prosper, creating a harmony in the Wood which has lasted for an age.

While a diverse group, adapted for a variety of environments within the Wood, birdfolk also share several physical traits which have allowed them to find common ground in the construction of their perches. Beyond the obvious physical similarities, all birdfolk possess arms covered in feathers, which extend into wing-like appendages. While incapable of true powered flight, the strong hollow bones and lightweight bodies of birdfolk allow them to easily use their feathered arms to glide, and unless severely encumbered, all birdfolk can recover gracefully from what would otherwise be a deadly fall. In some birdfolk races these wings have grown strong enough to bear their owners upwards in a mighty flap, while others instead developed talons which make for both deadly defensive weapons and useful tools for scaling tall trees.

The birdfolk have established themselves as a political force to be reckoned with in Humblewood. They shaped their mighty capital from the great tree Alderheart, and from this

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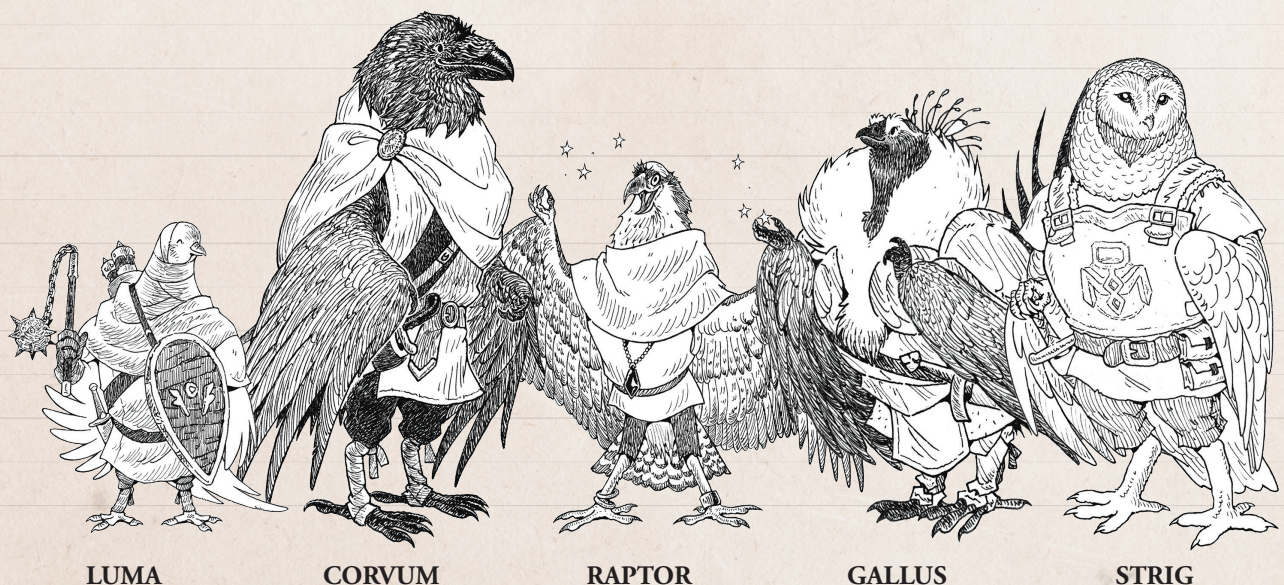
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the BIRDFOLK



LUMA

CORVUM

RAPTOR

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bastion of safety their ruling body, the Birdfolk Council, makes decisions which impact all of Humblewood. The birdfolk are well-defended from outside threats thanks to the Perch Guard, a force of soldiers trained in both aerial and ground combat, that keeps their cities and the denizens within safe.

While Alderheart has been a beacon of peace and harmony for many years, the coming of the fires has thrown the region into chaos. The Perch Guard forces are spread thin across the canopy cities, barely able to secure the main roads for merchants while keeping their homes safe from the blazes. Now the great birdfolk cities face more threats from bandits and forest fires than ever before. Through it all, though, the birdfolk trust in solidarity, between themselves and the diverse groups of habitants who call their perches home, to weather the coming storm as they have so many times before.

THE HUMBLEFOLK

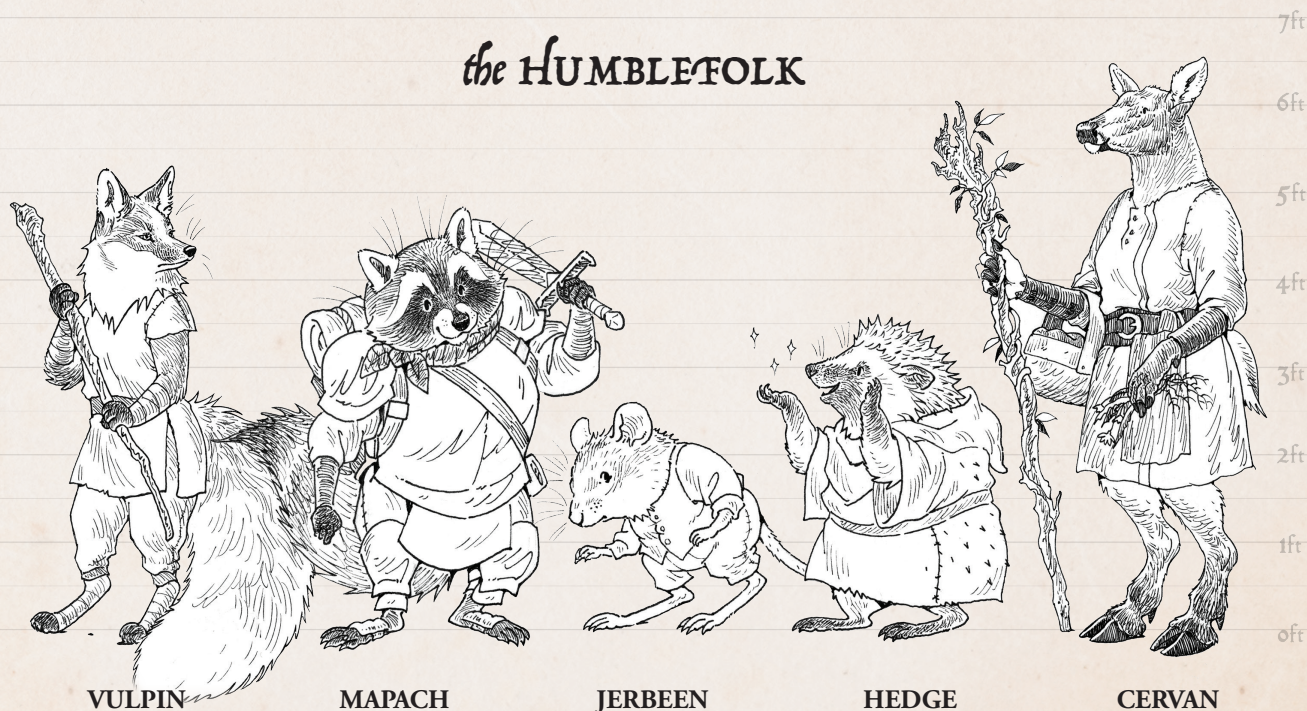
Not all denizens of Humblewood are birdfolk. The term “humblefolk” is used throughout the Wood to refer to the non-birdfolk peoples who live a little closer to the forest floor. Unlike the birdfolk, whose shared language, histories, myths, and culture have allowed them to exist in harmony for most of Humblewood’s history, the humblefolk represent a disparate group of peoples, cultures, and ways of seeing the world, many of whom haven’t always seen eye to eye.

Ages ago, an accord was struck between the people of the forest floor to unite against roving bandits and quell the in-fighting that was wreaking havoc across the Wood. This accord was known as the “Humblefolk Treaty” and was witnessed by the birdfolk, who were just then beginning to shape the trunk of Alderheart. The birdfolk offered the humblefolk safety within their great city, and many accepted

their offer. Over time, more and more humblefolk migrated to newly-established birdfolk perches, though many found birdfolk architecture to be restrictive for creatures without wings. In the same way, some groups of birdfolk, feeling too crowded within the booming perches, began to spread out and seek shelter within small woodland villages. Even today, the birdfolk who choose to live on the forest floor find themselves stigmatized, as a life in the canopy is considered proper in birdfolk society.

After the establishment of the treaty, humblefolk began to live once again in small woodland villages beneath the trees, although now in more diverse communities alongside some ground-dwelling birdfolk. With the expansion of the Humblefolk Treaty to allow humblefolk to call upon Perch Guard garrisons in times of crisis, and the birdfolk militias keeping the roads safe for merchant caravans, the Wood truly entered a golden age. Life for many humblefolk was peaceful and prosperous...until the fires came.

With the spreading flames, humblefolk villagers petitioned the overextended Perch Guard for aid, only to see help arrive too late, if at all. To make matters worse, after many years the divisions between the humblefolk communities have intensified: those who found prosperity in the birdfolk cities have adopted a perch-dweller’s perspective, while those who live in the woodlands face a constant threat from brigands and forest fires. Others have even left to join the newly reformed Bandit Coalition, seeing not only a path for survival, but a chance to get even with the perch-dwelling birdfolk for broken oaths and unequal treatment. Yet, where the treaty holds, vibrant humblefolk communities can still be found. The humblefolk are resilient, and each race will devise a way to survive in this dangerous wood.



Corvum

Corvums are a crow-like race with dark feathers and sharp minds. Their reputation in birdfolk society is nothing short of villainous, and they are regularly cast as the antagonists of any given situation. It's hard to say whether the corvums are distrusted because they behave the way they do, or if they behave the way they do because they are distrusted.

FOR PERSONAL GAIN

It is widely believed that corvums only look out for themselves. Sometimes this presents as flexible morals, and at other times it simply means they follow a personal code instead of subscribing to general law. Either way, corvums are a crafty race and they tend to get what they want, one way or another.

Corvums are typically found in positions with a modicum of power, such as advisors or minor officials. The stigma they face usually prevents them from attaining too prominent a position in birdfolk society, but corvums are adept at working behind the scenes, spreading their influence subtly and to great effect.

TOO SMART

Corvums are commonly accepted, sometimes begrudgingly, to be among the smartest of birdfolk. Keen observers, they trade in information the way others trade goods. They are hungry for knowledge and leverage it to further their goals whenever possible. Their undeniable skill in matters of logistics and planning make them valuable to councils and powerful individuals alike.

CORVUM TRAITS

Ability Score Increase. Your Intelligence score increases by 2.

Age. Corvums reach adulthood at around 18 years. They live slightly shorter lives than other birdfolk, approximately 70 years.

Alignment. Shrewd and capable, corvums prefer moral flexibility and are more likely to be neutral than either good or evil. Nonetheless, corvums see the benefit of rules, even if many attempt to turn them to their own advantage. Because of this they favor lawful alignments.

Size. Corvums cut imposing figures, standing between 4 and a half and 5 and a half feet tall, encompassing a variety of different builds. They weigh around 100 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Glide. Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

Talons. Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

Learned. You gain proficiency in one of the following skills: Arcana, History, Nature, or Religion.

Appraising Eye. You have an almost supernatural ability to appraise objects. By spending an action examining any object, you can determine any magical properties the item has, how they might be used or activated, as well as a fair estimation of market price. Using this skill strains the eyes, and you must complete a long or short rest before you can use it again.

Languages. You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

Subrace. There are two main subraces of corvum: dusk and kindled. Choose one of these subraces.



DUSK CORVUM

As a dusk corvum, you are more at home in the bustle of society than in the wilds of the forest. You understand subtle social cues 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.

Skulker. You have advantage on Dexterity (Stealth) checks made in dim light or darkness.

Street Smarts. You gain proficiency in the Insight skill.

KINDLED CORVUM

As a kindled corvum, you know implicitly that you are the smartest in the room. Your ability to utilize your knowledge to your advantage, along with your deep understanding of others motivations, makes you a formidable opponent.

Ability Score Increase. Your Charisma score increases by 1.

Convincing. Kindled corvums have a way with words, and are accomplished at saying what someone wants or needs to hear. You have proficiency in either the Deception or Persuasion skill. Additionally, you have advantage on all Charisma checks made to convince someone of your exceptional knowledge on any topic related to the skill you selected with your learned trait (Arcana, History, Nature, or Religion).

Sharp Mind. You learn one additional language of your choice, gain proficiency in a tool of your choice, and are able to accurately recall with perfect clarity anything you have seen or heard within the past month.



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Gallus



The gallus commonly dwell in small, familial communities as opposed to the grand perches of the Wood. Of the birdfolk, they are the most likely to be found living among the humblefolk. Gallus have a deep respect for nature and a love of gardening unmatched by other birdfolk. They value their social bonds above all else, and are always ready to help their neighbours and promote the common good. They are polite but have little patience for deceit and rudeness.

A VARIED FOLK

The gallus are a varied folk, resembling as many different varieties of wildfowl as there are trees in the Wood. Some are pheasant-like, others are grouse-like, while some resemble chickens or turkeys. There are dozens of variations of feathers, colors, and patterns even between gallus of the same subrace. The gallus are proud of their appearances but not to the point of vanity. Maintaining good grooming is akin to keeping a knife sharp and shows a level of respect for oneself.

Birdfolk are generally welcoming to other races, but the gallus are particularly well-known for their willingness to include virtually anyone in social or familial groups. In gallus culture, it is customary to always offer your seat at a table to guests. This is seen as the basis of a popular and hilarious children's story about a meal growing too cold to eat as the gallus continually give up their seats to late arrivals at a party.

SALT OF THE EARTH

Gallus are a social and communal folk. They tend to form close-knit communities wherever they roost, and their sense of pride for their community runs deep. When tragedy leaves children in their village orphaned, it is customary for gallus families to take them in. Gallus value honest work, such as farming and smithing, and share labor equally between all community members. There is nothing a gallus would not give to their neighbors in a time of need.

While other birdfolk might look down on gallus for their common ways, the gallus have excellent interpersonal skills. They are insightful and empathetic, but not to the point of being socially exploitable. The gallus have an ear for the truth, and are often capable of rooting out lies and dishonesty.

GALLUS TRAITS

Ability Score Increase. Your Wisdom score increases by 2.

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

Alignment. Most gallus are lawful good. They are a salt-of-the-earth sort of folk who believe in justice, the value of hard work, and the importance of respecting others.

Size. Gallus are the most varied of the birdfolk races, ranging from just under 4 feet to just over 5 feet tall, and showing many unique builds. The variety of shapes and sizes means

they also encompass a variety of weights, but most average around 90 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Glide. Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

Wing Flap. As a bonus action, you can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can use it in conjunction with a regular jump, but not while gliding.

Communal. Whenever you make an Intelligence (History) check related to the history of your race, culture, 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.

Militia Training. You have proficiency in simple weapons.

Of the People. You gain proficiency with the artisan tools of your choice: brewer's supplies, carpenter's tools, or smith's tools.

Languages. You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.



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

BRIGHT GALLUS

As a bright gallus, you are a natural leader. Growing up in your close-knit community 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. By spending an action and giving words of advice or encouragement, you can inspire an ally who is able to see and hear you. The ally can roll a d4 and add the number rolled to their next ability check, attack roll, or saving throw.

Understanding. You have proficiency in the Insight skill.

HUDEN GALLUS

As a huden gallus, you are of the land. Like the Amaranthine Hanera, you have a unique connection to the Great Rhythm of nature, and in return the Rhythm grants you many gifts. This innate bond with nature may alienate you from city life, but you will always have a home within the more remote parts of the Wood.

Ability Score Increase. Your Dexterity score increases by 1.

One With the Wood. You have proficiency in the Nature skill.

Seedspeech. Your connection to the Great Rhythm is such that you can speak with the greenery of the forest itself. Through speech and touch you can communicate simple ideas to living plants. You are able to interpret their responses in simple language. Plants in the Wood do not experience the world in terms of sight, but most can feel differences in temperature, describe things that have touched them, as well as hear vibrations that happened around them (including speech).



Luma

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Lumas are a race of polar opposites when it comes to their role in perch society. They are as often shunned for their eccentricities as they are celebrated for them. Lumas are smaller than most birdfolk, and resemble either doves or pigeons. Many have ruffs of feathers that shine with unique iridescent colours, something which can be seen as either alluring or unusual. Most fledgling lumas approach social situations with hesitation, until a time when society inevitably labels them an outcast or a notable figure, and the individual naturally adapts to the role.

TOUCHED

To most, lumas seem perpetually disorganized and distracted, which has lead to a belief that they are of low

intelligence. In truth, lumas have a unique perception of the world. They are able to interpret information in an uncommon way, allowing them to see possibilities others cannot.

These inherent talents, sometimes dismissed as luck, can be improved upon with training and study. Pairing their natural gifts with magical education, powerful luma wizards and radical scholars have been at the forefront of magical innovation for some time in Humblewood.



OF TWO WORLDS

While most lumas find their peculiar nature to be a hindrance in society, some make use of their gifts to climb the social ladder. These individuals inspire curiosity and have an air of authority about them. This divide in social standing among lumas can make for curious and strained relationships among families and friends.

Other lumas find it difficult to exist in the larger society of birdfolk cities. It is said that this is a main contributing factor for the close-knit, and exclusive luma districts in larger cities. Lumas tend to keep to themselves, preferring the company of those who understand them rather than those who pass judgement.

LUMA TRAITS

Ability Score Increase. Your Charisma score increases by 2.

Age. Lumas are short-lived reaching adulthood around 20 years. Few lumas live beyond 70 years.

Alignment. Spurred by personal interests and flights of fancy, lumas lean towards chaotic alignments. While generally good natured, those that have been spurned by society find it hard to see the benefits of altruism, but even under such circumstances lumas are rarely evil.

Size. Lumas are the shortest and lightest of the birdfolk, standing roughly 3 feet tall and weighing only around 30 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Glide. Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield

(though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

Wing Flap. As a bonus action, you can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can use it in conjunction with a regular jump, but not while gliding.

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

Fated. Whether by luck or a guiding presence, you always seem to find your way. You can choose to reroll any attack, skill check, or saving throw. You can decide to do this after your roll, but only before the outcome of the roll has been determined. You can't use this feature again until you have completed a long rest.

Languages. You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

Subrace. There are two main subraces 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.

Hard to Read. Your innate eccentricities make it hard for other folk to figure you out. When someone performs a Wisdom (Insight) check against you, they have disadvantage on their roll. Additionally, you gain advantage on Charisma (Deception) checks made against creatures that are not lumas.

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

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 some and jealousy in others.

Ability Score Increase. Your Wisdom score increases by 1.

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

Songbird. When you perform, you can demonstrate the innate and mystical power of your Charisma. You may cast the charm person spell once per long rest. This spell does not require any somatic components to cast. Charisma is your spellcasting ability for this spell.



Raptor



When the birdfolk think of hunters or rangers, they picture a raptor. Resembling small hawks, eagles, and other birds of prey, they have sharp talons and agile builds that help them effortlessly glide through the canopy. These birdfolk are swift and strong with an uncanny knack for tracking. They are rarely prey, and are quick to turn the tables when finding themselves hunted.

PERCEPTIVE AWARENESS

Given their heightened senses, often raptors appear to be distracted or deep in thought. In reality, they are processing the wealth of sensory information they receive from their particularly keen eyes and sensitive ears. While many folk are only ever aware of what goes on directly around them, raptors have an extremely wide field of awareness.

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

NATURAL PREDATOR

While many of the birdfolk races are culturally communal, raptors don't have a great sense of connectedness, nor do they tend to create their own perches. They are more likely to adopt a transient lifestyle, moving from perch to perch, or to simply live in the vast forests of the Wood itself.

Though typically quiet, raptors are not averse to forming relationships with other birdfolk. Despite their reserved nature, raptors value personal bonds more highly than societal or even familial ties.

RAPTOR TRAITS

Ability Score Increase. Your Dexterity score increases by 2.

Age. Raptors reach maturity around 20 years. They can live longer than any other birdfolk race, over 100 years.

Alignment. Raptors tend towards neutral alignments. Preferring the path of naturalists and hunters, raptors rarely see value in order for the sake of order, and are often more pragmatic than idealistic.

Size. Raptors are lean, muscular hunters, but they stand less than 4 feet tall. Their light builds usually lend themselves to bodies that weigh far less than one would expect for their height, averaging around only 35 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.



Glide. Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

Talons. Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

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 longbow, short bow, and spear. Additionally, your familiarity with the longbow means that it is not considered a heavy weapon for you.



Languages. You can speak, read, and write Bird-folk. You can also understand Auran, though you cannot speak it naturally.

Subrace. There are two main subraces of raptor: mistral and maran. Choose one of these subraces.

MARAN RAPTOR

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

Ability Score Increase. Your Intelligence score increases by 1.

Swimmer. You have a swimming speed of 25 feet.

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

MISTRAL RAPTOR

As a mistral 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 move on flat ground.

Ability Score Increase. Your Wisdom score increases by 1.

Agile. You have proficiency in the Acrobatics skill.

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



Strig

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Strigs are the most imposing of the birdfolk races. Resembling owls, their thick feathers, solid bodies, and broad wings have earned them a reputation as the most powerful of the birdfolk races. They value strength and endurance, traits they believe crucial for survival in the Wood. Although they are not necessarily prejudiced against those who are weaker, strigs are quick to call out when someone is not doing their best for the common good.

STRONG AND BRAVE

While many of the birdfolk races rely on their prowess or intelligence for superiority, strigs use their immense strength and stamina to endure even the most punishing assault. They make mighty warriors, and whether defending their perch or braving the Wood itself, strigs never shy away from a fight.

Strig culture is largely based on principles of strength and endurance above all, but not necessarily for the purposes of combat. Protecting and providing for others in hard times is considered just as impressive, if not more so, than winning a fight.

WOODLAND SURVIVORS

Strigs, more than any of the other birdfolk race, are most at home in the wild. Their mottled feather patterns, though not as bright or beautiful as others, allow them to easily hide in the forest. Due to this inherent advantage, along with their speed and power, strigs make excellent hunters and rangers.

Strigs prefer the relative simplicity of the forest to the machinations of society and politics. Despite these individualistic tendencies, they are capable of 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. Strigs reach maturity faster than most birdfolk races, around 15 years. They can reach a respectable old age by birdfolk standards, living around 80 years.

Alignment. Strigs are normally good aligned, having a strong sense of fair play as well as a tendency to see the best in others. They also favor chaotic alignments, as strigs are a freedom-loving people who will usually put their personal morals above any imposed system of governance.

Size. Strigs are muscular, imposing folk ranging from 4 to over 5 feet tall and weighing around 110 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Glide. Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when



you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

Talons. Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

Darkvision. You are adept at hunting under the cover of 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 forest.

Languages. You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

Subrace. There are two main subraces of strigs: swift and stout. Choose one of these subraces.

STOUT STRIG

As a stout strig, you are as hearty as you are strong, able to weather hardship and 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.

SWIFT STRIG

As a swift strig, you are a powerful force in the Wood who ranges 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 increases to 35 feet.

Survivor. You have proficiency in the Survival skill.



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A cervan whose Sight has been triggered is encouraged to hone it, so that they might take on the role of a seer within their village. However, these efforts aren't always met with success. The Sight will sometimes visit a cervan only once in their lifetime, with no amount of training granting a glimpse of such visions again. This is believed to be for the best, as cervans acknowledge that those who are truly Sighted carry knowledge that can be both a blessing and a curse.

THE BLESSING OF CAIRITH

While it's not unusual for some cervans to have small antlers or buds visible on their heads, only rarely is a cervan born who can grow a full set of antlers. These cervans are a different subrace—pronghorns—and are thought to be specially blessed by their Amaranthine Cairith, a sacred spirit of life and growth believed to watch over all cervans. Unlike other subraces, pronghorn and grove cervans are the same people. The arrival of a pronghorn cervan is an event to celebrate, as it can occur only once in a generation.

CERVAN TRAITS

Ability Score Increase. Your Constitution score increases by 2.

Age. Cervans reach maturity around 12 years. They live long lives compared to the rest of the Humblefolk, between 100 and 150 years, something they attribute as much to their way of life as the blessing of Cairith. Pronghorns generally live longer than grove cervans, which is considered a sign of Cairith's favor.

Alignment. Cervans are pragmatic in their thinking, and generally prefer to keep their philosophies flexible in order to prioritize what they believe is important for both themselves and their communities. They lean towards neutral alignments.

Size. Grove cervans stand between 4 and 6 feet tall, and have light builds, weighing between 130 and 180 pounds.

Pronghorn cervans are taller and tend toward heavier, more muscular builds, standing around 7 feet tall, and sometimes weighing over 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Practical. Cervans are eminently practical and like to spend their time learning useful skills for life in their woodland villages. You gain proficiency in one of the following skills: Athletics, Medicine, Nature, or Survival.



Surge of Vigor. All cervans possess a great tenacity and will to survive, which allows them to bounce back from even the most devastating blows. If an attack deals over half of your current remaining hit points in damage, (even if your hit points are reduced to 0 by the attack) you immediately regain hit points equal to $1d12 +$ your Constitution Modifier. You can't use this feature again until you have completed a long rest.

Languages. You can speak, read, and write Birdfolk, and speak Cervan (Cervan has no written component).

Subrace. There are two main subraces of cervans: grove or pronghorn. Choose one of these subraces.

GROVE CERVAN

As a grove cervan, you are swift and agile, able to quickly maneuver out of harm's way. You are also incredibly versatile, and can fulfill a variety of roles within a village or an adventuring party.

Ability Score Increase. Your Dexterity score increases by 1.

Swift. Your base walking speed increases to 35 feet.

Standing Leap. Your base long jump is 30 feet, and your base high jump is 15 feet, with or without a running start.

Nimble Step. Opportunity attacks made against you are rolled with disadvantage.

PRONGHORN CERVAN

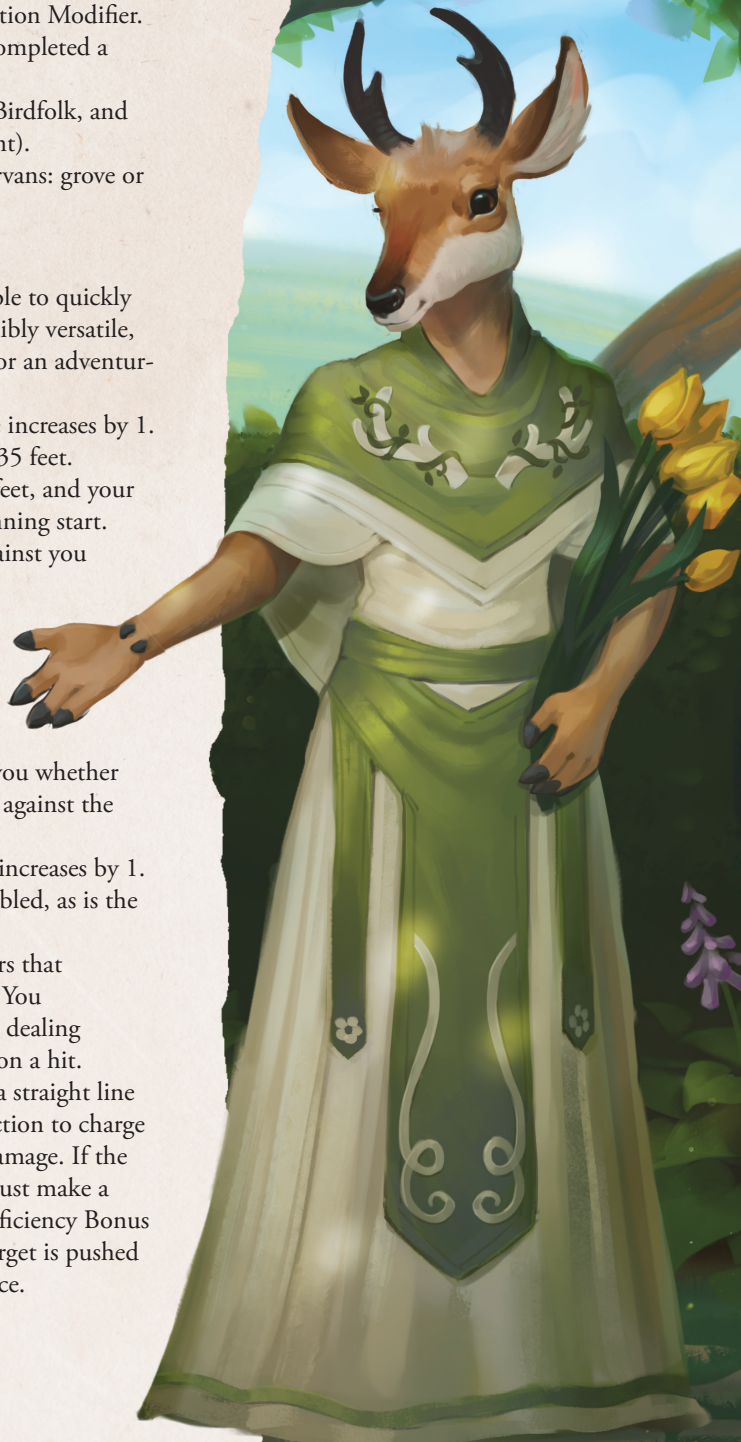
As a pronghorn cervan, you were born larger and stronger than others in the community and found yourself laden with expectations from a very young age. It is up to you whether you embrace your position of privilege, or rebel against the constraints thrust upon you by cervan society.

Ability Score Increase. Your Strength score increases by 1.

Robust Build. Your carrying capacity is doubled, as is the weight you can push, drag, or lift.

Antlers. You have a set of large, strong antlers that can be used to make devastating charge attacks. You can use your unarmed strike to gore opponents, dealing $1d6 +$ your Strength Modifier piercing damage on a hit.

Additionally, if you move at least 20 feet in a straight line towards an opponent, you can spend a bonus action to charge them, dealing an extra $1d6$ points of piercing damage. If the target of your charge is Large or smaller, they must make a Strength saving throw against a DC of your Proficiency Bonus $+ 8 +$ your Strength Modifier. On failure, the target is pushed 10 feet away from you into a space of your choice.



Hedge



The most diplomatic and good natured of all the humble-folk, hedges like to live quiet lives in villages throughout the Wood, or within the safety of birdfolk perches. They resemble hedgehogs, although the quills that cover their backs are far tougher, hard enough to repel blades and sharp enough to pierce the solid hides of monstrous creatures. Despite their sturdiness, hedges are sensitive and emotional creatures, who display meekness more than bravado. Their meek demeanor and deference in social situations has earned them a reputation as cowards in the eyes of outsiders. But rather than being born of cowardice, their behaviour stems from a desire to respect the feelings and sensitivities of others, something considered to be of utmost importance in hedge society.

SENSITIVE AND KIND

Hedges have an incredible capacity for empathy, and tend to view all creatures, from the smallest beetle to the largest beast, as being equally deserving of respect and dignity. They are known across the Wood for being excellent conflict mediators, and usually find themselves acting as diplomats or emissaries between factions trying to broker an agreement.

Hedges feel most at home when everyone gets along. They are one of the few races who truly understand that conflict is not an evil force but simply represents an imbalance which must be resolved. This is not to say that hedges have never known strife, only that their proactive approach to mediation, coupled with their deep respect for the dignity of all living creatures, results in fewer occasions for conflict. Yet, when a serious conflict does arise, hedges who feel they have been truly and deeply wronged can close themselves off from the rest of their society, sometimes resulting in splits in a community.

One of the reasons hedges display such deep empathy and compassion towards others is due to the intensity of the emotions they feel. The strength of these emotions applies as much to positive feelings it does negative, meaning emotional wounds run deep with hedges.

ONE WITH THE FOREST

Gifted with a unique connection to the Great Rhythm, hedges are tied into the natural world in a fashion similar to the connection possessed by some gallus. This has granted hedges special magical gifts, such as the ability to speak with the smallest ground-dwelling creatures in the Wood, and the power to cause flowers to bloom. It is quite common for hedges to have a variety of animal friends who share their home.

Hedges who dwell outside of the birdfolk cities prefer to live in individual burrows under the great roots of trees. Communities of hedges enjoy living surrounded by nature, near clearings within the forest or lone copses. Central meeting

areas and communal gardens can be constructed in the spaces between burrows. Hedges love gardening, and tend to keep a few small gardens wherever they live.

DRESSED FOR COMFORT

Hedges need special consideration when wearing clothes, and favor loose tunics, baggy trousers, flowing robes, and other clothes which fit easily over their quills. When not actively flared out, these tough quills naturally flatten, becoming smooth to the touch. However, if suddenly frightened, their quills reflexively flare out and stiffen, an accident which can ruin a hedge's clothing.

Adventuring clothes made specifically for hedges are available in nearly every major city in Humblewood, and tailors throughout the Wood are familiar with making alterations to suit a hedge's needs.

HEDGE TRAITS

Ability Score Increase. Your Charisma score increases by 2, and your Wisdom score increases by 1.

Age. Hedges take longer to mature than most other races, reaching adulthood around 20 years. They also live for a long time, with many reaching 120 years or more.

Alignment. Hedges are compassionate, empathetic, and diplomatic, tending towards good alignments. They also favor neutral alignments, as hedges have a great respect for the balance of nature.

Size. Hedges have short, rounded body shapes, standing between 3 and 4 feet in height, and weighing between 40 and 70 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.



Natural Burrowers. You have a burrowing speed of 15 feet. You are capable of burrowing through soil, but are unable to dig through anything more substantial with just your clawed hands.

Spiny Quills. The backs of hedges are covered with spiny quills, which makes it impossible for hedges to wear armor. These quills provide exceptional protection, therefore you have a base armor class of 14 + your Dexterity modifier. Even though you can't wear armor, you can still benefit from the armor class bonus provided by shields so long as you are proficient with them.

Curl Up. You can use your action to curl up, exposing attackers to a wall of your toughened quills. While curled up you cannot move, attack, or cast spells with somatic components, and your base armor class becomes 19. You cannot benefit from any Dexterity bonus to armor class while curled up, but you can still use shields.

Any creature that misses you with a melee attack while you are curled up takes 2d4 points of piercing damage from your sharp quills. If a creature hits you while you are curled up, you are knocked prone in your space at the end of the turn. You may uncurl yourself at any point during your turn.

Forest Magic. You have a deep connection to the magic of the Wood. You know the druidcraft cantrip. Additionally, you can cast animal messenger as a 2nd level spell once with this trait, and regain the ability to do so after a short or long rest. Charisma is your spellcasting ability for these spells.

Speak With Bugs. Through sounds and gestures, you can communicate simple ideas with creatures of the beast subtype that represent insects, spiders, worms, and other creepy crawlies, regardless of their size.

Languages. You can speak, read, and write Birdfolk and Hedge.





"I shall reclaim the Gasparian Isles and return my family to their homeland"

*- Pico Piante,
Swashbuckler Extraordinaire*

Jerbeen

77XV4E7 >>AVE

Jerbeens are small mouse-like folk with long, furred tails that help them balance. In proportion to the rest of their body, a jerbeen's legs are long and powerful. Jerbeens can be found in a variety of places across the Wood, usually forming their own communities within birdfolk perches and humblefolk villages. Seldom do they live alone. A jerbeen's home can contain several generations, including extended family and cousins living together under one roof. Jerbeens have a strong sense of family and like to surround themselves with good company wherever they rest.

OUTSIZE COURAGE

Jerbeens are the smallest inhabitants of Humblewood, dwarfed by nearly every kind of creature they encounter. While they are quick and nimble, and possess an affable attitude, they are not very strong, brave, or powerful on their own. When they stand with a group, jerbeens are emboldened: the presence of others reassures them, granting them the courage to face even the largest threats head on. They excel in team strategies, helping one another solve problems that could not be surmounted alone.

COMMUNITY FIRST

The communal slant of jerbeens stems from more than just their love of good company: jerbeen are kind and considerate creatures, known for their joviality and charm. Being small and not particularly strong gives them a perspective that allows them to easily empathize with others, though not all jerbeens share this compassionate outlook. Some respond to the dangers outside their community by becoming insular and fearing all non-jerbeens. Jerbeens value privacy, but true isolation from friends, families, or loved ones is considered to be the worst possible fate a jerbeen could suffer.

JERBEEN TRAITS

Ability Score Increase. Your Dexterity increases by 2, and your Charisma score increases by 1.

Age. Jerbeens grow quickly, reaching maturity around 5 years. They are the shortest lived of all the humblefolk races, living just about 40 years.

Alignment. Being small and facing many threats in the world, jerbeens are sensitive to the feelings of others, and tend towards good alignments. They also lean more towards lawful alignments due to their co-operative nature.



Size. Jerbeens have incredibly small and light bodies, standing between 2 and 3 feet tall, and weighing between 20 and 40 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

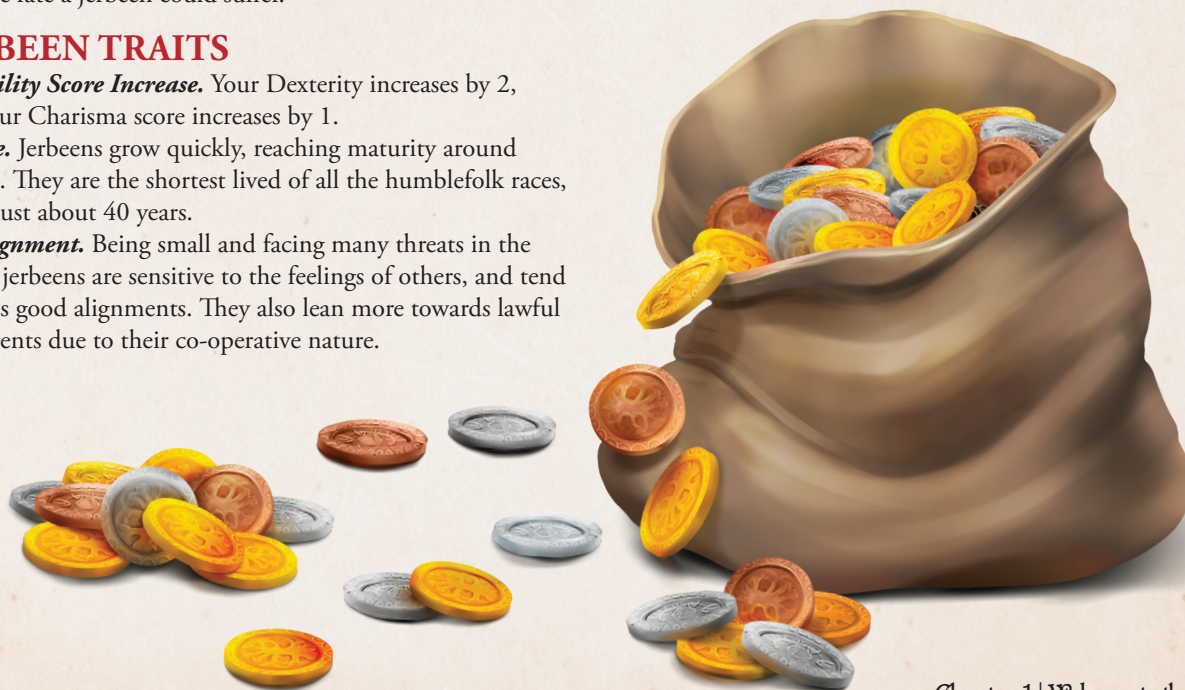
Standing Leap. Your base long jump is 30 feet, and your base high jump is 15 feet, with or without a running start.

Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Take Heart. You have advantage on Strength saving throws and saving throws against being frightened as long as you are within 5 feet of an ally who isn't frightened or incapacitated that you can both see and hear.

Team Tactics. You can use the Help action as a bonus action.

Languages. You can speak, read, and write Birdfolk and Jerbeen.



Mapach

W X X X T A G C D A S T E S S

Naturally curious, mapachs are a medium-sized racoon-like race. They are crafty, hearty, and tough, but their true strength lies in the potential they see when looking at the world around them. Mapachs have incredibly light hands and a great degree of fine motor control that doesn't diminish with age. They are also adept at climbing and sneaking. This, combined with their love of trinkets, has earned them an undeserved reputation as thieves. While there are exceptions, most mapachs are quite good-natured, if a little eccentric.

RESILIENT OPPORTUNISTS

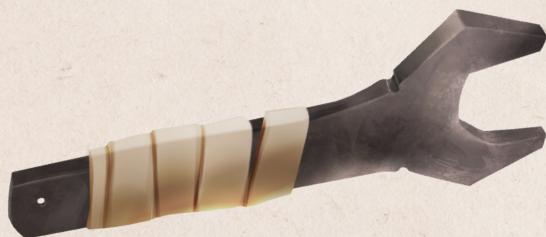
Mapachs are adept at surviving tough woodland conditions, and at intuiting the right course of action when faced with a problem. They are also inveterate opportunists. Some may consider them brash, but mapachs know that opportunities rarely present themselves and are quick to act on them. Mapachs are alert and have a keen awareness of their surroundings. Only the truly foolhardy among them are taken in by obvious traps.

CANNY CRAFTSPEOPLE

One of the traits mapachs are most well-known for is their ability to find a use for just about anything. This knack for creating functional or useful items out of debris, junk, or on-hand materials is known as “scroungecraft”, and is a cultural staple among mapachs. This activity is considered an art form among mapachs, on par with the high art of other peoples. Scroungecrafting demonstrates creativity, ingenuity, and resourcefulness, but is misunderstood by outsiders who see it as primitive or crude. Genius ideas created by mapach hands frequently began as scroungecraft prototypes. Many who have built such interesting or unique creations achieve celebrity status among mapachs, going on to showcase their skills in loosely-organized scroungecraft fairs.

HUBS OF INVENTION

Mapachs are often loners, but when they do establish communities with humblefolk or birdfolk, they have a habit of fostering innovation wherever they go. Mapach ingenuity was responsible for the contraption upon which Alderheart's pulley system was based. The pulley system was so successful that birdfolk perches beyond Alderheart have adopted the technology.



MAPACH TRAITS

Ability Score Increase. Your Wisdom score increases by 2, and your Constitution score increases by 1.

Age. Mapachs mature quickly, reaching adulthood around 8 years. Despite this they have fairly average lifespans, the oldest among them living just past 60 years.

Alignment. Mapachs don't favour good over evil, with most choosing to remain neutral. They also lean towards the freedom of chaotic alignments.

Size. Mapachs stand between 4 and 5 feet tall, and encompass a variety of builds from svelt to wide, weighing between 90 and 160 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. 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. Mapachs are most comfortable under the cloak of night.

Expert Climbers. You have a climb speed of 20 feet.

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

Scroungecraft. You are proficient with tinker's tools. Additionally, you have the ability to construct crude but functional versions of common items using materials present in your surroundings. You may spend 10 minutes to craft these materials into any tool or piece of adventuring gear worth 30 gold pieces or less. The item will be completely functional, even capable of passing for a disguise (if you crafted an article of clothing). Tools, along with any other item that would logically break on its first use (caltrops, arrows), will become useless afterward. Scroungecrafted items will otherwise last 1 hour before falling apart.

Depending on the materials available, a Game Master (GM) may rule that you cannot craft an item in this way. For example, a vial of acid might be easy to make if you happen to be near a nest of acidic beetle larvae, or bark can be bound into a makeshift flask, but it would be difficult to create a passable facsimile of silken robes from a pile of leaves.

Should you have access to the proper materials, you can spend 8 hours converting an item you have scroungecraft in this way into a permanent version, so long as you start this process before the item falls apart. Items crafted in such a way will function exactly as a normal version of the item, and if you have proficiency in the tools used to craft them, they can even look professionally-crafted. Otherwise, they retain a rather rough, cobbled-together appearance. You can also use scroungecraft to repair broken equipment, provided you have the materials on hand. Though, how long your repairs hold together is up to the GM.

Skulker. You have advantage on Stealth checks made in dim light and darkness.

Languages. You can speak, read, and write Birdfolk and Mapach.



5747576A7E>VET SAVAGE

ARTEFUL AND CUNNING

All vulpins have a natural connection to the magic of the Wood, though they channel it in specialized ways. The right look from a vulpin can bewitch or terrify, and vulpins who are truly skilled can command an entire room through sheer force of presence.

Before the Humblefolk Treaty was signed, vulpins controlled a large part of the Wood outside the influence of the birdfolk, and bands of vulpin raiders provided their own kin with a wealth of plundered goods at the expense of birdfolk and other humblefolk alike. Those days are long since gone, but the memory of the sinister vulpin has yet to fade from the minds of the humblefolk, who endured great suffering at their hands.

VULPIN TRAITS

Alignment. Vulpins aren't innately evil, but their difficulty empathizing with others means they are only rarely good aligned. Most vulpins find strict authority distasteful, preferring chaotic alignments over lawful ones.

Darkvision. You are adept at 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.

Bewitching Guile. You can cast *charm person* as a 1st level spell with this trait, and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast *ambush prey* as a 2nd level spell with this trait, and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast *fear* with this trait, and regain the ability to do so when you finish a long rest. Intelligence is your spell-casting ability for these spells.

Languages. You can speak, read, and write Birdfolk and Vulpin.





*"My dearest, though your dangerous and reckless lifestyle worries me so,
I know that you will outwit any opponent who comes your way..."*

- Love letter excerpt from Tybalt Hillshaw to his bandit lover

Characters In the Wood

This chapter outlines how you can customize your character, everything from physical characteristics, backgrounds, class options, feats, and spells, all in keeping with the flavor of Humblewood.

CHARACTER DETAILS

Your character is more than just a collection of rules. Here are a few tools to help you flesh out the look and feel of your character.

SEX & GENDER

The sex or gender of a character doesn't confer any special bonuses or penalties. Playable races do not exhibit physical characteristics based on sex, and traits such as plumage, markings, and size difference are not associated with a specific sex or gender. The most significant variations in physical appearance come down to a character's subrace.

HEIGHT AND WEIGHT

The table below can be used to decide your character's height and weight. These are based on the information provided in each race's description, and reflect the natural variation that occurs within the different folk of the Wood.

To use this table, first locate your character's race, and roll for their height modifier. Add this result in inches to the base height shown in the previous column. Next, using the appropriate column, roll for your weight modifier. Some races have a flat weight modifier. If this is the case, simply use the number provided in this column. Then, take the number you rolled for the height modifier, and multiply it by the weight modifier. Add this result in pounds to your race's base weight.

You may notice that the weights for birdfolk races are significantly lower than for humblefolk of similar size. The birdfolk have hollow bones, reinforced by special internal structures that act as struts. Along with other weight-reducing adaptations, this allows birdfolk to glide. Birdfolk characters are not negatively impacted by their lower weight.

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Cervan (Grove)	4'8"	+2d10	110 lb.	× (1d4) lb.
Cervan (Pronghorn)	6'1"	+2d10	120 lb.	× (2d4) lb.
Corvum	4'4"	+2d10	70 lb.	× (1d4) lb.
Gallus	3'4"	+3d10	55 lb.	× (1d4) lb.
Hedge	2'11"	+2d6	30 lb.	× (1d4) lb.
Jerbeen	2'4"	+2d4	20 lb.	× (1d2) lb.
Luma	2'8"	+2d4	25 lb.	× 1 lb.
Mapach	3'11"	+2d6	85 lb.	× (2d4) lb.
Raptor	2'11"	+2d6	25 lb.	× 1 lb.
Strig	3'10"	+2d10	80 lb.	× (1d6) lb.
Vulpin	4'2"	+2d10	80 lb.	× (2d4) lb.



ALTERING RACE SIZE

The sizes listed in the racial descriptions represent suggested averages of the various races, but with your permission, players can adjust these sizes depending on the kind of birdfolk or humblefolk character they'd like to play. Some varieties of strig, a race that takes their physical characteristics from owls, could be smaller sized, around 3 feet tall, if the player desires. Similarly, raptors, a race whose physical characteristics resemble birds of prey, could reach around 5 feet in height at your discretion. For the sake of simplicity we advise that, regardless of the physical measurements of a character, they follow the size category rules of their race (Medium or Small). In the lore, this can be expressed by saying that even a small strig is solid and strong, where even a taller raptor is light and agile. This will make calculating things that rely on size categories much easier, rather than having to remember which size variant a player has chosen for a race.

Alternatively, if the races presented here are too big for your liking when placed in comparison to humans in other campaign settings, size categories can be adjusted accordingly when using them in other settings. This is entirely a matter of taste. It is recommended that you do whatever makes the most sense for the kinds of worlds you'd like to build and the kinds of stories you'd like to tell with your players.

VARIANT RULE: DIFFERENT LOOKS FOR BIRDFOLK AND HUMBLEFOLK

The Wood covers a vast area of different environments. As such, birdfolk and humblefolk can showcase a variety of different forms. At the discretion of the GM, your Humblewood character may look different than other members of its race. While not exhaustive, we've provided examples of suitable

analog for different kinds of animals from which a playable race could take inspiration. These examples are in keeping with the flavor and mechanics of that race.

CERVAN

Cervan characters could be imagined as elk, moose, or antelopes. Any hoofed creature with horns would fit the bill, especially those native to forest or mountainous environments. While not every cervan has horns, the ability to grow them is seen as a blessing of Cairith, and is a part of their culture.

CORVUM

Birds which are known for their dark coloration, such as crows, blackbirds and grackles, would be a good visual fit. Despite typically being dark-feathered, a variety of colorful corvids exist. Jays, nutcrackers, and jackdaws are good examples.

No matter which type of bird is being used for visual inspiration for your corvum, it is important that they have at least one black feather. Black feathers on a corvum are known as the “Mark of Gesme” and they are thought to impart some of Gesme’s reckless curiosity.

GALLUS

Gallus characters are usually represented by land fowl of all kinds, ranging from those with small rounded bodies, suited to ground life, to those with longer proportions. Waterfowl, such as ducks or geese, could be used as visual inspiration for communities of gallus living by Humblewood’s wetlands. Other fowl, such as peacocks, could also be used. While not closely-related to fowl, herons, storks, and bitterns could be a good reference for taller, marshland-dwelling communities of gallus.

Gallus characters with ostentatious, colorful plumage are generally better suited to the bright gallus subrace, while those

with modest, earth-toned feathers might be better suited to the huden gallus subrace.

HEDGE

While inspired by hedgehogs, having a hedge character based on a quilled animal that inhabits forests, such as a porcupine, would also make sense. Although they would probably not be native to Humblewood, armadillos, pangolins, or echidnas would also work.

JERBEEN

The jerbeens are inspired by jerboas, a kind of jumping mouse. Other small rodents with mouse-like proportions, including chinchillas, could be used for visual inspiration as well. Though a greater stretch, the jerbeen’s speed, size, and communal way of life would make them an ideal analog for races based on rabbits or hares.

LUMA

Lumas are inspired by doves and pigeons, but their size and high charisma means that small songbirds such as chickadees, wrens, sparrows, and cardinals would also be a good fit. A bird-of-paradise could be used as well due to their focus on performance, though they might be better suited for visitors to Humblewood from more tropical regions. Birds with brighter or more decorative plumage would correspond to sera lumas, while those with more muted feathers would be better as sable lumas.

MAPACH

Inspired by raccoons, mapach characters can reference members of the weasel family, such as ferrets and badgers. Mapachs are hearty and crafty, and possess a climbing speed, which means many members of this family, including polecats, would be good fits.



RAPTOR

Raptors take after smaller birds of prey, like falcons and hawks, but using larger species, like eagles or vultures as a reference would also work for raptor characters. Maran raptors could also take visual inspiration from seabirds, notably petrels or shearwaters, due to their swim speed.

STRIG

Strigs usually resemble owls of all kinds. Owls comprise a very large and diverse family of birds, and examples can be found which are small, large, or unique in appearance. For larger, more intimidating strigs, the great gray owl or giant scops owl can provide a robust presence, while smaller strigs could take inspiration from the little owl, or boreal owl. Regardless of their size, stout strigs tend to be bulkier, with denser feathers, while swift strigs have more slender and streamlined bodies.

VULPIN

Vulpins generally look like foxes, but an alternative visual reference would be wolves, coyotes, or other hunting canines that could be commonly found in a forest environment. Vulpins should be represented as wild animals, to illustrate the duality of their sophisticated yet savage nature. Breeds of tamed dogs would not be a good fit.

LANGUAGES OF THE WOOD

Race determines the language your character can speak by default, and your background might give you access to one or more additional language of your choice. You are free to select these from among the languages offered in other 5e material, but there are several languages which are specific to the Wood.

The standard languages listed below are part of common life in Humblewood, and are spoken widely. Sylvan, along with various dialects of Primordial (Auran, Aquan, Ignan, and Terran) are uncommon languages known only by few in the Wood, but they can prove exceptionally useful in communicating with the various fey and elemental Humblewood residents.

Each birdfolk race possesses a unique and mystical connection to the element of air, which allows them to understand Auran from birth, although they are unable to speak it naturally. Birdfolk who wish to become fluent in this dialect must take the time to learn. Because Auran is a dialect of Primordial, birdfolk innately understand Aquan, Ignan, and Terran as well, though not perfectly. Compared to Auran, the other dialects of Primordial sound stilted or broken to birdfolk. While they can understand simple concepts presented in these dialects, more complicated matters are lost in translation.

COMMON AND BIRDFOLK

Birdfolk takes the place of Common in Humblewood. As the language of trade and custom, folk of the Wood take the time to learn it. If you choose to have other 5e races visit Humblewood, be sure they know Birdfolk. Likewise, if your players want to play as birdfolk or humblefolk characters visiting other lands, be sure they add Common to their language list.

STANDARD LANGUAGES

Language	Typical Speakers	Script
Birdfolk	Birdfolk, Humblefolk	Birdfolk
Cervan	Cervans	—
Hedge	Hedges	Sylvan
Jerbeen	Jerbeens	Birdfolk
Mapach	Mapachs	Mapach
Vulpin	Vulpins	Vulpin

BIRDFOLK

Birdfolk is a language of clicks, caws, and whistles. Though primarily oral, a system for writing Birdfolk in pictograms was developed long before the founding of Alderheart and has since transformed into a set of abstract glyphs representing different sounds. Birdfolk can be written quickly with a quill, or scratched easily with a claw, and has been widely adopted throughout the Wood.

CERVAN

Cervan is a complex language with no written script. It is seen as disrespectful to try and transcribe it using Birdfolk characters. Much of cervan history is preserved by village elders and passed down orally through the generations as stories, songs, and sayings. The adage, “What is essential to learn lies in the teaching”, is often invoked to illustrate this point.

HEDGE

Hedge is a language meant to be spoken softly. It confounds many who try to learn it due to the prevalence of passive voice and the deferential manners built into conversation. These are meant to ensure that everyone’s feelings are heard and respected. It is written using a variation of Sylvan script.

JERBEEN

Jerbeen is a system of squeaks and clicks represented in writing by using a variant of Birdfolk alphabet. It is a polite but direct language designed to communicate information quickly and effectively between multiple listeners.

MAPACH

Mapach is a very technically dense language that often incorporates rough equations and estimations of physical properties in normal conversation. Awareness of one’s surroundings is key to survival, and the Mapach language emphasizes this. Mapach uses its own script of glyphs made of various lines, dashes, and dots.

VULPIN

Vulpin is a language of growls, snarls, and yips. It is written in its own flowing cursive script. Speakers are taught to switch between low and high class versions of Vulpin depending on the context. The biggest stumbling block for new speakers is learning when to use which form.

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7HE <V<<<<<>>><< MESSAGE 7X 7HE >><<<< 7HAT
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a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
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p	q	r	s	t	u	v	w	x	y	z	!	?	.	,
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New Class Options



Here you will find a selection of options you can use to further customize your Bard, Cleric, or Fighter. The Cleric has access to two new domains: Night and Community, based on the Amaranthine of Humblewood. Bard and Fighter receive new class options which are well suited to characters from the Wood: The Scofflaw and The College of the Road. Scofflaws might find their talents useful among the Bandit Coalition, and bards from the College of the Road can be found sharing tales around campfires and hearths all across Humblewood.

BARD

BARD COLLEGE

At 3rd level, when choosing a Bard College, the following option is available: The College of the Road.

COLLEGE OF THE ROAD

Not an officially recognized college, the College of the Road represents the personal and eclectic sets of skills, knowledge, and techniques a wandering bard picks up along their journey. As inveterate jacks-of-all-trades, bards possess a variety of aptitudes in combat, magecraft, and general know-how, making them particularly well suited to learning a variety of different skills. It often happens that while traveling, a bard winds up sharing their campfire with a motley assortment of wandering adventurers who may impart valuable lessons in exchange for a lively song or a well-told tale. Compared to students of other Bard Colleges, a special kind of sensibility is important for the College of the Road. How effectively a bard of this College can apply what they have learned depends on their understanding and insight. The College of the Road is sometimes a harsh teacher, but bards who follow this path often find themselves rewarded with a diverse array of useful tricks and tactics. Those who underestimate a bard from the College of the Road soon find that these “graduates” are full of surprises.

COLLEGE OF THE ROAD FEATURES

Bard Level	Feature
3rd	Bonus Proficiencies, Wanderer’s Lore, Traveler’s Tricks (2 options)
6th	Favorite Trick (1st), Improved Tricks, Traveler’s Tricks (3 options)
14th	Favorite Trick (2nd), Improved Tricks, Traveler’s Tricks (4 options)

BONUS PROFICIENCIES

When you join the College of the Road at 3rd level, you gain a few useful proficiencies picked up from your time on the road. Choose three of the following options (each option can only be selected once):

- You gain proficiency with a gaming set of your choice
- You gain proficiency with a martial weapon of your choice
- You gain proficiency with herbalism kits
- You gain proficiency with thieves tools
- You gain proficiency with a skill of your choice
- You learn two languages of your choice

WANDERER’S LORE

At 3rd level, you can share any useful tidbits of information you have come across in your travels to help others to see problems from a new angle. While a creature has a Bardic Inspiration die from you they may choose to roll with advantage on a single Arcana, History, Nature, or Religion skill check. The creature may choose whether or not to add the Bardic Inspiration die to this roll.

TRAVELER’S TRICKS

At 3rd level you already have several memorable experiences from your life on the road. You learn two Traveler’s Tricks of your choice (see Traveler’s Trick Options).

These Traveler’s Tricks represent skills, techniques, and useful pieces of knowledge picked up along the way. Each one requires you to expend a use of your Bardic Inspiration, and takes a bonus action to use unless otherwise specified.

At 6th level and at 14th level you learn an additional Traveler’s Trick.

IMPROVED TRICKS

At 6th and 14th levels, your Traveler’s Tricks become stronger. By practicing the tricks you know, and encountering stronger adventurers who share their knowledge with you, your mastery over your tricks increases.

FAVORITE TRICK

At 6th level, you have gained enough mastery over one of your Traveler’s Tricks that you can use it whenever it’s needed. You may choose one Traveler’s Trick that you know and designate it as your favorite trick. If you roll initiative and have no uses of Bardic Inspiration remaining, you regain one use of it. Any Bardic Inspiration gained in this way can only be used to perform your favorite trick.

At 14th level you can select a second favorite trick from among Traveler’s Tricks you know.

TRAVELER'S TRICK OPTIONS

The Traveler's Trick feature lets you choose options for it at certain levels. The options are presented here in alphabetical order. Each one is associated with a different class, and those marked with an asterisk (*) are magical effects.

Unlike traditional bard abilities which rely on skill or panache to be properly executed, the greatest asset for picking up tricks along the road is common sense and an openness to learning new ideas. Wisdom affects how powerful your traveler's tricks are, as well as how hard they are to counter. If an option requires a saving throw, your Traveler's Trick save DC equals 8 + your proficiency bonus + your Wisdom modifier.

Acrobatics Lessons. A slick rogue once gave you some pointers on zigging and zagging. When you or an ally makes a Dexterity saving throw, you may expend one use of your Bardic Inspiration, rolling a Bardic Inspiration die and adding the result to the saving throw. An ally must be within 60 feet of you and able to see and hear you to benefit from this trick.

At 6th level, if the target succeeds the saving throw against an effect that would deal half damage on a successful save, the target takes no damage instead.

At 14th level, even if the target fails their saving throw they only take half damage from the effect.

Armed Combat Lessons. A seasoned fighter taught you how to use a simple combat stance to wield your weapons more effectively. When you select this option, choose from the following Fighting Styles:

- ♣ **Archery:** you gain a +2 bonus to attack rolls you make with ranged weapons.
- ♣ **Dueling:** when you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- ♣ **Great Weapon Fighting:** when you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- ♣ **Two-Weapon Fighting:** when you engage in two-weapon fighting, you can add your ability modifier.

When you make a weapon attack, you can expend one use of your Bardic Inspiration, adding your Bardic Inspiration die to the attack or damage roll. When you do this, you gain the benefits of your chosen Fighting Style for 10 minutes.

At 6th level, you learn how to use your stance to chain your attacks together in deadly combination. Once, while your Fighting Style is active, you may attack twice, instead of once, when taking the Attack action on your turn.

At 14th level you have learned to shore up any weaknesses in your stance. You gain +1 to your AC for the effect's duration.

Bind the Wound. An experienced paladin instructed you in the basics of combat triage. When you or an ally within 5 feet of you receives healing of any kind, you may use your reaction to expend one use of your Bardic Inspiration and provide extra healing equal to the number on the Bardic Inspiration die roll + your Wisdom modifier (minimum of 1). You must have at least one hand free in order to quickly staunch the target's wound.

At 6th level, you have learned to identify a selection of useful herbs that you can carry with you. When providing additional healing with this trick you may also remove the poisoned or paralyzed condition from the target.

At 14th level, you have developed a true knack for emergency triage. You may additionally remove a single disease affecting the target of this ability.

Boxing Lessons. A wise monk was happy to share the basic form of the jab and weave. When you take the attack action, you can expend one use of your Bardic Inspiration to quickly execute two unarmed strikes against one or more creatures you could target. You may use Dexterity instead of Strength for the attack and damage rolls of these unarmed strikes.

The damage die used for these unarmed strikes is the same as your Bardic Inspiration die.

At 6th level, you have finally mastered the "weave" portion of your technique. You do not provoke attacks of opportunity this turn.



At 14th level, your practice has paid off, granting you the use of a slightly ki-infused attack. When you hit with one of these attacks you may attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Conjure Woodland Spirit. * A patient druid shared the secrets of forest magic with you. You can expend one use of your Bardic Inspiration as an action to conjure a forest guardian spirit in an unoccupied space you can see within 60 feet of you. The guardian spirit is Large, and takes the appearance of a spectral predatory cat. Any enemy that moves into or leaves a space adjacent to the guardian spirit must make a Wisdom saving throw, taking magical slashing damage equal to your Bardic Inspiration die on a failure. The guardian spirit will remain for as long as you concentrate on it, up to 10 minutes.

At 6th level, your bond with the guardian spirit grows even deeper. Any creature dealt damage by your guardian spirit has their speed reduced to 0 for the rest of the turn.

At 14th level, any Large or smaller creature who has their speed reduced to 0 by the guardian spirit is restrained for as long as you maintain your concentration, as your guardian spirit pins them in place. The target can break free by spending an action to make a Strength (Athletics) check against your Traveler's Trick save DC.

Dark Bargain. * You made a shady bargain with a haggard warlock. When you select this option, choose a Eldritch Invocation from the Warlock's list of class features for which you meet the prerequisites. You can expend one use of your Bardic Inspiration to gain the benefits of this Dark Invocation for 10 minutes. Doing this requires you to roll your Bardic Inspiration die and take an amount of necrotic damage equal to the roll.

At 6th level, you have learned how to deepen your pact with the warlock you once met. You may choose to take double the necrotic damage you rolled on your Bardic Inspiration die to instead have the effect last for 1 hour.

At 14th level, your pact with the warlock unlocks frightening new power. When you reach 14th level, choose a single spell of 7th level or lower from the warlock's spell list. You may cast the spell once during this effect without expending any spell slots, although you must cast it at the level of your highest spell slot. In exchange, the spell deals additional necrotic damage to you equal to twice the level at which it was cast.

Evocation Lessons. * A venerable wizard shared secrets of evocation magic with you. When you select this option, choose a damage-dealing spell you can cast. You can expend one use of your Bardic Inspiration when you cast this spell to change the type of damage it deals to your choice of either acid, cold, fire, lightning, or thunder (chosen when you cast the spell). Add the number you roll on your Bardic Inspiration die + your Wisdom modifier (minimum of 1) to the damage dealt by the spell.

At 6th level you may choose to change the spell you had previously selected with this feature to another spell that you know.

At 14th level you may choose to change the spell you had previously selected with this feature to another spell that you know.

Hunting Lessons. * A skilled ranger taught you how to use your magic to pinpoint your quarry's weak spots. You can expend one use of your Bardic Inspiration to target one creature you can see within 90 feet of you as your quarry. For as long as you concentrate on this ability, up to 1 hour, all weapon attacks you make against the target deal additional damage equal to your Bardic Inspiration die.

At 6th level, you have honed your skills to the point where you can easily track your quarry. For the duration of the effect, you are aware of your target's approximate distance and direction from you, so long as you are on the same plane.

At 14th level, you can maintain this effect for up to 24 hours.

Reckless Tactics. You learned from a hardened barbarian that sometimes you have to charge into combat with no regard for your own safety. When you make an attack with a melee weapon that has either the heavy, two handed, or versatile quality, you can expend one use of your Bardic Inspiration to gain advantage on the attack. Add the number you roll on your Bardic Inspiration die + your Wisdom modifier (minimum of 1) to the attack's damage roll. Attacks made against you this round have advantage.

At 6th level you have learned, through practice, how to push your offense even further. You may impose a -5 penalty to this attack roll. If the attack hits, you add +10 to the attack's damage.

At 14th level, your experience has taught you how to really go all in. If you have not moved this turn, you may voluntarily reduce your speed to 0 until your next turn to resolve this attack against any number of creatures within 5 feet of you, making a separate attack roll for each target.

Warding Trick. * A gentle cleric taught you how to channel your magic into a protective veil. You can expend one use of your Bardic Inspiration as an action to grant an ally you can see within 60 feet of you a number of temporary hit points equal to your roll on the Bardic Inspiration die + your Wisdom modifier (minimum of 1). This ward lasts for as long as you maintain concentration on it, up to 10 minutes.

At 6th level, your practice allows you to weave wards that retaliate against those who would harm your allies. Any creature who deals damage to an ally with temporary hit points granted by this effect must make a Wisdom saving throw. On a failure, the creature dealing damage takes an amount of radiant damage equal to your Bardic Inspiration die.

At 14th level, you have learned how to make your ward even more resilient. For the duration of the effect, at the beginning of each round on your turn the target gains a number of temporary hit points equal to your Bardic Inspiration die + your Wisdom modifier (minimum of 1). These replace any previous temporary hit points.

CLERIC

DIVINE DOMAINS

At 1st level, when choosing a Divine Domain, the following options are available: The Community Domain, and the Night Domain.

COMMUNITY DOMAIN

The community domain focuses on the ties that bind all people together. These are the ties of family and friendship, the ties to ancestors, as well as the ties between elders and the next generation with whom they share their wisdom. The power of the Gods of community is in the security of home and hearth, and the joy of good company. Many such gods teach the value of tradition and simple ways of living in harmony with the natural world. They also tend towards the rule of law, not as a kind of great bureaucracy, but as sacred traditions passed from generation to generation. Some gods advocate the removal of harsh or disruptive forces to this order, and proper sanctions for the violation of the goodwill that any community ought to provide.

Clerics of such gods value unity, and praise the strength that can be gained when people support each other.

COMMUNITY DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Blessing of the Hearth
2nd	Channel Divinity: Magnificent Feast
6th	Channel Divinity: Community Watch
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Paragon of the People

COMMUNITY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bless, goodberry</i>
3rd	<i>aid, heroism</i>
5th	<i>beacon of hope, spirit guardians</i>
7th	<i>banishment, faithful hound</i>
9th	<i>mass cure wounds, telepathic bond</i>

BLESSING OF THE HEARTH

From 1st level, you gain the ability to conjure a small flagstone hearth with a simple iron cooking pot whenever you rest. This hearth helps warm you and your companions, and can be used to prepare hearty and nutritious meals on the road. If you or any friendly creatures you make camp with would regain hit points at the end of a short rest by spending one or more hit dice, each of those creatures may choose to re-roll one of their resting dice, taking the higher roll between the two.

Additionally, you gain proficiency with Cook's Utensils.

CHANNEL DIVINITY: MAGNIFICENT FEAST

Starting at 2nd level, you may use your Channel Divinity to conjure a magical feast for the rough road ahead. By spending 10 minutes, you may create a number of delicious, well-prepared, yet simple food items equal to your Wisdom modifier (minimum of 1). These food items will last up to 8 hours or until the end of a rest, and will never spoil. Eating food created in this way takes an action, providing whomever eats it with healing equal to 2d4 + your cleric level, and can remove either the frightened or poisoned condition from that creature (chosen by the creature when consumed).

CHANNEL DIVINITY: COMMUNITY WATCH

Starting at 6th level, you can use your Channel Divinity to instill a feeling of vigilant protection in you and your allies. You grant yourself and a number of allies, up to your Wisdom modifier (minimum of 1), a boon from your deity. Allies must be able to see you and be within 30 feet to receive the boon. Once per round, a creature benefitting from this boon can roll a d6, adding the result to a skill check, saving throw, or attack roll. This effect lasts for a number of rounds equal to your Wisdom modifier (minimum of 1 round). A creature can only benefit from this effect if it can see at least one of its allies.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon with the power to punish wrongdoing. Once on each of your turns, when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. Visions of the evil they have wrought upon others flash before their eyes. You choose whether any foe reduced to 0 hit points by this attack remains stable or dies. When you reach 14th level, the extra damage increases to 2d8.

PARAGON OF THE PEOPLE

At 17th level, your Community Watch grants an additional d6 to each affected ally. It also grants immunity to fear for the duration of the effect. Additionally, your Magnificent Feast produces twice as many foodstuffs, each of which can, when consumed, remove a single curse or disease affecting the target (including attunement to a cursed item).

NIGHT DOMAIN

The night is mysterious, and conceals many unseen dangers. However, the cover of darkness also brings protection from predators and shadows within which one can conceal themselves. The gods of night are varied, encompassing those who would use the cover of darkness to conceal others from threats, to those who would use the shadows for wrong doings. The motives of night gods are often shrouded in mystery. Many teach their followers that it is only by peering through the darkness and looking beyond what is hidden that one can attain truth. Clerics of night do their best to keep themselves and their companions safe while journeying through the darkness.

NIGHT DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Eye of Twilight, Ward of Shadows
2nd	Channel Divinity: Invocation of Night
6th	Improved Ward, Eye of Twilight improvement
8th	Veil of Dreams, Eye of Twilight improvement
17th	Creature of the Night, Eye of Twilight improvement

NIGHT DOMAIN SPELLS

Cleric Level	Spells
1st	<i>sleep, veil of dusk*</i>
3rd	<i>darkness, moonbeam</i>
5th	<i>nondetection, globe of twilight*</i>
7th	<i>divination, stellar bodies*</i>
9th	<i>dream, seeming</i>

Spells marked with an asterisk (*) can be found in this book.

Eye of Twilight

Beginning at 1st level, a divine blessing grants you the ability to see more clearly in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in magical or nonmagical darkness as if it were only dim light. You can't discern color in the darkness, only shades of gray.

When you reach 6th level, you can see in dim light within 120 feet of you as if it were bright light, and in magical or nonmagical darkness as if it were dim light. You can't discern color in the darkness, only shades of gray.

At 8th level, you can see normally in darkness, both magical and nonmagical within 120 feet.

Finally, at 17th level, your eyes are able to see the truth hiding within darkness. You gain the ability to call upon the powers of your deity to grant yourself truesight within 120 feet of you for a number of minutes equal to your Wisdom modifier (a minimum of 1 minute). Your truesight only functions while in conditions of magical or nonmagical darkness. Once you have used this feature, you cannot use it again until you have completed a long rest.

Ward of Shadows

At 1st level, you can create a ward of divine shadows to conceal yourself from an attacking enemy. When attacked by a creature you can see within 30 feet of you, you can use your reaction to impose disadvantage on the attack roll, as shadows envelop your form. An attacker that can't be blinded is immune to this feature.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once), and regain all expended uses when you finish a long rest.

Channel Divinity: Invocation of Night

Starting at 2nd level, you can use your Channel Divinity to harness the powers of night, clouding the vision of your foes in a shroud of darkness.



As an action, you present your holy symbol causing any source of mundane or magical light within 30 feet of you to be extinguished. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature who fails the saving throw is blinded for a number of rounds equal to your cleric level. A creature blinded in this way gets a new saving throw at the end of each of its turns to remove the effect. A creature that has total cover from you is not affected.

IMPROVED WARD

At 6th level, you can use your Ward of Shadows feature whenever a creature you can see within 30 feet of you attacks a creature besides yourself.

VEIL OF DREAMS

When you reach 8th level, you gain mastery over magical sleep. When you cast the sleep spell, add your cleric level to the dice you roll to determine how many hit points of creatures the spell can affect.

You may choose the order in which creatures within the spell's area are affected. If the first target chosen has too many hit points to be affected, the spell will instead target the next creature you have chosen that the spell could affect before affecting other targets.

Additionally, any creature you put to sleep cannot be woken until the start of your next turn. Otherwise, the sleep spell acts as normal.

CREATURE OF THE NIGHT

Starting at 17th level, you can use your action to activate a supernatural aura of deep night. It lasts for 1 minute, or until you dismiss it using another action. You emit heavily obscuring darkness in a 30-foot radius and lightly obscuring shadows 50 feet beyond that. The darkness and shadows overlap and smother existing sources of light. Only light produced by a 9th level spell or similarly powerful effect can negate the darkness and shadows.

Enemies within the shadows constantly feel the presence of hungry predators watching them, and become frightened as long as they remain inside the affected area. Enemies in the darkness are both blinded and frightened for as long as they remain within its area.

FIGHTER

MARTIAL ARCHETYPE

At 3rd level, when choosing a Martial Archetype, the following option is available: the Scofflaw.

SCOFFLAW

A fighter who hits hard and fights dirty, the Scofflaw balks at the ideals of honour and tradition, doing what they need to survive. Rules are made to be broken, and the Scofflaw extends this logic to their fighting style. Using every trick at their disposal to gain the upper hand against their foes, the Scofflaw cows their enemy into submission, or overwhelms their defenses with a single cheap shot.

Scofflaws eventually trust their notorious reputation to do much of the work for them, gaining the ability to cause foes to quake with a single threat. Scofflaws are a diverse bunch that run the gamut from graceful yet deadly knaves to bruiser thugs. What ties them together is their belief that there's no such thing as a bad win.

SCOFFLAW FEATURES

Fighter Level	Feature
3rd	Bonus Proficiency, Intimidating Banter, Brutal Brawler
7th	Misdirection
10th	Blindside, Brutal Brawler Improvement
15th	Infamy, Blindside Improvement
18th	Two For Flinching, Brutal Brawler Improvement, Blindside Improvement

BONUS PROFICIENCY

When you choose this Martial Archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Deception, Insight, Intimidation, Sleight of Hand, or Stealth. Alternatively, you may learn Thieves' Cant.

INTIMIDATING BANTER

At 3rd level, you are adept at integrating insults and barbs into your fighting style. So long as you are in combat, you may choose to use Strength or Dexterity to make Charisma ability checks.

BRUTAL BRAWLER

At 3rd level, your tavernside scuffles have honed your ability to deal damage with just about anything that's handy. You have proficiency with improvised weapons, and treat any improvised weapon you handle as if it has the finesse quality.

Additionally, whenever you hit with an improvised weapon, you may spend a bonus action to break it over your opponent. Doing this destroys the weapon, but deals the maximum number each of the weapon's damage dice could deal to the target. Any additional dice added to the attack's damage roll are not affected by this ability.

At 10th level, the improvised weapons you wield become even more lethal in your hands. When you spend your bonus action to break an improvised weapon over your opponent, add an additional 2d6 to the weapon's base damage dice.

At 18th level, you roll all attacks made with improvised weapons with advantage.

MISDIRECTION

At 7th level, you are adept at using words and gestures to taunt or fake-out your opponent, turning their lack of composure against them. This allows you to goad your foe into swinging in ways that can cause them to strike their allies, or which leave them open to a counterattack. As a bonus action you can misdirect an opponent within 5 feet of you. The target must succeed on an Intelligence saving throw against a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failure, they must spend their reaction to attack a creature of your choosing within 5 feet of them. If no other creatures are present within 5 feet of them, they waste their reaction attacking the air where you once were.

In order for you to misdirect a creature in this way they must be able to see, hear, or otherwise be able to understand you.

BLINDSIDE

At 10th level, you are truly skilled at exploiting the openings you create in combat, hitting off-guard opponents with precise blows that are swift and deadly. You may use this technique against any creature that hasn't yet taken a turn in combat, or who you have successfully misdirected this turn. You may also apply this technique to any attack roll for which you have advantage. On a hit, you exploit an opening in the target's defenses. You can choose to have your attack deal an extra 5d6 points of damage. Once you use this ability, you can't use it again until you have taken a short or long rest.

At 15th level, the damage dealt by your blindside increases to 7d6.

At 18th level the damage dealt by your blindside increases to 9d6. If you have no uses of this ability at the beginning of combat on your turn, you regain one use of it.

INFAMY

At 15th level, your reputation precedes you, making it easy for you to strike fear into the hearts of anyone foolish enough to oppose you. As part of your attack action, you can utter deadly threats to a single target within 30 feet of you, causing them to become frightened of you for 1 minute on a failed Wisdom saving throw. An affected target may repeat this saving throw at the end of each of their turns, ending the effect on a success. The DC for this saving throw is 8 + your proficiency bonus + your Strength or Dexterity modifier. A creature who has witnessed or heard tales of your ruthlessness rolls their saving throw with disadvantage.

In order for you to use this feature, a creature must be able to see, hear, or otherwise be able to understand you.

TWO FOR FLINCHING

At 18th level, you have perfected the art of exploiting your opponent's weakness. Whenever you take the attack action against an opponent you have successfully misdirected this turn, or an opponent that is afflicted by a condition, you may make one additional attack against that opponent. You may only use this feature once per round.



New Backgrounds

WHAT MOTIVATES YOU?

You can use these backgrounds in addition to the backgrounds available in the 5th Edition Core Rules. Remember that you are free to mix and match features or traits between backgrounds. What's important is that you select a background that suits your character.

BANDIT DEFECTOR

You were once a member of the Bandit Coalition, moving from place to place, ambushing and robbing passing merchants. Something made you decide that path was no longer worth pursuing, and you left that life behind. But quitting the Bandit Coalition isn't so easy.

Skill Proficiencies: Deception, Survival

Tool Proficiencies: Disguise Kit, one type of gaming set or musical instrument

Equipment: a knife, a cooking pot, a winter blanket, an object you received as your cut from a successful robbery, a set of common clothes, and a pouch containing 10 gp

BANDIT SPECIALTY

The Bandit Coalition is a rather loose organization of rogues and brigands, but there is still a degree of specialization within the ranks. This ensures that everyone knows what their job is and lessens confusion in the heat of a robbery. You can select your bandit specialty from the Bandit Specialty table, or roll randomly.

d6 Bandit Specialty

- | | |
|---|---------|
| 1 | Lookout |
| 2 | Lifter |
| 3 | Thug |
| 4 | Runner |
| 5 | Hustler |
| 6 | Captain |

Lookouts typically watch the roads for any signs of Perch Guard patrols, signalling the team to bail if a heist looks too risky. They also keep an eye out for potential marks.

Lifters are the specialist thieves of an operation. They are usually as adept at pick-pocketing as they are at sneaking up behind a cart to liberate its valuables.

Thugs are the muscle of a bandit group, and use their size and strength to intimidate merchants into giving up without a fight. They also keep other bandits in line, at the captain's discretion.

Runners are the messengers and scouts of the Coalition, serving to smuggle pilfered goods to fences. Additionally, they pass information throughout the different camps of the organization. Their job often finds them working alone which makes them particularly vulnerable.

Hustlers are inveterate con-artists. Through careful planning and execution, their diversions can keep cart drivers occupied just long enough for the lifters to do their work, or create a seamless opening for an ambush.

Captains are the glue that holds each bandit team together, providing leadership, and stamping out dissention where necessary, often with force. They are figures that inspire with their skill and bravado.

FEATURE: BANDIT ROUTES

As someone who once assisted in countless highway robberies, you are familiar with the roads of the Wood and escape paths used by bandits. When you are not in combat, you (and companions you lead) can travel between locations that cut through forested areas twice as fast as your speed would normally allow.

SUGGESTED CHARACTERISTICS

Those who have chosen to leave the Coalition behind have not made the choice lightly. Some wrestle with their doubts, still caring deeply about the friends they left behind, while others have forsaken their former lives entirely.

d8 Personality Trait

- | | |
|---|--|
| 1 | I am plucky and confident in my abilities, at least, that's what I want others to think. |
| 2 | I often crack jokes to lighten the mood. |
| 3 | I like to keep my secrets, and those who try to pry into my life irritate me. |
| 4 | I have trouble sleeping unless I'm on the ground (or floor) in my bedroll. |
| 5 | I picked up many stories during my time on the road, and I have one for every occasion. |
| 6 | You mess with my friends, you mess with me. |
| 7 | I never really had a plan in life, I tend to just go with the flow. |
| 8 | I'm as cautious as they come. |

d6 Ideal

- 1 **Repentance.** I've done terrible things in the past, and I want to try and make up for them. (Good)
- 2 **Nature.** I've seen what's happening to the forest, and it's bigger than all of us. We're all doomed unless we do something about it. (Neutral)
- 3 **Friendship.** My friends are like family to me, and I'll keep trying to do right by them until the end. (Good)
- 4 **Self-Preservation.** Any good rat knows when it's time to flee a sinking ship. I want to be clear of the Bandit Coalition when it goes down. (Evil)
- 5 **Compassion.** The struggle between humblefolk and birdfolk will only lead to more bloodshed. It needs to stop somewhere. (Good)
- 6 **Freedom.** I just want to be free to live my own life, and make my own way in the world. (Chaotic)

d6 Bond

- 1 I did some hard time in Alderheart's prison, and the perch guard who arrested me still has it out for me.
- 2 I stole something valuable from the Captain of my unit. I'm in big trouble if they ever find me.
- 3 I harbor a terrible secret that might change how people think of me if it got out.
- 4 I still sympathize with the Coalition's aims, I just believe there's a better way.
- 5 My friends in the Coalition didn't understand why I had to leave. They've branded me a traitor.
- 6 I had people in the Coalition who looked up to me as a leader. They might still follow me, if I could only reach them.

d6 Flaw

- 1 I'm always ready to bail when something goes wrong.
- 2 Whenever I see something valuable, I can't help but think of a way to steal it.
- 3 It's hard for me to trust people. I've been burned before.
- 4 I have a problem with authority. Nobody tells me what to do.
- 5 There's a warrant out for my arrest.
- 6 I have a bad habit that I picked up on the road.

GROUNDING

Despite the inherent vertical aspects of birdfolk culture, you have always felt safer and more at peace with your feet firmly planted on the soil. You are practical and level-headed, but due to your different perspective on the world, other birdfolk see you as quirky or unsettling. Your unique insight allows you to connect with the humblefolk who live under the forest canopy in ways perch-dwelling birdfolk cannot.

Skill Proficiencies: Athletics, Insight

Tool Proficiencies: one type of artisan's tools

Languages: one of your choice

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

Among birdfolk you are somewhere between an oddity and an outcast. Some consider your aversion to heights a rejection of birdfolk culture, leading many 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 people.
- 3 My family wants me to return to the perch, but I just can't.
- 4 I am not welcome back in my home 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

Since you have lived your life close to the ground, you are familiar with the undergrowth in the same way other birdfolk are familiar with the canopy. You can always recall the general layout of the terrain around you while traveling along the forest floor. If your path is ever blocked by an obstacle that requires you to climb or otherwise gain height to circumvent it, you can always find a way around, so long as such a path exists. Additionally, you are adept at finding shelter in the Wood while traveling, and can usually locate a suitable safe shelter (a cave, a tree hollow, or bramble thicket) somewhere on the forest floor for you and up to five other creatures.

SUGGESTED CHARACTERISTICS

Birdfolk who are grounded often find ways to cope with their aversion to canopy life. Some have completely forsaken their old lives in favor of new ones in undergrowth communities, while others keep ties with family and friends in the perches where they were born.

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 of 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 **Adversity.** Others think of me as weak, but I will prove my worth with hard work and determination. (Lawful)
- 2 **Encouragement.** I try to seek out and support others like me who are seen as outcasts. (Good)
- 3 **Exploration.** I yearn to experience unique cultures and discover new places. (Chaotic)
- 4 **Safety.** In this dangerous world, it's best to keep your head down and stay cautious. (Neutral)
- 5 **Rebellion.** Who cares what others think of me, so long as my actions reflect how I feel in my heart? (Chaotic)
- 6 **Compromise.** The best way to respect each other's differences is to find a solution that doesn't exclude anyone. (Good)

d6 Bond

- 1 My family has been the subject of ridicule ever since I left my home perch.
- 2 A bully from my childhood now holds a position of power in my home perch.
- 3 I follow the teachings of a wise outcast I met in my travels.
- 4 I feel kinship to a culture outside my own.
- 5 I won't tolerate anyone who insults me or my friends.
- 6 I have found a new family on the forest floor, and they mean more to me than anything.

d6 Flaw

- 1 I am incapable of action when I'm at great heights.
- 2 I lash out at the slightest insult.
- 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 uncouth and mannerless.
- 6 I find hard to trust other birdfolk.

WIND-TOUCHED

There are legends within the Wood, of birdfolk blessed by the wind who are destined to soar over any and all obstacles. When a chick is born with special markings or unique feather patterns, or when they survive a dramatic childhood event, some folks brand them "Wind-Touched". Though a few dismiss the notion of the Wind-Touched as superstition, others heap reverence upon those believed chosen. According to legend, one who is touched by the wind will never feel at ease anywhere but high in the forest canopy, with the wind in their feathers.

Skill Proficiencies: Acrobatics, Performance

Tool Proficiencies: one type of wind musical instrument

Languages: you can speak as well as understand 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 some birdfolk, the moniker of Wind-Touched is merely a title, a symbol of their devotion to the wind and the natural world. Others have been told since birth that they were blessed by the wind, much in the way the Amaranthine Reya was in the old tales. Decide what your character believes, or roll on the table below to understand 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 doubts.
- 6 I feel nothing for this title, and carry it against my will.

FEATURE: SUPERNATURAL PRESENCE

Whether or not you are truly Wind-Touched, there are folk all across Everden that believe that you have been divinely blessed. If you make a show of power or skill that can be attributed to the wind or air, such as feats of acrobatics or commanding unseen forces, those believers will be bolstered by your supernatural presence. They will support you and, depending on how well you have convinced them of your powers, treat you with reverence and possibly even worship.

SUGGESTED CHARACTERISTICS

The wind-touched are revered by believers and scrutinized by skeptics. For better or worse, they find themselves in a world of expectations they struggle to live up to.

d8 Personality Trait

- 1 I never back down from a challenge.
- 2 I always end up being 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 **Responsibility.** The powers I have been gifted with are meant to serve the common good. (Good)
- 2 **Heroism.** The wind chose me to be a brave warrior and leader, so shall it be. (Lawful)
- 3 **Egotism.** My powers situate me above others. The masses should know their place. (Evil)
- 4 **Mysticism.** Connected to nature, I speak for the wind and divine its will for others. (Neutral)
- 5 **Cynicism.** What matters isn't whether or not my powers are genuine, but what advantages I can reap because of that belief. (Evil)
- 6 **Naturalism.** The wind speaks to my soul, and I am bound to go wherever it 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 expect nothing less than reverence from common people.
- 3 I blindly trust in the power of my blessing.
- 4 I am overly concerned about how others see me.
- 5 I will prove my worth, even if it means putting myself and my friends in danger.
- 6 I am burdened with responsibility, and find it hard to make even the simplest decisions.

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 could potentially set them up to become a holy figure, a prophet, or a fabled hero.



New Feats

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The following new feats are appropriate for campaigns taking place in Humblewood.

AERIAL EXPERT

Prerequisite: Glide trait

Your feathered arms are much stronger and more wing-like than others of your kind. You gain the following benefits:

- Your feathered arms make it easier to jump. You no longer need to move at least 10 feet to perform long and high jumps. You may choose whether the jump uses your Strength or Dexterity score for determining height or distance, and you double the distance you would normally leap in either case.
- You may take the Dash action while gliding to fly an additional distance up to your movement speed.
- You may change direction freely while gliding, and may gain up to 10 feet of altitude once before you finish your descent.

BANDIT CUNNING

Your time as a bandit has granted you a sense for danger, and made you skilled at sizing up opponents. You gain the following benefits:

- When you are asked to make a saving throw, you may spend your reaction to add your Intelligence modifier as an additional bonus to the saving throw. You cannot use this ability again until you have completed a long rest.
- During combat, you can use your action to make an Intelligence (Investigation) check against any creature you have seen fight. As long as you succeed against a DC of 10 + their challenge rating, you can learn one useful fact of your choice about the target's combat abilities. Choose from:
 - one damage resistance or immunity
 - one condition immunity
 - one special ability possessed by the creature that either does damage, or prevents damage
 - one option under their attack, legendary, or reaction actions
 - one special sense they possess

HEAVY GLIDER

Prerequisite: Glide trait

You were either born with great strength, or trained hard to allow yourself to glide under circumstances most would find impossible. You gain the following benefits:

- You may glide while holding a heavy weapon and wearing heavy armor as long as you aren't encumbered.
- You may choose to land your glide in a space occupied by a hostile creature that is Large or smaller. If you do so, you may roll an opposed Strength check against the creature. On a success, you push them 10 feet away and knock them prone with the force of your impact. On a failure you land in the nearest un-occupied space.

OPPORTUNISTIC THIEF

You have learned the tricks of the trade of thievery, allowing you to exploit opportunities for pick-pocketing both in and out of combat. You gain the following benefits:

- Increase your Dexterity score by 1.
- When a creature fails a melee attack roll against you in combat, you can make a Dexterity (Sleight of Hand) check against a DC equal to 10 + the target's Dexterity modifier. On a success, you may steal any one item that is not being held or worn by the target.
- Whenever you successfully use your Sleight of Hand skill outside of combat to steal an object, you may immediately conceal it flawlessly on your person, or put another object you possess in its place.

PERFECT LANDING

Years of living at great heights have taught you how to fall more gracefully. You gain the following benefits:

- Increase your Dexterity score by 1
- Reduce the damage die for fall damage from a d6 to a d4.
- You do not fall prone after taking falling damage.
- You do not take damage for the first 30 feet of your fall.

SPEECH OF THE ANCIENT BEASTS

You have a special connection with the natural world. Great beasts regard you as their kin, and you possess the ability to speak the languages of the most powerful and mystic of their kind. You gain the following benefits:

- Increase your Charisma score by 1.
- Beasts of Large size or larger have a friendly disposition toward you unless you have attacked them.
- You have advantage on Charisma checks made against beasts that are of Large size or larger.
- You can speak and understand Giant Eagle, Giant Elk, and Giant Owl. You can otherwise be understood by any beast of Large size or larger, whether or not they speak a language. Beasts with Intelligence scores of 4 or lower may only be able to understand simple concepts.

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:

- You gain proficiency in either the Survival or Nature skill.
- You ignore difficult terrain.
- You cannot become lost in natural surroundings except by magical means.

New Spells



The following spell lists show which spells can be cast by characters of each class.

BARD SPELLS

CANTRIPS (0 LEVEL)

Gust Barrier

4TH LEVEL

Shape Plants

CLERIC SPELLS

1ST LEVEL

Elevated Sight

3RD LEVEL

Invoke the Amaranthine

4TH LEVEL

Shape Plants

Stellar Bodies

DRUID SPELLS

CANTRIPS (0 LEVEL)

Gust Barrier

1ST LEVEL

Elevated Sight

Spiny Shield

Veil of Dusk

3RD LEVEL

Feathered Reach

Globe of Twilight

4TH LEVEL

Shape Plants

Stellar Bodies

PALADIN SPELLS

3RD LEVEL

Invoke the Amaranthine

RANGER SPELLS

1ST LEVEL

Elevated Sight

Spiny Shield

2ND LEVEL

Ambush Prey

3RD LEVEL

Feathered Reach

Globe of Twilight

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Gust Barrier

1ST LEVEL

Spiny Shield

4TH LEVEL

Stellar Bodies

WARLOCK SPELLS

1ST LEVEL

Elevated Sight

Veil of Dusk

3RD LEVEL

Globe of Twilight

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Gust Barrier

1ST LEVEL

Elevated Sight

Spiny Shield

4TH LEVEL

Stellar Bodies

Spell Descriptions

37V< 7X 47X> 7AL7X<

The spells are presented in alphabetical order.

AMBUSH PREY

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: S, M (a broken twig)

Duration: 1 hour

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

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

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

ELEVATED SIGHT

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

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

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

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



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

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

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

GLOBE OF TWILIGHT

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot radius, 15 feet high)

Components: V, S, M (a dab of pitch and a bag of glittering sand)

Duration: Concentration, up to 10 minutes

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

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

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

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

GUST BARRIER

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 round

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

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



INVOKE THE AMARANTHINE

3rd-level divination

Casting Time: 10 minutes; Special, see text

Range: Self; Special, see text

Components: V, S, M (a holy symbol of the Amaranthine); Special, see text

Duration: 24 hours

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

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

SHAPE PLANTS

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous; Special, see text

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

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

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



SPINY SHIELD

1st-level abjuration

Casting Time: 1 reaction

Range: Self

Components: V, S, M (a small quill)

Duration: 1 round

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

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

STELLAR BODIES

4th-level evocation

Casting Time: 1 action

Range: Special, see text

Components: V, S

Duration: 1 minute

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

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

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

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



VEIL OF DUSK

1st-level abjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a pinch of soot)

Duration: Concentration, up to 10 minutes

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



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