

INDEX

A

Aerial Expert (feat)	47
Alderheart	76, 104
Amaranthine	54
Altus	58
Ardea	56
Cairith	63
Chluran	59
Gaspard	64
Gesme	60
Hanera	61
Hath	65, 72
Reya	62
Henwin	66
Kren	67
Tyton	57
Ambush Prey (spell)	49
Ardywn, Elder of Meadowfen	190
Ashbarrow	78
Ashsnake	177
Aspect of Fire	179
Avium, The	78, 138

B

Backgrounds	43-46
Bandit Cunning (feat)	47
Bandit Defector (background)	43
Benna Seridan	194
Birdfolk	10, 208
Birdfolk Dockmaster	190
Birdfolk Farmer	190
Birdfolk Guard	191
Birdfolk Militia	191
Birdfolk Sailor	191
Birdfolk Skeleton	180
Birdfolk Skirmisher	191
Bitu, Council Speaker	193
Blade of the Wood	211
Borealus, The	211
Brackenmill	79

C

Cara Stormsinger	193
Caustic Slime	186
Cervan	22, 209
Cervan Bandit General	194
Cervan Priest	195
Class Options	36-42
Cobblefright	180
College of the Road	36
Community Domain	39
Corvax Revayne	195
Corvum	12, 208
Corvum Assassin	195
Corvum Necromancer	195
Crest, The	79

D

Deities. *See under Amaranthine*

E

Elevated Sight (spell)	49
Eliza Pennygleam	196
Emberbat	182

F

Feathered Helm	211
Feathered Reach (spell)	50
Feats	47
Figory Figgins	196
Forest Prowler	183
Fray Merridan	207

G

Gabe Windsworth	201
Gallus	14, 208
Gallus Druid	196
Gallus Monk	196
Glinda Nightseed	195
Globe of Twilight (spell)	50
Gods. <i>See under Amaranthine</i>	
Gregor Thornspur, Magistrate of Alderheart	196
Grounded (background)	44
Gust Barrier (spell)	50

H

Havel of the Autumn Moon	196
Heavy Glider (feat)	47
Hedge	24, 210
Hedge Bard	199
Hedge Witch	199
Humblefolk	11, 209
Humblescratch	

I

Invoke the Amaranthine (spell)	51
--------------------------------	----

J

Jell Platena	200
Jerbeen	27, 210
Jerbeen Thief	200
Jerbeen Swashbuckler	200

K

Kenna Brightspark	201
Krall, the Scavenger King	194

L

Languages	34
Lesser Demon	184
Luma	16, 209
Luma Cleric of Ardea	201
Luma Wizard	201

M

Mapach	28, 210
Mapach Bandit	202
Mapach Tinkerer	202
Marshview	79
Meadowfen	79
Mokk Fields	81
Mordane Swiftgale	202
Mountain Lion	184

N

Neconomicon Ex Corvis	211
Nest Charm	212
Night Domain	40
NPCs	190-210

O

Oakheart	203
Odwald Ebonhart	196
Opportunistic Thief (feat)	47

P

Perfect Landing (feat)	47
------------------------	----

R

Raptor	18, 209
Raptor Explorer	203
Raptor Ranger	203
Red-Feather Bow	212
Rhys Birchwalker	203
Riffin, the Ash-Knight	205

S

Saltar's Port	81
Scofflaw	41
Scorched Grove	81
Shape Plants (spell)	51
Shifting Slime	187
Shyla Denn	205
Slimes	186-188
Speech of the Ancient	
Beasts (feat)	47
Spells	48-52
Spiny Shield (spell)	51
Stellar Bodies (spell)	52
Sticky Slime	188
Strig	20, 209
Strig Knight	205
Strig Tracker	205
Susan of the Swamp	200

T

Tales of the Amaranthine	68-71
Talongrip Coast	82
Tenders, The	206
Tevor of the Spring Path	193

V

Veil of Dusk (spell)	52
Vulpin	30, 210
Vulpin Captain	207
Vulpin Noble	207

W

Walden Krane	
Magistrate of Winnowing Reach	207
Wakewyrm	188
Wind-Touched (background)	45
Wing Crest Shield	212
Winnowing Reach	82, 90
Woodwise (feat)	47
World Map	74

NOTES



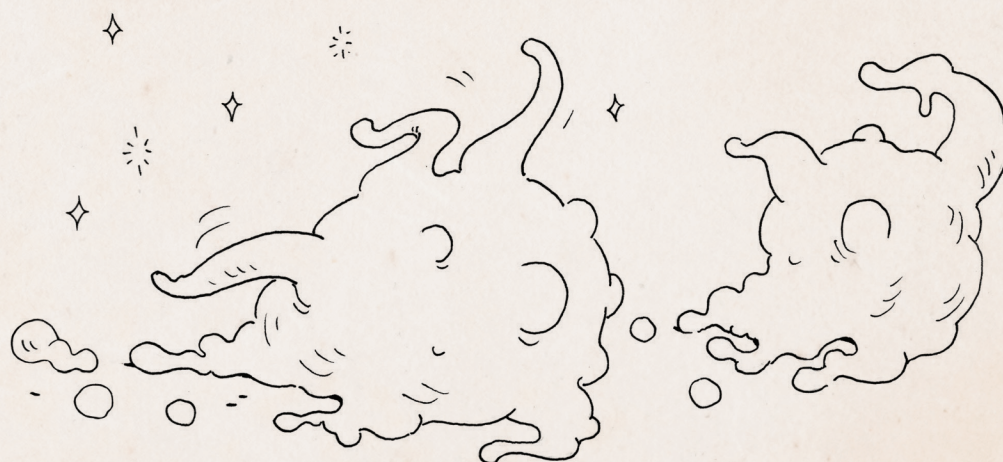
NOTES



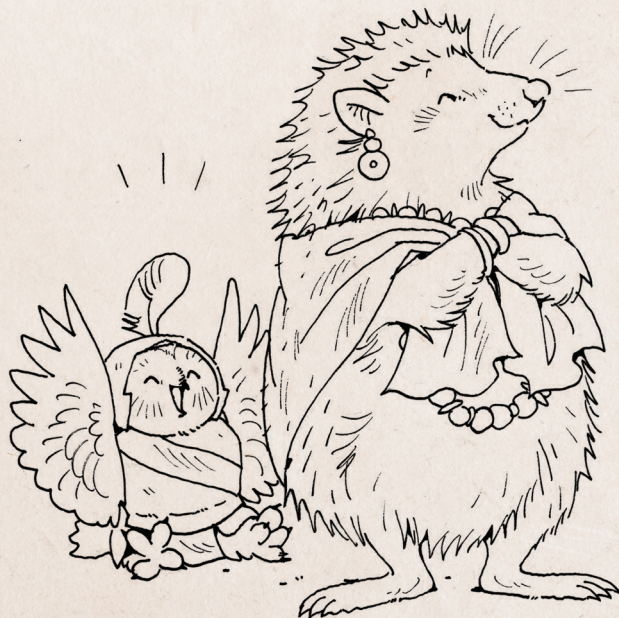
NOTES



NOTES



NOTES



NOTES



LICENCE

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.1 2 or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including an indication as to compatibility, except as expressly licensed in another, independent

Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Humblewood Campaign Setting, Copyright 2019, Hit Point Press Inc. Authors: Jordan Richer, Christopher Pinch, Andrea Bruce, TR Rowe and Matthew Gravelyn.

PRODUCT IDENTITY

The following items are designated Product Identity, as defined in Section 1(e) of the Open Gaming License Version 1.0a and are subject to the conditions set forth in Section 7 of the Open Gaming Licence, and are not Open Content:

All trademarks, registered trademarks, propernames, dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

OPEN GAMING CONTENT

All content from the System Reference Document 5.1 is Open Game Content as described in Section 1(d) of the License. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without permission.

