

Appendix B: Nonplayer Characters



You can use the NPC stat blocks presented here to create or alter encounters in Humblewood.

Some of the listed NPCs have been devised with certain birdfolk races in mind, and this is reflected in their stat blocks. Some are generic and could be used for any race of birdfolk. These can be used as is, but can also be further customized using the rules in **Appendix C: Creating NPCs (pg.208)** of this book.

Descriptions of the various NPCs which appear in **Chapter 4: Adventure in the Wood (pg.84)** can also be found here.

ARDWYN, ELDER OF MEADOWFEN

A venerable huden gallus with rounded grouse-like proportions and feathers that have long since lost the sheen of youth. As the village Elder, Ardwyn is a figure of authority within Meadowfen. She and her late husband kept the village running until his death, after which she took on the role alone. Elder Ardwyn is a kind and perceptive woman who exudes leadership. The villagers look to her for guidance.

BIRDFOLK DOCKMASTER

It may be odd to see birdfolk working the docks and ships of Saltar's Port, but the sea is a way of life for some folk. Jobs in the seafaring industry are as lucrative as they are tough. For the birdfolk that choose to ply their trade on the water, life is about order and efficiency. One improperly stowed barrel or poorly lashed line can spell disaster on the sea. Dockmasters take their marine jobs very seriously.

BIRDFOLK FARMER

Simple farmers can be found across the Wood, providing necessary food and supplies to the cities. There are many places in Humblewood where digging up large heaps of soil would either be impractical or damaging to the forest. While traditional farms exist in Humblewood, the majority of farms are built in the canopies in or around cities. Farming in the canopy consists of growing flowering moss gardens or fruit-bearing vines on the branches of perch trees. Canopy farms can also include the raising of large insects for food, or silkworms for clothing.

BIRDFOLK DOCKMASTER

MEDIUM HUMANOID (ANY BIRDFOLK), ANY ALIGNMENT

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

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

Skills Athletics +2, Perception +5, Persuasion +4

Senses passive Perception 15

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

Challenge 2 (450 XP)

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

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

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

ACTIONS

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

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

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



BIRDFOLK GUARD

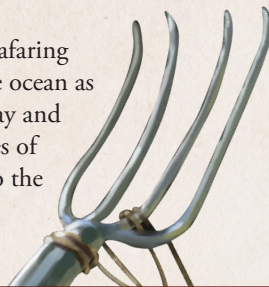
Aspiring recruits from all over the Wood flock to the Perch Guard headquarters in the capital of Alderheart to join their ranks. After successful training, these newly sworn guards return to their home perch. They serve with pride, acting as the perch's first line of defense. Under the Humblefolk Treaty, members of the Perch Guard are tasked to aid nearby villages on the forest floor whenever necessary. In larger cities like Alderheart, the Perch Guard are also responsible for dealing with inner city issues such as robbery, bar fights, and investigating and arresting criminals.

BIRDFOLK MILITIA

In smaller perches, where a guard force may be minimal or nonexistent, town security consists of a locally-organized militia. Anyone can enlist in these groups, provided they are upstanding citizens. They can be called upon by the Perch Guard to perform duties ranging from policing streets to supplementing military efforts.

BIRDFOLK SAILOR

For birdfolk who take up the seafaring trade, their home is as much on the ocean as it is at port. They relish the salt spray and stiff winds, finding the closed spaces of forest life to be stifling compared to the wide-open expanse of the sea.



BIRDFOLK FARMER

MEDIUM HUMANOID (ANY BIRDFOLK), ANY ALIGNMENT

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

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

Skills Nature +4
Senses passive Perception 10
Languages Birdfolk. Can also understand Auran, but cannot speak it.
Challenge 0 (10 XP)

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

ACTIONS

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

PECULIAR DESIGN

Birdfolk ship design often causes confusion among other seafaring races due to the relative absence of rigging. While cordage is needed to keep sails in place and cargo stored, nets and climbing ropes prove less necessary when the crew is capable of limited flight. A birdfolk sailor can simply lash a rope to their leg, open their wings, and let the ocean breeze carry them up to the sails or to a lookout post on the main mast.

BIRDFOLK SKIRMISHER

The bulk of the Perch Guard's military force are a light infantry called 'The Spears.' They train relentlessly with polearm weapons perfectly suited for branch-to-branch combat. Many are also skilled at ranged attacks with these weapons, as well as performing special diving maneuvers, making them an even greater threat to enemies below. In times of peace, skirmishers often serve as skilled hunters, following the direction of trackers to collect enough food for entire villages.

BIRDFOLK GUARD

MEDIUM HUMANOID (ANY BIRDFOLK), ANY LAWFUL ALIGNMENT

Armor Class 16 (chain shirt and shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages Birdfolk. Can also understand Auran, but cannot speak it.
Challenge 1/8 (25 XP)

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

ACTIONS

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

BIRDFOLK MILITIA

MEDIUM HUMANOID (ANY BIRDFOLK), ANY ALIGNMENT

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Senses passive Perception 10

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

Challenge 1/8 (25 XP)

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

ACTIONS

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



BIRDFOLK SAILOR

MEDIUM HUMANOID (ANY BIRDFOLK), ANY ALIGNMENT

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Athletics +3

Senses passive Perception 10

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

Challenge 1/8 (25 XP)

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

ACTIONS

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

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



TEVOR OF THE SPRING PATH

Tevor is a timid sable luma, with ruddy gray feathers and a short beak. He is a good friend of Havel, and has begun to feel affection for the gallus since their time working together. Tevor is a Sapling, a low ranking member of the Tenders, who barely escaped from an ashsnake attack which killed his mentor. While he has agreed to give his report of events in the Scorched Grove, he is not prepared to do much beyond this. He possesses conviction in the beliefs of his order, but the traumatic event has left him feeling frightened and helpless. If only he could find the courage to match his ideals, he would be destined for greatness. Tevor is generally averse to combat now, but before joining the Tenders he trained as a perch guard recruit. He uses the **birdfolk skirmisher** stat block but with these changes:

- Tevor is Small sized, and his alignment is neutral good.
- He has 22 hit points.
- His speed is 25 feet, and he has resistance to poison damage.
- His Wisdom score is 14 (+2) and his Charisma score is 12 (+1)
- Tevor gains the following abilities:
 - **Fated (Recharges after a Long Rest).** Tevor can choose to reroll any attack roll, skill check, or saving throw.
 - **Resilience.** Tevor rolls with advantage on saving throws against being poisoned.
- Tevor can also cast *cure wounds* as a first level spell once per long rest. Wisdom is his spellcasting ability for this spell.

BITA, THE COUNCIL SPEAKER

Bitá is a bright gallus whose elegant white plumage resembles that of a peacock. As the Birdfolk Council's Speaker, she is always first to address those who have been granted an audience with the Council. She takes her duties as the Speaker and as a Council member very seriously. Despite her profound affection for Humblewood and its citizens, she often comes off as severe and cold. Bitá believes in doing what's best for the folks of the Wood, and sometimes this means making level-headed, tough decisions.

CARA STORMSINGER

A tawny-feathered swift strig woman from Meadowfen. Cara is the captain of the village militia. She was responsible for assembling the team of villagers who went out to investigate the black plume of smoke that appeared over Meadowfen's horizon. She endured a harrowing journey to return home and relate Ashbarrow's fate to Elder Ardwynn.



BIRDFOLK SKIRMISHER

MEDIUM HUMANOID (ANY BIRDFOLK), ANY LAWFUL ALIGNMENT

Armor Class 14 (chain shirt)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Athletics +4

Senses passive Perception 10

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

Challenge 1/8 (25 XP)

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

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

ACTIONS

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

CERVAN BANDIT GENERAL

Bandit clans are commanded by generals. Serving as both a battle-tested warrior and master strategist, they alone coordinate the disparate band of thieves and outlaws that make up the collective. While military monikers are used to refer to bandit leadership, more than combat prowess is needed to maintain order in these volatile organizations. A dominating personality and charismatic voice are as necessary as a swift blade and a sharp mind. Cervans don't typically take to brigandry, but their practical skills and ability to survive in even the most adverse situations make those with loose morals and dubious ambitions a natural fit.

CERVAN BANDIT GENERAL

MEDIUM HUMANOID (CERVAN), NEUTRAL EVIL

Armor Class 15 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 35 ft.

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

Saving Throws Dex +5, Cha +4
Skills Deception +4, Persuasion +4
Senses passive Perception 10
Languages Birdfolk, Cervan
Challenge 2 (450 XP)

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

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

ACTIONS

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

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

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

REACTIONS

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

BENNA SERIDAN

Benna is a tall, scarred grove cervan, who wears a red bandana over her lost left eye. The leader of the Bandit Coalition, she is an idealist who believes that Alderheart's canopy, the symbol of birdfolk power in the region, should be burned and its resources looted to help those displaced by the flames. Benna lived a tranquil village life until her mother, a respected village elder and seer, foretold that the flames would come. Word was sent to Alderheart's Council, asking for supplies and aid, both of which were denied because the Council didn't believe in the power of the seer's visions. When the flames had all but consumed the village, the birdfolk support arrived, but it was too late. Benna lost her family. She also lost, her left eye and left ear due to the burns she sustained while helping others escape from the blaze. She fell in with the bandits and quickly rose through their ranks, thanks to her passion and purpose. She is a seasoned veteran who has been building the bandit forces, and utilizing the organization to care for humblefolk left homeless by the spreading fires. Benna Seridan uses the **cervan bandit general** stat block, but the scimitar in her main hand is a *blade of the wood* * (+1 to attack and damage rolls, see **Appendix D: New Magic Items, pg.211**), and a shortsword (1d6 + 3 piercing damage) in her offhand.

KRALL, THE SCAVENGER KING

Krall is an imposing mapach, standing nearly 6 feet tall with a solid build and matted fur that is missing in patches. He was close friends with Benna, although he didn't share her altruism and instead believed that those who couldn't carry their weight should be left behind. He expects complete loyalty from his followers, and favors hit-and-run tactics. He and his troops exact tolls on poorly-defended caravans for passage along the roads, which many pay to avoid his wrath.

Krall the **cervan bandit general** stat block, but with these changes:

- He is a Mapach and knows the Birdfolk and Mapach languages.
- His Wisdom score is 14 (+2), his Intelligence score is 12 (+1), and his Constitution score is 16 (+3).
- He has 75 hit points and resistance to poison damage.
- His base speed is 30 feet, and he has a climb speed of 20 feet.
- Replace **Surge of Vigor**, and **Standing Leap** with the following:
 - **Resilience.** Krall has advantage on saving throws against being poisoned.
 - **Skulker.** Krall has advantage on Stealth checks made in dim light or total darkness.
- He wields a rapier in his main hand and a long parrying dagger (use the stats for a shortsword) in his off-hand. He has the following attack actions, and can multiattack, though he cannot make ranged attacks with his parrying dagger:
 - **Rapier.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.
 - **Parrying Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

CERVAN PRIEST

Cervan villages are typically led by a community elder who is wise both in politics as well as in the ways of the Amaranthine. Priests provide guidance to the community, ensuring that rituals are properly observed and customs well kept. As storytellers and keepers of a village's history, they are trusted with the myths and folktales used to impart knowledge necessary for survival in the forest.

CORVAX REVAYNE

This slender dusk corvum's plumage resembles that of a black-billed magpie. A professor of divination at the Avium, his brilliant mind is often held back by paranoia, an unfortunate side-effect of the diviner's line of work. This has led faculty to view his predictions cautiously, and has earned him a reputation as a bit of an oddball around campus. He is smart and capable, however, and can be a useful ally to the party in

the last two parts of the adventure. Corvax shouldn't ever be in combat, but should you need to reference his stats, use the stat block for a **mage**, with the following changes:

- Corvax has proficiency in the Religion skill. His alignment is lawful neutral.
- Add the **Glide (pg.208)** and **Talons (pg.208)** abilities, along with the following ability:
 - Skulker.** Professor Revayne has advantage on Dexterity (Stealth) checks made in dim light or darkness.
- Corvax has the following spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *augury, misty step*

3rd level (3 slots): *clairvoyance, counterspell, fly*

4th level (3 slots): *greater invisibility, locate creature*

5th level (1 slot): *scrying*

CORVUM ASSASSIN

Frequently members of criminal organizations, contract killers can be found in the Wood's largest and most politically complex perches. They serve powerful figures with a lack of scruples and an abundance of coin. Assassins are trained from a young age to become deadly masters of their craft, learning how to skulk the branchroads and keep hidden in the canopy to time the perfect ambush. Corvums, with their natural intelligence and cunning, make the best assassins.

CORVUM NECROMANCER

Every sentient being is susceptible to the lure of necromancy. The promise of seeing lost loved ones again, or raising an army of powerful minions, can sometimes be difficult to resist. The birdfolk of Humblewood are not immune to that lure. To help curb this curiosity, professors at The Avium teach necromantic theory only. But some intrepid students have been known to pursue the practical applications in secret. Sure of their intellect, corvums in particular are often willing to challenge traditions for the sake of knowledge. As a result, more than one corvum has wandered down the path of the dark arts.

GLINDA NIGHTSEED

This venerable huden gallus' plumage resembles a ptarmigan, and she usually wears a pince-nez on her beak. A professor of advanced theoretical necromancy, Glinda is known for having strange opinions about her field of study. Unlike most birdfolk, she sees necromancy as a manipulation of life energies on par with druidic magic. She is a kind soul, and only practices the lighter forms of necromancy. However, she has been performing secret experiments on the servitor skeletons in the Avium hoping to develop a cutting-edge resurrection spell. This violates campus policies which ban practical necromancy, and could cause her to lose her job.

CERVAN PRIEST

MEDIUM HUMANOID (CERVAN), ANY ALIGNMENT

Armor Class 10
Hit Points 19 (3d8 + 6)
Speed 30 ft.

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

Skills Medicine +4, Religion +2
Senses passive Perception 12
Languages Cervan, Birdfolk
Challenge 1/4 (50 XP)

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

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

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

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

ACTIONS

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

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

Glinda uses the **corvum necromancer** stat block, but with these changes:

- ♣ Her Charisma score is 10 (+0) and her Wisdom score is 14 (+2). Her alignment is chaotic good.
- ♣ Remove the **Talons**, **Convincing**, and **Life Leech abilities**. Add **Wing Flap** along with the following:
 - **Seedspeech**. Professor Nightseed can communicate simple ideas to living plants, and is able to interpret their responses in simple language.
- ♣ Glinda has the following spells prepared:
 - Cantrips (at will)**: *chill touch, light, mage hand, prestidigitation*
 - 1st level (4 slots)**: *sleep, false life, mage armor, magic missile*
 - 2nd level (3 slots)**: *misty step, web, ray of enfeeblement*
 - 3rd level (3 slots)**: *animate dead, counterspell, fear*
 - 4th level (3 slots)**: *black tentacles, blight*
 - 5th level (1 slot)**: *passwall*

ODWALD EBONHART

Odwald is a haggard old kindled corvum, resembling a thick billed raven with coarse, hoary feathers, ruffled from years of adventuring. Odwald has a sharp mind but a faint heart. A member of the illustrious Ebonhart family, a noble house that dates back to the founding of Alderheart, Odwald was an arcane prodigy who grew up in a world which expected him to be brilliant. While magic always came naturally to him, the pressure of his family's expectations weighed heavily upon him, and filled him with a deep-seated fear of failure. Months ago, he was tricked by an unknown entity into weakening the seal that held the aspect of fire beneath the Scorched Grove. Ever since he has blamed himself for the worsening conditions in the Wood. He has no solution for stopping the aspect, and this terrifies him. Shortly after saving his friend Riffin, desperation drove him back to his alma mater, the Avium, where he has since worked with forbidden magics in secrecy. Using a secret door he discovered during his time as a student, Odwald converted several inaccessible and defunct classrooms into a makeshift laboratory where he toils tirelessly, experimenting with dark and dangerous magics in the hopes of discovering a way to stop the aspect. Odwald uses the **corvum necromancer** stat block. His alignment is chaotic neutral.

ELIZA PENNYGLEAM

Eliza Pennygleam is an eluran, a group of cat-like people from the west. While not native to Humblewood, elurans are commonly seen along the roads as part of merchant caravans, and behind merchant stalls in the capital. Eliza is a savvy merchant, on her way to Alderheart to take over her late sister's shop. She is a natural bargainer, but she is also charitable to those who have faced hardships.

FIGORY FIGGINS

A slender, blond-furred jerbeen with an affable nature and an unfortunate reputation. Figory has been studying for two years at the Avium, but anxiety about the professors expectations and the complicated schedule needed for feath-

erless students to navigate campus have held him back a full year compared to other students. He has been bullied by his classmates at the Avium, and his recent encounter with the cobblefright has left him deeply unnerved. He desperately wants someone to believe his story and take action against the creature lurking around campus.

GALLUS DRUID

The gallus of Humblewood have an especially deep connection with nature. Hanera teaches them to see the world from the forest floor, instead of the canopy. This is a message many gallus have taken to heart. Out of this reverence for nature, some gallus dedicate themselves to the study and preservation of the Wood, becoming wardens of the forest, or acting as guides. A select few with a unique connection to flora and fauna develop incredible powers and abilities. These druids can sprout trees and mend injured animals with a touch. They are revered among birdfolk and humblefolk alike as spiritual leaders and wise advisors

HAVEL OF THE AUTUMN MOON

Havel is a frail but courageous huden gallus, with pheasant-like plumage. He is a dear friend of Tevor, and the two have fallen for each other during their time together in Alderheart. Havel is a Summerblossom, a rank given to experienced members of the Tenders. He has been working at the Tenders' headquarters in the Trunk district, where he provides aid to the refugees. He is also skilled in the use of natural magic, and while normally too sickly to adventure, could still assist the party with his talents.

Havel uses the **gallus druid** stat block with these changes:

- ♣ Havel only has 10 points, and his alignment is neutral good.
- ♣ Havel's Strength score is 6 (-2), his Dexterity score is 10 (+0) and his armor class is 10 (16 with *barkskin*).

GALLUS MONK

Gallus who are not content to settle into everyday life in small communities venture out to secluded monasteries and learn the way of the monk. There, a disciplined routine of physical rigours and spiritual contemplation is overseen by wizened masters. After years of training, initiates are deemed ready to journey the land and put their learning to the test. The majority return to the monastery after having had a revelation during their travels. Other continue to wander, sometimes with a few trusted companions, forever finding new meaning.

GREGOR THORNSPUR, MAGISTRATE OF ALDERHEART

Gregor is a dull-looking sable luma with a single errant feather that sticks out oddly from his brow. Gregor is the Magistrate of Alderheart, and though he appears to be a tired bureaucrat, his demeanour hides a shrewd businessman eager to turn any situation to his advantage. He is not above taking bribes in exchange for expediting requests to see the Bird-folk Council.

CORVUM ASSASSIN

MEDIUM HUMANOID (CORVUM), ANY NON-LAWFUL ALIGNMENT

Armor Class 15 (studded leather)
Hit Points 54 (12d8)
Speed 30 ft.

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

Saving Throws Dex +6, Int +5

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

Senses passive Perception 18

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

Challenge 5 (1,800 XP)

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

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

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

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

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

ACTIONS

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

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

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

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

CORVUM NECROMANCER

MEDIUM HUMANOID (CORVUM), ANY EVIL ALIGNMENT

Armor Class 12 (15 with mage armor)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

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

Saving Throws Int +7, Wis +3

Skills Arcana +7, Deception +5, Medicine +3

Senses passive Perception 10

Languages Birdfolk, and any two languages. Can also understand Auran, but cannot speak it.

Challenge 6 (2,300 XP)

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

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

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

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

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

Cantrips (at will): *chill touch, light, mage hand, prestidigitation*

1st level (4 slots): *disguise self, false life†, mage armor, magic missile*

2nd level (3 slots): *misty step, suggestion, ray of enfeeblement†*

3rd level (3 slots): *animate dead†, counterspell, fear*

4th level (3 slots): *greater invisibility, blight†*

5th level (1 slot): *dominate person*

†necromancy spell of 1st level or higher

ACTIONS

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

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

GALLUS DRUID

MEDIUM HUMANOID (GALLUS), ANY NEUTRAL ALIGNMENT

Armor Class 11 (16 with *barkskin*)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

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

Skills Insight +6, Nature +2, Medicine +6, Perception +6
Senses passive Perception 16
Languages Birdfolk, Druidic, Sylvan. Can also understand Auran, but cannot speak it.
Challenge 4 (1,100 XP)

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

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

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

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

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

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

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

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

ACTIONS

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

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

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

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

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

GALLUS MONK

MEDIUM HUMANOID (GALLUS), ANY ALIGNMENT

Armor Class 17 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 40 ft.

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

Saving Throws Dex +7
Skills Acrobatics +7, Insight +6, Perception +6, Stealth +7
Senses passive Perception 16
Languages Birdfolk. Can also understand Auran but cannot speak it.
Challenge 5 (1,800 XP)

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

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

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

ACTIONS

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

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

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

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

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

HEDGE BARD

Recognized for being excellent diplomats and mediators, hedges are less well known for their love of music. Those who turn their natural charm towards the talent of entertaining can find great success. Some of the most gifted performers are blessed with magical talents. While most hedges use these powers for good, others choose a more sinister path, using their bardic talents to cheat, dupe, or steal from common folk.

HEDGE BARD

SMALL HUMANOID (HEDGE), ANY ALIGNMENT

Armor Class 16 (natural armor)
Hit Points 36 (8d6 + 8)
Speed 25 ft., burrow 15 ft.

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

Saving Throws Dex +4, Cha +5

Skills Acrobatics +4, Perception +5, Performance +7

Senses passive Perception 15

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

Challenge 2 (450 XP)

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

Cantrips (at will): *gust barrier, prestidigitation, vicious mockery*

1st level (4 slots): *charm person, healing word, hideous laughter, thunderwave*

2nd level (3 slots): *invisibility, shatter, suggestion*

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

ACTIONS

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

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

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

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



HEDGE WITCH

SMALL HUMANOID (HEDGE), ANY CHAOTIC ALIGNMENT

Armor Class 14 (natural armor)
Hit Points 21 (6d6)
Speed 25 ft., burrow 15 ft.

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

Skills Arcana +4, Survival +4

Senses passive Perception 12

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

Challenge 1 (200 XP)

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

Cantrips (at will): *eldritch blast, minor illusion*

1st level (2 slots): *hellish rebuke, charm person, unseen servant*

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

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

ACTIONS

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

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

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

HEDGE WITCH

Many who apply to study at the Avium are turned away by the prestigious institution. Spurred by their desire for knowledge, rejected candidates sometimes start on a path to become self-taught masters of arcane. Notably in tune with the magic of the forest, hedges pursuing an individualistic path often leverage their connection to these natural forces to make pacts with powerful fey or elemental beings, learning secrets inaccessible to traditional students.

SUSAN OF THE SWAMP

Susan is an eccentric hedge whose magical aptitude has always been outclassed by her hunger for knowledge. She studied at the Avium for a short time, but left of her own accord to experiment with magics the Avium found unsavory. Susan recently settled in the swamp in the hopes of pursuing her arcane curiosities in peace. She shares her modest home with her beetle familiar, Normal, and spends her time foraging for ingredients, testing spells, and reading mystery novels in addition to tomes of eldritch lore. Though she performs her rituals a safe distance away from the cities and towns, her presence in the region has made the Magistrate of Winnowing Reach uneasy, and he wants her gone. Susan uses the **hedge witch** stat block. Her alignment is chaotic good.

JERBEEN THIEF

SMALL HUMANOID (JERBEEN), NEUTRAL EVIL

Armor Class 13 (leather armor)
Hit Points 14 (4d6)
Speed 30 ft.

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

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

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

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

ACTIONS

Multiattack. The thief makes two dagger attacks.

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

REACTIONS

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

JELL PLATENA

Jell is a bespectacled sera luma with bright red plumage resembling a cardinal. Jell has studied at the Avium for three years now, and is well on her way to becoming a graduate. She is bright and studious, and serious about everything she does in life.

JERBEEN THIEF

While criminals can often be found picking pockets in large perch cities, only the most successful end up recruited by the Bandit Coalition. Small of stature, jerbeens can easily move about unnoticed; their swiftness is responsible for the expression "quick as a jerbeen." This, coupled with their natural charm, makes jerbeens perfectly suited for the thieving arts.

JERBEEN SWASHBUCKLER

SMALL HUMANOID (JERBEEN), ANY NON-LAWFUL ALIGNMENT

Armor Class 17 (leather armor)
Hit Points 34 (8d6 + 6)
Speed 30 ft.

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

Skills Acrobatics +8, Athletics +5, Persuasion +6
Senses passive Perception 10
Languages Birdfolk, Jerbeen
Challenge 3 (700 XP)

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

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

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

ACTIONS

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

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

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

REACTIONS

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

JERBEEN SWASHBUCKLER

A common figure in many jerbeen folktales, a swashbuckler is a champion who fights with finesse and daring. Natural leaders, swashbucklers keep their wits about them during a duel, pressing small advantages to win the day. Jerbeen swashbucklers often train in the tradition of their Amaranthine, Gaspard. Each year swashbucklers participate in fencing matches held in Gaspard's honor. Not all swashbucklers follow this path, with some using their talents for brigandry.

KENNA BRIGHTSPARK

An energetic and curious young dusk corvum scholar who is currently working on a dissertation in Winnowing Reach. Kenna's research focuses on the properties of various slimes around the region. She is a student of the Avium, and hopes her findings will earn her a grant to fund yet more study of these fascinating creatures. Kenna is a native of Winnowing Reach, and knows the village well. She is a little precocious and takes risks for her work.

LUMA CLERIC OF ARDEA

Clerics of Ardea travel the Wood on holy pilgrimages to sacred groves resplendent with life fostered by the Dawn-mother. They spread Ardea's message of kindness wherever they go, taking it upon themselves to protect all life, great and small. Clerics serve the communities they pass through as healers, mediators, and occasionally as valiant defenders. Lumas who heed the call of the Amaranthine find their natural charisma and mystic talents to be of great help as they walk the cleric's path.

LUMA WIZARD

It is widely believed among the birdfolk that only those with focused minds can master the subtle art of magic. For unknown reasons, perhaps their inherent connection to fate or particular manner of engaging with the world, lumas are able to tap into the mystical and magical forces with ease.

GABE WINDSWORTH

Gabe is an eccentric, middle-aged sable luma with a large plume of iridescent feathers that surround his nape like a cowl. The Dean of the Avium, Gabe always appears as though he is deep in thought. Though his amiability and kooky behavior cause people to underestimate him, beneath the eccentric exterior lies a keen mind that carefully evaluates all possibilities before taking action. He is a good-natured scholar who is just as concerned with the wellbeing of his staff and students as he is with the quality of research and education within the Avium. Dean Windsworth uses the **luma wizard** stat block. His alignment is neutral good.

LUMA CLERIC OF ARDEA

SMALL HUMANOID (LUMA), ANY GOOD ALIGNMENT

Armor Class 14 (chain shirt)
Hit Points 27 (6d6 + 6)
Speed 25 ft.

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

Skills Medicine +7, Persuasion +4, Religion +2

Senses passive Perception 13

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

Challenge 2 (450 XP)

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

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

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

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

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

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

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

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

ACTIONS

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

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

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



LUMA WIZARD

SMALL HUMANOID (LUMA), ANY ALIGNMENT

Armor Class 12 (15 with mage armor)
Hit Points 58 (13d6 + 13)
Speed 25 ft.

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

Saving Throws Int +7, Wis +4
Skills Arcana +7, History +7
Damage Resistances poison
Senses passive Perception 11
Languages Auran, Birdfolk, and any three other languages
Challenge 6 (2,300 XP)

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

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

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

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

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

Cantrips (at will): *chill touch, fire bolt, minor illusion, prestidigitation, ray of frost*

1st level (4 slots): *charm person, detect magic, mage armor, shield, sleep, thunderwave*

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

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

4th level (3 slots): *banishment, stellar bodies**

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

ACTIONS

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

REACTIONS

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

MAPACH BANDIT

Mapachs are particularly distrusted among birdfolk because of their eccentricities and willingness to break with commonly held customs. Often judged on sight to be criminals, some mapachs find it hard to integrate into birdfolk society and turn to crime to survive. Local bandit forces are happy to exploit this, offering the displaced mapachs shelter and a share of the spoils in exchange for their service.

MAPACH TINKERER

Unlike those who are content to stay within the boundaries of their established craft, tinkererers have a passion for innovation that is unfettered by tradition. Mapach craftspeople who constantly look for ways to improve upon past creations find themselves branded as eccentrics. Their methods are unconventional, but eminently practical. Designs are often carefully considered, and some of their innovations eventually find widespread use around the Wood.

MORDANE SWIFTGALE

Mordane is a prim-and-proper elderly swift strig, who keeps his gray and white feathers preened, and his librarian robes freshly pressed. He is wise, but old fashioned, and prefers to read in solitude when off shift, rather than fraternize with his peers. Despite his social shortcomings, he's an experienced librarian, and has incredible knowledge of even the oldest parts of the lower library.

MAPACH BANDIT

MEDIUM HUMANOID (MAPACH), NEUTRAL EVIL

Armor Class 12 (leather armor)
Hit Points 9 (2d8)
Speed 30 ft., climb 10 ft.

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

Senses darkvision 60ft., passive Perception 11

Damage Resistances poison

Languages Birdfolk, Mapach

Challenge 1/8 (25 XP)

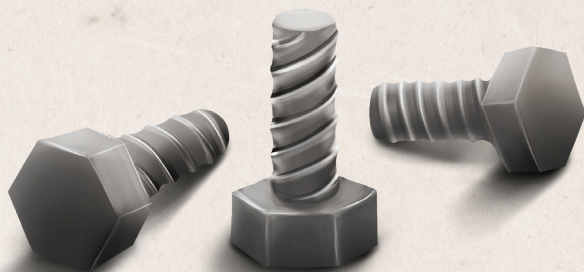
Resilience. The bandit has advantage on saving throws against being poisoned.

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

ACTIONS

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

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



MAPACH TINKERER

MEDIUM HUMANOID (MAPACH), ANY ALIGNMENT

Armor Class 12
Hit Points 13 (3d8)
Speed 30 ft., climb 20 ft.

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

Senses darkvision 60 ft., passive Perception 11
Languages Birdfolk, Mapach
Challenge 1/4 (50 XP)

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

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

ACTIONS

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

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

1. Clockwork Bird. The tinkerer winds and releases a small mechanical bird that flies to a target creature within 30 feet and distracts it. The next attack against that creature is made with advantage.

2. Flash-bangs. The tinkerer targets a space up to 10 ft. away, and throws some small explosive shells that flare up in a blinding light. All creatures within 10 ft. of the target space must make a DC 11 Constitution saving throw or be blinded until the start of the tinkerer's next turn.

3. Nettle Gun. The tinkerer turns the crank on a small gadget that sprays nettles at a target. *Ranged Weapon Attack:* +4 to hit, range 10/20 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. All creatures within 5 ft. of the target must make a DC 11 Dexterity saving throw or take 5 (1d10) piercing damage.

4. Grease Balloon. The tinkerer targets a 10-foot by 10-foot area up to 15 feet away, and makes it slick with grease. The area is considered difficult terrain, and each creature standing in the area must succeed on a DC 11 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a DC 11 Dexterity saving throw or fall prone.

OAKHEART

Oakheart is a huge tree-shaped creature with charred bark that smolders in places, and many small flames which burn on his branches, giving the impression of leaves. Once a treant, he bathed in the primal energies of the Scorched Grove, transforming into a cinder-tree: an entity possessed of the element of flame so thoroughly that he could serve as *The Borealis** keeper. He is the artifact's guardian, and will not relinquish the staff until he has been convinced that whoever has disturbed him can control the staff's considerable power, and that they mean to maintain the natural balance he sacrificed himself to protect. Oakheart uses the stat block for a **treant**, but with the following changes:

- His strength score is 20 (+5) and his attacks each have +8 to hit.
- His slam attacks deal fire damage instead of bludgeoning damage, though his boulder attacks deal damage as normal. He will fling obsidian tiles from the floor when using this attack.
- He has 69 hit points.
- He is resistant to fire rather than being vulnerable to it.

RAPTOR EXPLORER

Whether drawn by tales of treasure or the allure of faraway lands, some residents of Humblewood journey to seek out distant ruins or remote vistas to satisfy their wanderlust. Explorers are common among raptors, many of whom do so out of veneration for the Amaranthine Reya, the guide and protector of travelers. Numerous explorers embark on such adventures for the sake of self-discovery and personal growth. Those who have made a life out of exploring often find their service as guides in high demand.

RAPTOR RANGER

The ranger is an iconic figure in raptor stories and myths, and has inspired many to follow in their legendary footsteps. Outfitted for rough living in the wilds, these rangers are consummate archers and exceptional hunters. With supernatural eyesight and quick reflexes, raptors are ideally suited to the life of a hunter. Many who chose this path find themselves the inspiration for new tales.

The raptor ranger listed is outfitted with a *red-feather bow** (see **Appendix D: New Magic Items**, pg.211).

RHYS BIRCHWALKER

An associate professor of conjuration at the Avium, this middle-aged mistral raptor has little in the way of mystic talent, but she makes up for it with an enthusiasm for learning and a wealth of knowledge on her chosen subject. She is well-versed in conjuratory theory, and can provide characters with any of the information they would otherwise find in **Conjuration Magic** (see **Into the Library**, pg.139) if she is asked about the subject directly. Professor Birchwalker can also help a character perform the calculations to find the location of the conjuration circle within the Grove.



RAPTOR EXPLORER

SMALL HUMANOID (RAPTOR), ANY NEUTRAL ALIGNMENT

Armor Class 13 (leather armor)
Hit Points 18 (4d6 + 4)
Speed 25 ft., swim 25 ft.

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

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

Senses passive Perception 16

Languages Birdfolk. Can also understand Auran but cannot speak it

Challenge 1/2 (100 XP)

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

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

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

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

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

ACTIONS

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

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

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

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

RAPTOR RANGER

SMALL HUMANOID (RAPTOR), ANY NEUTRAL ALIGNMENT

Armor Class 15 (studded leather)
Hit Points 66 (12d6 + 24)
Speed 25 ft.

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

Skills Athletics +3, Stealth +7, Survival +5

Senses passive Perception 14

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

Challenge 4 (1,100 XP)

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

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

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

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

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

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

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

ACTIONS

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

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

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

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

SHYLA DENN

A scarred, gray-and-russet-furred vulpin cleric of Kren, Shyla serves as Krall's lieutenant. Krall saved her life when she was but a child, orphaned in the Wood, and she has been grateful to him ever since. Her loyalty to Krall is absolute, and she believes that Krall will only cut loose those who can't pull their weight. Shyla uses the **priest** stat block, but with these changes:

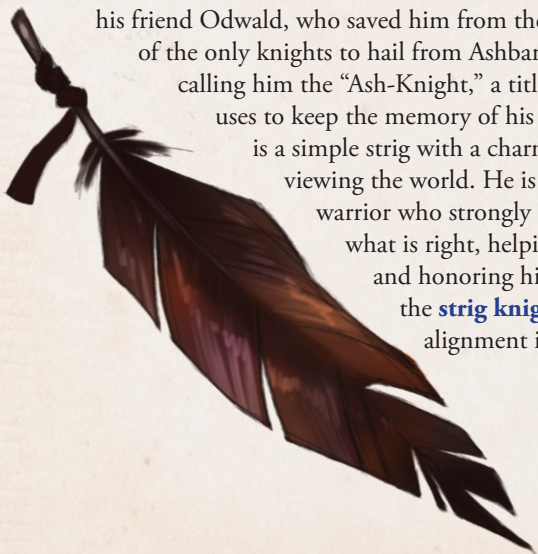
- ♣ She has a neutral evil alignment.
- ♣ She has a Dexterity score of 14 (+2), and an Intelligence score of 15 (+2).
- ♣ Her armor class is 15.
- ♣ She gains this ability:
 - **Evasive.** Shyla includes her Intelligence modifier as a bonus on all Dexterity saving throws.
- ♣ She gains the following attack action:
 - **Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.
- ♣ Shyla has the following spells prepared:
 - Cantrips (at will):** *light, sacred flame, thaumaturgy*
 - 1st level (4 slots):** *cure wounds, disguise self, guiding bolt*
 - 2nd level (3 slots):** *lesser restoration, mirror image, spiritual weapon*
 - 3rd level (2 slots):** *blink, spirit guardians*

STRIG KNIGHT

The Perch Guard produces many skilled soldiers, but only those who possess a great degree of talent are trained to become knights. The knights of Alderheart's Perch Guard are taught how to protect others by creating opportunities for allies to regroup or retreat as necessary. Experts in sword-and-shield fighting, the knight's heavily-armoured fighting style allows them to hold the line against even the fiercest of enemies. The strig knight listed is equipped with a *wing crest shield** (see **Appendix D: New Magic Items, pg.211**).

RIFFIN, THE ASH-KNIGHT

Riffin is a small stout strig, standing a few inches over three feet, whose plumage and proportions resemble a little owl. A traveling knight of the realm, Riffin lived in Ashbarrow before its destruction, and was carried to Alderheart by his friend Odwald, who saved him from the fire. Being one of the only knights to hail from Ashbarrow, folk began calling him the "Ash-Knight," a title which he now uses to keep the memory of his home alive. Riffin is a simple strig with a charming way of viewing the world. He is also a steadfast warrior who strongly believes in doing what is right, helping those in need, and honoring his debts. Riffin uses the **strig knight** stat block. His alignment is lawful good.



STRIG KNIGHT

MEDIUM HUMANOID (STRIG), ANY LAWFUL ALIGNMENT

Armor Class 18 (half plate, shield)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

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

Saving Throws Con +5, Wis +4

Senses darkvision 60 ft., passive Perception 12

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

Challenge 3 (700 XP)

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

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

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

ACTIONS

Multiattack. The knight makes two short sword attacks.

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

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

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

STRIG TRACKER

Capable of moving swiftly through the wilderness, trackers help find those who have lost their way in the forest. Accomplished survivalists, they are familiar with hidden pathways throughout the Wood. Often found alongside woodland beasts, many have formed bonds with these creatures, and find their aid useful in locating lost travelers. For Strigs, known for being at ease even in the harshest environments, becoming a tracker can prove a satisfying challenge. Some use their skills to double as bounty hunters, which can provide for an even more thrilling chase.

STRIG TRACKER

MEDIUM HUMANOID (STRIG), ANY NEUTRAL ALIGNMENT

Armor Class 14 (Hide Armor)
Hit Points 65 (10d8 + 20)
Speed 35 ft.

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

Skills Acrobatics +6, Perception +4, Survival +4
Senses darkvision 60 ft., passive Perception 15
Languages Birdfolk, and two other languages. Can understand Auran but cannot speak it.
Challenge 3 (700 XP)

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

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

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

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

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

ACTIONS

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

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

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

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

THE TENDERS

Although the Tenders are most well known across the Wood for their involvement in healing and studying the Scorched Grove, their order is actually far more ancient. Wardens of nature, they use their gentle magics to mediate between the people of the Wood and the living forest itself, and to help the forest heal from natural disasters.

Today, many of their members find employ as tree-shapers, and are well-respected in birdfolk settlements. Nowhere is this more true than in Alderheart, where the Tenders are looked upon favourably for the work they've done to create and strengthen living spaces within Alderheart's trunk. Other factions of Tenders work to respond to forest fires across the Wood, using their magic to encourage new growth in burned areas, as well as to help any survivors.

Since the Great Calamity, a large part of their order has dedicated their efforts to tending the Grove, monitoring its spread, and studying the mysterious creatures that live there. Unfortunately, much of the healing in the Grove can end up ruined by a sudden blaze. Progress has been made, however. Before the fires started to rage with renewed force, the Tenders managed to shrink the Grove little by little, doing much to bolster the forest that grows around its edges.

The Tenders are a unique organization in birdfolk society. Gaining admission to their ranks is akin to joining a monastery or convent. After initiation, a novice is generally expected to make their way to the Scorched Grove to learn from the masters who live there. Recruits live and study communally in special shelters within the Grove, protected by Tender magic. When they are sent out in the world again, new acolytes are taught to leave the high cities and walk among the undergrowth, to gain a better perspective on forest life. On occasion, Tenders living in the Wood will go on pilgrimages to tend to the Grove before returning to their normal duties. Masters of the order often choose to completely dedicate themselves to healing the Grove, setting up permanent homes there. This is considered to be a noble self-sacrifice among Tenders, and those who do this are given the order's highest honors.

JOINING THE TENDERS

Gaining admission to the ranks of the Tenders is not difficult, and recruits are especially welcome now to help expand their thinning numbers. Any player who shows proper devotion to the tenets of natural balance and a willingness to swear an oath to become a keeper of the Wood can speak with Havel of the Autumn Moon about joining the Tenders. New recruits will begin at the Seedling rank.

The Tenders

Rank 1 - Seedling
Rank 2 - Sproutling
Rank 3 - Sapling
Rank 4 - Summerblossom
Rank 5 - Autumnal
Leader - Treekeeper



Joining the Tenders involves taking an oath to keep the balance of nature, to help it recover from disasters both natural and unnatural, and to help all people who have been harmed by natural imbalance. The Tenders know they can't control nature, and they teach that trying to do so is a folly which will only lead to further unbalancing of natural cycles. They do believe that when disaster strikes, it is their duty to restore the balance that was lost for the sake of all beings.

VULPIN CAPTAIN

Captains are respected among the bandit forces, leading units on raids and ambushes, and sometimes running the operations of an entire camp. While captains are among the more skilled warriors in the coalition, involvement with day-to-day operations grants them a certain rapport with even the low-ranking bandits. This leadership, coupled with their prowess, allows them to rally or kowtow those foolish enough to consider desertion. Vulpins, with their natural ambition, cunning, and force of personality, can readily be found climbing to the rank of captain.

FRAY MERRIDAN

Fray is a dashing red-furred vulpin with sharp eyes and a quick wit. A highly skilled swordswoman, she was left without a home when forest fires spreading from the Scorched Grove burned her village. She saw joining the bandits as an opportunity to use her skills to provide for herself and those she cares for. She is astute and talented, but also competitive and unwilling to forget even the smallest slight against her. Fray uses the **vulpin captain** stat block.

VULPIN CAPTAIN

MEDIUM HUMANOID (VULPIN), NEUTRAL EVIL

Armor Class 14 (studded leather armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Skills Acrobatics +4, Perception +4

Senses darkvision 60ft., passive Perception 14

Languages Birdfolk, Vulpin

Challenge 1 (200 XP)

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

ACTIONS

Multiattack. The captain makes two attacks.

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

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

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

REACTIONS

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

VULPIN NOBLE

Although founded by birdfolk, Alderheart is home to several noble families of influential humblefolk. Among them are vulpins who find both their charms and wiles perfectly suited to the political intrigue of Alderheart's high society. Some vulpin nobles can trace their lineage back to ancient royalty.

WALDEN KRANE, MAGISTRATE OF WINNOWING REACH

A fastidious, easily agitated, middle-aged kindled corvum with drab black feathers. As the Magistrate of Winnowing Reach, he is a prominent political figure in the region. Walden isn't a particularly good or kind man, but he tries to be a reasonable and honorable one. He will not break his bargains, and likewise won't tolerate anything on the party's part which could be conceived as oath-breaking, dishonesty, or actions that might bring harm to the Reach. He cares deeply for his citizens, but that sometimes fails to come across as his political ambitions tend to get in the way. Walden has known Kenna Brightspark since she was but a fledgeling.

VULPIN NOBLE

MEDIUM HUMANOID (VULPIN), ANY ALIGNMENT

Armor Class 15 (breastplate)
Hit Points 9 (2d8)
Speed 30 ft.

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

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

Senses darkvision 60 ft., passive Perception 11

Languages Birdfolk, Vulpin

Challenge 1/8 (25 XP)

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

ACTIONS

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

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

REACTIONS

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

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