

EXCHANGE TREASURES

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

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

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

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

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

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

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

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

NEST CHARM

Wondrous item, uncommon (requires attunement)

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

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

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

RED-FEATHER BOW

Weapon (any bow), uncommon (requires attunement)

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

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

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

The bow regains 1d3 charges each day at dawn.

WING CREST SHIELD

Armor (shield), uncommon (requires attunement)

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

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



Appendix E: Random Encounters



Here are a few random encounter tables to both provide inspiration for any encounter you may wish to build, and to flesh out the encounters in your game.

CITY ENCOUNTERS (LEVELS 2-4)

d8	Encounter
1	A mapach tinkerer with a hand cart of goods distracts the party with his marvellous wares while his hedge bard partner attempts to pick-pocket them.
2	An innocent cervan priest is accosted by 1d4 birdfolk guards . These birdfolk are criminals who've stolen Perch Guard uniforms, and the party will be rewarded for their capture.
3	A visiting vulpin noble is interested in seeing the sights. Show them around town by rolling again on this table. They will accompany the party for this encounter, and should they survive, will reward the party 20 gp for the invigorating time.
4	A gathering of acrobatic street performers. If high enough level, a party member with the Sharp Mind trait, or who makes a DC 14 Intelligence check, will recognize a gallus monk among them from a wanted poster.
5	A citywide parade to honor Gaspard, the Champion. There are jousts, fencing matches, and other contests in which the party can participate. Defeat a jerbeen swashbuckler in a duel to win a magic item.
6	A mysterious death. If players are high enough level, this could lead to a fight with the corvum assassin who was paid to perform the murder.
7	A bar fight breaks out between 1d4 mapach bandit patrons and 1d4 birdfolk militia .
8	A pair of jerbeen thieves steal from the party. This leads back to their vulpin captain leader, who runs a pickpocketing ring in town.

CAVE ENCOUNTERS (LEVEL 1)

d8	Encounter
1	1d2 gray oozes conceal themselves as stagnant pools.
2	A shifting slime attacks.
3	1d2 roosting swarms of emberbats drop from the ceiling.
4	2 caustic slimes attack.
5	The party finds a 6-foot-tall bioluminescent mushroom.
6	1d4 sticky slimes attack.
7	Two sticky slimes and a caustic slime attack.
8	1d4 violet fungus attack.

COAST ENCOUNTERS (LEVEL 4)

d8	Encounter
1	The party finds a small shrine to Gesme within a hidden grotto. The first player to pray here gains the ability to cast <i>clairvoyance</i> once, without material components.
2	2 raptor explorers are leading a strig tracker bounty hunter to the party.
3	1d4 giant petrels circle overhead (use the stat block for a giant eagle , but with a 30 ft. swim speed).
4	A violent storm rolls in. If the party chooses not to take shelter, they must make a DC 14 Constitution saving throw while traveling, suffering a level of exhaustion on a failure.
5	A mass of seaweed turns out to be a shambling mound .
6	A ship is stolen from the docks by 1d4 +1 birdfolk sailor pirates, led by a jerbeen swashbuckler .
7	A sinking ship is spotted with it's crew aboard. There are 1d3 hunter sharks circling in the water.
8	A crashing wave sweeps in, and the party must make a DC 14 Strength saving throw or be swept 80 feet into the sea, where a water elemental lies in wait.

FOREST ENCOUNTERS (LEVEL 1-2)

d8 Encounter

- 1 2d4 **mapach bandits** ambush the party.
- 2 1d2 **swarms of emberbats** attack the party.
- 3 1d4 **magmin** can be spotted burning foliage through the trees. They haven't started a fire yet, but they will if left unchecked.
- 4 The party finds a moss covered shrine to Reya. The first character that stops to pray here gains the ability to cast *elevated sight* once.
- 5 1d4 **mapach bandits** and a **jerbeen thief** spring from the forest, offering safe passage for a road toll of 3 gp per party member. They will attack if the toll is not paid immediately.
- 6 1d3 **wolves** led by a **dire wolf** attack the party.
- 7 A **birdfolk skirmisher** on patrol is struggling in a large spider web and calling for help. He has been bound in silk, requiring a DC 15 Strength check or one round using a cutting tool to free him. There are 1d2 +1 **giant spiders** hidden in the trees.
- 8 A bandit's net trap has been laid across the trail and covered with leaves. It can be spotted with a DC 15 Wisdom (Perception) check. If players walk into it, the trap springs, and players must make a DC 14 Dexterity saving throw to avoid getting caught. On a failure, you can roll on this table again to complicate the encounter.

MOUNTAIN ENCOUNTERS (LEVELS 2-3)

d8 Encounter

- 1 Two **griffons** can be seen in the distance. They give a warning shriek. The party can find another route, losing ground and rolling again on this table, or fight them.
- 2 1d4 **mapach bandits** and a **vulpin captain** attack.
- 3 A hungry **basilisk** appears.
- 4 1d4 **jerbeen thieves** attack.
- 5 1d4 **mountain lions** attack.
- 6 The weather suddenly shifts to a bitter storm. If the party chooses not to take shelter, they must make a DC 13 Constitution saving throw while traveling, suffering a level of exhaustion from the cold on a failure.
- 7 The party finds a weathered shrine to Altus. The first character that stops to pray here gains the ability to cast *enhance ability* once, without using material components. The player may only select either the **Bear's Endurance** or **Bull's Strength** options when the spell is cast.
- 8 The party finds a roost of 1d3 **giant eagles** with 1d4 young (Medium sized beasts that cannot attack) with them. They will attack unless the party can convince them they are not a threat.

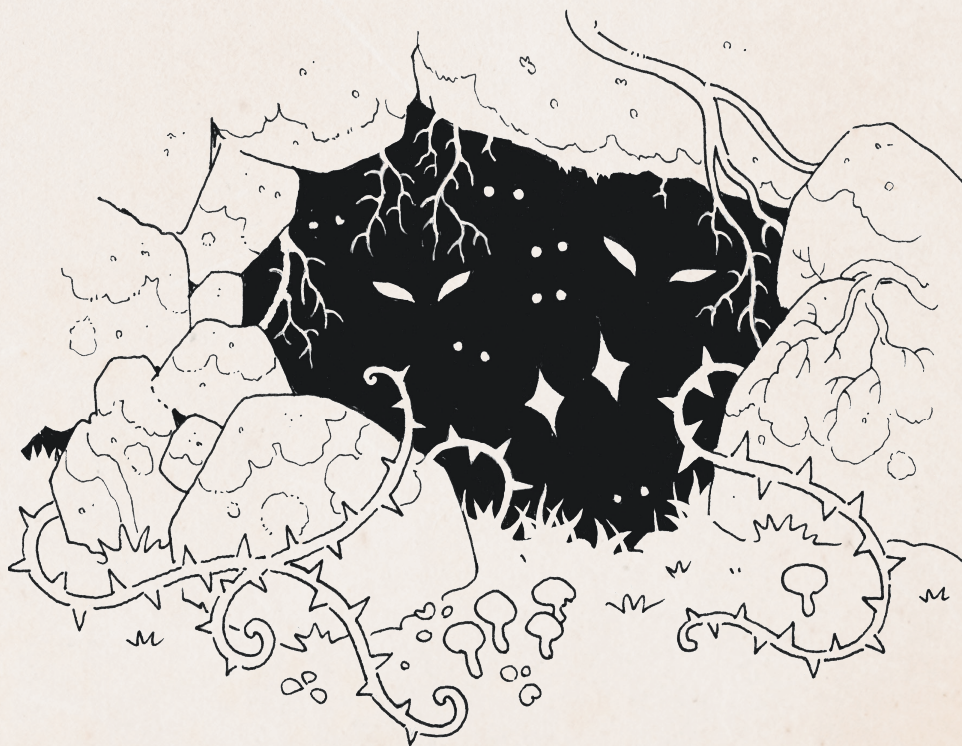


SCORCHED GROVE ENCOUNTERS (LEVEL 3)

d8	Encounter
1	1d4 +1 swarms of emberbats attack.
2	An ashsnake attacks. If the party is hunting for the ashsnake in Part 3 , it is waiting to ambush them.
3	The party finds a small stand of scorched trees, two of which tower above the others. When approached these two awakened trees attack with branches that glow with embers. Their attacks deal fire damage instead of bludgeoning damage, and can set flammable objects carried by characters on fire.
4	One fire elemental can be seen off in the distance. Players must make a DC 10 Dexterity (Stealth) check to avoid its notice, otherwise it will see them and attack.
5	1d3 magma mephits and 1d2 dust mephits attack.
6	1d4 magmin attack.
7	A Tender is being attacked by a swarm of emberbats .
8	A field of geysers lays ahead, each intermittently spraying scalding gases into the air. The party can attempt to cross cautiously with a DC 16 Intelligence check to notice a pattern, or by making three DC 14 Dexterity saving throws, taking 4 (1d8) fire damage on each failure. Pass or fail, after 3 saving throws they've made it across. Alternatively, party members can choose to go around. If so, roll again on this table.

SWAMP ENCOUNTERS (LEVEL 1)

d8	Encounter
1	1d3 birdfolk skeletons , covered in moss rise from the murky water and attack.
2	Two sticky slimes and a caustic slime attack.
3	The party stumbles upon a swarm of quippers in the water. Players with a passive Perception of 15 or higher notice the swarm and avoid it.
4	The party finds a fungus covered shrine to Henwin within a tangle of plant life. The first character to pray here gains the ability to cast <i>spiny shield</i> once, without using material components.
5	1d4 sticky slimes attack.
6	1d2 swarms of insects envelop the party. They have a walking speed of 5 ft., a 30 ft. flying speed, and no climbing speed.
7	Two caustic slimes attack.
8	A birdfolk researcher caught in quicksand. Requires a DC 12 Strength (Athletics) check to free. Roll again on this table to complicate the encounter.



Appendix F: What did They Find?

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Use this helpful list to determine what a character might find when searching through a place in the Wood, in an NPC's bag, or the like.

d20	They find...	d20	They find...
1	A carefully cleaned and varnished mouse skull.	11	A necklace made from the shells of small iridescent beetles.
2	A ruby statue worth 50 gp, but birdfolk and humblefolk alike believe it to be cursed.	12	A wooden frog that is perpetually slick with some kind of viscous moisture.
3	A golden coin dating back to the very founding of Alderheart.	13	A short, thin twig that is unbendable and indestructible.
4	A small switch-knife hidden inside of a wooden spoon.	14	A locket made from a polished periwinkle shell. A strange sigil has been carved on the inside.
5	A holy symbol of an Amaranthine not worshipped in Humblewood.	15	A glass jar filled with eight fireflies, each giving off light. One glows white, and the others glow a different colour of the rainbow.
6	A feather with brilliant tropical colours, not seen on any Humblewood birdfolk.	16	A bandit mask from a time before the Coalition.
7	A ring with a strange seed where a gemstone would normally be.	17	A detailed onyx carving of a birdfolk skull. It is cold to the touch.
8	A mechanical cricket, but its winding key is missing.	18	A silver pinecone that is completely immune to fire damage.
9	A thin length of chain, that when examined is actually made of seamless loops of wood.	19	A locked music box. Mechanical chirping can occasionally be heard from inside.
10	A small bag containing hand polished marbles, each one with a different small insect in it.	20	A weathered parchment scroll, which unfurls to reveal music inscribed in long-faded ink.



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